

FRI 5 APR 2024
Start Time 19:00

Round Robin Session 20 - Sheet A

Game Results

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

NOR - Norway		Shot Success	Game	All
4 S	RAMSFJELL Magnus	67%	80%	
3	SESAKER Martin	85%	79%	
2	NAESS Wilhelm	92%	89%	
1 V	NEPSTAD Gaute	92%	87%	
A	RAMSFJELL Bendik	-	84%	
Team Total		84%	83%	

ITA - Italy		Shot Success	Game	All
4 S	RETORNAZ Joel	92%	84%	
3	MOSANER Amos	92%	88%	
2	ARMAN Sebastiano	92%	82%	
1 V	GIOVANELLA Mattia	88%	92%	
A	DE ZANNA Francesco	-	-	
Team Total		91%	87%	

Last Stone Draw		Distance
⌚	NAESS Wilhelm	84.9cm
⌚	RAMSFJELL Magnus	107.3cm
Total		192.2cm

Last Stone Draw		Distance
⌚	RETORNAZ Joel	29.0cm
⌚	GIOVANELLA Mattia	27.6cm
Total		56.6cm

Time remaining: 15 minutes 9 seconds

Time remaining: 12 minutes 25 seconds

Shot Success Analysis

NOR - Norway		⌚	⌚	Game
4	RAMSFJELL Magnus	Draws	2 63%	4 63%
		Take-outs	3 58%	3 83%
		Total	5 60%	7 71%
3	SESAKER Martin	Draws	6 100%	3 83%
		Take-outs	0 -	3 58%
		Total	6 100%	6 71%
2	NAESS Wilhelm	Draws	7 86%	0 -
		Take-outs	5 100%	0 -
		Total	12 92%	0 -
1	NEPSTAD Gaute	Draws	12 92%	0 -
		Take-outs	0 -	0 -
		Total	12 92%	0 -
A	RAMSFJELL Bendik	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	27 90%	7 71%
		Take-outs	8 84%	6 71%
		Total	35 89%	13 71%

ITA - Italy		⌚	⌚	Game
4	RETORNAZ Joel	Draws	1 0%	4 100%
		Take-outs	0 -	7 100%
		Total	1 0%	11 100%
3	MOSANER Amos	Draws	2 100%	1 100%
		Take-outs	2 100%	7 86%
		Total	4 100%	8 88%
2	ARMAN Sebastiano	Draws	3 100%	2 100%
		Take-outs	6 83%	1 100%
		Total	9 89%	3 100%
1	GIOVANELLA Mattia	Draws	7 86%	5 90%
		Take-outs	0 -	0 -
		Total	7 86%	5 90%
A	DE ZANNA Francesco	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	13 85%	12 96%
		Take-outs	8 88%	15 93%
		Total	21 86%	27 94%

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