

## **17.1 LBMP Calculation**

### **17.1.1.2 Incremental Dispatch Costs for Pricing Fast-Start Resources**

For the purpose of calculating LBMPs for the Day-Ahead and Real-Time Markets, the incremental dispatch costs of Fast-Start Resources that Bid ISO-Committed Flexible shall be adjusted to include start-up costs and minimum generation costs based on the Start-Up Bids and Minimum Generation Bids or mitigated Start-Up Bids and Minimum Generation Bids of each such Resource (“Adjusted Dispatch Costs”). For start-up costs, the ISO will use a Fast-Start Resource’s single point Start-Up Bid if one is submitted (or the mitigated Bid, where appropriate). If a Fast-Start Resource does not submit a single point Start-Up Bid in the Real-Time Market, the ISO will use the point on the Fast-Start Resource’s multi-point Start-Up Bid curve (or its mitigated multi-point Start-Up Bid curve, where appropriate) that corresponds to the shortest specified down time.

The ISO will use the following procedure to determine a Fast-Start Resource’s Adjusted Dispatch Costs for each pricing interval in the Day-Ahead and Real-Time Markets. The ISO will determine the “cost-minimizing output level” that minimizes the average as-Bid operating cost (“minimum average cost”) for that Fast-Start Resource in each hour of the Day-Ahead Market and in each RTD interval of the Real-Time Market. The average as-Bid operating cost for a Fast-Start Resource at a given operating level shall include the Fast-Start Resource’s minimum generation costs and incremental energy costs to provide Energy at that operating level, based on the Resource’s Bids, or mitigated Bids as appropriate. The average as-Bid operating cost may also include some or all of the Fast-Start Resource’s start-up costs based on the Resource’s Bids, or mitigated Bids as appropriate, in a given hour, to be determined as follows: (1) for the Day-Ahead Market, a Fast-Start Resource’s average as-Bid operating cost to operate in a given hour

will include start-up costs for the hour the Resource is scheduled to start; or (2) for the Real-Time Market, a Fast-Start Resource's average as-Bid operating cost to operate in a given RTD interval will include the start-up costs for approximately the first fifteen minutes, among consecutive operating intervals, after the Resource is scheduled to start, *i.e.*, for each RTD interval that starts within the first fifteen minutes after the Resource is scheduled to start, the average as-Bid operating cost to operate in that interval will include start-up costs.

For all output levels less than or equal to the cost-minimizing output level, the ISO will set the Adjusted Dispatch Cost equal to the minimum average cost. For all output levels greater than the cost-minimizing output level, the ISO will set the Adjusted Dispatch Cost equal to the price on the Resource's Bid curve. The ISO will calculate Adjusted Dispatch Costs for each output level between the Fast-Start Resource's minimum operating level and its  $UOL_N$  or  $UOL_E$  (whichever is applicable).

For the purpose of calculating LBMPs for the Day-Ahead and Real-Time Markets, all Fast-Start Resources that Bid ISO-Committed Flexible are treated as flexible and able to be dispatched anywhere between zero (0) MW and their  $UOL_N$  or  $UOL_E$  (whichever is applicable).

The dispatch for Fast-Start Resources, including Fixed Block Units, that participate as Co-located Storage Resources will consider CSR Scheduling Limits.

Additional rules for Fixed Block Units are set forth below in Section 17.1.2.1.2.

### **17.1.2 Real-Time LBMP Calculation Procedures**

For each RTD interval, the ISO shall use the procedures described below in Sections 17.1.2.1-17.1.2.1.4 to calculate Real-Time LBMPs at each Load Zone and Generator bus. The LBMP bus and zonal calculation procedures are described in Sections 17.1.1 and 17.1.5 of this

Attachment B, respectively. Procedures governing the calculation of LBMPs at Proxy Generator Buses are set forth below in Section 17.1.6 of this Attachment B.

#### **17.1.2.1 General Procedures**

##### **17.1.2.1.2 Description of the Real-Time Dispatch Process**

###### **17.1.2.1.2.1 The First Pass**

The first RTD pass consists of a least bid cost, multi-period co-optimized dispatch for Energy, Regulation Service and Operating Reserves that treats all Fixed Block Units that are committed by RTC, or are otherwise instructed to be online or remain online by the ISO as if they were blocked on at their  $UOL_N$  or  $UOL_E$ , whichever is applicable. Fixed Block Units that do not participate in a Co-located Storage Resource, are capable of being started and meeting Minimum Generation Levels ~~and capable of being started~~ in ten minutes or less, and that have not been committed by RTC, are treated as flexible (i.e. able to be dispatched anywhere between zero (0) MW and their  $UOL_N$  or  $UOL_E$ , whichever is applicable). The first pass establishes “physical base points” (i.e., real-time Energy schedules) and real-time schedules for Regulation Service and Operating Reserves for the first time point of the optimization period. Physical base points and schedules established for the first time point shall be binding and shall remain in effect until the results of the next run are posted. Physical base points and schedules established for all subsequent time points shall be advisory. The first pass also produces information that is used to calculate the RTD Base Point Signals that the ISO sends to Suppliers.

When establishing physical base points, the ISO shall assume that each Generator will move toward the physical base point established during the first pass of the prior RTD run at its specified response rate.

#### 17.1.2.1.2.2 The Second Pass

The second RTD pass consists of a least bid cost, multi-period, co-optimized dispatch for Energy, Regulation Service, and Operating Reserves that treats: (i) all Fast-Start Resources that are committed by RTC; (ii) ~~all~~ Fixed Block Units that do not participate in a Co-located Storage Resource, are capable of starting and meeting Minimum Generation Levels ~~and capable of starting~~ in ten minutes, ~~that and~~ have not been committed by RTC; and (iii) all Fixed Block Units otherwise instructed to be online or remain online by the ISO, as flexible (i.e., able to be dispatched anywhere between zero (0) MW and their  $UOL_N$  or  $UOL_E$ , whichever is applicable), regardless of their minimum run-time status. The dispatch of Fast-Start Resources, including Fixed Block Units, that participate as Co-located Storage Resources will consider CSR Scheduling Limits. The second pass calculates real-time Energy prices and real-time Shadow Prices for Regulation Service and Operating Reserves that the ISO shall use for settlement purposes pursuant to Section 4, Rate Schedule 15.3, and Rate Schedule 15.4 of this ISO Services Tariff respectively. The ISO will not use schedules for Energy, Regulation Service and Operating Reserves established in the second pass to dispatch Resources.

The upper and lower dispatch limits used for ISO-Committed Fixed and Self-Committed Fixed Resources shall be the same as the physical base points calculated in the first pass.

### 17.1.3 Day-Ahead LBMP Calculation Procedures

LBMPs in the Day-Ahead Market are calculated using five passes. The first two passes are commitment and dispatch passes; the last three are dispatch only passes.

Pass 1 consists of a least cost commitment and dispatch to meet Bid Load and reliable operation of the NYS Power System that includes Day-Ahead Reliability Units.

It consists of several steps. Step 1A is a complete Security Constrained Unit Commitment (“SCUC”) to meet Bid Load. At the end of this step, committed Fast-Start Resources, Imports, Exports, Virtual Supply, Virtual Load, Demand Side Resources and non-Fast-Start Resources are dispatched to meet Bid Load. Fast-Start Resources are treated as dispatchable between zero MW and their  $UOL_N$  or  $UOL_E$ , whichever is applicable. For mitigation purposes, LBMPs are calculated from this dispatch. Following Step 1A, SCUC tests for automated mitigation procedure (“AMP”) activation.

If AMP is activated, Step 1B tests to determine if the AMP will be triggered by mitigating offer prices subject to mitigation that exceed the conduct threshold to their respective reference prices. These mitigated offer prices together with all originally submitted offer prices not subject to automatic mitigation are then used to commit generation and dispatch energy to meet Bid Load. This step is another iteration of the SCUC process. At the end of Step 1B, committed Fast-Start Resources, Imports, Exports, Virtual Supply, Virtual Load, Demand Side Resources, and non-Fast-Start Resources are again dispatched to meet Bid Load using the same mitigated or unmitigated Bids used to determine the commitment to meet Bid Load. Fast-Start Resources are treated as dispatchable between zero MW and their  $UOL_N$  or  $UOL_E$ , whichever is applicable. For mitigation purposes, LBMPs are again calculated from this dispatch. The LBMPs determined at the end of Step 1B are compared to the LBMPs determined at the end of Step 1A to determine the hours and zones in which the impact test is met.

In Step 1C, generation offer prices subject to mitigation that exceed the conduct threshold are mitigated for those hours and zones in which the impact test was met in Step 1B. The mitigated offer prices, together with the original unmitigated offer price of units whose offer prices were not subject to mitigation, or did not trigger the conduct or impact thresholds, are used

to commit generation and dispatch energy to meet Bid Load. This step is also a complete iteration of the SCUC process. At the end of Step 1C, committed Fast-Start Resources, Imports, Exports, virtual supply, virtual load, Demand Side Resources, and non- Fast-Start Resources are again dispatched to meet Bid Load. Fast-Start Resources are treated as dispatchable between zero MW and their  $UOL_N$  or  $UOL_E$ , whichever is applicable. The dispatch for Fast-Start Resources, including Fixed Block Units, that participate as Co-located Storage Resources will consider CSR Scheduling Limits. For mitigation purposes, LBMPs are again calculated from this dispatch.

All Demand Side Resources and non-Fixed Block Units committed in the final step of Pass 1 (which could be either step 1A, 1B, or 1C depending on activation of- the AMP) are blocked on at least to minimum generation level in Passes 4 through 6. All Energy Storage Resources and Hybrid Storage Resources dispatched in the final step of Pass 1 (which could be either Step 1A, 1B, or 1C depending on activation of the AMP) are blocked on at the dispatch that was determined in Pass 1 in Passes 2 through 4. The resources required to meet local system reliability are determined in Pass 1.

Pass 2 consists of a least cost commitment and dispatch of Fast-Start Resources, Imports, Exports, Demand Side Resources and non- Fast-Start Resources to meet forecast Load requirements in excess of Bid Load, considering the Wind and Solar Energy Forecast, that minimizes the cost of incremental Minimum Generation and Start Up Bids, given revenues for Minimum Generation Energy based on LBMPs calculated in Pass 1, and assumes all Fast-Start Resources are dispatchable between zero MW and their  $UOL_N$  or  $UOL_E$ , whichever is applicable. The dispatch for Fast-Start Resources that participate as Co-located Storage Resources will consider CSR Scheduling Limits. Incremental Import Capacity needed to meet

forecast Load requirements is determined in Pass 2. Fixed Block Units committed in this pass are not included in the least cost dispatches of Passes 5 or 6. Demand Side Resources and non-Fixed Block Units committed in this step are blocked on at least to minimum generation level in Passes 4 through 6. Intermittent Power Resources that depend on wind or solar energy as their fuel committed in this pass as a result of the consideration of the Wind and Solar Energy Forecast are not blocked in Passes 5 or 6.

Pass 3 is reserved for future use.

Pass 4 consists of a least cost dispatch to forecast Load. It is not used to set schedules or prices. It is used for operational purposes and provides a dispatch of Fast-Start Resources, Imports, Exports, Demand Side Resources and non- Fast-Start Resources committed in Passes 1 or 2. Incremental Import Capacity committed in Pass 2 is re-evaluated and may be reduced if no longer required.

Pass 5 consists of a least cost dispatch of Fast-Start Resources, Imports, Exports, Virtual Supply, Virtual Load, Demand Side Resources and non- Fast-Start Resources committed to meet Bid Load, based where appropriate on offer prices as mitigated in Pass 1. Fast-Start Resources are treated as dispatchable between zero MW and their  $UOL_N$  or  $UOL_E$ , whichever is applicable. LBMPs used to settle the Day-Ahead Market are calculated from this dispatch. The Shadow Prices used to compute Day-Ahead Market clearing prices for Regulation Service and for Operating Reserves in Rate Schedules 3 and 4 of this ISO Services Tariff are also calculated from this dispatch. Final schedules for all Imports, Exports, Virtual Supply, Virtual Load, Demand Side Resources and non-Fixed Block Units in the Day-Ahead Market are calculated from this dispatch.

Pass 6 consists of a least cost dispatch of all Day-Ahead committed Resources, Imports, Exports, Virtual Supply, Virtual Load, based where appropriate on offer prices as mitigated in Pass 1, with the schedules of all Fixed Block Units committed in the final step of Pass 1 blocked on at maximum Capacity. Final schedules for Fixed Block Units in the Day-Ahead Market are calculated from this dispatch.