













Sequence Flow Rules

The Table below displays the BPMN flow objects and shows how these objects can connect to one another through Sequence Flows. The ↗ symbol indicates that the object listed in the row can connect to the object listed in the column. The quantity of connections into an object is specified in the column header with a code letter that precedes the graphical shape. The quantity of connections out of an object is specified in the row header with a code letter that follows the graphical shape. The code letters are: 0 (no connections); 0-M (zero to multiple connections); and 1-M (one to multiple connections). Note that if a sub-process has been expanded within a diagram, the objects within the sub-process cannot be connected to objects outside of the sub-process. Nor can Sequence Flows cross a Pool boundary.

From\To	0 	0-M 	0-M 	0-M 	0-M 	1-M 
 0-M		↗	↗	↗	↗	↗
 0-M		↗	↗	↗	↗	↗
 0-M		↗	↗	↗	↗	↗
 0-M		↗	↗	↗	↗	↗
 1-M		↗	↗	↗	↗	↗
 0						

**Note:** Only those objects that can have incoming and/or outgoing Sequence Flow are shown in the table. Thus, Pool, Lane, Data Object, and Text Annotation are not listed in the table.