

## Clarifications

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1. In the entity 'LEAGUE MEMBER', Member\_ID is the key attribute. Each member has a unique ID. Each of them could make no or several reservations and the data that the reservation is made on is also stored.
2. In the entity 'RESERVATION', Reservation\_ID is the key attribute. Other attributes are Play Time which includes the play date and hour. Each reservation is assigned to one court for a specific hour.
3. According to the rule, the member that made the reservation should check in. The Check\_Status could be 'Canceled' or 'Confirmed' or 'Dropped'. If one reservation is canceled or dropped, that court becomes available again to other members. If it is dropped, the member made that reservation receives a penalty record. The entity 'PENALTY' stores each penalty's specific ID, start date, end date which is 6 weeks after the start date.
4. The attributes 'Penalty Points' and 'Lead Time' are derived attributes. 'Penalty Points' is derived from how many penalty records that have not been pardoned at the current date for that member. 'Lead Time' is the result of 7 days minus the current penalty points. It is assumed that one member could not make a reservation any more if he/she has got 8 points at that time.