## **Documentation of Reporting Contents**



A report in FlexFinance can also be opened in documentation mode. The same report is opened in the same way as for a normal call for the report.

In this case, the rules to be fulfilled, so that a deal can be included in this value, are shown in the cells, instead of the result values. It also shows which value (amortised cost, fair value, cash flow amount) is displayed.

Breakdown of financial assets by instrument and by counterparty sector financial assets designated at fair value through profit or loss

|                       | Carrying amount   |
|-----------------------|---|
|                       | 010   |
| Equity<br>instruments | Metric: AmortisedCost accountingCategories: AFV accountingCategoryBShn IN (AFV) balanceSheetSide: Asset (trstypeHip IN (FXFWD, FLOIRS, CAPIRS, CCRIRS, OCRIRS, CAP, FLOOR, FXSWAP, FXSPOT, SWAPTION, CFC, FRA, IRCS, IRS, IREONIA, UNEVEN, FWSPIRS FWSPCIRS, FWSPEONIA, FWSPUNEVE, OTCFXOPT) AND accLevel1StructitemHDc IN (01. Asset, 01. Actif) OR (NOT (trstypeHip IN (FXFWD, FLOIRS, CAPIRS, CCRIRS, CORIRS, CAP, FLOOR, FXSWAP, FXSPOT, SWAPTION, CFC, FRA, IRCS, IRS, IREONIA, UNEVEN, FWSPIRS, FWSPCIRS, FWSPEONIA, FWSPUNEVE, OTCFXOPT)) AND al == A)) financialInstruments: Equity Instruments secTypeHip IN (DOM SHARES, FRGN SHARES) hedging: null NOT (effectiveHedgeFlag == 1)     |
| of which: at          | O20 Metric: AmortisedCost accountingCategories: AFV accountingCategoryBShn IN (AFV) balanceSheetSide: Asset (trstypeHip In (FXFWD, FLOIRS, CAPIRS, CCRIRS, OCRIRS, CAP, FLOOR, FXSWAP, FXSPOT, SWAPTION, CFC, FRA, IRCS, IRS, IREONIA, UNEVEN, FWSPIRS FWSPCIRS, FWSPEONIA, FWSPUNEVE, OTCFXOPT) AND accLevel1StructItemHDc IN (01. Asset, 01. Actif) OR (NOT (trstypeHip IN (FXFWD, FLOIRS, CAPIRS, CCRIRS, CGRIRS, CAP, FLOOR, FXSWAP, FXSPOT, SWAPTION, CFC, FRA, IRCS, IRS, IREONIA, UNEVEN, FWSPIRS, FWSPCIRS, FWSPEONIA, FWSPUNEVE, OTCFXOPT)) AND al == A)) financialInstruments: Equity Instruments secTypeHip IN (DOM SHARES, FRGN SHARES) hedging: null NOT (effectiveHedgeFlag == 1) |

