

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	9	SCO - Scotland		0	1	0	1	0	0	1	0	0	X		3
	9	SWE - Sweden	*	0	0	2	0	0	3	0	0	2	X		7

SCO - Scotland		Shot Success	Game	All
4 S	PATERSON Ross	88%	86%	
3 V	WADDELL Kyle	72%	87%	
2	MENZIES Duncan	82%	85%	
1	GOODFELLOW Michael	92%	91%	
A	WADDELL Craig	-	-	
Team Total		83%	87%	

SWE - Sweden		Shot Success	Game	All
4 S	EDIN Niklas	97%	89%	
3 V	ERIKSSON Oskar	81%	88%	
2	WRANAA Rasmus	93%	91%	
1	SUNDGREN Christoffer	92%	92%	
A	MAGNUSSON Daniel	-	88%	
Team Total		91%	90%	

Last Stone Draw Distance

⌚	PATERSON Ross	42.1cm
⌚	WADDELL Kyle	22.1cm
Total		64.2cm

Last Stone Draw Distance

⌚	EDIN Niklas	19.9cm
⌚	WRANAA Rasmus	1.5cm
Total		21.4cm

Time remaining: 9 minutes 35 seconds

Time remaining: 4 minutes 33 seconds

SCO - Scotland		⌚	⌚	Game
4 PATERSON Ross	Draws	5 85%	3 67%	8 78%
	Take-outs	6 96%	4 94%	10 95%
	Total	11 91%	7 82%	18 88%
3 WADDELL Kyle	Draws	6 63%	5 95%	11 77%
	Take-outs	4 69%	3 58%	7 64%
	Total	10 65%	8 81%	18 72%
2 MENZIES Duncan	Draws	7 100%	3 75%	10 93%
	Take-outs	5 70%	3 67%	8 69%
	Total	12 88%	6 71%	18 82%
1 GOODFELLOW Michael	Draws	10 90%	7 100%	17 94%
	Take-outs	1 50%	0 -	1 50%
	Total	11 86%	7 100%	18 92%
A WADDELL Craig	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	28 86%	18 89%	46 87%
	Take-outs	16 78%	10 75%	26 77%
	Total	44 83%	28 84%	72 83%

SWE - Sweden		⌚	⌚	Game
4 EDIN Niklas	Draws	0 -	2 75%	2 75%
	Take-outs	7 100%	9 100%	16 100%
	Total	7 100%	11 95%	18 97%
3 ERIKSSON Oskar	Draws	4 94%	3 50%	7 75%
	Take-outs	4 94%	7 79%	11 84%
	Total	8 94%	10 70%	18 81%
2 WRANAA Rasmus	Draws	3 100%	2 100%	5 100%
	Take-outs	4 75%	9 97%	13 90%
	Total	7 86%	11 98%	18 93%
1 SUNDGREN Christoffer	Draws	8 97%	10 88%	18 92%
	Take-outs	0 -	0 -	0 -
	Total	8 97%	10 88%	18 92%
A MAGNUSSON Daniel	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	15 97%	17 81%	32 88%
	Take-outs	15 92%	25 93%	40 93%
	Total	30 94%	42 88%	72 91%

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