

### **Introduction**

This section will cover GMS' "Import Scores and/or Divisions from another Event" tool, which can copy scores, divisions and entrants between events in the same or different games.

This tool is used to copy divisions, levels, scores and/or places from entrants in one event to the same entrants in another event. At the same time, it can add entrants from the source event into the target event, or scratch entrants from the target event which are not in the source event.

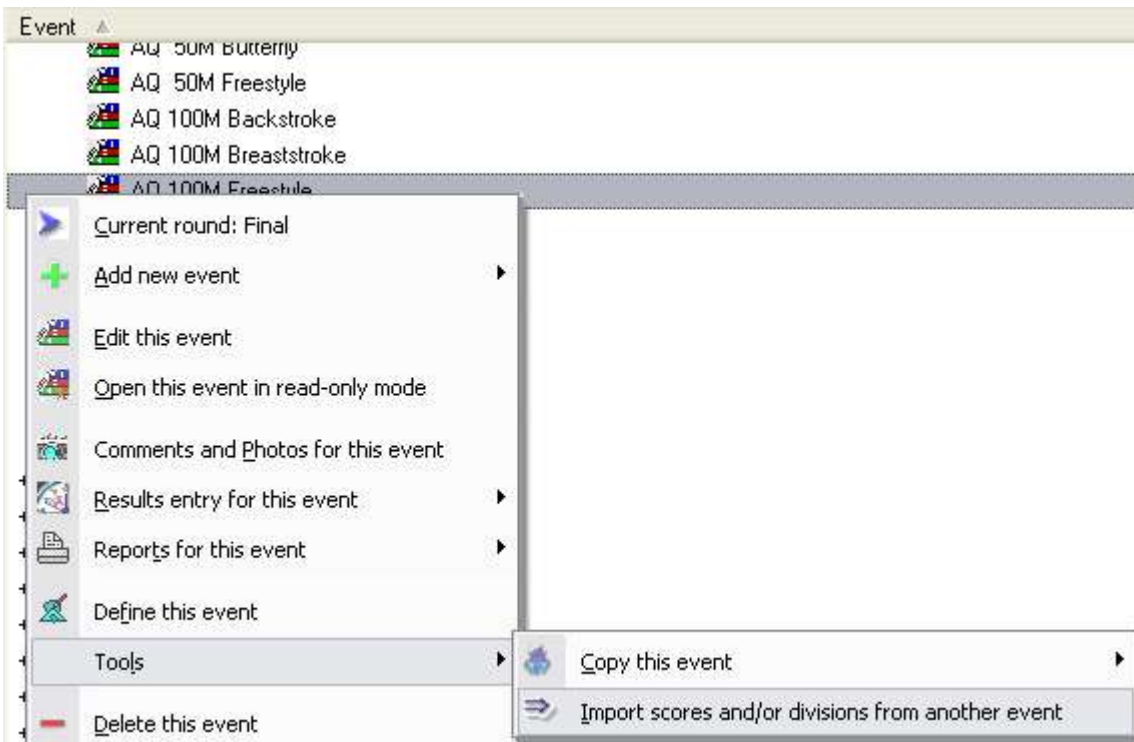
Note:

Entrants must already be in the target games for this tool to work between two different games; it cannot add a person into the target games but can add or scratch them from the target event as long as he/she is in the target games itself.

The "Source" event is the one where you are taking information from and the "Target" is the one that you are importing data into.

### **Getting Started**

To access the Import Scores and/or Divisions feature open your games and go to the list of events. Right-click on target event name – this is the event that you want to bring data *into*, click on "Tools", then on "Import scores and/or divisions from another event" (Illustration 1, Selecting Target Event).

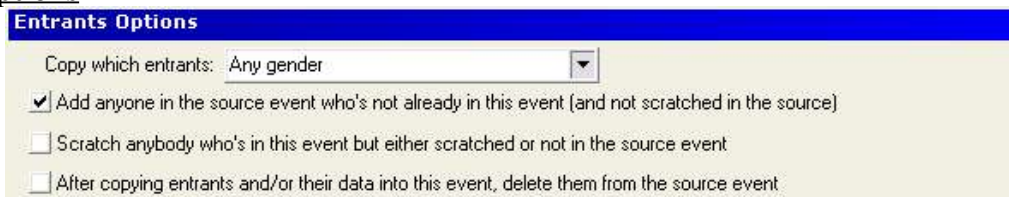


*Illustration 1, Selecting Target Event*

**Selecting the source event***Illustration 2, Import source*

You should see something similar to Illustration 2, Import source.

To import from an event in the current games, leave “Source games” set to “(this games)”, otherwise select the games which contains the event you want to import data from. Then select the event itself from which you want to bring in data.

**Entrants Options***Illustration 3, Entrant options*

There are several options for dealing with entrants. The first lets you limit those processed to males, females, or any gender.

Second, you can choose to add entrants to the target event if they are in the source event but not the target event. (Entrants will not be added a second time to any event, even if this option is checked.)

If checked, “Scratch anybody who's in this event but either scratched or not in the source event” will cause those entrants currently in the target event but either scratched or not in the source event to be scratched from the target event. (This does not affect these entrants in other events, nor will it scratch them from the games if they are no longer in any events.)

Finally, checking “After copying entrants and/or their data into this event, delete them from the source event” will scratch entrants from the source event once they're brought into the target event. (This is commonly used when splitting a mixed-gender event into one with only males and one with only females.)

**Fields to Transfer**

Now you select the fields that you want to transfer for each entrant. GMS lets you transfer up to four fields. You can only transfer between compatible fields, e.g. you cannot transfer a score into a level field. For each score field, you get an additional set of options, which lets you choose whether or no to overwrite an existing score.

| Fields to Transfer |                     |  |
|--------------------|---------------------|--|
| Field #1:          | Source: Final score | Options: If there is a score in this event, do not change it |
| Field #2:          | Source: Fin div     |  |
| Field #3:          | Source: (none)      |  |
| Field #4:          | Source: (none)      |  |

**Finish**

After selecting the fields to be transferred, click on the [Execute] button, and you will see the status bar at the bottom of the screen appear and move toward 100%. When complete you will get a print preview window with the results of the import, including all additions and changes that were made, or a message saying “No data was copied to or from any entrant”, meaning there was no data in the source event.