BUDDLEFINDLAY

То

Settlement and Prudential Security Technical Group

From Tony Dellow Anna Parker

By Post

Date 14 November 2012

Draft Part 14A: Prudential requirements

We have prepared the attached preliminary draft of a new Part 14A of the Electricity Industry Participation Code for discussion at the Group's meeting on 21 November 2012.

The draft is very preliminary and will be subject to extensive change. We consider that the drafting could be made even simpler and clearer, particularly in the later provisions of the Part itself, and in Part 2 of Schedule 14A.1.

We have not considered whether changes are necessary to the forms in the remaining Schedules. We have attempted to reflect as many of WAG's recommendations on the prudential provisions as possible, however we will need further instructions in relation to the recommendations relating to accepting hedge settlement agreements written over by bilateral cap contracts and access to margin accounts as security.

LAWYERS

WELLINGTON State Insurance Tower 1 Willis Street PO Box 2694 Wellington 6140 New Zealand DX SP20201

Tel 64-4-499 4242 Fax 64-4-499 4141

AUCKLAND PricewaterhouseCoopers Tower 188 Quay Street PO Box 1433 Auckland 1140 New Zealand DX CP24024 Tel 64-9-358 2555 Fax 64-9-358 2055

> CHRISTCHURCH 245 St Asaph Street PO Box 322 Christchurch 8140 New Zealand DX WP20307 Tel 64-3-379 1747 Fax 64-3-379 5659

List of partners available from www.buddlefindlay.com The most fundamental change reflected in the drafting is the creation of a new Part relating to prudential requirements, separate from clearing and settlement. In our view, this is appropriate and should make the Code more user-friendly. The prudential requirements provisions are quite discrete and do not overlap with the clearing and settlement provisions. They also include quite extensive schedules which, in the Code as currently organised, are separated from the prudential requirements provisions.

We look forward to the Group's comments on the draft.

Tony Dellow / Anna Parker