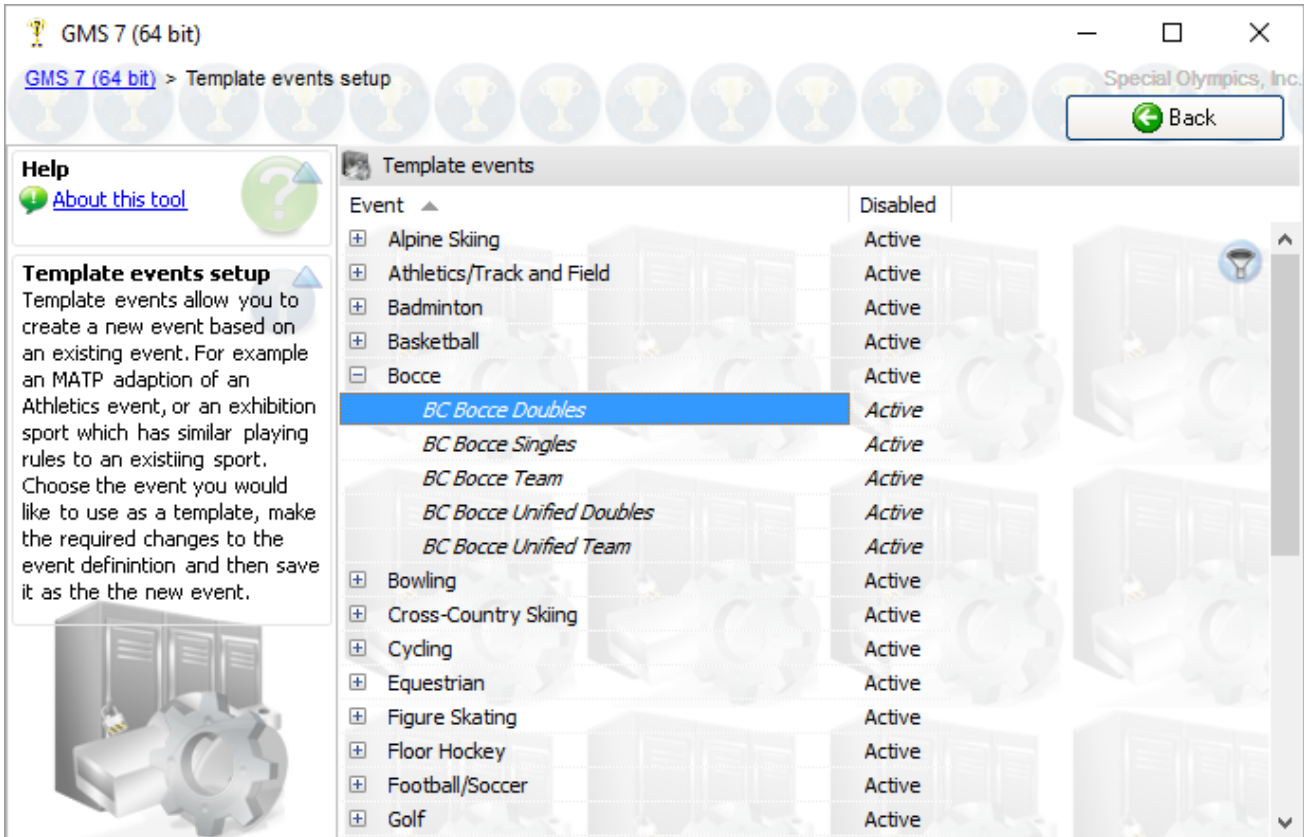


# Template Events

This tool allows you to setup an event once, and then use it repeatedly when making new events in games.

From the **Setup** panel, select the **Template events** tool. Templates can also be created by saving an event in any Games as a template.

On the Template events setup screen, events are organized by sport in a tree listing. Select a sport to see all event templates contained within.

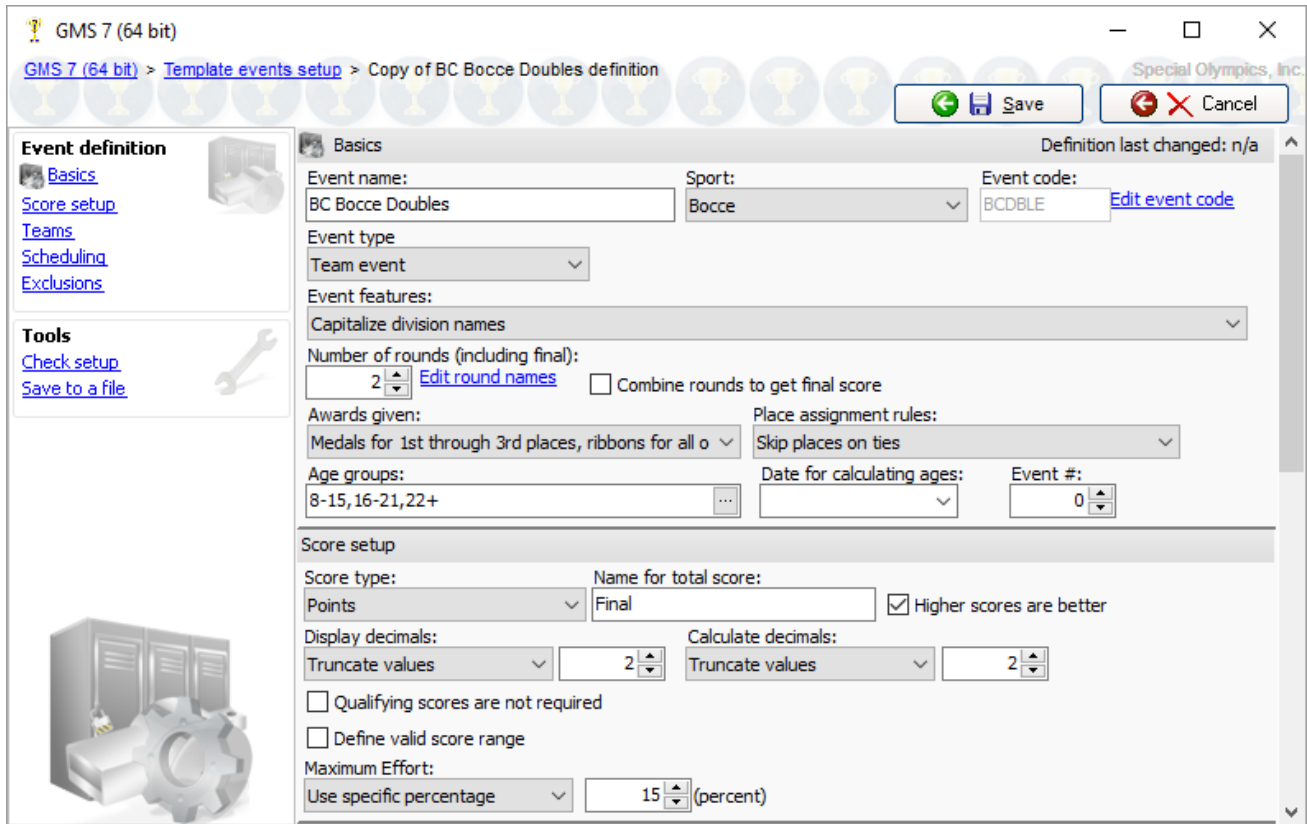


**Help**  
[About this tool](#)

**Template events setup**  
 Template events allow you to create a new event based on an existing event. For example an MATP adaption of an Athletics event, or an exhibition sport which has similar playing rules to an existing sport. Choose the event you would like to use as a template, make the required changes to the event definition and then save it as the the new event.

Event	Status
Alpine Skiing	Active
Athletics/Track and Field	Active
Badminton	Active
Basketball	Active
Bocce	Active
<i>BC Bocce Doubles</i>	Active
<i>BC Bocce Singles</i>	Active
<i>BC Bocce Team</i>	Active
<i>BC Bocce Unified Doubles</i>	Active
<i>BC Bocce Unified Team</i>	Active
Bowling	Active
Cross-Country Skiing	Active
Cycling	Active
Equestrian	Active
Figure Skating	Active
Floor Hockey	Active
Football/Soccer	Active
Golf	Active

Right-click on the event for which you wish to create a new template. Select **Make a copy** to create a new template. By making a copy of the original template, no changes are made to your original template. You will be presented with the **Event Definitions** for this new event template.



Follow the instructions from the **Event Definition Guide**.

When complete, select **Save** to save the new event template to your list of templates.