

### **BEFORE THE GAME/PERIOD Task List**

50 minutes before Game

 1
 Be in the Timekeeper Bench!

 2
 Open Orion on correct game

 3
 Check Teams are correct and players (line-up) are defined

 When warm-up starts (approx -40)
 1

 1
 Mark Pre-Game start and Update

 2
 Check if the Hydra Chat to Stats Bench works - wait for confirmation from Stats Bench

 3
 Check warming-up players are ALL defined in the line-up

 When warm-up ends (approx -20)
 1

 1
 Mark End Pre-Game and Update

 Immediately BEFORE the start of first Period (during team presentation)
 1

 1
 Check Goalkeepers who are actually starting

 2
 If no name or wrong name go to Special Situations / Wrong Goalkeeper IN

Mark Start/PeriodX and Update (this allows GEMINI/FACE-OFFS Operators to work)
 Please check and correct the proposed time (possible Time Zone differences)
 Communicate to Stats Bench "Orion - period n is open"

BE CONCENTRATED.

BE FAST - BE PRECISE.



## **DURING THE GAME Task List**

Goal procedure (high-level and hints)	
1	Open GOAL window
2	Ensure Team is correct, otherwise click on SWITCH TEAMS
3	Enter Time and Game Situation (EQ/PP1/PP2/SH1/SH2)
4	Enter GS (Goal Scorer) and Assists/Unassisted
5	Click OK (this will send to TV AND Internet!)
6	Communicate "Orion - Goal entered, Scorer n Assist n and n" (or No Assists)
7	Confirm to Scorekeeper Scorer / Assists
8	DoubleClick the goal itself
9	Enter Plus/minus into the fields (from Hydra Chat or Penalty bench depending on how you are
	organized)
10	Click UPDATE

### Goals HINTS

1	You can select the Scoring Player BEFORE opening the Goal window, to have the right Team and	
	the right Scorer already set	
2	You can TAB through fields	
3	Once you're in a field, if you click a Player his number will be written automatically	
4	Combine tabbing and clicking to be faster	

Penalty start procedure (high-level and hints)

1	Open PENALTY window
2	Ensure Team is correct, otherwise click on SWITCH TEAMS
3	Enter Time and Player from the Scorekeeper/Referee
4	Enter Penalty code: enter first letter then keep entering to scroll
5	Once the code is selected, you can move to the second field, scrolling again you will have all
	possible comibinations for that offence (2, 2+2, a.s.o.)
6	Click OK

Penalty end procedure (high-level and hints)

1 DoubleClick the penalty itself

2 Tick "End Penalty"

3 Click UPDATE

### Penalty HINTS

1 You can select the Player BEFORE opening the Penalty window, to have the right Team and the right Player already set 2 You can TAB through fields

GK OUT or Substitution (high-level and hints)	
1	Ensure Team is correct, otherwise click on SWITCH TEAMS
2	Click on the NAME of the Goalkeeper who's going out
3	Enter Out Period and Time Out
4	Click UPDATE button
5	Click on the NUMBER of the Goalkeeper who's coming in
6	Enter In Period and Time In
7	DoubleClick on the NUMBER again
8	Communicate "Orion - Team x goalkeeper change entered - please Refresh"



## END OF PERIOD/GAME Task List

Right after end of each period (excluding final one)	
1	If OT is ended and we're going to GWS, close NOW any Penalties that are still open
2	Communicate "Orion is ready to close period n"
3	Wait for Stats Bench to confirm "Stats Bench finished"
4	Mark End/PeriodX and Update
5	Close ORION window
6	Communicate "Orion - period n is closed"
7	Don't modify anything anymore!

Right after end of last period

<u> </u>		
1	Communicate "Orion is ready to close period and game"	
2	Wait for Stats Bench to confirm "Stats Bench finished"	
3	Mark End/PeriodX and Game Complete and Update	
4	Close ORION window	
5	Communicate "Orion - period is closed - game complete"	
6	Don't modify anything anymore!	

 End of Game, don't forget to...

 1
 Record Spectators (this will actually come during 3rd period)

 2
 Record Timeouts

 3
 Close all Penalties that are still open / when game ended in OT, use exact Time from Goal

 4
 Mark best players (BP) of the game (if Game goes to OT, mark BP's then)



## SPECIAL SITUATIONS

#### Wrong Goalkeeper IN

1 Click on the NAME of the Goalkeeper who should not be listed

2 Click DELETE button

3 DoubleClick on the NUMBER of the Goalkeeper who's coming in

4 Communicate "Orion - Team x goalkeeper change entered - please Refresh"

## Empty Net Goal

Differences from a normal Goal:

1 Ensure the non-scoring team Goalkeeper is NOT listed there (it should not)

2 Flag "Empty Net Goal" (it should be flagged already)

### Coincidental Penalty

Differences from a normal Penalty:

Register the first Penalty as usual, but before clicking OK, TICK Coincidental. This will open a second penalty window for the other team. Click OK to close the first window.
 Enter necessary data on the second window, then click OK

### Team Penalty

Differences from a normal Penalty:

1 Put a T in the Player number

2 Register the serving player in the Served By field

### **GK Penalty**

Differences from a normal Penalty:

1 Register the serving player in the Served By field

Penalty Shot

Differences from a normal Penalty:

1 Enter the Penalty as usual (Time, Player, Reason Code)

2 Tick Penalty Shot

3 This will modify some values for the Penalty and will open a sort of Goal window

4 Enter the shooter jersey number

5 Click on SCORED or MISSED (for scored this will then be shown as a Goal)

6 In case of SCORED, communicate the Goal to the Stats Bench as usual



# GAME WINNING SHOTS

Game	Winning Shots procedure
1	When you are in the GWS period, the GOAL button now shows GWS
2	Click on that GWS button
3	Enter the GKs for each Team
4	Select the starting Team
5	Click STORE button
6	After each shot, select appropriate Shooter and Action then click OK
7	At the end, select the GWG (Game Winning Goal), when the window is back close it
8	Check the GWG is correctly shown as a Goal