

FRI 3 APR 2026
Start Time 9:00

Qualification Game - Sheet D

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
D	ITA - Italy		0	0	3	0	1	0	2	0	1	0		7
	CAN - Canada	*	0	1	0	1	0	2	0	2	0	3		9

ITA - Italy		Shot Success Game	All
4 S	SPILLER Stefano	83%	82%
3	MOSANER Amos	85%	89%
2	ARMAN Sebastiano	88%	84%
1 V	PIMPINI Alberto	89%	90%
A	GIOVANELLA Mattia	-	-
Team Total		86%	87%

CAN - Canada		Shot Success Game	All
4 S	DUNSTONE Matt	78%	87%
3 V	LOTT Colton	81%	88%
2	HARNDEN E.J.	86%	85%
1	HARNDEN Ryan	93%	93%
A	WALKER Geoff	-	94%
Team Total		84%	88%

Time remaining: 1 minute 28 seconds

Time-out: End 10 - ITA stone 8

Time remaining: 1 minute 17 seconds

Time-out: End 10 - CAN stone 7

Shot Success Analysis

ITA - Italy		↻	↺	Game
4	SPILLER Stefano	Draws	0 -	6 83%
	Take-outs	4 100%	10 75%	14 82%
	Total	4 100%	16 78%	20 83%
3	MOSANER Amos	Draws	2 100%	0 -
	Take-outs	11 84%	7 82%	18 83%
	Total	13 87%	7 82%	20 85%
2	ARMAN Sebastiano	Draws	2 75%	7 75%
	Take-outs	9 97%	2 100%	11 98%
	Total	11 93%	9 81%	20 88%
1	PIMPINI Alberto	Draws	1 75%	17 88%
	Take-outs	1 100%	1 100%	2 100%
	Total	2 88%	18 89%	20 89%
A	GIOVANELLA Mattia	Draws	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	5 85%	30 84%	35 84%
	Take-outs	25 92%	20 81%	45 87%
	Total	30 91%	50 83%	80 86%

CAN - Canada		↻	↺	Game
4	DUNSTONE Matt	Draws	4 75%	5 70%
	Take-outs	4 88%	6 79%	10 83%
	Total	8 81%	11 75%	19 78%
3	LOTT Colton	Draws	3 58%	1 100%
	Take-outs	7 89%	9 81%	16 84%
	Total	10 80%	10 83%	20 81%
2	HARNDEN E.J.	Draws	8 91%	6 67%
	Take-outs	5 100%	1 100%	6 100%
	Total	13 94%	7 71%	20 86%
1	HARNDEN Ryan	Draws	13 90%	6 96%
	Take-outs	1 100%	0 -	1 100%
	Total	14 91%	6 96%	20 93%
A	WALKER Geoff	Draws	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	28 85%	18 79%	46 83%
	Take-outs	17 93%	16 81%	33 87%
	Total	45 88%	34 80%	79 84%

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