

SAT 16 NOV 2019
Start Time 15:00

Round Robin Session 1 - Sheet E

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
E	1	CZE - Czech Republic		0	2	1	1	1	0	2	1	X	X		8
	1	LAT - Latvia	*	1	0	0	0	0	1	0	0	X	X		2

CZE - Czech Republic		Shot Success	Game	All
4 S	KUBESKOVA Anna	88%	88%	
3 V	BAUDYSOVA Alzbeta	91%	91%	
2	VINSOVA Petra	77%	77%	
1	KOLCEVSKAJA Ezen	86%	86%	
A	BAUDYSOVA Michaela	-	-	
Team Total		85%	85%	

LAT - Latvia		Shot Success	Game	All
4 S	STASA-SARSUNE Iveta	64%	64%	
3 V	BLUMBERGA Santa	88%	88%	
2	KRUSTA Ieva	78%	78%	
1	BARONE Evelina	80%	80%	
A	SILINA Tina	-	-	
Team Total		77%	77%	

Last Stone Draw		Distance
⌚	KUBESKOVA Anna	60.2cm
⌚	VINSOVA Petra	199.6cm
Total		259.8cm

Last Stone Draw		Distance
⌚	BARONE Evelina	27.7cm
⌚	STASA-SARSUNE Iveta	20.7cm
Total		48.4cm

Time remaining: 12 minutes 55 seconds

Time remaining: 7 minutes 9 seconds

Time-out: End 7 - CZE stone 4

CZE - Czech Republic		⌚	⌚	Game
4	KUBESKOVA Anna	Draws	1 100%	9 89%
		Take-outs	5 90%	1 50%
		Total	6 92%	10 85%
3	BAUDYSOVA Alzbeta	Draws	1 75%	4 100%
		Take-outs	5 85%	6 92%
		Total	6 83%	10 95%
2	VINSOVA Petra	Draws	1 100%	6 79%
		Take-outs	1 0%	8 81%
		Total	2 50%	14 80%
1	KOLCEVSKAJA Ezen	Draws	10 90%	3 92%
		Take-outs	1 100%	2 50%
		Total	11 91%	5 75%
A	BAUDYSOVA Michaela	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	13 90%	22 89%
		Take-outs	12 81%	17 79%
		Total	25 86%	39 85%

LAT - Latvia		⌚	⌚	Game
4	STASA-SARSUNE Iveta	Draws	2 50%	5 80%
		Take-outs	6 54%	3 67%
		Total	8 53%	8 75%
3	BLUMBERGA Santa	Draws	1 100%	4 100%
		Take-outs	9 89%	2 50%
		Total	10 90%	6 83%
2	KRUSTA Ieva	Draws	2 88%	4 50%
		Take-outs	7 96%	3 67%
		Total	9 94%	7 57%
1	BARONE Evelina	Draws	6 79%	5 100%
		Take-outs	3 67%	2 50%
		Total	9 75%	7 86%
A	SILINA Tina	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	11 77%	18 83%
		Take-outs	25 80%	10 60%
		Total	36 79%	28 75%

Note:
Position and function for each team member:
4 = Fourth, 3 = Third, 2 = Second, 1 = Lead, A = Alternate, S = Skip, V = Vice-Skip

Legend:
⌚ Clockwise ⌚ Counter-clockwise LSFE(*) Last Stone First End
X Unplayed/unfinished end due to concession