

Introduction

This section covers GMS' Advancement Wizard, a tool that takes entrants from one games and adds them to another games based on settings you provide.

Note: Any text you see formatted like this in blue contains hints as well as more technical information you might need to be aware of.

The Advancement Wizard is used to bring participants (usually medal winners) from one games into another, taking the events and results from the first games in as event registrations and qualifying/scratch scores in the second games.

Note on duplicate people

It's important that people only be entered into GMS once to avoid duplicated records. When a new person is created, GMS assigns that person a 16-digit alphanumeric code which is used for identification within GMS. For example, "John Brown", when created, may get the GMS ID "W94R3GH574KS83R4". If another user in a separate database creates "John Brown", that person will not have the same code. When data is imported you will end up with two records for "John Brown". Work out who is responsible for entering new people before games data gets imported/exported, or use the "Find and Handle duplicate people" tool to find and eliminate duplicated records.

Getting Started

In order for the Advancement Wizard to work you need to have all games you intend to work with – the one or more source games and the new target games – in a single copy of GMS. (You can use GMS Exchange to copy games from one system to another.)

Right click on the games you intend to move athletes into (the games where they are going to be competing), and select Tools --> "Advance entrants from other games into this games" (see Illustration 1, Opening the Advancement Wizard).

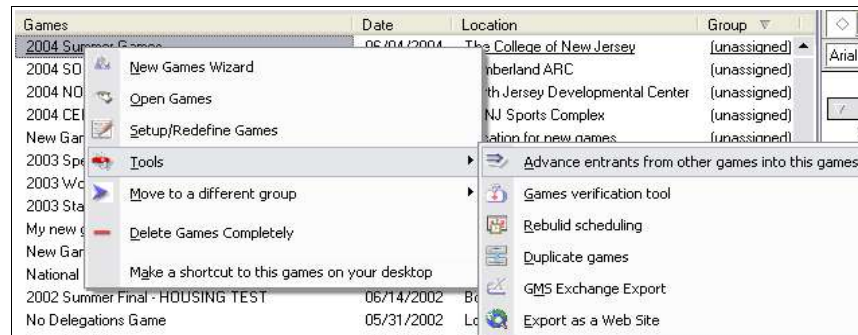


Illustration 1, Opening the Advancement Wizard

Selecting Games

From the Wizard's welcome page, click [Next] and the “Select source games” page will open. Select the completed game(s) that you want to bring entrants in from, then click [Next] (Illustration 2, Selecting Games).

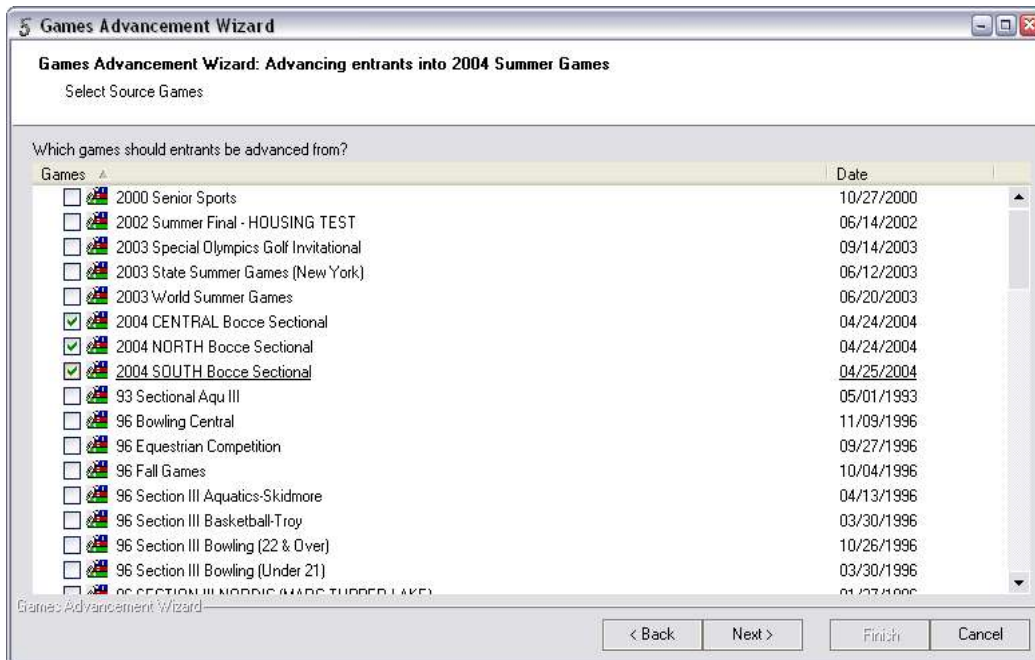


Illustration 2, Selecting Games

Rules for Advancement

Specify the criteria for advancement. Under “Which entrants should advance from the source games”, there are two options:

- Only those people who finished and received certain final places in their events
- Everybody that wasn't scratched from the games

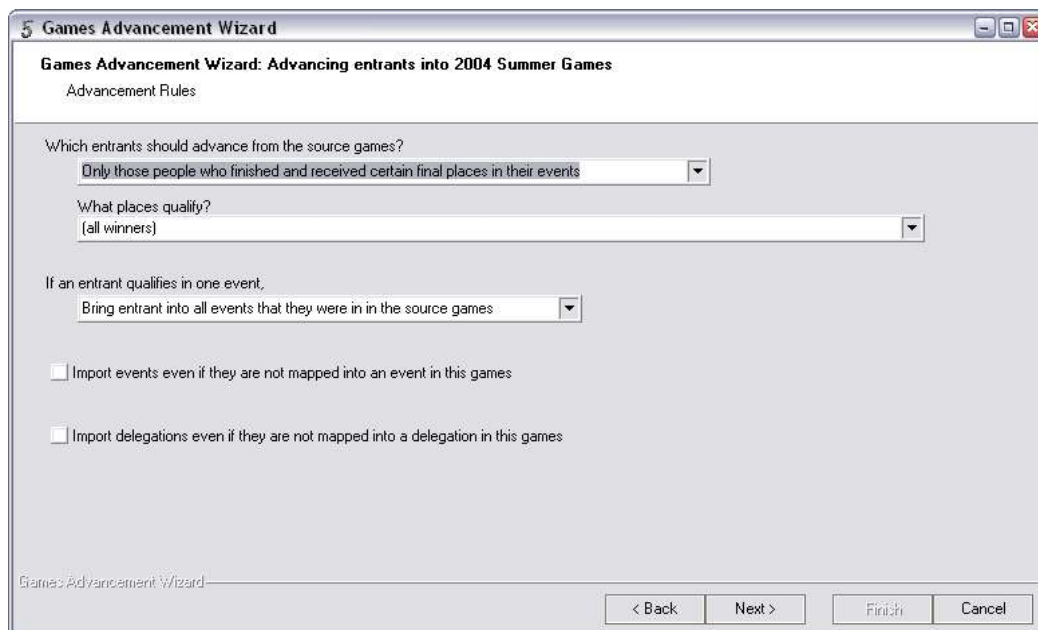


Illustration 3, Setting Advancement Rules

If you select “Only those people who finished and received certain final places in their events”, you then choose which places are valid for advancement, and whether or not an entrant's qualification in one event (e.g. a 1st place medal) allows that entrant to also advance in other events in which he/she did not get a qualifying place (e.g. a 5th place ribbon).

On the list of qualifying places, as in many other places in GMS where a list of selections is available, if you right-click on the list you'll get the “All/None/Reverse” menu, which you can use to quickly select/deselect checked items.

If you selected “Everybody that wasn't scratched from the games” you will advance everyone from the source games that wasn't scratched from the games, and you'll put them into each of the events in which they were *not* scratched in the source games.

Import events even if they are not mapped into an event in this games

If this is checked, an event which is in the source games but not in this games will be imported anyway. If you ran a “75M Run” at your local games and it's not in this games, GMS will make a “**75M Run” in this games (note the leading “**”, which GMS uses to indicate an event that it made for you).

Import delegations even if they are not mapped into a delegation in this games

This works just like the events check above – if an entrant is in a delegation that is in the source games but not this games, GMS will make the delegation in this games.

Click [Next] to continue.

Event Mappings

Mapping is the process of telling GMS which events in the source games are the same as events in the target games. For example, saying that “AT 50M Dash” and “AT 50M Run” and “50Y Dash” in your source games all go into “AT 50M Dash” in this games.

GMS will automatically map identically named and/or coded events together. If, in the example above, all three events had the shortcut code “AT50M”, GMS would automatically put them all together for you.

You should have a screen which looks like “Illustration 4, Events Mapping“ below. In the middle is a list of all of the events in this games, on the right is a list of all events in source games which have not been mapped to events in this games, and if you've clicked on an event in this games, in the middle bottom is a list of events that this event maps from.

Go through the list on the right and find any events which are in your source games but not in this games. If the event, in fact, is not in this games and you don't want it imported, ignore it. To have its entrants brought into an event in this games, click and drag the event from the right onto the event in the middle. This will remove the event from the list on the right (unmapped), and put its entrants into the correct event in this games.

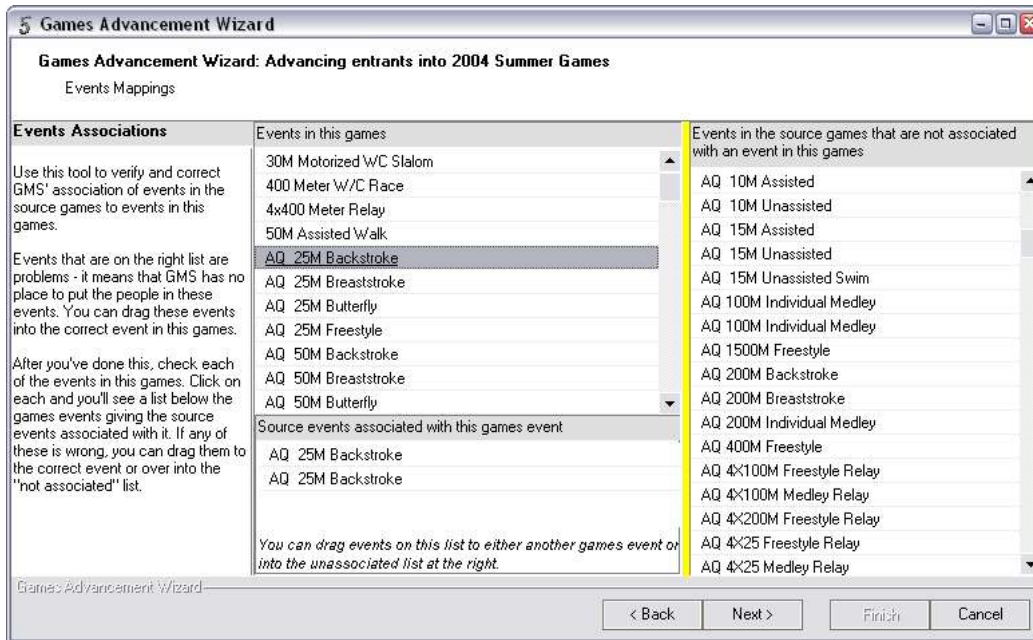


Illustration 4, Events Mapping

Now, check all of this games' events. Scroll through the list in the middle. As you click on each event, you'll get a list at the bottom which shows the events which will be brought into this event from the source games. If any of these is wrong, you can drag that event over to the list on the right. (If no events appear below the list of events when you click on an event in this games, it means that no events from your source games will be brought into this event.)

When you're done assigning events from the source games into this games, click on the [Next] button.

Delegation Mapping

Much like event mapping, delegation mapping is the process of assigning delegations in the source games to delegations in this games. Scroll through the list on the right and drag any delegation there to its correct delegation on the list in the middle. Then scroll through the list in the middle and check that only appropriate delegations are grouped together.

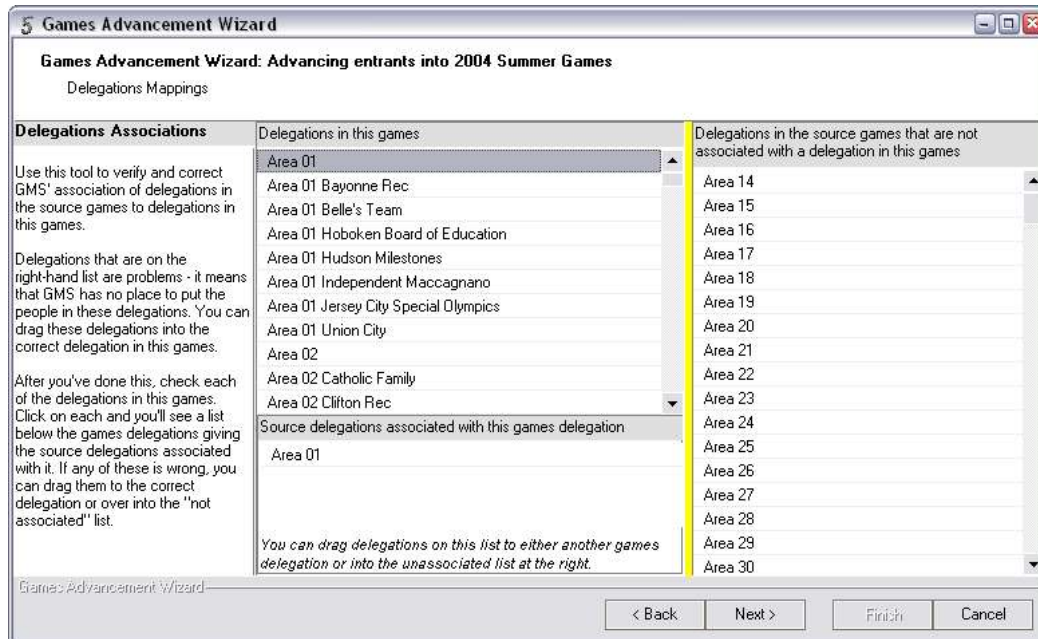


Illustration 5, Delegation Mapping

When this is complete, click on [Next].

Finish

You are now ready to advance the selected entrants into your games. Click [Finish] and the “Thinking” window will appear while GMS works to import the appropriate people. When done you will be returned to the list of games, open the target games and you should see the people, delegations, and events that were selected. Anyone advanced into these games will have a qualifying score in their events provided they had a final score in the source games.

If you are need to carry over divisions and/or want the qualifying score from the source games to become the division/score in the target games you can run “Import scores/divisions from another event” to bring those values over in the same category; refer to the “Score Transfer” documentation for details.