



Business Message Standard (BMS) Settlement

BMS Release: 3.0.0, BRG Name: eCom

Issue 1.0.0, 2-Jan-2012



Document Summary

Document Item	Current Value
Document Title	Business Message Standard (BMS)
BMS Name	Settlement
BMS Release	3.0.0
BRG Name	eCom
Document Number	Issue 1.0.0
Date Last Modified	2-Jan-2012
Status	Approved
Owner	eCom BRG
BMS Template Version	1.9

Change Request Reference

Date of CR Submission to GSMP:	CR Submitter(s):	Refer to Change Request (CR) Number(s):
20061119	Andy Kim, GS1 Australia	06-000305
20041215	Upstream, GS1	04-000229

Business Requirements Document (BRAD) Reference

BRAD Title:	BRAD Date:	BRAD Version
Settlement Retail Store Location	20070111	Version 0.0.1
eCom Domain Common Library		Version 3.0
Shared Common Library		Version 3.0
Settlement – Business Requirement Document	20040827	Version 1.3
BRAD Upstream Standards – Financial Settlement	20041207	Version 0.1.0

Document Change History

Date of Change	Version	Changed By	Reason for Change	Summary of Change	Model Build #
January 2, 2002	Issue 1.0.0	Coen Janssen	Publication of BMS release 3.0.0		n/a

Disclaimer

WHILST EVERY EFFORT HAS BEEN MADE TO ENSURE THAT THE GUIDELINES TO USE THE GS1 STANDARDS CONTAINED IN THE DOCUMENT ARE CORRECT, GS1 AND ANY OTHER PARTY INVOLVED IN THE CREATION OF THE DOCUMENT HEREBY STATE THAT THE DOCUMENT IS PROVIDED WITHOUT WARRANTY, EITHER EXPRESSED OR IMPLIED, REGARDING ANY MATTER, INCLUDING BUT NOT LIMITED TO THE OF ACCURACY, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND HEREBY DISCLAIM ANY AND ALL LIABILITY, DIRECT OR INDIRECT, FOR ANY DAMAGES OR LOSS RELATING TO OR RESULTING FROM THE USE OF THE DOCUMENT. THE DOCUMENT MAY BE MODIFIED, SUBJECT TO DEVELOPMENTS IN TECHNOLOGY, CHANGES TO THE STANDARDS, OR NEW LEGAL REQUIREMENTS. SEVERAL PRODUCTS AND COMPANY NAMES MENTIONED HEREIN MAY BE TRADEMARKS AND/OR REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES. GS1 IS A REGISTERED TRADEMARK OF GS1 AISBL.

Table of Contents

1. Business Domain View	5
1.1. Problem Statement / Business Need	5
1.2. Objective.....	5
1.3. Audience.....	5
1.4. References	5
1.5. Acknowledgements	6
1.5.1. Work Group	6
1.5.2. Design Team Members.....	8
2. Business Context	9
3. Additional Technical Requirements Analysis.....	9
3.1. Technical Requirements (optional)	9
4. Business Transaction View	9
4.1. Business Transaction Use Case Diagram.....	9
4.2. Use Case Description.....	10
4.3. Business Transaction Use Case Diagram.....	12
4.4. Use Case Description.....	12
4.5. Business Transaction Activity Diagram(s)	13
4.6. Business Transaction Sequence Diagram(s)	13
5. Information Model (Including GDD Reports)	14
5.1. GDD Reports	14
GDD Report: Settlement.....	14
GDD Report: Settlement Line Item	15
5.2. Class Diagram	17
5.3. Code Lists.....	19
6. Business Document Example.....	19
7. Implementation Considerations	19
8. Testing	19
8.1. Pass / Fail Criteria.....	19
8.2. Test Data	20
9. Appendices	21
10. Adherence to Architectural Principles	22
11. Summary of Changes.....	24

1. Business Domain View

1.1. Problem Statement / Business Need

The goal of the Settlement message is to send payment instruction and / or remittance information. The remittance information can optionally include information on adjustments and/or discounts.

1.2. Objective

To supply the detail design of the (specific) business transaction needed to meet the requirements of the referenced BRAD(s).

1.3. Audience

The audience of the standards would be any participant in the global supply chain. This would include retailers, manufacturers, service providers and other third parties.

1.4. References

Reference Number	Reference Name	Description
[Ref1]	Business Requirement Document Settlement	Version 1.3
[Ref2]	BRAD Upstream Standards –Financial Settlement 0.1.0	Financial requirements for the Upstream IRT
[Ref3]	BRAD Settlement Retail Store Location	Version 0.0.1
	BMS eCom Domain Common Library	BMS Release Version 3.0
	BMS Shared Common Library	BMS Release Version 3.0

1.5. Acknowledgements

1.5.1. Work Group

Function	Name	Company / organisation
Chair eCom BRG	Edison, Carol	General Mills, Inc.
Chair MR3 subteam	Spaan, Stef	GS1 Netherlands
Member	Backert, Veronique	Dilicom
Member	Blankenstein, Kyra	GS1 Netherlands
Member	Bradley, Ardetha	Georgia Pacific
Member	Burke, Miriam	Procter & Gamble Co.
Member	Chatagnier, Isabelle	GS1 France
Member	Childs, Justin	GS1 Global Office
Member	Chresta, Richard	GS1 Switzerland
Member	Cox, Marc	Philips Electronics N.V.
Member	De Flou, Nele	GS1 Belgium & Luxembourg
Member	Denyer, Troy	GS1 Australia
Member	Dicks, Arne	GS1 Germany
Member	Dodd, Marilyn	3M Company
Member	Duvinger, Karina	GS1 Sweden
Member	Earleywine, Sarah	IDEA (US)
Member	Fedoseev, Sergey	GS1 Russia
Member	Foerderer, Klaus	GS1 Germany
Member	Foxvog, Douglas	DERI, National Univ. of Ireland
Member	Fransen, Wim	EskoArtwork
Member	Gathmann, Stefan	GS1 Ireland
Member	Gilbert, Jean-Christophe	GS1 France
Member	Grangard, Anders	GS1 Global Office
Member	Herrick, Lisa	GS1 Global Office
Member	Hill, Douglas	GS1 Denmark
Member	Hoberg, Peter	Consafe Lodistics
Member	Iwicka, Ewa	GS1 Global Office
Member	Jin Soon, Tan	GS1 Singapore
Member	Joest, Holger	SA2 Worldsync GmbH
Member	Kempkes, Fred	Unilever N.V.
Member	Kidd, Robin	Nestle
Member	Kille, Grant	SA2 Worldsync GmbH
Member	Kozovic, Vladimir	GS1 Serbia
Member	Krid, Anne-Claire	GS1 France

Function	Name	Company / organisation
Member	Lai, Keith	GS1 Australia
Member	Laur, Rita	GS1 Canada
Member	Lazarkova, Galya	GS1 Austria
Member	Lenman, Mia	GS1 Sweden
Member	Lockhead, Sean	GS1 Global Office
Member	Maniero, Ana Paula	GS1 Brasil
Member	Maree, Eric	Accenture Supply Chain Services
Member	Martinko, Michal	Hewlett-Packard
Member	McLeod, Ed	Procter & Gamble Co.
Member	Melcher, Jeff	The Exchange (AAFES)
Member	Montes de Oca, Alejandra	GS1 Mexico
Member	Moritz, Marcus	GS1 Germany
Member	Mugnier, Norbert	Dilicom
Member	Narbaïts-Jauréguy, Corinne	GS1 France
Member	Noyes, Debra	Johnsonville Sausage, Inc
Member	Picoito, Joao	GS1 Portugal
Member	Plaksin, Leon	GS1 Australia
Member	Popper, Bret	Kraft Foods
Member	Post, Valerie	Link Snacks Inc, Jack Links Beef Jerky
Member	Pottier, Natascha	GS1 France
Member	Pujol, Xavier	GS1 Spain
Member	Repetto, Mirko	GS1 Italy
Member	Robba, Steven	SA2 Worldsync GmbH
Member	Rosell, Pere	GS1 Spain
Member	Rosenberg, Steven	GS1 US
Member	Ryu, John	GS1 Global Office
Member	Schmidt, Tom Eric	August Storck KG
Member	Schneider, Christian	GS1 Switzerland
Member	Sedano Acosta, Federico	GS1 Argentina
Member	Sharma, Vishal	General Mills, Inc.
Member	Sharratt, Jon	Target Corporation
Member	Shimazaki, Ayako	GS1 Japan
Member	SION, Emilie	GS1 France
Member	Smith, Matthew	Bunnings Group Limited
Member	Sobrino, Gabriel	GS1 Netherlands
Member	Strand, Roman	GS1 Germany
Member	Takahashi, Akira	Data Applications Co, Ltd
Member	Tomassi, Gina	PepsiCo, Inc.

Function	Name	Company / organisation
Member	Trelle, Ute	SA2 Worldsync GmbH
Member	Voorspuij, Jaco	DHL
Member	Welch, Shan	GS1 UK
Member	Westerkamp, Jan	GS1 Netherlands
Member	Windsperger, Bekki	Best Buy Co., Inc.

1.5.2. Design Team Members

Function	Name	Organisation
Modeller	Eric Kauz / Coen Janssen / Mark van Eeghem	GS1 Global Office
XML Technical Designer	Dipan Anarkat	GS1 Global Office
Peer Reviewer	John Ryu / Eric Kauz	GS1 Global Office

2. Business Context

Context Category	Value(s)
Industry	All
Geopolitical	All
Product	All
Process	Pay
System Capabilities	GS1 System
Official Constraints	None

3. Additional Technical Requirements Analysis

Not Applicable

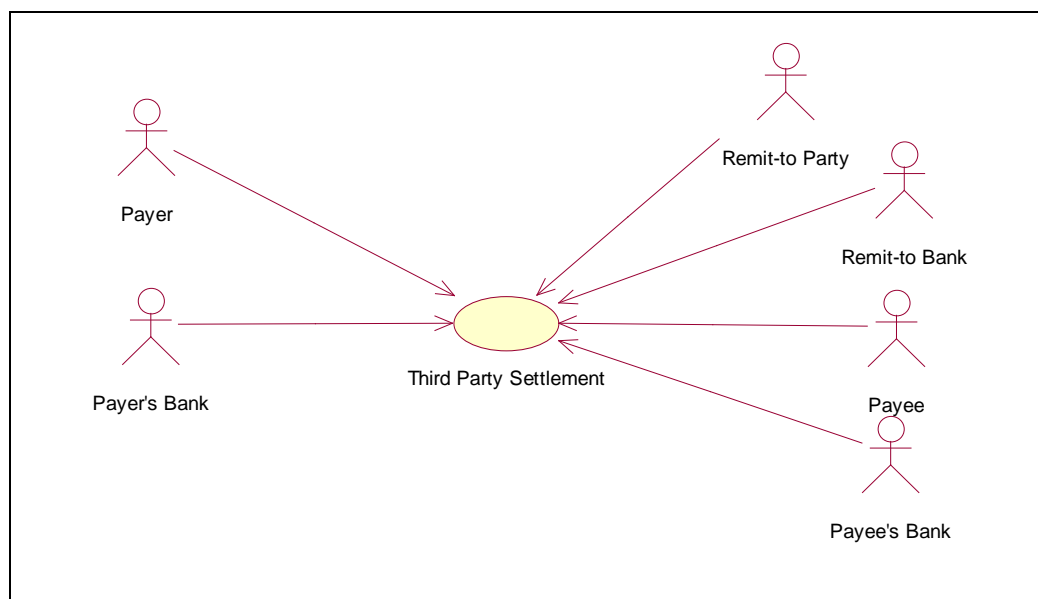
3.1. Technical Requirements (optional)

Number	Statement	Rationale
	Not Applicable	

4. Business Transaction View

4.1. Business Transaction Use Case Diagram

Figure 4-1 Parties and roles in the settlement processes



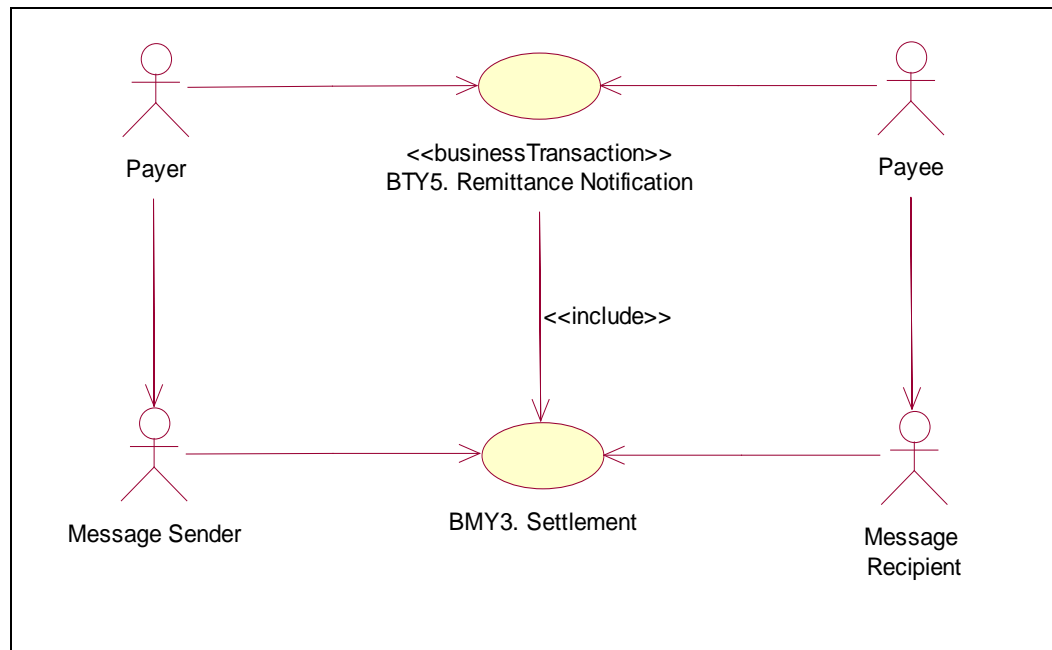
4.2. Use Case Description

Use Case ID	UC-1																																				
Use Case Name	Third Party Settlement																																				
Use Case Description	The goal of this Settlement use case is to send payment and remittance without adjustment, send remittance with adjustments and/or discounts, send payment and remittance with adjustment and/or discounts, send payment, send remittance without adjustments and/or discounts.																																				
Actors (Goal)	The primary actors in the 'Settlement' process are the trading partners, comprised of Payer, Payee and Remit-To, along with the Payer's Bank, Payee's Bank and Remit-To's Bank.																																				
Performance Goals	None																																				
Preconditions	The Settlement process begins when the Payer has received one or more Payment Requests from Payee or Remit-To party. The Payee has already advised the Payer that the payment should be made to the Remit-To party.																																				
Post conditions	Payer sends to Payee or Remit-To party the settlement information based on one of the following scenarios. 1. Payment and Remittance 2. Remittance only 3. Payment only																																				
Scenario	<p>Begins when... Payer has received a Payment Request from the Payee and processes it.</p> <p>Continues with...</p> <table><tr><th>Step #</th><th>Actor</th><th>Activity Step</th></tr><tr><td>1</td><td>Payer</td><td>Receives a Request for Payment from the Payee.</td></tr><tr><td>2</td><td>Payer</td><td>Receives Request for Payment.</td></tr><tr><td>3</td><td>Payer</td><td>Reconciles Request for Payment.</td></tr><tr><td>4</td><td>Payer</td><td>Authorizes payment amount, including remittance detail if necessary.</td></tr><tr><td>5</td><td>Payer</td><td>Instructs Payer's Bank with payment amount and/or remittance detail and adjustment.</td></tr><tr><td>6</td><td>Payer</td><td>If payment through a third party, the Payer sends a copy of Settlement document to the Payee.</td></tr><tr><td>7</td><td>Payer's Bank</td><td>Receives instructions for payment amount and/or remittance detail.</td></tr><tr><td>8</td><td>Payer's Bank</td><td>Sends payment (and remittance detail) to Payee's, Remit-To's Bank.</td></tr><tr><td>9</td><td>Payee's Bank</td><td>Receives payment and remittance detail from Payer's Bank.</td></tr><tr><td>10</td><td>Payee's Bank or Remit-To's Bank</td><td>Advises Payee or Remit-To party of payment (and remittance detail) received from Payer's Bank.</td></tr><tr><td>11</td><td>Payee</td><td>Receives notification of payment and remittance detail from Payee's Bank.</td></tr></table> <p>Ends when The payer sends payment and remittance without adjustments or discounts, payment and remittance with adjustments or discounts, remittance only, remittance with adjustments or payment only to the Payee.</p>	Step #	Actor	Activity Step	1	Payer	Receives a Request for Payment from the Payee.	2	Payer	Receives Request for Payment.	3	Payer	Reconciles Request for Payment.	4	Payer	Authorizes payment amount, including remittance detail if necessary.	5	Payer	Instructs Payer's Bank with payment amount and/or remittance detail and adjustment.	6	Payer	If payment through a third party, the Payer sends a copy of Settlement document to the Payee.	7	Payer's Bank	Receives instructions for payment amount and/or remittance detail.	8	Payer's Bank	Sends payment (and remittance detail) to Payee's, Remit-To's Bank.	9	Payee's Bank	Receives payment and remittance detail from Payer's Bank.	10	Payee's Bank or Remit-To's Bank	Advises Payee or Remit-To party of payment (and remittance detail) received from Payer's Bank.	11	Payee	Receives notification of payment and remittance detail from Payee's Bank.
Step #	Actor	Activity Step																																			
1	Payer	Receives a Request for Payment from the Payee.																																			
2	Payer	Receives Request for Payment.																																			
3	Payer	Reconciles Request for Payment.																																			
4	Payer	Authorizes payment amount, including remittance detail if necessary.																																			
5	Payer	Instructs Payer's Bank with payment amount and/or remittance detail and adjustment.																																			
6	Payer	If payment through a third party, the Payer sends a copy of Settlement document to the Payee.																																			
7	Payer's Bank	Receives instructions for payment amount and/or remittance detail.																																			
8	Payer's Bank	Sends payment (and remittance detail) to Payee's, Remit-To's Bank.																																			
9	Payee's Bank	Receives payment and remittance detail from Payer's Bank.																																			
10	Payee's Bank or Remit-To's Bank	Advises Payee or Remit-To party of payment (and remittance detail) received from Payer's Bank.																																			
11	Payee	Receives notification of payment and remittance detail from Payee's Bank.																																			

Alternative Scenario	No Alternative Scenario
Related Requirements	No Related Requirements
Related Rules	No Related Rules

4.3. Business Transaction Use Case Diagram

Figure 4-2 Use Case Diagram Remittance Notification



4.4. Use Case Description

Use Case ID	BTY5									
Use Case Name	Remittance Notification									
Use Case Description	The Remittance Notification is used to enable a payer to notify a payee of a forthcoming payment that is to be made for goods that were previously received. The Remittance Notification provides a detailed accounting description of any payments made in line with contracts, invoices and goods delivered to the payer. It should only be sent in line with the processing of a payment to a payee.									
Actors (Goal)	Payer: To send the Settlement message (containing the Remittance Notification). Payee: To receive the Settlement message (containing the Remittance Notification).									
Performance Goals	None									
Preconditions	Remittance notification created									
Post conditions	Remittance notification received									
Scenario	<p>Begins when: the Payer generates a based on the payment he will make.</p> <p>Continues with:</p> <table><tr><th>Step #</th><th>Actor</th><th>Activity Step</th></tr><tr><td>1</td><td>Payer</td><td>Sends the Settlement message to the payee.</td></tr><tr><td>2</td><td>Payee</td><td>Receives the Settlement message.</td></tr></table> <p>Ends when: The Payee receives the Settlement message.</p>	Step #	Actor	Activity Step	1	Payer	Sends the Settlement message to the payee.	2	Payee	Receives the Settlement message.
Step #	Actor	Activity Step								
1	Payer	Sends the Settlement message to the payee.								
2	Payee	Receives the Settlement message.								
Alternative Scenario	No Alternative Scenario									

Use Case ID	BTY5	
Business Transaction Rules		
	1.	For this transaction the transaction handling type REMITTANCE_ONLY must be used.

4.5. Business Transaction Activity Diagram(s)

Not Applicable

4.6. Business Transaction Sequence Diagram(s)

Not Applicable

5. Information Model (Including GDD Reports)

5.1. GDD Reports

GDD Report: Settlement

Content	Attribute / Role	Datatype /Secondary class	Multiplicity	Definition	Requirements
Settlement				The goal of the Settlement message is to send payment instruction and / or remittance information.	
Association	payee	TransactionalParty	0..1	Party receiving the payment.	
Association	remitTo	TransactionalParty	0..1	The party (account owner) that receives a payment when such party is not the same as the seller.	
Association	settlementIdentification	EntityIdentification	1..1	The unique identification of the Settlement document.	
Association		PaymentMethod	1..1	Identifies the means of payment that applies to the settlement.	
Association		SettlementLineItem	0..*	Information about the amounts and the underlying requests being settled or paid.	
Association	payer	TransactionalParty	1..1	Party initiating payment.	
Generalization		Document		Used to specify basic information about the content of the message including version number, creation date and time.	
Attribute	settlementCurrency	CurrencyCode	1..1	Currency in which the amounts in the message are stated.	
Attribute	settlementHandlingTypeCode	SettlementHandlingType Code	1..1	Code describing the type of financial settlement that is being conducted.	
Attribute	totalAmount	Amount	1..1	Total amount that will be settled.	
Attribute	batchIdentification	string	0..1	An identifier assigned to settlement instructions processed as a batch.	

Content	Attribute / Role	Datatype /Secondary class	Multiplicity	Definition	Requirements
Attribute	paymentEffectiveDate	date	0..1	Date that the payment has been or will be carried out.	
SettlementParty				Information about the party involved in the settlement. Provides the party type and the Party GLN.	
Generalization		PartyIdentification			
Attribute	partyRoleCode	PartyRoleCode	1..1	Code specifying the party that assigned the reason for the adjustment. Example: buyer or seller.	

GDD Report: Settlement Line Item

Content	Attribute / Role	Datatype /Secondary class	Multiplicity	Definition	Requirements
SettlementLineItem				Information about the amounts and the underlying requests being settled or paid.	
Association	invoice	InvoiceDocumentReference	0..1	Reference to the invoice that is being paid or settled.	
Association		SettlementAdjustment	0..*	Information on adjustments or discounts that have or will be applied to a payment / settlement.	
Association		SettlementParty	0..*	Provides the Settlement parties applicable for this specific settlement line item.	
Association	requestForPayment	DocumentReference	0..1	Reference to the request for payment that is being paid or settled.	
Association	debitCreditAdvice	DocumentReference	0..1	Reference to the debit credit advice that is being paid or settled.	
Attribute	lineItemNumber	positiveInteger	1..1	Provides the line number associated to the Settlement Line Item.	

Content	Attribute / Role	Datatype /Secondary class	Multiplicity	Definition	Requirements
Attribute	amountPaid	Amount	0..1	The actual amount being paid or settled.	
Attribute	originalAmount	Amount	0..1	The original amount as stated in the referenced payment request.	
SettlementAdjustment				Information on an adjustment or discount that has or will be applied to a payment / settlement.	
Association		TransactionalReference	0..1	Reference related to the settlement adjustment.	
Attribute	adjustmentAmount	Amount	1..1	Monetary amount of the adjustment including currency.	
Attribute	financialAdjustmentReasonCode	FinancialAdjustmentReasonCode	1..1	Code specifying the reason for the adjustment.	
Attribute	financialAdjustmentReasonPartyRoleCode	PartyRoleCode	1..1	Code specifying the role of the party that assigned the adjustment r.	

5.2. Class Diagram

Figure 5-1 Class Diagram: Settlement

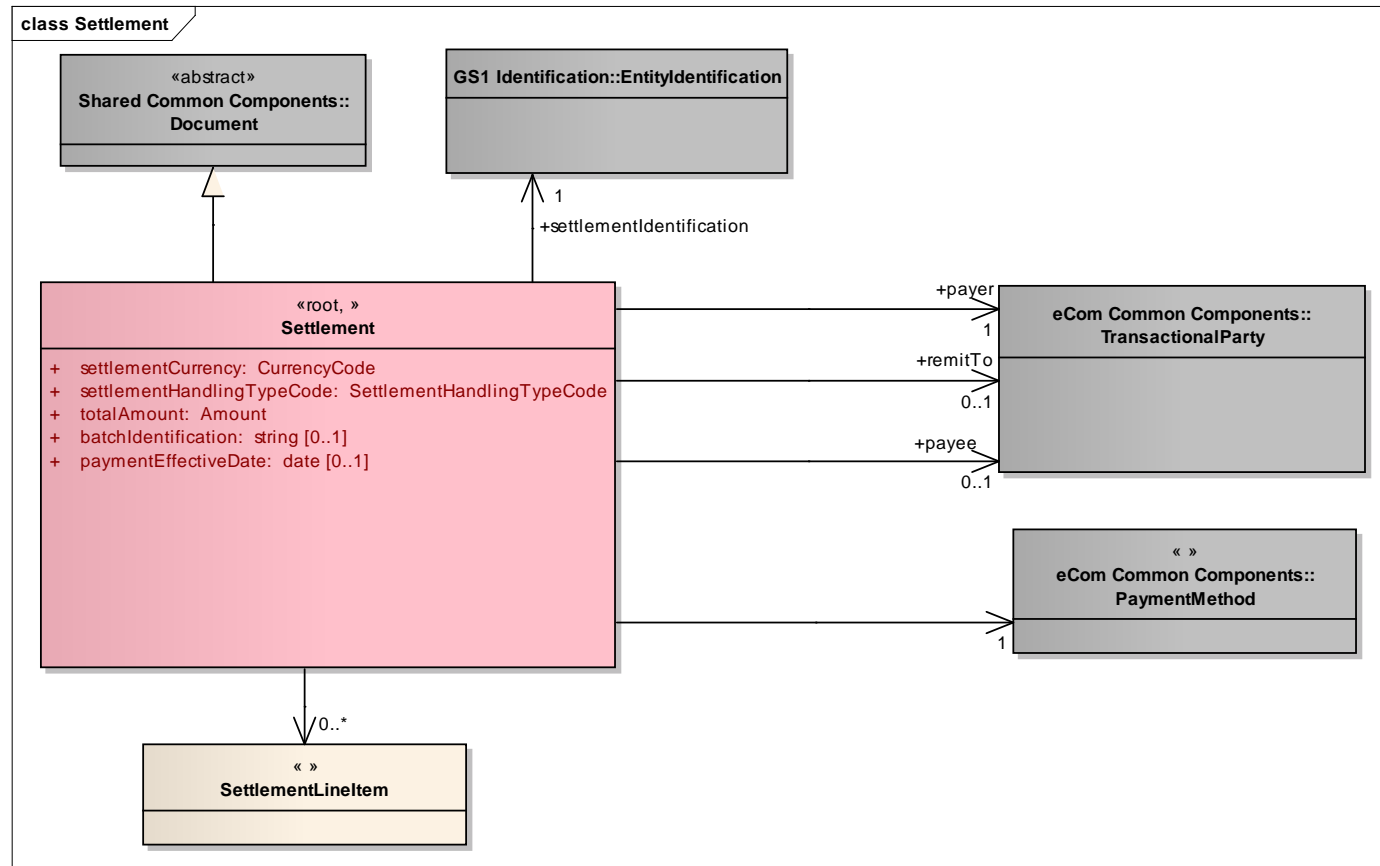
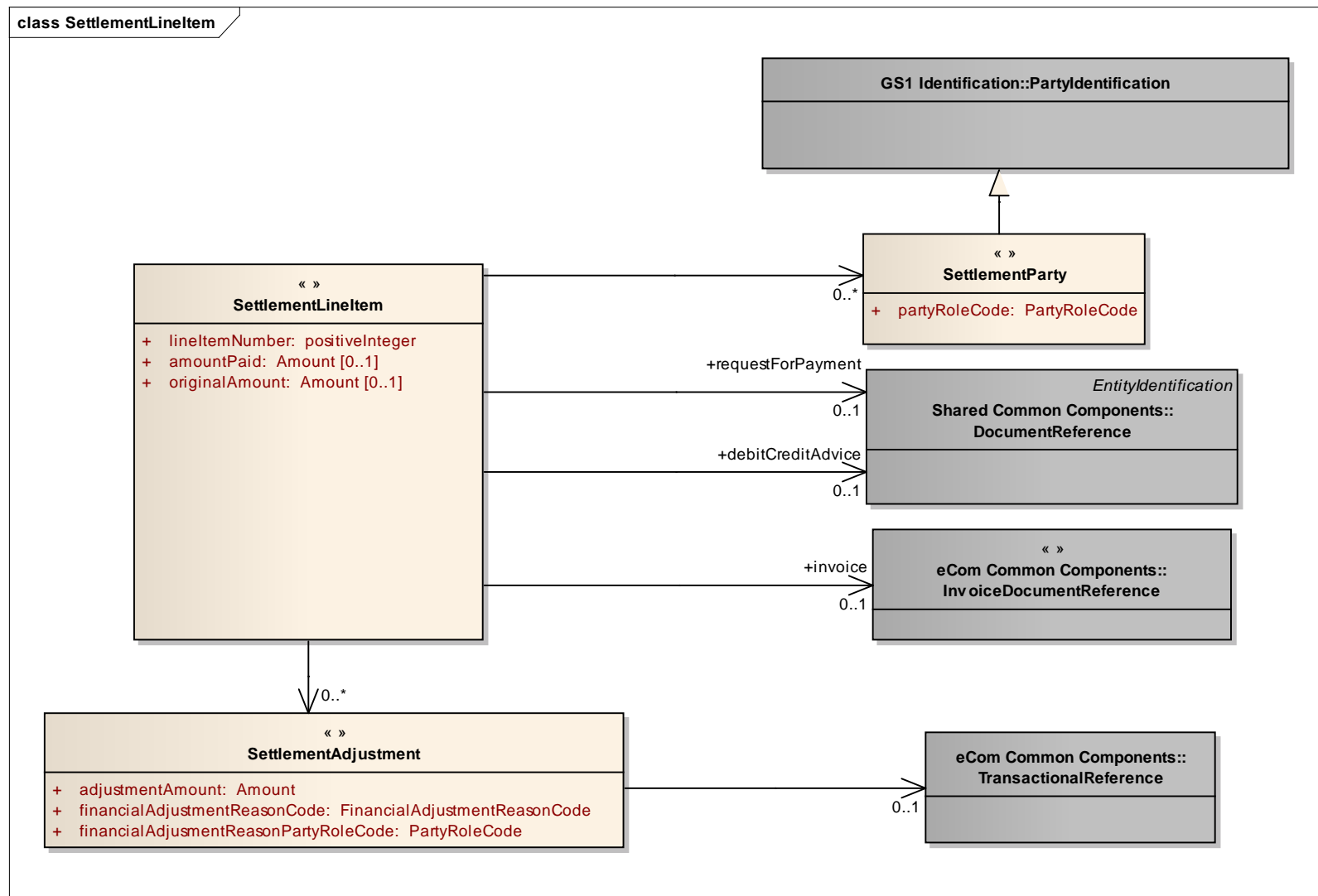


Figure 5-2 Class Diagram: Settlement Line Item


Note: Reference Shared Common Library Business Message (BMS) Release 3.0.0 and eCom Domain Common Library Business Message (BMS) Release 3.0.0 for all common information.

5.3. Code Lists



Note: Reference Shared Common Library Business Message (BMS) Release 3.0.0 and eCom Domain Common Library Business Message (BMS) Release 3.0.0 for all Code Lists

Class	Codelist	Referenced in
Settlement	CurrencyCode	Shared Common Library Business Message (BMS) Release 3.0.0
Settlement	SettlementHandlingTypeCode	eCom Domain Common Library Business Message (BMS) Release 3.0.0
SettlementParty SettlementLineItem	PartyRoleCode	Shared Common Library Business Message (BMS) Release 3.0.0
SettlementLineItem	FinancialAdjustmentReasonCode	eCom Domain Common Library Business Message (BMS) Release 3.0.0

6. Business Document Example

- The following is an example of a settlement message. The message is sent on April 5th at 11 AM. The message is identified with the unique identifier 2005B09.
- In this scenario, the buyer's corporate head office makes the payments on behalf one of its retail stores.
- The settlement message is sent by the payer (8812345678903) to the head office of the payee (8712345678913).
- The two invoices 2005001 and 2005002 were for orders/goods that were placed and received by a particular store location. The GLN for this store is GLN 8712345678926.
- The settlement refers to 2 invoices: 2005001 and 2005002.

7. Implementation Considerations

Not Applicable

8. Testing

Not Applicable

8.1. Pass / Fail Criteria

Not Applicable

8.2. Test Data

Settlement	
- creationDateTime	2005-06-27T11:00:00
- documentStatusCode	ORIGINAL
- settlementCurrency	EUR
- settlementHandlingTypeCode	REMITTANCE_ONLY
- totalAmount	3000 EUR
EntityIdentification (+settlementIdentification)	
- entityIdentification	2005B09
PartyIdentification (+contentOwner)	
- gln	8712345678913
TransactionalParty (+payer)	
- gln	8812345678903
TransactionalParty (+payee)	
- gln	8712345678913
FinancialInstitutionInformation	
- accountName	DUTCHBANK
FinancialAccount	
- financialAccountNumber	NL62510007547061
- financialAccountNumberTypeCode	CHECKING_ACCOUNT
PaymentMethod	
- paymentMethodCode	BANK_GIRO
SettlementLineItem *1	
- lineItemNumber	1
- amountPaid	2000 EUR
SettlementParty	
- partyRoleCode	STORE
PartyIdentification	
- gln	8712345678926
InvoiceDocumentReference (+invoice)	
- invoiceType	INVOICE
- entityIdentification	2005001
PartyIdentification (+contentOwner)	
- gln	8712345678913
SettlementLineItem *2	
- lineItemNumber	1
- amountPaid	1000 EUR
- originalAmount	1500 EUR

SettlementParty	
- partyroleCode	STORE
PartyIdentification	
- gln	8712345678926
InvoiceDocumentReference (+invoice)	
- invoiceType	INVOICE
- entityIdentification	2005002
PartyIdentification (+contentOwner)	
- gln	8712345678913
SettlementAdjustment	
- adjustmentAmount	-500 EUR
- financialAdjustmentReasonCode	3
- financialAdjustmentReasonPartyRoleCode	INFORMATION_PROVIDER
TransactionalReference	
- transactionalReferenceTypeCode	ALQ
- entityIdentification	CLA200511-1

9. Appendices

Not Applicable

10. Adherence to Architectural Principles

#	AG Principle	BSD Adherence Statement	Does BSD Adhere?	Comment
2.1	The GS1 Architecture shall be fully aligned to GS1 Strategy, Vision, & Mission	The solution in the BSD is aligned with the business problem as defined in the CR and BCD.	<input checked="" type="checkbox"/>	
2.2	The GS1 Architecture shall leverage the use of GS1 Keys	The solution maintains the GS1 keys as the primary, mandatory identifiers.	<input checked="" type="checkbox"/>	
2.3	The GS1 Architecture shall leverage the common GS1 Global Data Dictionary (GDD)	The solution does not alter the formats of primary identifiers and complies with data elements as defined in the Global Data Dictionary.	<input checked="" type="checkbox"/>	
2.4	The GS1 Architecture shall be forward-looking, provide for migration strategies and backward compatibility, and support adaptable and flexible solutions	The solution is backwards compatible according to the stated scope in the document. The solution takes into consideration the potential impact of the standard, especially with respect to implementation and maintenance. Any potential known impact is documented.	<input checked="" type="checkbox"/>	
2.5	The GS1 Architecture shall support business processes tied to trading partner needs, relevant, and committed to demonstrable business value	All business requirements contained in the related BRAD come from trading partners or representatives with a genuine intention to implement the standards when developed. All requirements are driven by the business needs of the trading partners.	<input checked="" type="checkbox"/>	
2.6	The GS1 Architecture shall enable security where appropriate	Security solutions are included where appropriate.	<input checked="" type="checkbox"/>	
2.7	The GS1 Architecture shall be consistent	The solution does not violate consistency of the data architecture within each layer and between each layer of the GS1 System. For example, requirements do not alter a key used across GS1 standards or alter a reusable object without applying this change across related standards.	<input checked="" type="checkbox"/>	
2.8	The GS1 Architecture shall be royalty-free	The solution supports this principle where possible. The solution may include the use of other standards organizations that may not be royalty free.	<input checked="" type="checkbox"/>	

#	AG Principle	BSD Adherence Statement	Does BSD Adhere?	Comment
3.1	The GS1 Architecture should promote the achievement of the best overall value at the lowest total cost of ownership	The solution promotes the achievement of the best overall value at the lowest total cost of ownership.	<input checked="" type="checkbox"/>	
3.2	The GS1 Architecture should promote scalability	The solution takes into consideration the potential scalability of the standard. Any potential known impact to scalability is documented.	<input checked="" type="checkbox"/>	
3.3	The GS1 Architecture should promote seamless integration	The BSD promotes seamless integration with other GS1 Standards if in scope.	<input checked="" type="checkbox"/>	
3.4	The GS1 Architecture should promote interoperability and compliance	The solution takes into consideration data and process interoperability. For example, any shared objects between interoperable messages must remain consistent. Any potential known impact to interoperability is documented.	<input checked="" type="checkbox"/>	
3.5	The GS1 Architecture should promote simplicity and standard interfaces	The solution does not threaten the standardisation of the interfaces of the GS1 System. Interfaces are not limited to references to technology but also include such ideas as business interfaces and process interfaces.	<input checked="" type="checkbox"/>	
3.6	The GS1 Architecture should avoid duplication	The solution does not create duplications with existing GS1 components. If there are potential duplications, these are documented with a stated rationale for the duplication.	<input checked="" type="checkbox"/>	
3.7	The GS1 Architecture should promote technology independence and a layered approach	The solution does not impose implicit or explicit restrictions of any technology.	<input checked="" type="checkbox"/>	
3.8	The GS1 Architecture should promote global cross-sector definitions and leverage the best of global and the best of local	The solution takes into account a global perspective.	<input checked="" type="checkbox"/>	
3.9	The GS1 Architecture shall leverage a common strategy for extensibility	This solution uses consistent and common, extensibility approaches, methodologies and technology where available and applicable.	<input checked="" type="checkbox"/>	
4.1	In support of a common GS1 Architecture, GS1 shall leverage work of other standards bodies wherever possible.	This solution utilizes works of other standards bodies wherever possible.	<input checked="" type="checkbox"/>	

#	AG Principle	BSD Adherence Statement	Does BSD Adhere?	Comment
4.2	In support of a common GS1 Architecture, GS1 shall strive to eliminate exceptions and variances wherever possible	The solution strives to eliminate exceptions and variances wherever possible and does not create new variances.	<input checked="" type="checkbox"/>	

11. Summary of Changes

Change	BSD Version	Associated CR Number
For BMS Release 3.0.0: Updated to reflect changes in modelling methodology.	Issue 1.0.0	Not Applicable