



Business Message Standard (BMS) Request For Payment

BMS Release: 3.0.0, BRG Name: eCom

Issue 3.0.0, 2-Jan-2012



Document Summary

Document Item	Current Value
Document Title	Business Message Standard (BMS)
BMS Name	Request For Payment
BMS Release	3.0.0
BRG Name	eCom
Document Number	Issue 3.0.0
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):
16-Jul-2009	Esther Peelen, GS1 Netherlands	09-000195

Business Requirements Document (BRAD) Reference

BRAD Title:	BRAD Date:	BRAD Version
BRAD for Current Requirements Queue (Major Release 3)	20101123	Issue 0.2.0

Document Change History

Date of Change	Version	Changed By	Reason for Change	Summary of Change	Model Build #
January 2, 2012	Issue 1.0.0	Coen Janssen	Publication of BMS release 3.0.0		n/a

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1. Business Domain View

1.1. Problem Statement / Business Need

The Core Request for Payment Message is defined as requesting payment for goods or services under conditions agreed upon between the seller and the buyer. It contains only the necessary information needed for payment consisting of parties, items, and quantities.

1.2. Objective

To supply the detail design of a request for Payment 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
1	BMS eCom Domain Common Library Release 3.0.0	The documented design of components that are reused in multiple messages across the eCom domain.
2	BMS Shared Common Library Release 3.0.0	The documented design of components that are reused across the eCom domain and GDSN.
3	BRAD for Current Requirements Queue (Major Release 3)	The approved business requirements added into major release 3.0.0
4	Price Bracket – Business Requirement Document Version 1.15	
5	Price Bracket – Business Requirement Document Version 2.0	
6	Request for Payment - Business Requirement Document Version 1.4	
7	Payment to 3rd Party - Business Requirement Document Version 1.2	

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
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Member	Chresta, Richard	GS1 Switzerland
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Member	Melcher, Jeff	The Exchange (AAFES)
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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
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Member	Pujol, Xavier	GS1 Spain
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Function	Name	Company / organisation
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Member	Welch, Shan	GS1 UK
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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

Request for payment is the process of communicating the request for payment data elements between the seller, buyer.

4.2. Use Case Description

Not Applicable

4.3. Business Transaction Activity Diagram(s)

Not Applicable

4.4. Business Transaction Sequence Diagram(s)

Not Applicable

5. Information Model (Including GDD Reports)

5.1. GDD Reports

5.1.1. GDD Report: Request For Payment

Content	Attribute / Role	Datatype /Secondary class	Multiplicity	Definition	Requirements
RequestForPayment				The Request for Payment message provides the core functionality for requesting payment for goods or services under conditions agreed upon between the seller and the buyer.	
Association		PaymentTerms	0..*	The specification of the payment terms applicable to this request for payment.	
Association	requestForPaymentIdentification	EntityIdentification	1..1	Contains the unique identifier of the business document.	
Association	seller	TransactionalParty	1..1	Party selling merchandise to a buyer.	
Association		RequestForPaymentLineItem	1..*	Contains the specification of the Request For Payment Line Item.	
Association		AllowanceCharge	0..*	Specifies allowances and charges applicable to the entire message.	
Association	remitTo	TransactionalParty	0..1	The party (account owner) that receives a payment when such party is not the same as the seller.	
Association	buyer	TransactionalParty	1..1	Party to whom merchandise and/or service is sold.	
Generalization		Document		Used to specify basic information about the content of the message including version number, creation date and time.	

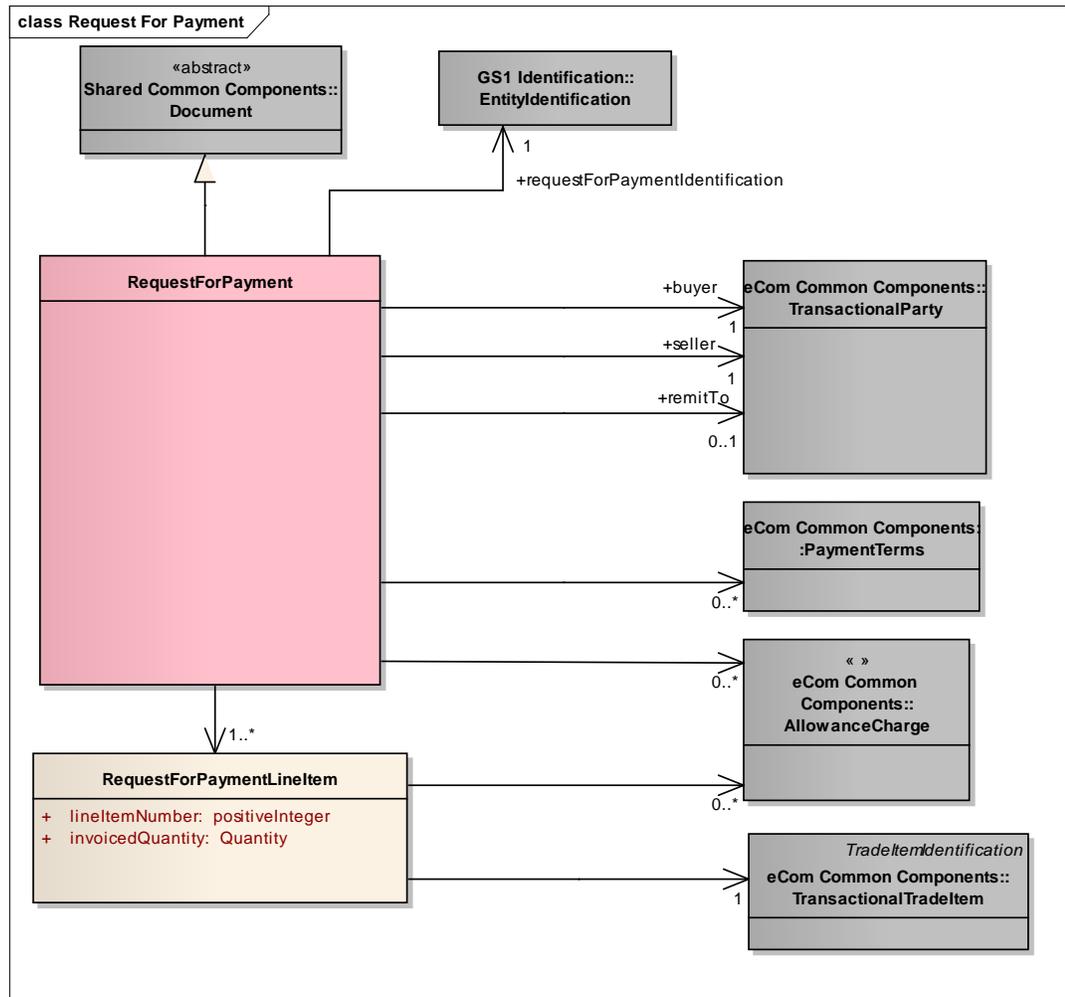
5.1.2. GDD Report: Request For Payment Line Item

Content	Attribute / Role	Datatype /Secondary class	Multiplicity	Definition	Requirements
RequestForPaymentLineItem				Specifies the information related to each line item. Each Request for Payment will contain one or more line items.	
Association		AllowanceCharge	0..*	Specifies allowances and charges specified for the individual line item contained in the message.	
Association		TransactionalTradeItem	1..1	The identification of any item (product or service) upon which there is a need to retrieve pre-defined information and that may be priced, ordered, or invoiced at any point in any supply chain.	
Attribute	lineItemNumber	positiveInteger	1..1	Provides the line number associated to the Request For Payment Line Item.	
Attribute	invoicedQuantity	Quantity	1..1	The quantity of items that is being charged for in the Invoice Line Item.	

5.2. Class Diagram

5.2.1. Request for Payment

Figure 5-1 Class Diagram: Request For Payment



- 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

6. Business Document Example

The following is an example of a Request For Payment message. The message is sent out on April 12th 2011 at 11 AM. The message is identified with the unique identifier 2011001. The content owner is the sending party, in this case the manufacturer (Seller 8812345678903).

The receiving party is the buyer (8712345678913). The payment terms are basic and expected to be done at reception of goods.

The request is for 2 different trade items

Trade Item A (GTIN 08712345678906):

- Request of payment applies to 500 units

Trade Item B (GTIN 08712345678943):

- Request of payment applies to 1500 units

7. Implementation Considerations

Not Applicable

8. Testing

Not Applicable

8.1. Pass / Fail Criteria

Not Applicable

8.2. Test Data

8.2.1. Request For Payment

RequestForPayment	
Document	
creationDateTime	2011-04-12T11:00:00
documentStatusCode	ORIGINAL
EntityIdentification (+requestForPaymentIdentification)	
entityIdentification	2011001
PartyIdentification (+contentOwner)	
gln	8812345678903
TransactionalParty (+seller)	
gln	8812345678903
TransactionalParty (+buyer)	
gln	8712345678913
PaymentTerms	
paymentTermsEventCode	RECEIPT_OF_GOODS
paymentTermsTypeCode	1
RequestForPaymentLineItem	
lineItemNumber	1
invoicedQuantity	500
TransactionalTradeItem	
gtin	08712345678906
RequestForPaymentLineItem	
lineItemNumber	2
invoicedQuantity	1500
TransactionalTradeItem	
gtin	08712345678943

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"/>	

#	AG Principle	BSD Adherence Statement	Does BSD Adhere?	Comment
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"/>	
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