Groups & Delegations

Groups and Delegations serve the role of helping you group people in your database and in Games.

Groups are used generally, within GMS 7, to organize people and to simplify the process of later creating Games Delegations. When you create a new individual in GMS, you must enter them into a Group. Groups manager can be found under the Setup panel. Select Groups to launch this tool. You can specify the basic specifications, such as name, language any affiliated addresses and relationships to other Groups.

Parent group: This is a tool which allows you to organize groups into hierarchies. Use this dropdown to select a Parent group under which you would like to organize your chosen Group.
Delegations are the Games equivalent to groups. All people registered in a Games are in delegations and delegations organize people together. When you create a Games, you must make one or more delegations based on your groups. If you have no need to break people into delegations, you can simply create one delegations and name it something like "General."

From within a Games, you can launch the New Delegations Wizard by either selecting the link in the panel on the left-hand side of the screen, or by right-clicking on the Delegations panel. Follow the on-screen prompts. First, select the Group on which the Delegation is based or create a new Delegation using the Name field. If a Group is selected, the Name field will default to the name of the Group, but this can be edited for the purposes of the Games. You may also create multiple Delegations based on the same Group.

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**New Delegation Wizard**

**New Delegation Wizard**

**Basics**

Group - this is the group on which this delegation is based, where new people created will be put, the default place to look for new entrants, and the group that gets credit for volunteer hours.

- SO California - Northern

Name:

- SO California - Northern

Changes made to this Group in the games should be copied back to the original group

<Back  Next >  Cancel
On the next screen, confirm the **Types of people allowed** in this delegation. By default, **Every type allowed in the games** will be selected. By de-selecting this box, you can configure the specific **People Types**.

On the next screen, confirm the **Primary language** and any **Other languages** spoken by this delegation. Select **Next** to continue. The **Done** screen will display a confirmation of details you have selected for this delegation. Selecting **Finish** will complete the creation of the **new delegation**.