

MON 18 MAR 2024
Start Time 19:00

Round Robin Session 8 - Sheet A

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
A	SCO - Scotland	*	0	0	0	0	1	0	X	X	X	X		1
	SWE - Sweden		1	3	2	1	0	1	X	X	X	X		8

SCO - Scotland		Shot Success	Game	All
4 S	MORRISON Rebecca	58%	67%	
3	DODDS Jennifer	63%	78%	
2	SINCLAIR Sophie	79%	83%	
1 V	JACKSON Sophie	85%	87%	
A	AITKEN Gina	-	-	
Team Total		71%	79%	

SWE - Sweden		Shot Success	Game	All
4 S	HASSELBORG Anna	96%	87%	
3 V	McMANUS Sara	92%	87%	
2	KNOCHENHAUER Agnes	94%	83%	
1	MABERGS Sofia	83%	91%	
A	HELDIN Johanna	-	-	
Team Total		91%	87%	

Last Stone Draw Distance

⌚	MORRISON Rebecca	47.3cm
⌚	SINCLAIR Sophie	40.2cm
Total		87.5cm

Last Stone Draw Distance

⌚	HASSELBORG Anna	99.0cm
⌚	McMANUS Sara	34.2cm
Total		133.2cm

Time remaining: 12 minutes 57 seconds

Time remaining: 12 minutes 26 seconds

Time-out: End 6 - SWE stone 6

Shot Success Analysis

SCO - Scotland		⌚	⌚	Game
4	MORRISON Rebecca	Draws	1 50%	5 38%
		Take-outs	2 63%	4 88%
		Total	3 58%	9 58%
3	DODDS Jennifer	Draws	1 100%	4 75%
		Take-outs	4 50%	3 50%
		Total	5 60%	7 64%
2	SINCLAIR Sophie	Draws	5 80%	2 100%
		Take-outs	2 50%	3 83%
		Total	7 71%	5 90%
1	JACKSON Sophie	Draws	4 100%	8 78%
		Take-outs	0 -	0 -
		Total	4 100%	8 78%
A	AITKEN Gina	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	11 86%	19 68%
		Take-outs	8 53%	10 75%
		Total	19 72%	29 71%

SWE - Sweden		⌚	⌚	Game
4	HASSELBORG Anna	Draws	2 75%	4 100%
		Take-outs	3 100%	3 100%
		Total	5 90%	7 100%
3	McMANUS Sara	Draws	0 -	2 100%
		Take-outs	4 75%	6 100%
		Total	4 75%	8 100%
2	KNOCHENHAUER Agnes	Draws	1 100%	5 100%
		Take-outs	2 63%	4 100%
		Total	3 75%	9 100%
1	MABERGS Sofia	Draws	5 95%	7 75%
		Take-outs	0 -	0 -
		Total	5 95%	7 75%
A	HELDIN Johanna	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	8 91%	18 90%
		Take-outs	9 81%	13 100%
		Total	17 85%	31 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