

FRI 2 APR 2021
 Start Time 9:00

Round Robin Session 1 - Sheet A

Game Results

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

RCF - RCF		Shot Success	Game	All
4 S	GLUKHOV Sergey	83%	83%	
3	KLIMOV Evgenii	84%	84%	
2 V	MIRONOV Dmitrii	78%	78%	
1	KALALB Anton	79%	79%	
A	GORIACHEV Daniil	-	-	
Team Total		81%	81%	

NED - Netherlands		Shot Success	Game	All
4 V	GOESGENS Wouter	74%	74%	
3 S	VAN DORP Jaap	83%	83%	
2	HOEKMAN Laurens	74%	74%	
1	GLASBERGEN Carlo	86%	86%	
A	VAN DEN HURK Tobias	-	-	
Team Total		79%	79%	

Last Stone Draw		Distance
⌚	GLUKHOV Sergey	16.3cm
⌚	KALALB Anton	9.0cm
Total		25.3cm

Last Stone Draw		Distance
⌚	VAN DORP Jaap	7.8cm
⌚	HOEKMAN Laurens	60.1cm
Total		67.9cm

Time remaining: 4 minutes 3 seconds

Time remaining: 2 minutes 35 seconds

Time-out: End 8 - NED stone 7

Shot Success Analysis

RCF - RCF		⌚	⌚	Game
4	GLUKHOV Sergey	Draws	8 63%	4 100%
		Take-outs	2 100%	4 100%
		Total	10 70%	8 100%
3	KLIMOV Evgenii	Draws	3 83%	4 88%
		Take-outs	5 95%	8 75%
		Total	8 91%	12 79%
2	MIRONOV Dmitrii	Draws	3 58%	4 100%
		Take-outs	4 50%	8 88%
		Total	7 54%	12 92%
1	KALALB Anton	Draws	5 95%	9 81%
		Take-outs	3 75%	1 0%
		Total	8 88%	10 73%
A	GORIACHEV Daniil	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	19 74%	21 89%
		Take-outs	14 79%	21 81%
		Total	33 76%	42 85%

NED - Netherlands		⌚	⌚	Game
4	GOESGENS Wouter	Draws	6 67%	2 75%
		Take-outs	6 67%	3 100%
		Total	12 67%	5 90%
3	VAN DORP Jaap	Draws	7 86%	4 94%
		Take-outs	4 75%	5 75%
		Total	11 82%	9 83%
2	HOEKMAN Laurens	Draws	9 86%	5 65%
		Take-outs	0 -	6 63%
		Total	9 86%	11 64%
1	GLASBERGEN Carlo	Draws	14 89%	6 79%
		Take-outs	0 -	0 -
		Total	14 89%	6 79%
A	VAN DEN HURK Tobias	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	36 84%	17 78%
		Take-outs	10 70%	14 75%
		Total	46 81%	31 77%

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