



**Game Results**

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
<b>B</b>	SCO - Scotland	*	1	0	2	0	0	0	0	3	0	1		7
	SUI - Switzerland		0	1	0	0	0	1	0	0	2	0		4

SCO - Scotland		Shot Success	Game	All
4 S	MOUAT Bruce	89%	85%	
3 V	HARDIE Grant	86%	87%	
2	LAMMIE Bobby	82%	88%	
1	McMILLAN Hammy	86%	93%	
A	WADDELL Kyle	-	-	
Team Total		86%	88%	

SUI - Switzerland		Shot Success	Game	All
4 V	SCHWARZ-VAN BERKEL Benoit	89%	81%	
3 S	SCHWALLER Yannick	78%	82%	
2	MICHEL Sven	86%	85%	
1	LACHAT Pablo	90%	87%	
A	SCHWALLER Kim	-	-	
Team Total		86%	84%	

Time remaining: 3 minutes 57 seconds

Time remaining: 0 minutes 49 seconds

Time-out: End 9 - SUI stone 5

**Shot Success Analysis**

SCO - Scotland		↻	↺	Game
4 MOUAT Bruce	Draws	2 100%	3 100%	5 100%
	Take-outs	7 82%	8 88%	15 85%
	Total	9 86%	11 91%	20 89%
3 HARDIE Grant	Draws	1 25%	1 75%	2 50%
	Take-outs	10 90%	8 91%	18 90%
	Total	11 84%	9 89%	20 86%
2 LAMMIE Bobby	Draws	2 100%	5 85%	7 89%
	Take-outs	9 81%	3 67%	12 77%
	Total	11 84%	8 78%	19 82%
1 McMILLAN Hammy	Draws	12 81%	7 96%	19 87%
	Take-outs	0 -	1 75%	1 75%
	Total	12 81%	8 94%	20 86%
A WADDELL Kyle	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	17 82%	16 92%	33 87%
	Take-outs	26 85%	20 85%	46 85%
	Total	43 84%	36 88%	79 86%

SUI - Switzerland		↻	↺	Game
4 SCHWARZ-VAN BERKEL Benoit	Draws	5 95%	7 82%	12 88%
	Take-outs	3 100%	5 85%	8 91%
	Total	8 97%	12 83%	20 89%
3 SCHWALLER Yannick	Draws	8 88%	6 63%	14 77%
	Take-outs	2 75%	4 81%	6 79%
	Total	10 85%	10 70%	20 78%
2 MICHEL Sven	Draws	10 90%	2 75%	12 88%
	Take-outs	2 100%	6 79%	8 84%
	Total	12 92%	8 78%	20 86%
1 LACHAT Pablo	Draws	14 88%	6 96%	20 90%
	Take-outs	0 -	0 -	0 -
	Total	14 88%	6 96%	20 90%
A SCHWALLER Kim	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	37 89%	21 80%	58 86%
	Take-outs	7 93%	15 82%	22 85%
	Total	44 90%	36 81%	80 86%

**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