



Event Definitions

This tool defines how each event works. Event definitions can be updated either through the Event templates or from the events list within a Games. From within a Games, right-click on the desired Event and select **Setup** panel, then select **Define this event**. From the **Event templates** list, simply select the desired event. From this screen you can make changes to various aspects of the events definitions.

Basic: This section covers definitions such as the name and codes of the event, as well as age groups.

Score setup: This section defines how scores are calculated.

Teams: This section allows you define how teams are factored into this event.

Scheduling: This section allows you to define the schedule of when and where this event is played.

Exclusions: This section allows you to set restriction on whom can participate in this event.

The screenshot shows the 'Event definition' window for 'BB Basketball Team' in the 'Basics' tab. The interface includes a left-hand navigation menu with options like 'Score setup', 'Combine rounds', 'Teams', 'Scheduling', and 'Exclusions'. The main area is divided into 'Basics' and 'Score setup' sections.

Basics Section:

- Event name:** BB Basketball Team
- Sport:** Basketball
- Event code:** BBTEAM
- Event type:** Team event
- Event features:** None selected
- Number of rounds (including final):** 3
- Awards given:** Use setting for games
- Place assignment rules:** (use setting for games)
- Age groups:** 8-15,16-21,22+
- Date for calculating ages:** (empty)
- Event #:** 0
- Applicable locations:** (no filter)

Score setup Section:

- Score type:** Points
- Name for total score:** Total score
- Display decimals:** Truncate values (0)
- Calculate decimals:** Truncate values (0)
- Qualifying scores are not required
- Define valid score range
- Maximum Effort:** Do not use Maximum Effort

Tools

From the **Tools panel** on the left-hand side of the Event Definition screen, you can access the following tools:

Check setup: When you have finished making updates to the event definition, this tool (available under the tools panel on the left-hand side of the screen) allows you to verify that there are no obvious issues with the event definitions.

Make this event into a template event: Selecting this tool will save the event definitions as they are described at that point as a template event on your list of template events in GMS. This will not over write any other template event, even if one exists with the same name.