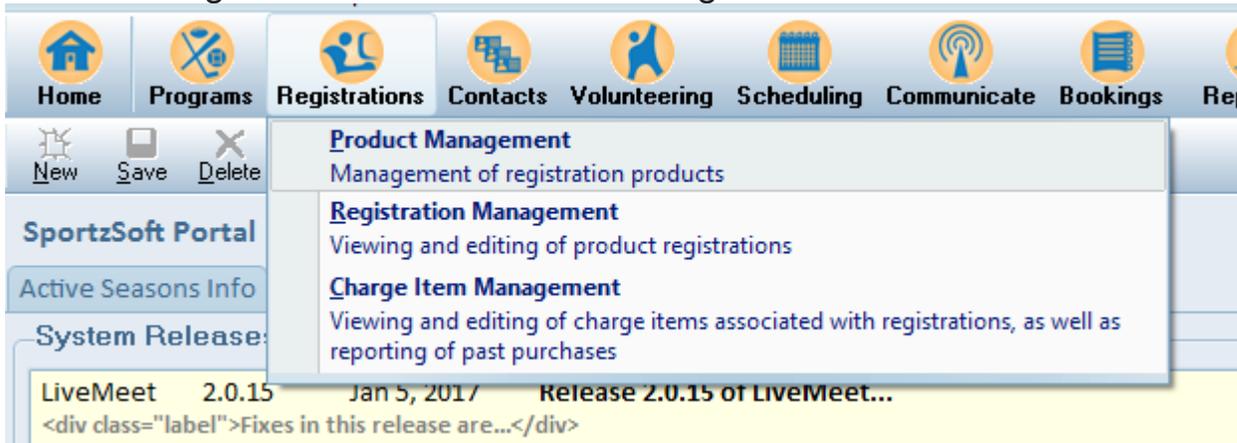
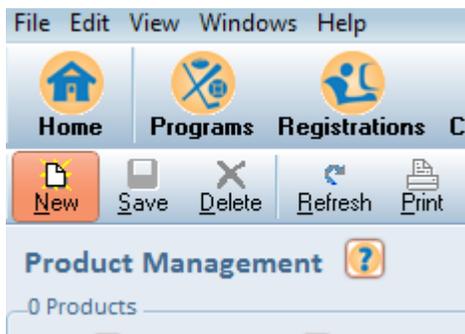


## Creating a Family Discount/ Multi Player Discount

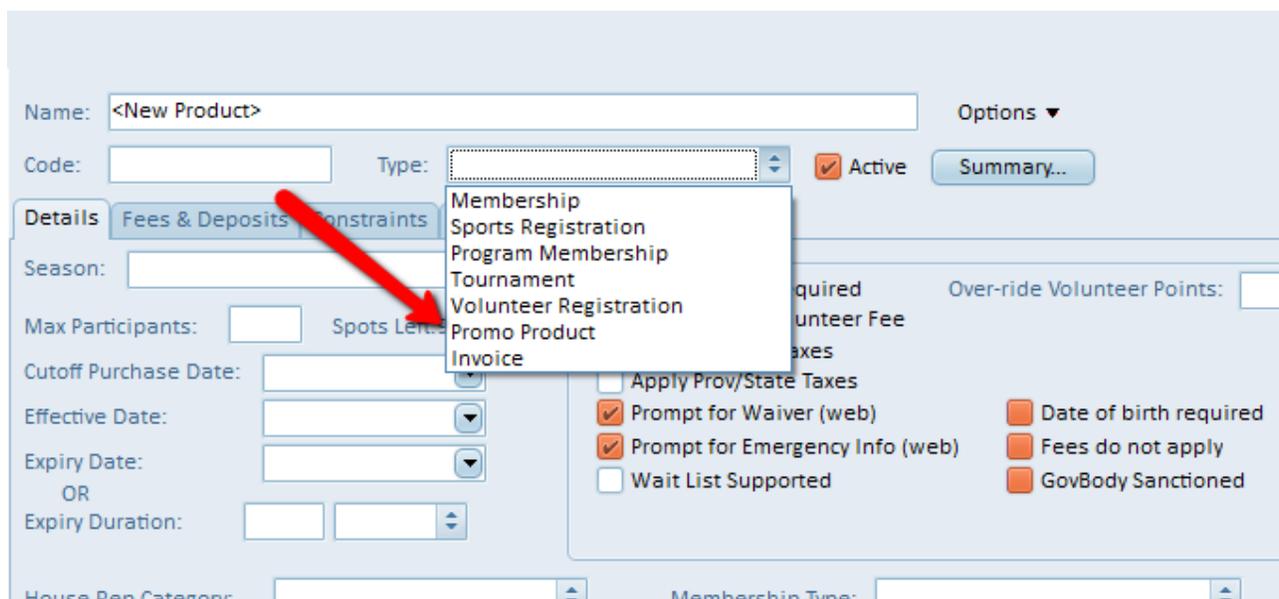
1. Go to Registrations then Product Management



2. Click New



3. Choose 'Promo Product' as the type of product



4. Choose Multi-Child Registrations as the Promo type, and your season. Then choose all the applicable products that the discount will be attached to and add your discounts. You can specify (in dollars or %) how much the discount is per registration. The example below shows percentages but if you offer an amount discount you can set it up the same way.  
Ex. Registration #1 – \$0.00 discount, Registration #2- \$50 discount, Registration #3- \$75 discount, etc.

Name: <New Product>  
Code:  Type: Promo Product

Participants (0) Promo Settings

Promo Type: Multi-Child Registrations  
Season: 2017 Box Season

Below are your club members which are either have or will receive a discount. This section provides the discount settings that are applicable for this Promo.

Applicable Sports Registration Products for this Promo

| Product                                 | Active                              | Product Type     | Effective Date | Season          |
|---|-------------------------------------|------------------|----------------|-----------------|
| House league- Bantam Boys 2017 Box...   | <input checked="" type="checkbox"/> | Sports Regist... | 2016-12-01     | 2017 Box Season |
| House league- Intermediate Boys 2017... | <input checked="" type="checkbox"/> | Sports Regist... | 2016-12-01     | 2017 Box Season |

Promo Discount (applicable on next registration)

| Reg Count | % or Amount | Type    |
|-----------|-------------|---------|
| 3         | 25          | Percent |
| 5         | 50          | Percent |

Whenever anyone registers for these products, the system will apply the designated discount listed below. So for example the system will apply 25% to the 3rd registration and 50% to the 5th registration.

This is where you specify the discounts per registration

5. Click save