

# 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](#)