

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	SWE - Sweden	*	2	0	2	0	0	2	0	2	0	1		9
	CAN - Canada		0	1	0	0	2	0	2	0	1	0		6

SWE - Sweden		Shot Success	Game	All
4 S	EDIN Niklas	95 %		87 %
3	ERIKSSON Oskar	89 %		87 %
2	WRANAA Rasmus	79 %		86 %
1 V	SUNDGREN Christoffer	99 %		96 %
A	OLOFSSON Simon	-		92 %
Team Total		90 %		89 %

CAN - Canada		Shot Success	Game	All
4 S	DUNSTONE Matt	78 %		86 %
3 V	LOTT Colton	89 %		88 %
2	HARNDEN E.J.	83 %		85 %
1	HARNDEN Ryan	98 %		93 %
A	WALKER Geoff	-		94 %
Team Total		87 %		88 %

Time remaining: 1 minute 4 seconds

Time-out: End 10 - SWE stone 7

Time remaining: 0 minutes 6 seconds

Time-out: End 7 - CAN stone 7

Shot Success Analysis

SWE - Sweden		↻	↺	Game
4	EDIN Niklas	Draws 5 100%	2 100%	7 100%
		Take-outs 5 90%	7 93%	12 92%
		Total 10 95%	9 94%	19 95%
3	ERIKSSON Oskar	Draws 2 100%	0 -	2 100%
		Take-outs 6 83%	12 90%	18 88%
		Total 8 88%	12 90%	20 89%
2	WRANAA Rasmus	Draws 4 63%	2 100%	6 75%
		Take-outs 4 63%	10 88%	14 80%
		Total 8 63%	12 90%	20 79%
1	SUNDGREN Christoffer	Draws 0 -	20 99%	20 99%
		Take-outs 0 -	0 -	0 -
		Total 0 -	20 99%	20 99%
A	OLOFSSON Simon	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 11 86%	24 99%	35 95%
		Take-outs 15 80%	29 90%	44 86%
		Total 26 83%	53 94%	79 90%

CAN - Canada		↻	↺	Game
4	DUNSTONE Matt	Draws 4 63%	3 58%	7 61%
		Take-outs 8 91%	5 80%	13 87%
		Total 12 81%	8 72%	20 78%
3	LOTT Colton	Draws 4 88%	5 90%	9 89%
		Take-outs 6 79%	5 100%	11 89%
		Total 10 83%	10 95%	20 89%
2	HARNDEN E.J.	Draws 11 89%	5 85%	16 88%
		Take-outs 3 50%	1 100%	4 63%
		Total 14 80%	6 88%	20 83%
1	HARNDEN Ryan	Draws 13 98%	7 96%	20 98%
		Take-outs 0 -	0 -	0 -
		Total 13 98%	7 96%	20 98%
A	WALKER Geoff	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 32 89%	20 86%	52 88%
		Take-outs 17 79%	11 91%	28 84%
		Total 49 86%	31 88%	80 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