Name	Monday	Tuesday	Wednesday	Thursday	Friday
Justin	0	0	0.3	0.7	0.5
Alexis	0.4	0.5	0.5	0.6	0.5
Jeffery	0.7	0.5	0.7	0	0
Arbern	0.3	0.3	0.3	0.3	0.3
Edward	0.4	0.4	0.6	0.4	0.3
Milly	0.6	0.2	0.4	0	0

Theorecical capacity	11.7	Person-days	
Actual Capacity	10.7	Person-days	
Team Capacity	91%		
Assumed Normalized Velocity	20.3		20.3333333
Sprint Buffer	10%		
Targeted points	17		

Introduction:

The Scrum Inc. Yesterday's Weather tool is used to implement both the Yesterday's Weather AND the Interrupt Patterns quickly and easily as part of Sprint planning. The tool provides a quick way to calculate how many points the team should plan to complete in the coming sprint, based on: how many points have actually been completed recently; team member availability (due to vacation or illness) during the upcoming sprint; and the current buffer the team is leaving to plan for unanticipated work as part of the Interrupt Pattern.

Scrum Inc. Uses this tool to plan a one-week sprint, where each team member only works 5 days over the course of the week. The tool can be used to plan longer Sprints by inserting more columns between Columns C and G.

Text in blue are variables that must be input by the user. Cells in red are the results returned by the tool

Using the Tool:

To set up the tool for a new team…

1. Enter the names of each team member in "Column B"
2. Enter the fraction of each working day that each team member should will be available to the team on a regular basis in cells C2 to G8 (0 = not avaialable, 1 = fully available)
3. Type the number shown in cell J3, which is currently your "theoretical capacity" (if all team members are available as planned) into cell J2

At each Sprint Planning Meeting…

4. In Cells C2 to G8, update the percent availability for each team member to reflect any known vacation, illness, etc. for the upcoming Sprint
5. Enter the average "normalized" velocity from the past three Sprints in Cell J5. Normalized velocity is calculated as the number of points completed in a Sprint, divided by the percent team capacity in that Sprint
6. Enter the team's current "buffer" (the percentage of velocity to be reserved for unplanned stories that come up during the sprint) in Cell J6
7. The team's "percent capacity" for the upcoming Sprint is displayed in Cell J4, and the number of points (excluding buffer) that the team should bring into the Sprint is shown in Cell J7.