

THU 8 APR 2021
Start Time 9:00

Round Robin Session 19 - Sheet C

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	11	NED - Netherlands		1	1	0	0	1	0	0	1	X	X		4
	11	SUI - Switzerland	*	0	0	2	2	0	2	2	0	X	X		8

NED - Netherlands		Shot Success	Game	All
4 V	GOESGENS Wouter	72%		75%
3 S	VAN DORP Jaap	83%		80%
2	HOEKMAN Laurens	88%		78%
1	GLASBERGEN Carlo	92%		89%
A	VAN DEN HURK Tobias	-		-
Team Total		84%		81%

SUI - Switzerland		Shot Success	Game	All
4 V	SCHWARZ Benoit	84%		79%
3	MICHEL Sven	86%		84%
2 S	DE CRUZ Peter	92%		85%
1	TANNER Valentin	88%		92%
A	LACHAT Pablo	-		-
Team Total		88%		85%

Last Stone Draw

	Distance
⌚ HOEKMAN Laurens	46.4cm
⌚ VAN DORP Jaap	22.6cm
Total	69.0cm

Last Stone Draw

	Distance
⌚ SCHWARZ Benoit	39.2cm
⌚ TANNER Valentin	13.8cm
Total	53.0cm

Time remaining: 7 minutes 19 seconds

Time remaining: 8 minutes 20 seconds

Shot Success Analysis

NED - Netherlands		⌚	⌚	Game
4	GOESGENS Wouter	Draws	2 50%	4 88%
		Take-outs	4 69%	6 71%
		Total	6 63%	10 78%
3	VAN DORP Jaap	Draws	2 38%	7 89%
		Take-outs	3 100%	4 81%
		Total	5 75%	11 86%
2	HOEKMAN Laurens	Draws	7 93%	1 100%
		Take-outs	4 63%	4 100%
		Total	11 82%	5 100%
1	GLASBERGEN Carlo	Draws	8 97%	8 88%
		Take-outs	0 -	0 -
		Total	8 97%	8 88%
A	VAN DEN HURK Tobias	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	19 84%	20 89%
		Take-outs	11 75%	14 82%
		Total	30 81%	34 86%

SUI - Switzerland		⌚	⌚	Game
4	SCHWARZ Benoit	Draws	2 100%	2 88%
		Take-outs	7 82%	5 80%
		Total	9 86%	7 82%
3	MICHEL Sven	Draws	4 100%	0 -
		Take-outs	8 75%	4 94%
		Total	12 83%	4 94%
2	DE CRUZ Peter	Draws	2 88%	3 100%
		Take-outs	6 100%	5 80%
		Total	8 97%	8 88%
1	TANNER Valentin	Draws	9 94%	6 88%
		Take-outs	1 25%	0 -
		Total	10 88%	6 88%
A	LACHAT Pablo	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	17 96%	11 91%
		Take-outs	22 82%	14 84%
		Total	39 88%	25 87%

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