

## Introduction

This section covers event definitions, which define how each event works. GMS internally does not know much about how events function - “50M Dash” means nothing to it. An event definition tells GMS everything it needs to know about an event in order to score it and interface with other systems.

## Getting Started

From either the listing of events within a games or the list of template events in the system, right click on an event and select “Define this event”.

Illustration 1, Event definition basics

Along the left-hand side, the list of tools (corresponding to the tabs along the top) will vary depending on the options you select. For example, setting the event type to “Team” will cause a “Team” tab to appear, with various team-specific options. All events, regardless of type, will include the following sections: Basics, Score setup, Rounds, Age groups, Exclusions, and Tools.

## Check Setup

After your event is defined, click on [Check setup] button. GMS will verify that the definition is self-consistent.

If there are problems with the event you will get a message on the issues found. For example, if you add levels but neglect to set any levels in the definition, Check setup will say “Uses levels' is checked but no levels and defined and saved”.

**Basics**

This is the most basic set of options for the event. Event name, event type and sport are mandatory; many of the others are optional.

Primary location – the basic location of the event, e.g. “University Track”. If scheduling is enabled for your games, this location will be the default location for each division.

Shortcut code – when entering people into events, if a code is set in each event's definition, users can enter that code instead of selecting the event from a list. This is very useful in the Registration Wizard and other registration areas (flat file importer, manual games registration). GMS' template events come with pre-assigned shortcut codes.

Primary rule group – in this case, defines how division ages are determined. For all rule groups other than “NSGA”, a division is as old as its oldest entrant, for “NSGA” it's as old as its youngest entrant.

Place assignment rules – how places are automatically assigned in case of ties within each division.

Awards given – defines how awards are printed.

If this event has more than one round of competition, check “Uses more than just a final round of competition” and then enter the number of rounds. Two rounds is one preliminary round and one final; three rounds is two preliminary rounds and one final. Note that “Qualifying” is not a round, just a qualifying/scratch score and is not included in these counts. To rename the rounds, go to the “Rounds” tab and enter names for each round which replace the built-in names.

Automatically capitalize division names – any text entered for a division name will be automatically capitalized.

Uses lanes – when checked, GMS will expect each entrant to be competing in a lane. \*See the “Lanes” tab for more details.)

Uses levels – a level can be “Jr”, “Sr”, etc. or “Advanced”, “Intermediate”, “Novice”, or any other set of values appropriate for your competition. (See the “Levels” tab for more details.)

Uses handicapping – a handicap is a score (calculated automatically or entered manually) added to entrants' competition scores to even out divisions with entrants of disparate abilities.(See the “Handicapping” tab for more details.)

Enable bracketing – bracketed events use multiple sub-competitions (matches) within each division, with each set of matches forming a tournament. If checked, this turns off many other options; see the “Bracketing” document for details on how bracketing works.

Use external/timing interfaces – these are tools for talking with automated timing systems like Finish Lynx, Alge TDC4000, MacFinish, and others. (See the “External interfaces” tab for more details.)

**Score setup**

These are the basic options for score definition.

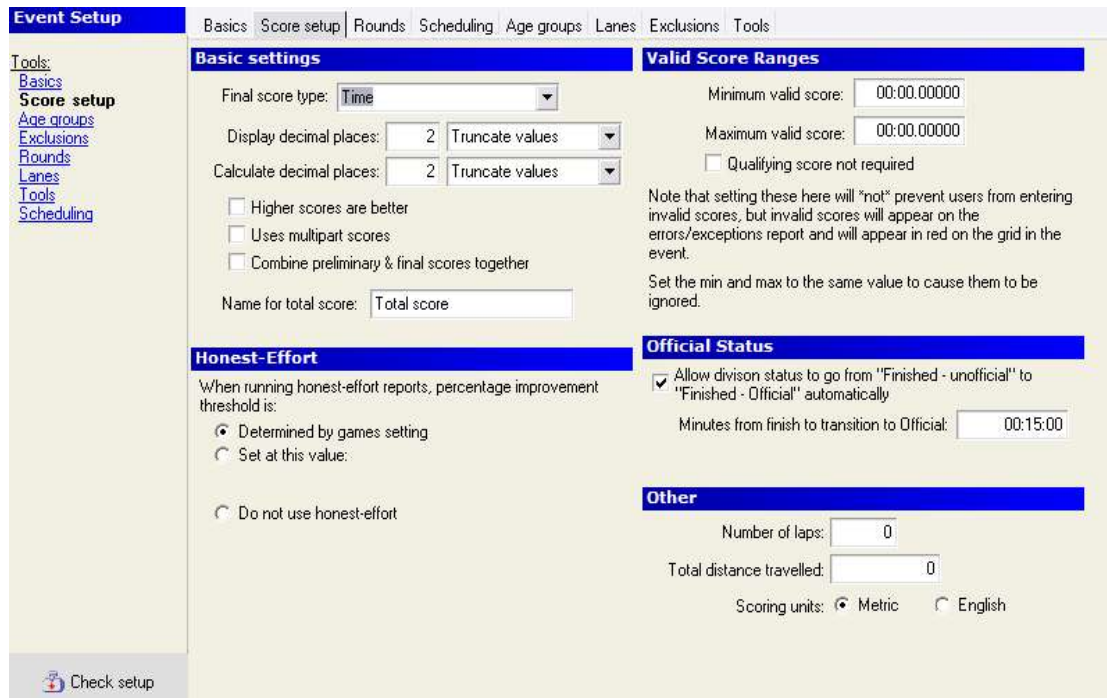


Illustration 2, Score setup

*Basic Settings*

Score type (points, time, distance, weight, other and none) – specifies the primary score type for this event.

Display decimal places/calculate decimal places – specify the number of digits to display/calculate with after the decimal point, and whether or not it should round or truncate digits beyond that point when entered.

Higher scores are better – used for determining places and best/worst scores.

Uses multipart scores – multipart scores associate multiple scores with the score for each round, e.g. “Throw 1”, “Throw 2”, “Throw 3”, along with the mechanisms for combining these scores together. (See the “Multipart” tab for more information.)

Combine preliminary & final scores together – used to have the final score be some combination of the preliminary (next to last round) and final (last round) score. When checked, on the “Rounds” tab you'll find:

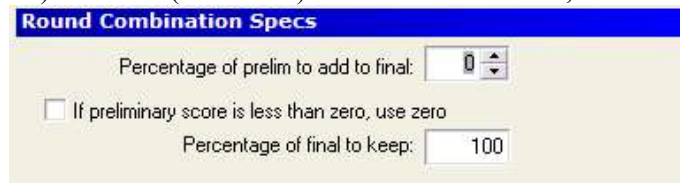


Illustration 3, Combine preliminary & final scores together

Enter the appropriate percentages to use, along with whether zero should be used if the preliminary score is negative.

*Honest-Effort*

If honest-effort is enabled for the games, choose either to use the games' setting, an override value, or turn it off for this particular event.

*Valid Score Ranges*

Set highest and lowest allowed scores for this event. If a score is entered which is outside the allowed range, GMS will highlight the text in red to flag it. This is very useful in catching errors in data entry or score reporting. If a qualifying score is allowed but not required, check "Qualifying score not required" to prevent GMS from complaining about missing scores in the Registration Wizard and Errors/Exceptions report.

*Official Status*

In games for which scheduling is enabled, check "Allow division status..." to have GMS automatically change a division's status from "Finished – Unofficial" to "Finished – Official" after a fixed period of time. (The clock for this starts as of the time the division is finished.)

*Other*

Some score types have this section to set the scoring units (metric or English), number of laps and/or total distance traveled.

**Multipart scores**

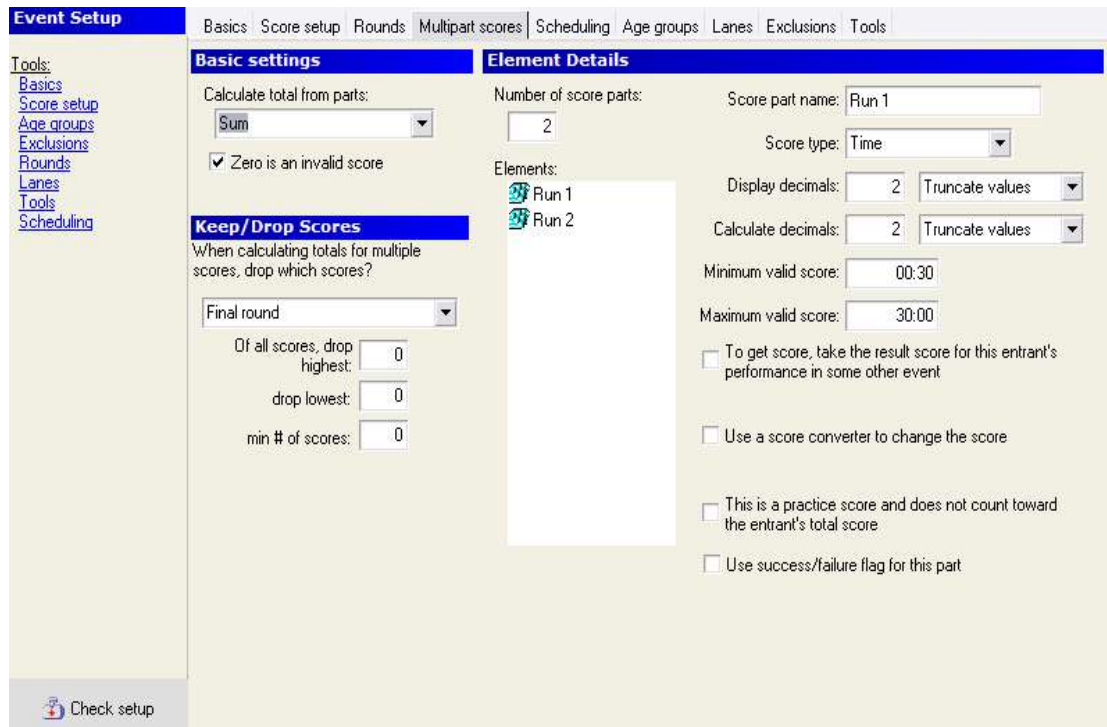


Illustration 4, Multipart scores setup

Multipart scores associate multiple scores with the score for each round, e.g. “Throw 1”, “Throw 2”, “Throw 3”, along with the mechanisms for combining these scores together. Use this for timed events in which the entrant gets the “Sum of the best two of three runs”, “Best of three throws”, etc.

*Basic settings*

How should GMS total the entered scores into the overall score?

Sum	Total of scores
Average	Mean of scores
Manual	GMS will make no calculations and the user must enter the total score
Min	Lowest of entered scores
Max	Highest of entered scores

Zero is an invalid score – if checked, GMS will ignore any multipart score which is zero when making its calculations. To enter a zero score which is not blank and will be used, enter the text ZERO into a score field; this will calculate as “0” but display as “ZERO” and will not be considered invalid.

*Element Details*

Number of score parts – enter the number of sub-scores which you'll define. Changing this will change the number of elements shown below.

Click on any of the scores under “Elements:” to bring up its properties.

Score part name – your name for this score. “Run #1”, “Throw #1”, etc., are common names. GMS does not actually use these names anywhere other than for display and printing.

Score type – time, weight, distance, points or other.

Display decimals and Calculate decimals – these are the rules GMS will use to determine how many digits to the right of the decimal will be displayed and calculated on, and how digits beyond this point will be handled.

Minimum valid score, Maximum valid score – these set the range of scores appropriate for this score element. GMS will allow you to enter scores out of this range, but will display them in red.

To get score, take the result score for this entrant's performance in some other event – use this for events like Gymnastics All-around. If checked, select the event that GMS should get the score from. GMS will take this entrant's final score in the given event and bring it in as this score part in this event. If the entrant is not in the second event, the entrant's score here will be zero.

To get score, take the result score for this entrant's performance in some other event  
 GY Vaulting-Male

Use a score converter to change the score – GMS will take the entered score and update it using some lookup table or formula. Use this for events like pentathlon, where the scores in each event are changed according to a lookup table into points used in the pentathlon overall score. GMS has built-in formulas for pentathlon conversion and Wilke's formula.

Use a score converter to change the score  
 (built-in) 100M Run

This is a practice score and does not count toward the entrant's total score – if checked, GMS will ignore this score when doing any calculations.

Use success/failure flag for this part – if checked, GMS will also include a checkbox with this field which is used to indicate whether the entrant successfully completed the attempt.

### *Keep/Drop Scores*

For each round of competition, GMS allows you to keep or drop zero a number of high or low scores. Select the round you want to work with from the drop down list then for each, enter the count of high and low scores to drop, along with the minimum number of valid scores which are required. For an event in which the entrant gets the sum of the best two of three times, have GMS drop the one highest score.

Use the “min # of scores” to define how many scores must be present before GMS makes the total score. For the sample event above, set the minimum to three; if less than three scores are present, GMS will make the total score zero, preventing the total being just the sum of the one best score.

### Rounds

Set your own descriptions for round names here. Refer to the “Basics” tab to set more rounds if your event requires them. The longer “Description” field will appear on reports and the like, while “Short description” appears only on the entrant and team grids.

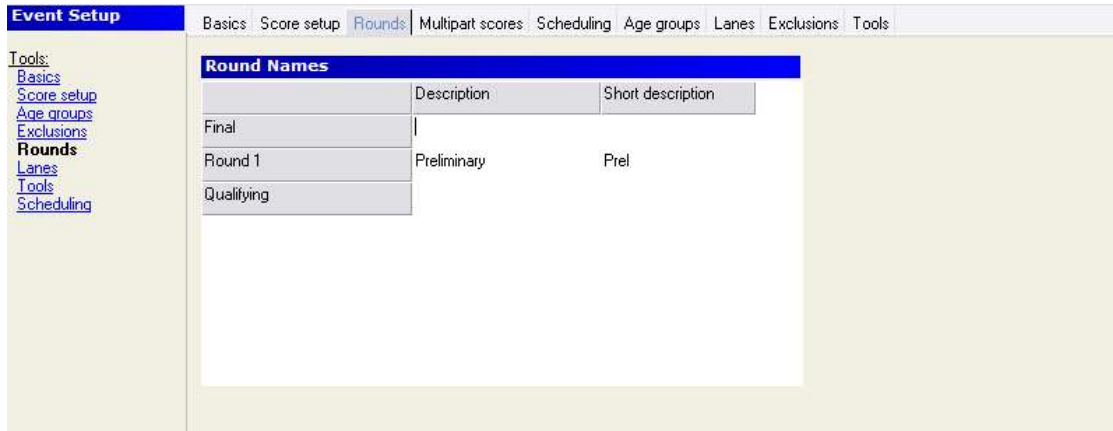


Illustration 5, Round names

Leaving any of these values blank will result in GMS using its default names.

### Age Groups

Age groups organize entrants by age into more manageable groups. Age groups are used in the Auto-Division Wizard and Auto-Division Matrix and for sorting and reporting purposes.

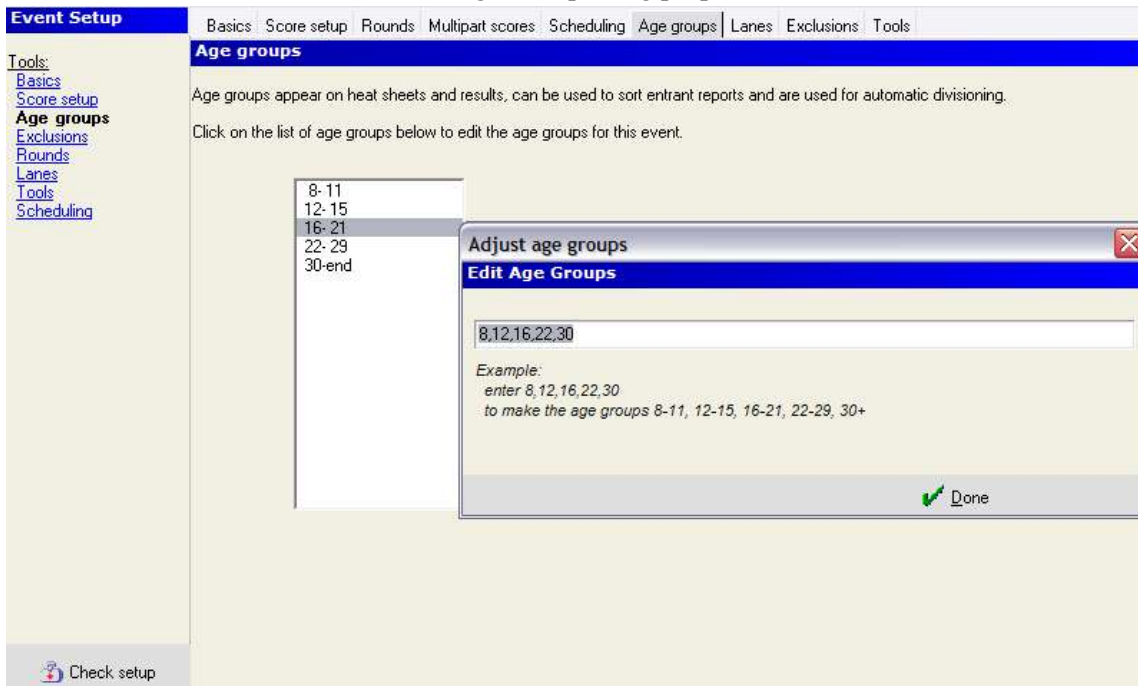


Illustration 6, Age groups

To change the age groups, click anywhere on the list of age groups. Enter the age groups as the list of starting ages for each group then click on [Done]. GMS will display the age groups in the list appropriately.

**Exclusions**

Set the following fields to enable and restrict people from registering in this event.

*Sport Compatibilities*

Set other sports an entrant is restricted from if in this event from the drop down list, or check the box to exclude them from being in any other sport.

*Event Compatibilities*

Set other events an entrant is restricted from if they are in this event from the drop down list, or check the box to exclude them from being in any other event.

*Genders Allowed*

Select what genders are allowed in this event from the drop down list. Under “Entrant types allowed” select the types of people who you want to allow to participate in this event.

Note: only person types that have been set in the games definition as being allowed into events will be listed here. If you don't see the person type listed here that you want to add, check the Games Setup “Types of people” section.

**Teams**

The screenshot shows the 'Event Setup' window with the 'Teams' tab selected. The interface is divided into several sections:

- How do teams and entrants get scores from each other?**
  - Qualifying: Team gets score from entrants (dropdown)
  - Competition: Entrants get scores from team (dropdown)
  - Call mixed-gender teams "co-ed"
  - Use team "positions"
- When scores are copied from entrants to teams, how is the team's score calculated?**
  - Average of entrants' scores
  - Sum (total) of entrants' scores
- Based on the scores of which entrants?**
  - All entrants
  - only top:
- Min/max # of entrants**

Participants	Non-participants
Min <input type="text" value="0"/>	Min <input type="text" value="0"/>
Max <input type="text" value="0"/>	Max <input type="text" value="0"/>

Set the minimum and maximum number of participants and non-participants in each team. Set min and max to zero for no limits; set min greater than max to prohibit that type of person.
- Lanes**
  - Entrants in teams may have different lanes
- Positions**

Put the valid positions for entrants in the box below, each one on a separate line. Leave a single blank line in addition to the valid values in order to allow users the option of not selecting a position.

1  
2  
3  
4

At the bottom left, there is a 'Check setup' button.

Illustration 7, Team setup

*How do teams and entrants get scores from one another?*

GMS can automatically calculate a team's score on the basis of its entrants' scores, transfer the team's score to its entrants, or allow the manual editing of both the team's and entrants' scores.

Team gets scores from entrants: each entrant has an individual score that gets propagated to the team. This can be done based on the scores of all entrants or just the top few, and be either the sum of the entrants' scores or the average. Use this for events like bowling, where each entrant gets a distinct score from which the team's score is derived.

Entrants get scores from teams: team scores are copied directly to each of the team's entrants. This is useful for events like softball or relays like the 4x100M where no entrants have specific scores – the team has a score and the entrants get the team's score.

Call mixed-gender teams “co-ed” - by default, a team with both males and females is considered a male team. If this is checked, a team with both genders will be called “co-ed” instead.

Use team “positions” - for events like relays, check this and then enter the valid positions each entrant may occupy. Each entrant can then be assigned a position, which is useful for putting them in order for heat sheets and staging.

Min/max # of entrants – setting these will cause GMS to complain in the exceptions reports if too many or too few entrants are in a particular team.

Entrants in teams may have different lanes – used for events like bowling where teams may cross lanes. When checked, each entrant and team will have a lane field, and the Lane Assignment Wizard cannot be used.

## Handicaps

**Event Setup** Basics Score setup Rounds Multipart scores Scheduling Age groups Levels Lanes Teams Handicaps Exclusions Tools

**Handicaps**

**General Handicapping Specifications**

Manually specify handicap value for each entrant or team

Handicap multiplier:

Handicap is added to actual score to produce final score

Rename "Handicap" to something else for this event

Score converter to use:

**Additive Handicapping Rules**

Target score:

% of difference to add to entrant score:

NOTE: Team handicap is the sum of the handicaps for the individual entrants, not the handicap formula applied to the sum or average of the entrants' scores.

Check setup

Illustration 8, Handicaps setup

Handicapping is used to compensate for differing levels of ability in the entrants in a division. Handicaps can be entered manually (e.g. golf) or automatically (e.g. bowling). You can also use handicapping to adjust entrants' scores with a score converter by specifying a handicap of "0" for each entrant and enabling a score converter.

### General Handicapping Parameters

Manually specify handicap value for each entrant or team – if checked, handicap must be entered manually for each entrant in the event. When not checked, options for automatically calculating the handicap appear.

Handicap multiplier – after the handicap is calculated, it will be multiplied by this value before being added/multiplied against the entrant's score.

Rename "Handicap" to something else for this event – if your event uses GMS' concept of a handicap but under a different name, use this to call it by your preferred name.

Score converter to use – if selected, the score after handicap calculation will be run through the specified score converter.

If the handicap is going to be set manually select the checkbox "manually specify handicap value for each entrant/team" and you can individually set a handicap for each team/entrant.

If GMS is going to calculate the handicap you will have to determine how it should arrive at that score. Set the handicap multiplier from the default value "1" to the new number. This will take the calculated handicap and multiply it by this setting before going on to determine the final score. From the drop down list select if the handicap is going to be added or multiplied to the actual score to produce the final score. Select the checkbox below this to rename the handicap field, when selected a text field will appear to type in the new name for the field. If a score converter is being used for this event select it from the drop down list here (bill why convert a score here?).

### Additive Handicapping Rules

This defines the rules for automatically calculating an entrant's handicap. If the entrant should get as a handicap 80% of the difference between their qualifying score and 200 when their qualifying score is less than 200, enter a target score of 200 and a difference of 80.

### Scheduling

Note that some options on this page are not available if scheduling is not enabled for this games.

Illustration 9, Scheduling

#### Dates and Times

Use these to set the start date, start time and end date for this event. If scheduling is enabled, these dates and times will be used as the default value in new divisions.

The “Date for calculating ages” defaults to the games' value, and is the date used for determining the age of each entrant (normally you'll use the games' start date).

#### Scheduling Options

Each division, and all entrants in the division get the same schedule:

everyone in each division gets the same start and finish times, and these are associated with the division itself.

Each team, and all entrants in a team get the team's schedule:

schedule dates and times are not assigned to the division but instead to each team. Each entrant in each team gets the team's schedule properties.

Each individual gets his/her own schedule:

schedule dates and times are not assigned to the division but instead to each entrant.

### Lanes

Lanes are assigned manually – by hand or in conjunction with the Lane Assignment Wizard – or automatically when heat sheets are printed. If assigned manually or with the Lane Assignment Wizard, a printable and editable lane field will be associated with each entrant.

When done automatically, the lane field exists only while the heat sheets are being printed and cannot be edited or viewed. Enter the number of available lanes, the number of competitors in each lane (usually one; note that a team is considered one competitor), and how the entrants should be ordered within those lanes when assigned.

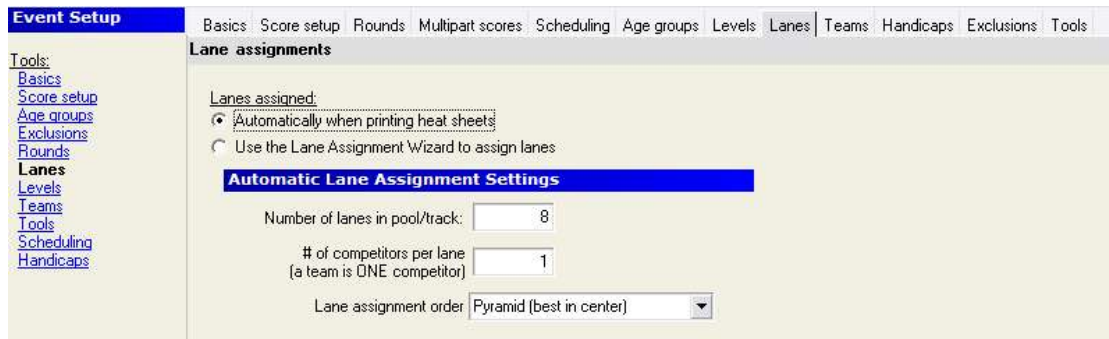


Illustration 10, Lane assignments

### Levels

Use levels to separate entrants by ability level or some other factor. Define the levels by entering the values in the list on the “Levels” page, with one option on each line.

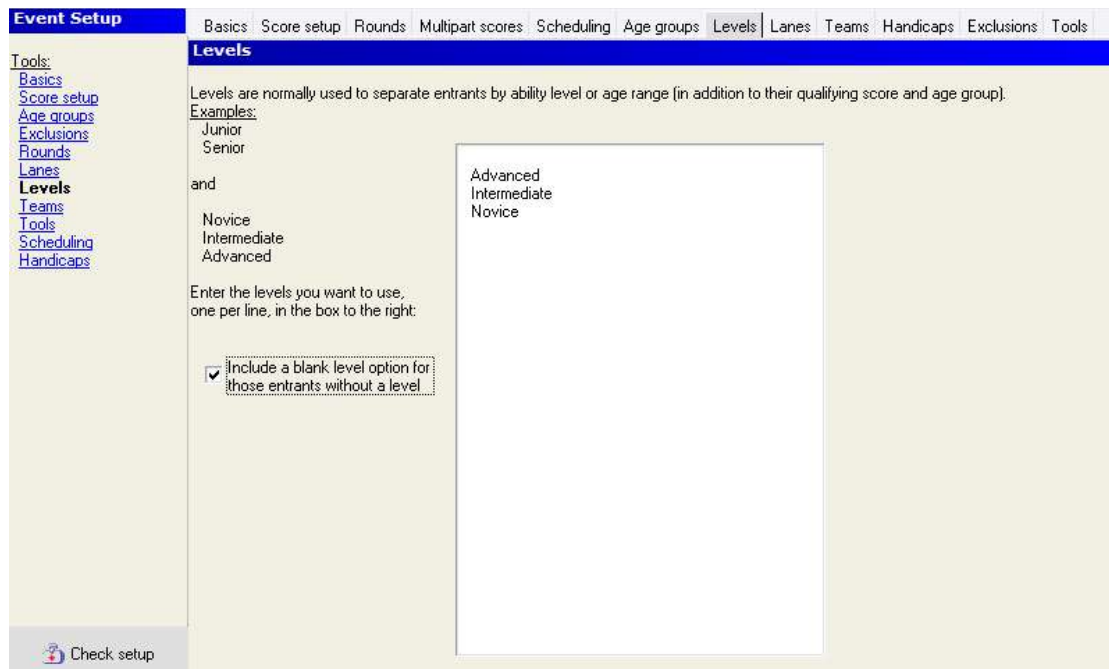


Illustration 11, Levels setup

To have an option to select no level for an entrant, check “Include a blank level option for those entrants without a level”. In the list boxes where level can be selected, a blank option will appear.

After making any changes to the list of levels, you *must* click on [Save level changes] for the changes to be kept.

### External Interfaces

Event Setup | Score setup | Rounds | Multipart scores | Scheduling | Age groups | Levels | Lanes | Teams | Handicaps | External Interfaces | Ext

Tools:  
Basics  
Score setup  
Age groups  
Exclusions  
Rounds  
Lanes  
Levels  
Teams  
External interfaces  
Tools  
Scheduling  
Handicaps

External interface:  
Alge OPTic

**General Specifications**

Event #  
10

Scoreboard name:  
[Empty field]

Illustration 12, External interfaces setup

All timing systems need an event # and a scoreboard name. The event number is used in different ways by different interfaces; the scoreboard name is used to describe this event on directly-connected scoreboards.

Both Hy-Tek interfaces require appropriate event codes. Consult your Hy-Tek documentation for the correct codes to be used for each of your GMS events. (Hy-Tek does not use event definitions like GMS, but instead understands an event from its event code.)

External interface:  
Hy-Tek Meet Manager Aquatics

**General Specifications**

Event #  
10

Scoreboard name:  
[Empty field]

**Hy-Tek Specifications**

Event code: [Empty field]

Illustration 13, Hy-Tek options

External interface:  
Omega ARES

**General Specifications**

Event #  
10

Scoreboard name:  
[Empty field]

**ARES Interface Specifications**

Stroke:  
Backstroke

Length:  
400M

Illustration 14, Omega ARES options

The Omega ARES (a swimming-only interface) requires selection of stroke and overall event length.

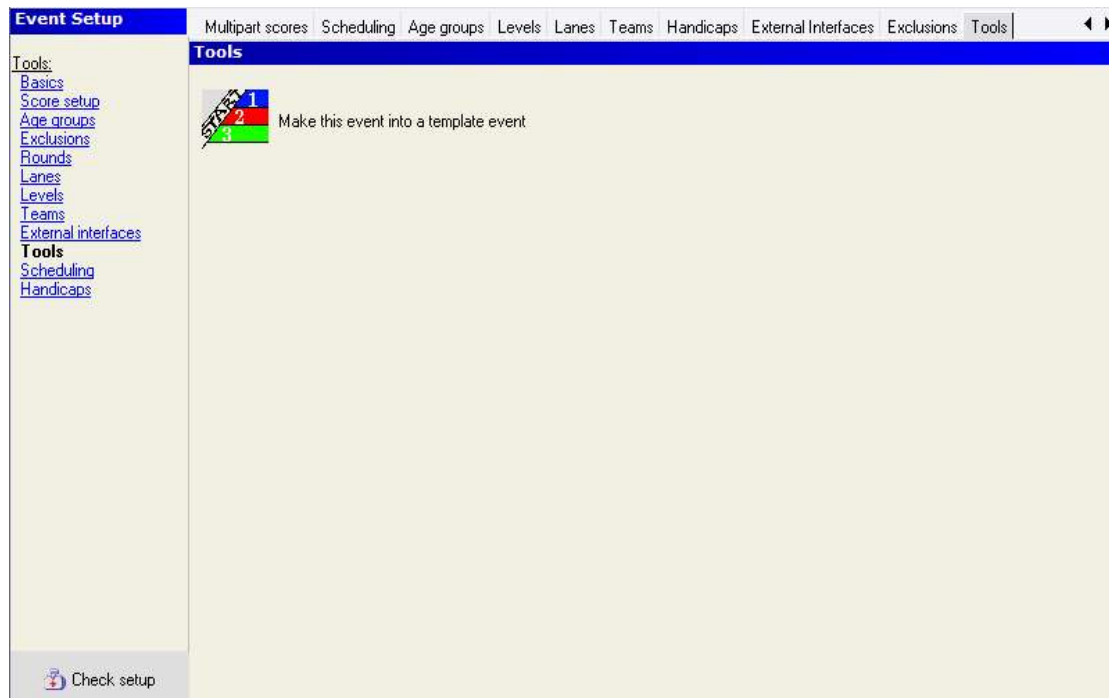
**Tools**

Illustration 15, Tools

There is only one tool on this page - "Make this event into a template event". Clicking this will take the definition as described right now into a template event on your list of template events in the system. This will not overwrite any other template event, even if one exists with the same name.

Note: the new template event will be created within the sport as defined in the Basics tab. If this is a custom sport for these games the template will be under the "Unassigned" sport section.