

TUE 6 APR 2021 Start Time 14:00

Round Robin Session 14 - Sheet D



Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Ext	ra En	ds	Total
D	8	NOR - Norway	*	1	0	2	0	1	0	2	3	1	Χ			Τ	10
U	8	SUI - Switzerland		0	2	0	2	0	1	0	0	0	Χ				5

NOR - Norway		Shot Suc	Shot Success			
NOF	k - Norway	Game	All			
4 S	WALSTAD Steffen	68%	79 %			
3 V	NERGAARD Torger	83%	79%			
2	HOEIBERG Markus	85%	84%			
1	VAAGBERG Magnus	83%	84%			
Α	MJOEEN Eirik	-	-			
	Team Total	80%	81%			

SUI - Switzerland		Shot Suc	Shot Success			
301	Switzerianu	Game	All			
4 V	SCHWARZ Benoit	58%	77%			
3	MICHEL Sven	76%	85%			
2 S	DE CRUZ Peter	78%	84%			
1	TANNER Valentin	92%	93%			
Α	LACHAT Pablo	-	-			
	Team Total	76%	85%			

Last Stone Draw		Distance	Last	Stone Draw	Distance
Ō	HOEIBERG Markus	2.8cm	Ō	MICHEL Sven	23.4cm
Q	NERGAARD Torger	29.1cm	O	DE CRUZ Peter	84.0cm
Tota		31.9cm	Total		107.4cm

Time remaining: 4 minutes 44 seconds

Time-out: End 9 - NOR stone 7

Time remaining: 4 minutes 31 seconds

Shot Success Analysis

NOR - Norway				Ð		Q	Game		
4	WALSTAD Steffen	Draws	3	67%	12	60%	15	62%	
		Take-outs	1	100%	2	100%	3	100 %	
		Total	4	75%	14	66%	18	68%	
3	NERGAARD Torger	Draws	6	83%	2	50%	8	75%	
		Take-outs	5	100%	5	80%	10	90%	
		Total	11	91%	7	71%	18	83%	
2	HOEIBERG Markus	Draws	5	90%	1	100%	6	92%	
		Take-outs	10	83%	2	75%	12	81%	
		Total	15	85%	3	83%	18	85%	
1	VAAGBERG Magnus	Draws	15	87%	1	100%	16	88%	
		Take-outs	0	-	2	50%	2	50 %	
		Total	15	87%	3	67%	18	83%	
Α	MJOEEN Eirik	Draws	0	-	0	-	0	-	
		Take-outs	0	-	0	-	0	-	
		Total	0	-	0	-	0	-	
	Team	Draws	29	84%	16	64%	45	77%	
		Take-outs	16	89%	11	77%	27	84 %	
		Total	45	86%	27	69%	72	80%	

2 100%	5 85 %
- 440/	
9 44%	13 48 %
11 55%	18 58%
4 100%	9 81%
2 75%	9 72%
6 92%	18 76%
2 100%	9 86 %
0 -	9 69%
2 100%	18 78%
4 100%	18 92%
0 -	0 -
4 100%	18 92%
0 -	0 -
0 -	0 -
0 -	0 -
12 100%	41 87%
11 50%	31 61%
23 76%	72 76%
	4 100% 2 75% 6 92% 2 100% 0 - 2 100% 4 100% 0 - 4 100% 0 - 0 - 0 - 12 100% 11 50%

Position and function for each team member:

4 = Fourth, 3 = Third, 2 = Second, 1 = Lead, A = Alternate, S = Skip, V = Vice-Skip

Legend:

Clockwise

Unplayed/unfinished end due to concession

Q Counter-clockwise LSFE(*) Last Stone First End

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