Hydra User Manual Gemini
2018 Championship Season

Login Screen

Enter your user name and password, then click on Login
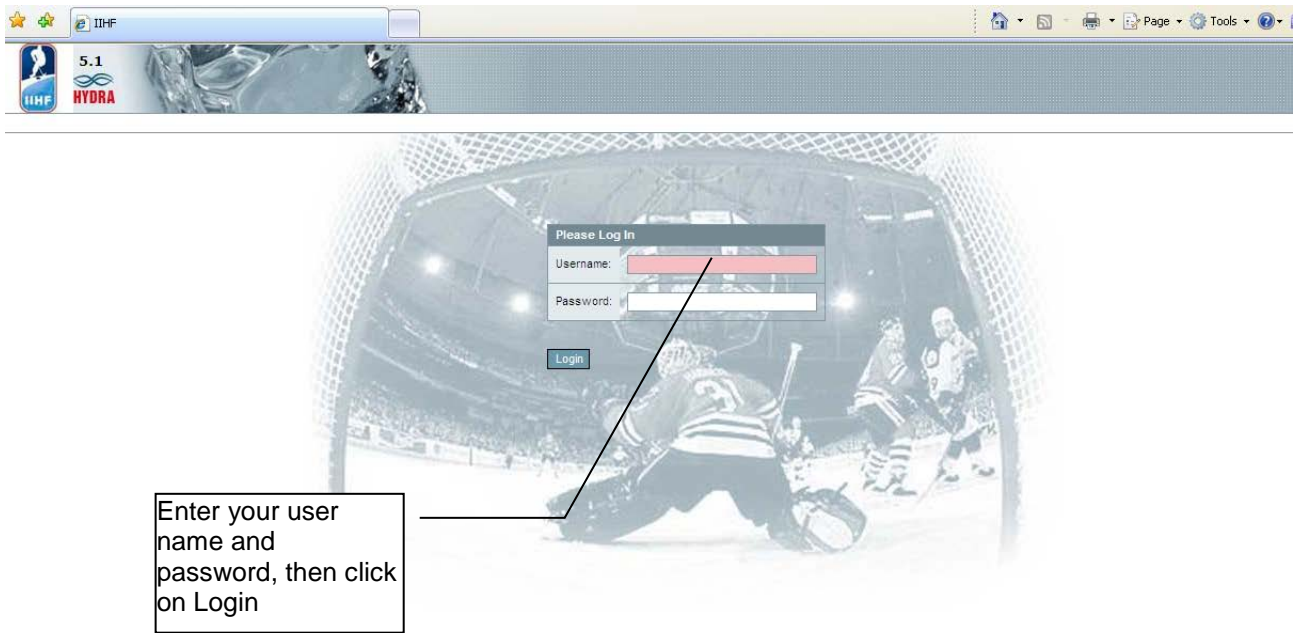
Your user name and password is supplied by the Results Manager (RM) via the IIHF Hydra Administrator (HA).

User names, passwords, and access rights are determined between the RM and HA.

Selecting Modules & Modules Explained

Do not touch any of these fields unless instructed by the IIHF Administrator

Click on the drop box to show the modules you have access to. Then click on the module you want to work in.

Upon having selected the module, the screen will change and load the initial screen for that module.

Modules include:

Orion	Data entry screen for goals, penalties, spectator, timeout, plus/minus, assist, penalty shot, GK changes, SOG, event status.
Gemini	Data Entry Screen for shots, face-offs, goals, assists, plus/minus, spectators, timeouts, GK changes
Aquila	Event management system for setting up lineups, starters, C and A designation, Best Players (BP), Generation and triggering of all outputs, tournament standings control
Mensa – People Admin	Management of all people profiles entered in Hydra system
Mensa – Event Admin	Management of country, city, venue, team, federation, language, event profiles, team entries etc.

Gemini
Tournament Select & Game Load Screen

Game Select (double click or press Load Game)

Tournaments Table

Select desired tournament by clicking on the tournament from the tournaments table. Then double click on the desired game, or select and click Load Game.

Gemini Initial Screen

From this initial screen Gemini is able to log shots, goals, face offs, assists, and plus/minus.

Change View Point

By clicking on the Change Viewpoint button the layer as listed above will appear.

Swap Team: will swap the teams benches on the ice (consider the team names to be where the player benches are). This determines the direction of play.

Swap Rink: normally it is expected that Gemini placement will be on the other side of the player benches (the same side as the officials box). However if the Gemini machines happen to be placed on the same side as the player benches, then by clicking on Swap Rink, it will change the viewpoint of the rink by moving the player benches to the bottom of the screen.

Both Teams: this is used to log shots for both teams. Divided by the red line, shots made on either side of the red line will count for the team playing in that offensive zone. Shots made from behind the red line must be made on the offensive side, then dragged over to the desired location.

Logging Shots (SSG, SPG, SSP, G)

- Click on the rink where the shot was made
- Select the type of shot
  - o SSG (Shot Saved by Goalkeeper): the main type of shot that is collected, a shot made on the net that was stopped by the goalkeeper. Keep in mind that if the GK had not stopped the puck would it have gone into the net? If the GK stops the puck but would have missed the puck then it is considered as a miss and not an SSG. (log as an SPG if applicable)

- o SPG (Shot Past Goal): (WS tournament only) the shot where player had the intent to shoot on net but missed (therefore not a puck clearing, or a missed pass). This includes the puck hitting the post or crossbar.
  - o SSP (Shot Saved by Player): (WS tournament only) the shot where a player had the intent to shoot on net but was blocked, or deflected by an opponent player, and would have gone into the net if not blocked.
  - o G (Goal): a shot made determined to be a goal.
- Click on the jersey number of the player who made the shot.
- Upon selecting the jersey number for SPG, and SSP the layer will close.
- For SSG, check the GK who stopped the shot but it should be according to the GK changes table. Click on OK to save.

- G click on the location inside the net where the puck had crossed the line. (see the "+" mark)

- Be sure that the GK who was scored on is correct. Select the jersey number, or EN (for Empty Net). Then click OK to save.

This is the sequence to log a goal.

1. Click on location on ice rink where shot was made.
2. Click on "G" for goal.
3. Click on jersey number for player who made the goal.
4. Click inside the net for the approximate area where the puck crossed the line into the net.
5. Verify the GK who was scored on (should not have to modify, the GK records table will always display the most current GK).
6. Click OK to save the shot.

Hydra Chat Usage

Hydra Chat is a simple communication tool for the Stats team to be able to follow the communication protocol between each other if Wired or Radio Communication is not available.

It also can be used to transport Plus-Minus information from Gemini Light (usage of this module is based on the tournament setup – mostly used in lower divisions) to Orion in case when Plus-Minus spotters are located in the Stats bench together with Gemini Light operator.

In this case the Plus Minus information has to be sent through Hydra Chat in the form of the following sample message "some text +12 23 34 12 52 -18 1 24 12".

The numbers following the plus sign should be separated by space and will be treated as jersey numbers of the players of the team that scored. Same – numbers following the minus sign will be used as jersey numbers of the players of the team that allowed a goal.
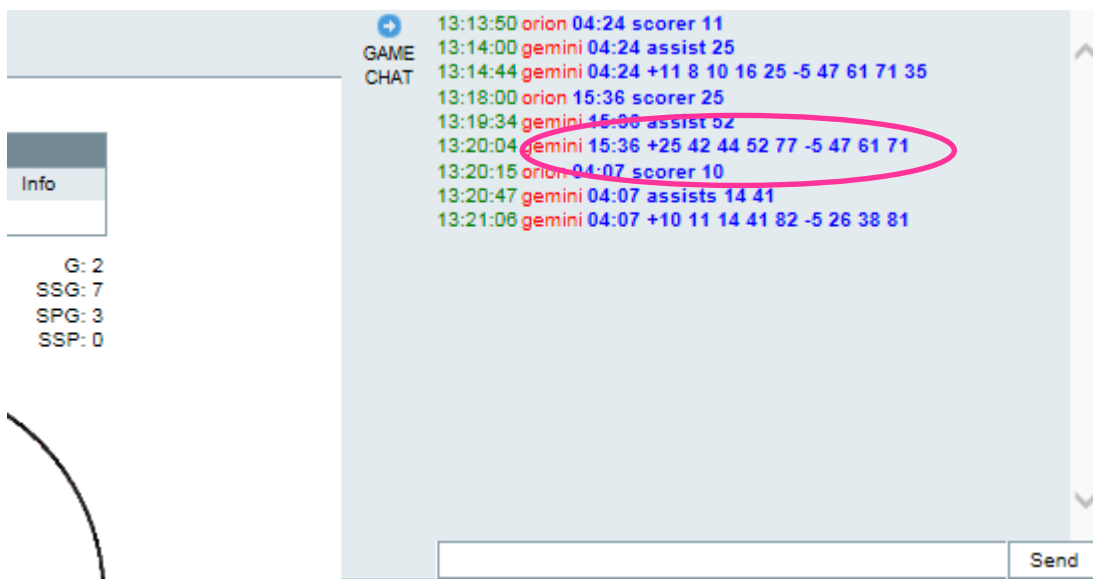
Entering Face Offs

FACE - OFF			X

Period : 3

mz Finland		Russia mz	
	27	41	WIN
	56	69	WIN
WIN	27	11	
	12	11	WIN
	56	16	WIN
WIN	26	42	
WIN	40	87	

mz Finland   Russia mz

5	6	10	12	18
21	22	25	26	27
28	34	38	40	42
47	56	61	71	81

3	6	8	10	11
14	16	25	40	41
42	44	52	63	69
73	77	82	87	92

GK   GK

Cancel   List

- Click on the Face Off button. The three buttons are to divide the zone in which the face off has taken place. The three zones are
    - DZ (Defense Zone): from the blue line to the defending team's net. This is the Attack Zone for the opposing team.
    - MZ (Middle Zone): between the two blue lines (center ice).
    - AZ (Attack Zone): Offensive zone from the blue line to the net that the team is trying to score on is located. The Defense Zone for the opposing team.
- Click on the two jersey numbers from each team who are facing off. Double click on the player who wins the face off.
    - A Face off won is regarded as the player who created an advantage for their team and took control from the face off. Thus by defined by whether the player managed to pass the puck to a player on their own team, or pushed the puck forward gaining control.
- The screen will flash and show the registered face off in the table, then close after 2 seconds.
- Keep in mind that the sequence of the face offs is not important, just the jersey numbers, and F/O winners.

Editing/Deleting Face Offs

- Click on the face off button for the zone you wish to edit the face off in.
- Click on the line to edit (highlighted in yellow above). Change the jersey numbers by clicking on a different number that the one previously selected and double click on the winner.
- Or Click on Delete to remove the face off line.