Compensation Throwing Intermediate Event

Description

A Compensation Throwing Intermediate Event indicates that a compensation is necessary.

If an Activity, which has been successfully completed, is identified, then it will be compensated.

If no Activity is identified, all successfully completed Activities visible from a Compensation Throwing Intermediate Event will be compensated in reverse order of their sequence flows. To be compensated, the Activity must have a Boundary Compensation Event or contain a Compensation Event SubProcess.

Notation

Related elements

- Compensation
- Intermediate Throwing Event

Related diagrams

- BPMN Process Diagram
- BPMN Collaboration Diagram

Related procedure

- Creating and Using an Event