

SAT 16 MAR 2024
Start Time 19:00

Round Robin Session 2 - Sheet B

WORLD CURLING

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
B	USA - United States	*	2	0	1	0	0	0	X	X	X	X		3
	SUI - Switzerland		0	1	0	4	3	2	X	X	X	X		10

USA - United States		Shot Success	Game	All
4 S	PETERSON Tabitha	65%	74%	
3 V	THIESSE Cory	65%	78%	
2	PETERSON Tara	77%	84%	
1	HAMILTON Becca	79%	80%	
A	PERSINGER Vicky	-	-	
Team Total		71%	79%	

SUI - Switzerland		Shot Success	Game	All
4 V	PAETZ Alina	81%	82%	
3 S	TIRINZONI Silvana	88%	89%	
2	WITSCHONKE Selina	69%	75%	
1	HOWALD Carole	98%	91%	
A	BERSET Stefanie	-	-	
Team Total		84%	84%	

Last Stone Draw Distance

⌚	HAMILTON Becca	68.5cm
⌚	PETERSON Tabitha	20.1cm
Total		88.6cm

Last Stone Draw Distance

⌚	PAETZ Alina	29.0cm
⌚	TIRINZONI Silvana	199.6cm
Total		228.6cm

Time remaining: 16 minutes 37 seconds

Time remaining: 15 minutes 44 seconds

Shot Success Analysis

USA - United States		⌚	⌚	Game
4	PETERSON Tabitha	Draws	2 75%	8 59%
		Take-outs	0 -	2 75%
		Total	2 75%	10 63%
3	THIESSE Cory	Draws	3 83%	3 67%
		Take-outs	4 69%	2 25%
		Total	7 75%	5 50%
2	PETERSON Tara	Draws	5 85%	2 50%
		Take-outs	3 83%	2 75%
		Total	8 84%	4 63%
1	HAMILTON Becca	Draws	7 82%	5 75%
		Take-outs	0 -	0 -
		Total	7 82%	5 75%
A	PERSINGER Vicky	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	17 82%	18 64%
		Take-outs	7 75%	6 58%
		Total	24 80%	24 63%

SUI - Switzerland		⌚	⌚	Game
4	PAETZ Alina	Draws	1 0%	5 75%
		Take-outs	4 100%	2 100%
		Total	5 80%	7 82%
3	TIRINZONI Silvana	Draws	2 25%	4 100%
		Take-outs	3 100%	3 100%
		Total	5 70%	7 100%
2	WITSCHONKE Selina	Draws	2 38%	2 88%
		Take-outs	6 67%	2 88%
		Total	8 59%	4 88%
1	HOWALD Carole	Draws	3 100%	9 97%
		Take-outs	0 -	0 -
		Total	3 100%	9 97%
A	BERSET Stefanie	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	8 53%	20 91%
		Take-outs	13 85%	7 96%
		Total	21 73%	27 93%

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