

### Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
A	4	ENG - England	*	0	0	2	0	1	0	1	0	0	X		4
	4	SWE - Sweden		2	2	0	2	0	1	0	0	2	X		9

ENG - England		Shot Success	Game	All
4 S	REED Andrew	64%	71%	
3 V	WOOLSTON Andrew	79%	73%	
2	MALTON Jamie	74%	84%	
1	JAEGGI Tom	75%	72%	
A	OPEL Michael	-	47%	
Team Total		73%	74%	

SWE - Sweden		Shot Success	Game	All
4 S	EDIN Niklas	78%	84%	
3 V	ERIKSSON Oskar	82%	90%	
2	WRANAA Rasmus	100%	95%	
1	SUNDGREN Christoffer	92%	91%	
A	MAGNUSSON Daniel	-	-	
Team Total		88%	90%	

Last Stone Draw		Distance
⌚	MALTON Jamie	6.0cm
⌚	JAEGGI Tom	21.9cm
<b>Total</b>		<b>27.9cm</b>

Last Stone Draw		Distance
⌚	SUNDGREN Christoffer	100.2cm
⌚	WRANAA Rasmus	104.8cm
<b>Total</b>		<b>205.0cm</b>

Time remaining: 6 minutes 21 seconds

Time remaining: 13 minutes 1 second

Time-out: End 9 - ENG stone 8

ENG - England		⌚	⌚	Game
4	REED Andrew	1 100%	7 43%	8 50%
	Take-outs	3 100%	7 64%	10 75%
	Total	4 100%	14 54%	18 64%
3	WOOLSTON Andrew	4 50%	5 85%	9 69%
	Take-outs	7 93%	2 75%	9 89%
	Total	11 77%	7 82%	18 79%
2	MALTON Jamie	4 63%	3 50%	7 57%
	Take-outs	7 75%	4 100%	11 84%
	Total	11 70%	7 79%	18 74%
1	JAEGGI Tom	6 100%	8 72%	14 84%
	Take-outs	3 42%	1 50%	4 44%
	Total	9 81%	9 69%	18 75%
A	OPEL Michael	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	15 77%	23 63%	38 68%
	Take-outs	20 80%	14 75%	34 78%
	Total	35 79%	37 68%	72 73%

SWE - Sweden		⌚	⌚	Game
4	EDIN Niklas	5 60%	7 89%	12 77%
	Take-outs	1 100%	4 75%	5 80%
	Total	6 67%	11 84%	17 78%
3	ERIKSSON Oskar	2 50%	4 69%	6 63%
	Take-outs	4 88%	8 94%	12 92%
	Total	6 75%	12 85%	18 82%
2	WRANAA Rasmus	4 100%	7 100%	11 100%
	Take-outs	1 100%	5 100%	6 100%
	Total	5 100%	12 100%	17 100%
1	SUNDGREN Christoffer	5 95%	9 86%	14 89%
	Take-outs	2 100%	2 100%	4 100%
	Total	7 96%	11 89%	18 92%
A	MAGNUSSON Daniel	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	16 80%	27 88%	43 85%
	Take-outs	8 94%	19 92%	27 93%
	Total	24 84%	46 90%	70 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