

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
E	4	NED - Netherlands		0	0	1	0	0	0	2	0	X	X		3
	4	SCO - Scotland	*	3	2	0	0	2	0	0	2	X	X		9

NED - Netherlands		Shot Success	Game	All
4 V	GOESGENS Wouter	70%	72%	
3 S	VAN DORP Jaap	77%	79%	
2	HOEKMAN Laurens	66%	67%	
1	GLASBERGEN Carlo	78%	86%	
A	MAGAN Alexander	-	-	
Team Total		73%	76%	

SCO - Scotland		Shot Success	Game	All
4 S	PATERSON Ross	92%	86%	
3 V	WADDELL Kyle	91%	88%	
2	MENZIES Duncan	88%	82%	
1	GOODFELLOW Michael	83%	88%	
A	WADDELL Craig	-	-	
Team Total		88%	86%	

Last Stone Draw Distance

⌚	HOEKMAN Laurens	28.5cm
⌚	GOESGENS Wouter	27.5cm
Total		56.0cm

Last Stone Draw Distance

⌚	MENZIES Duncan	26.4cm
⌚	WADDELL Kyle	22.3cm
Total		48.7cm

Time remaining: 7 minutes 34 seconds

Time remaining: 9 minutes 4 seconds

NED - Netherlands		⌚	⌚	Game	
4	GOESGENS Wouter	Draws	5 80%	3 83%	8 81%
		Take-outs	4 44%	3 75%	7 57%
		Total	9 64%	6 79%	15 70%
3	VAN DORP Jaap	Draws	7 82%	4 75%	11 80%
		Take-outs	3 58%	2 88%	5 70%
		Total	10 75%	6 79%	16 77%
2	HOEKMAN Laurens	Draws	7 50%	6 75%	13 62%
		Take-outs	0 -	3 83%	3 83%
		Total	7 50%	9 78%	16 66%
1	GLASBERGEN Carlo	Draws	10 80%	6 75%	16 78%
		Take-outs	0 -	0 -	0 -
		Total	10 80%	6 75%	16 78%
A	MAGAN Alexander	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	29 73%	19 76%	48 74%
		Take-outs	7 50%	8 81%	15 67%
		Total	36 69%	27 78%	63 73%

SCO - Scotland		⌚	⌚	Game	
4	PATERSON Ross	Draws	6 88%	2 100%	8 91%
		Take-outs	2 100%	6 92%	8 94%
		Total	8 91%	8 94%	16 92%
3	WADDELL Kyle	Draws	2 100%	1 0%	3 67%
		Take-outs	6 96%	7 96%	13 96%
		Total	8 97%	8 84%	16 91%
2	MENZIES Duncan	Draws	2 25%	2 100%	4 63%
		Take-outs	5 100%	7 93%	12 96%
		Total	7 79%	9 94%	16 88%
1	GOODFELLOW Michael	Draws	6 92%	8 78%	14 84%
		Take-outs	1 100%	1 50%	2 75%
		Total	7 93%	9 75%	16 83%
A	WADDELL Craig	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	16 83%	13 79%	29 81%
		Take-outs	14 98%	21 92%	35 94%
		Total	30 90%	34 87%	64 88%

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