



Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	SWE - Sweden	*	0	0	0	0	1	0	2	0	X	X		3
	NOR - Norway		0	2	2	4	0	1	0	1	X	X		10

SWE - Sweden		Shot Success	Game	All
4 S	WRANAA Isabella	63%	73%	
3 V	DE VAL Almida	73%	76%	
2	LARSSON Maria	69%	78%	
1	STENLUND Linda	86%	86%	
A	WAAHLIN Jennie	-	94%	
Team Total		73%	79%	

NOR - Norway		Shot Success	Game	All
4 V	SKASLIEN Kristin	88%	76%	
3 S	ROERVIK Marianne	88%	79%	
2	HASLEV NORDBYE Mille	84%	76%	
1	ROENNING Martine	93%	89%	
A	FORBREGD Ingeborg	-	-	
Team Total		88%	80%	

Time remaining: 12 minutes 23 seconds

Time remaining: 7 minutes 54 seconds

Shot Success Analysis

SWE - Sweden		↻	↺	Game	
4	WRANAA Isabella	Draws	6 33%	6 83%	12 58%
		Take-outs	0 -	4 75%	4 75%
		Total	6 33%	10 80%	16 63%
3	DE VAL Almida	Draws	4 75%	5 90%	9 83%
		Take-outs	2 75%	5 55%	7 61%
		Total	6 75%	10 73%	16 73%
2	LARSSON Maria	Draws	4 56%	8 75%	12 69%
		Take-outs	4 69%	0 -	4 69%
		Total	8 63%	8 75%	16 69%
1	STENLUND Linda	Draws	5 75%	9 92%	14 86%
		Take-outs	1 100%	1 75%	2 88%
		Total	6 79%	10 90%	16 86%
A	WAAHLIN Jennie	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	19 58%	28 85%	47 74%
		Take-outs	7 75%	10 65%	17 69%
		Total	26 63%	38 80%	64 73%

NOR - Norway		↻	↺	Game	
4	SKASLIEN Kristin	Draws	3 92%	6 79%	9 83%
		Take-outs	1 50%	6 100%	7 93%
		Total	4 81%	12 90%	16 88%
3	ROERVIK Marianne	Draws	4 94%	0 -	4 94%
		Take-outs	6 71%	6 100%	12 85%
		Total	10 80%	6 100%	16 88%
2	HASLEV NORDBYE Mille	Draws	2 63%	1 100%	3 75%
		Take-outs	6 96%	7 79%	13 87%
		Total	8 88%	8 81%	16 84%
1	ROENNING Martine	Draws	6 96%	7 96%	13 96%
		Take-outs	2 75%	0 -	2 75%
		Total	8 91%	7 96%	15 93%
A	FORBREGD Ingeborg	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	15 90%	14 89%	29 90%
		Take-outs	15 80%	19 92%	34 87%
		Total	30 85%	33 91%	63 88%

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