

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
A	NOR - Norway	*	2	0	1	1	0	1	0	2	0	X		7
	ITA - Italy		0	4	0	0	3	0	2	0	3	X		12

NOR - Norway		Shot Success	Game	All
4 S	RAMSFJELL Magnus	82%	85%	
3	SESAKER Martin	75%	82%	
2	RAMSFJELL Bendik	83%	87%	
1 V	NEPSTAD Gaute	93%	95%	
A	NAESS Wilhelm	-	-	
Team Total		83%	87%	

ITA - Italy		Shot Success	Game	All
4 S	RETORNAZ Joel	86%	85%	
3	MOSANER Amos	92%	88%	
2	ARMAN Sebastiano	94%	92%	
1 V	GIOVANELLA Mattia	96%	92%	
A	PIMPINI Alberto	-	-	
Team Total		92%	89%	

Last Stone Draw Distance

⌚	NEPSTAD Gaute	73.5cm
⌚	SESAKER Martin	43.8cm
Total		117.3cm

Last Stone Draw Distance

⌚	ARMAN Sebastiano	21.5cm
⌚	MOSANER Amos	148.7cm
Total		170.2cm

Time remaining: 4 minutes 21 seconds

Time remaining: 3 minutes 4 seconds

Shot Success Analysis

NOR - Norway		⌚	⌚	Game
4	RAMSFJELL Magnus	Draws	6 83%	4 63% 10 75%
		Take-outs	4 100%	4 81% 8 91%
		Total	10 90%	8 72% 18 82%
3	SESAKER Martin	Draws	7 75%	4 75% 11 75%
		Take-outs	3 92%	4 63% 7 75%
		Total	10 80%	8 69% 18 75%
2	RAMSFJELL Bendik	Draws	8 91%	5 75% 13 85%
		Take-outs	5 80%	0 - 5 80%
		Total	13 87%	5 75% 18 83%
1	NEPSTAD Gaute	Draws	18 93%	0 - 18 93%
		Take-outs	0 - 0 - 0 -	
		Total	18 93%	0 - 18 93%
A	NAESS Wilhelm	Draws	0 - 0 - 0 -	
		Take-outs	0 - 0 - 0 -	
		Total	0 - 0 - 0 -	
Team		Draws	39 88%	13 71% 52 84%
		Take-outs	12 90%	8 72% 20 83%
		Total	51 88%	21 71% 72 83%

ITA - Italy		⌚	⌚	Game
4	RETORNAZ Joel	Draws	2 100%	4 75% 6 83%
		Take-outs	6 88%	6 88% 12 88%
		Total	8 91%	10 83% 18 86%
3	MOSANER Amos	Draws	8 94%	2 100% 10 95%
		Take-outs	4 75%	4 100% 8 88%
		Total	12 88%	6 100% 18 92%
2	ARMAN Sebastiano	Draws	6 83%	0 - 6 83%
		Take-outs	7 100%	5 100% 12 100%
		Total	13 92%	5 100% 18 94%
1	GIOVANELLA Mattia	Draws	15 97%	3 92% 18 96%
		Take-outs	0 - 0 - 0 -	
		Total	15 97%	3 92% 18 96%
A	PIMPINI Alberto	Draws	0 - 0 - 0 -	
		Take-outs	0 - 0 - 0 -	
		Total	0 - 0 - 0 -	
Team		Draws	31 94%	9 86% 40 92%
		Take-outs	17 90%	15 95% 32 92%
		Total	48 92%	24 92% 72 92%

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