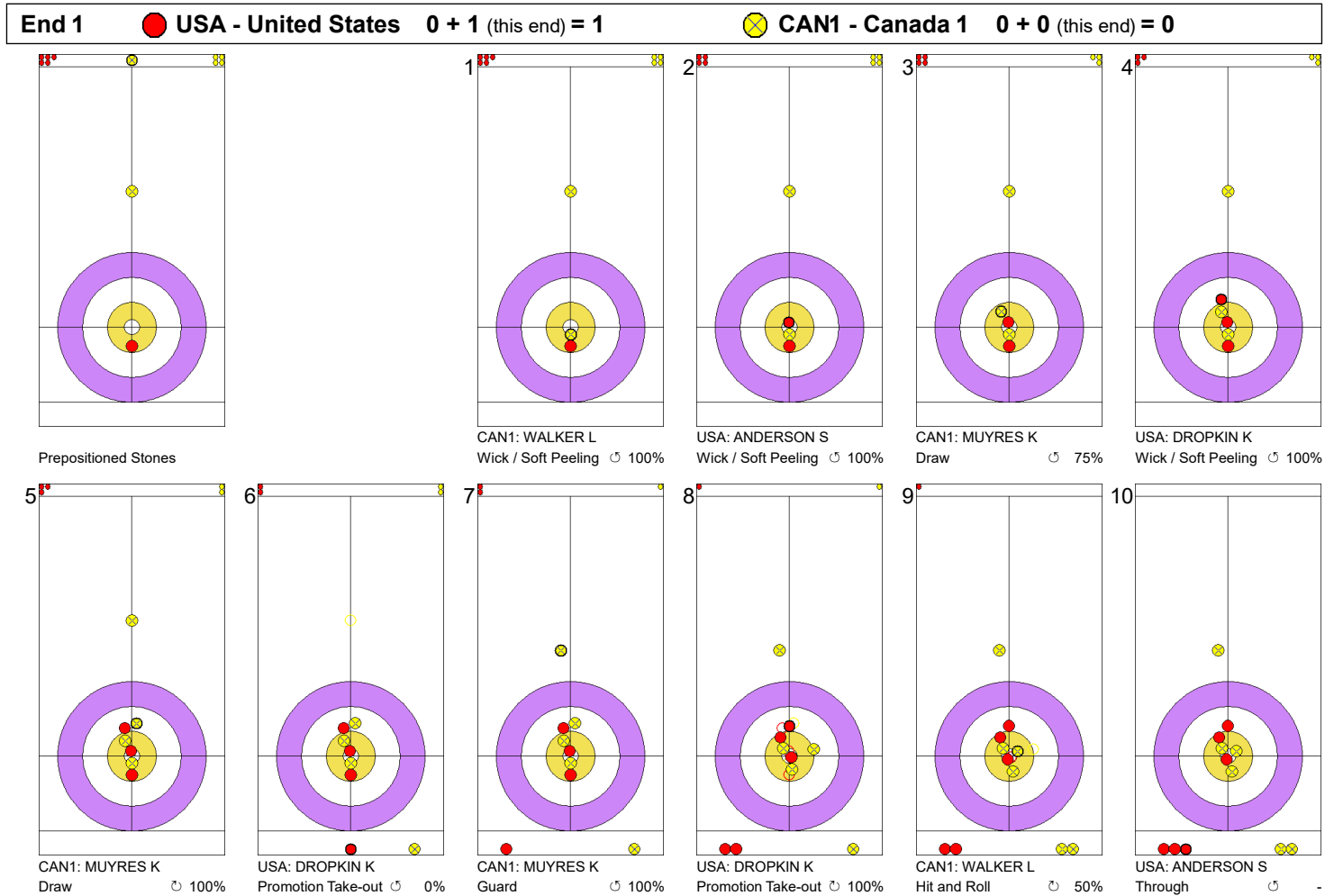


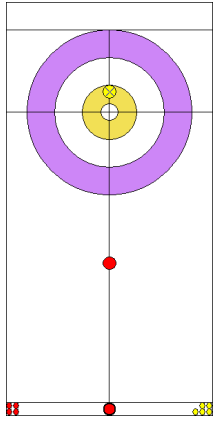
Game - Shot by Shot



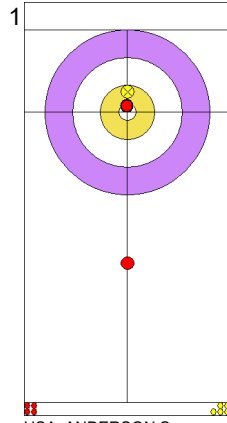
**Legend:**  
 ↻ Clockwise   ↺ Counter-clockwise   - Not considered

Game - Shot by Shot

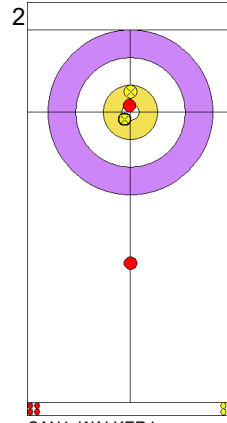
End 2 ● USA - United States 1 + 0 (this end) = 1 ⊗ CAN1 - Canada 1 0 + 3 (this end) = 3



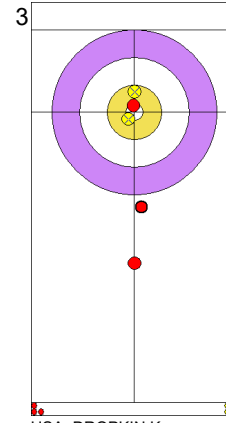
Prepositioned Stones



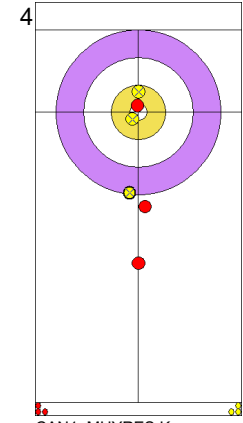
USA: ANDERSON S  
Wick / Soft Peeling ⌚ 100%



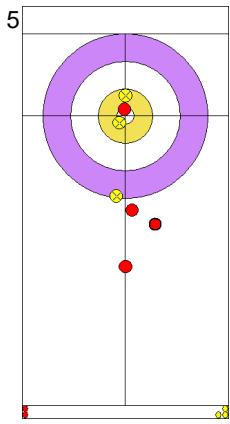
CAN1: WALKER L  
Wick / Soft Peeling ⌚ 100%



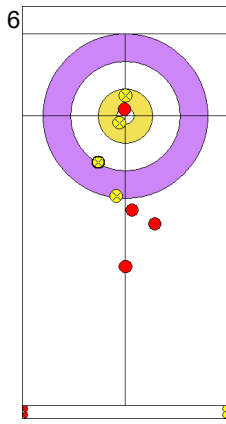
USA: DROPKIN K  
Guard ⌚ 100%



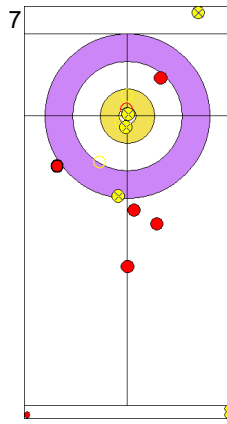
CAN1: MUYRES K  
Guard ⌚ 100%



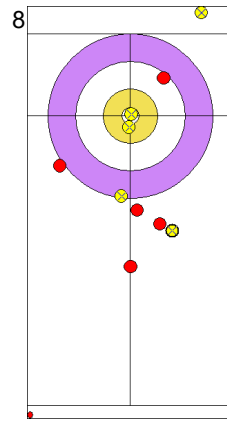
USA: DROPKIN K  
Guard ⌚ 75%



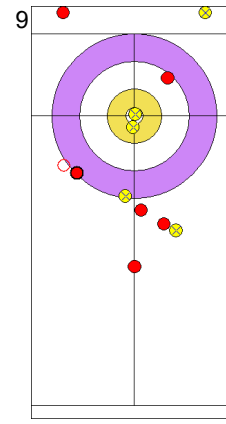
CAN1: MUYRES K  
Draw ⌚ 75%



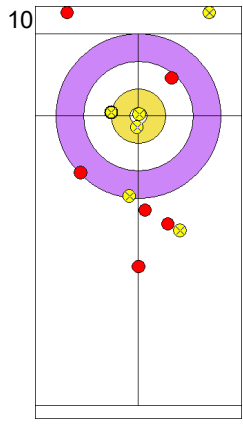
USA: DROPKIN K  
Promotion Take-out ⌚ 25%



CAN1: MUYRES K  
Guard ⌚ 100%



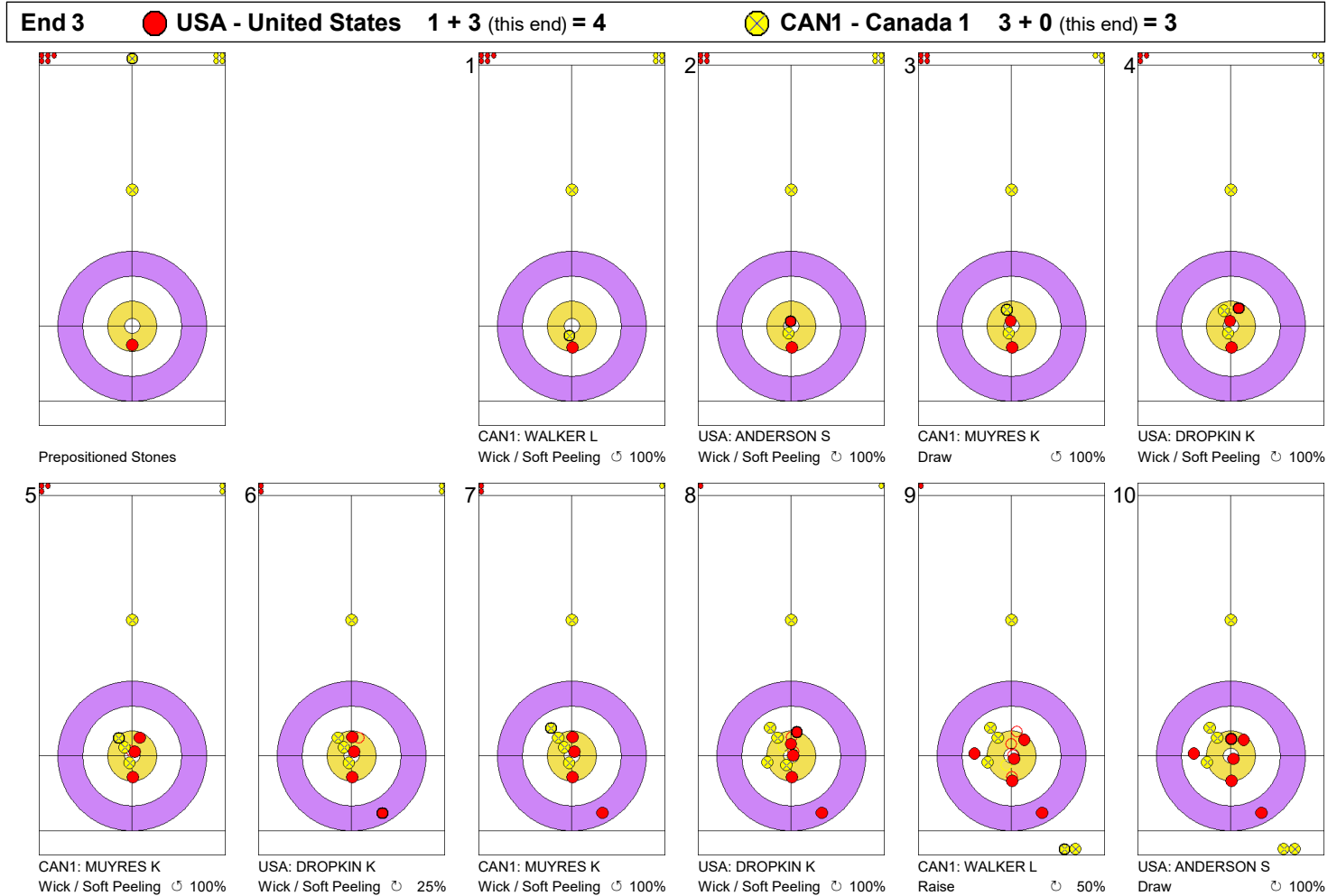
USA: ANDERSON S  
Hit and Roll ⌚ 0%



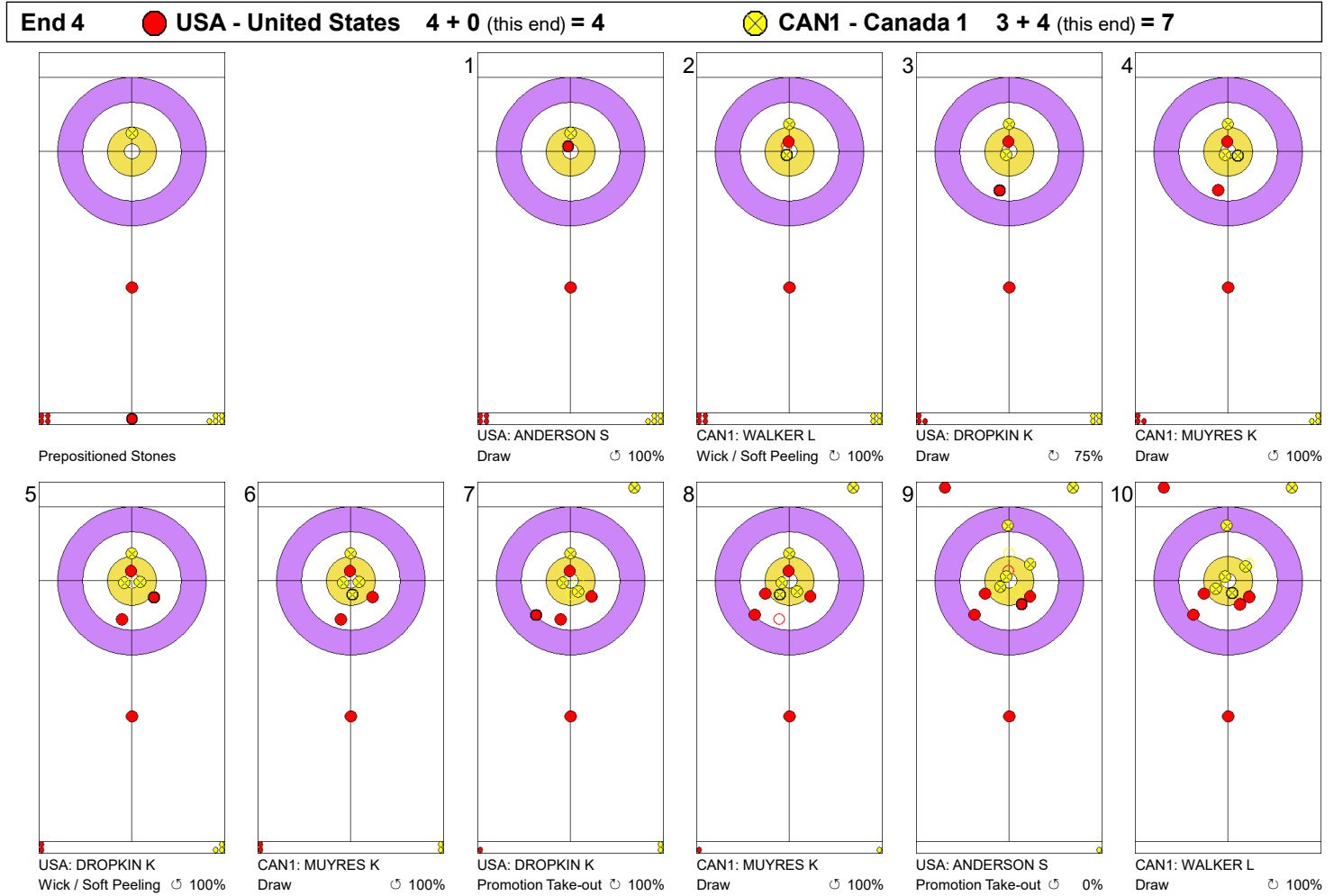
CAN1: WALKER L  
Draw ⌚ 100%

**Legend:**  
⌚ Clockwise      ⌚ Counter-clockwise      - Not considered

Game - Shot by Shot

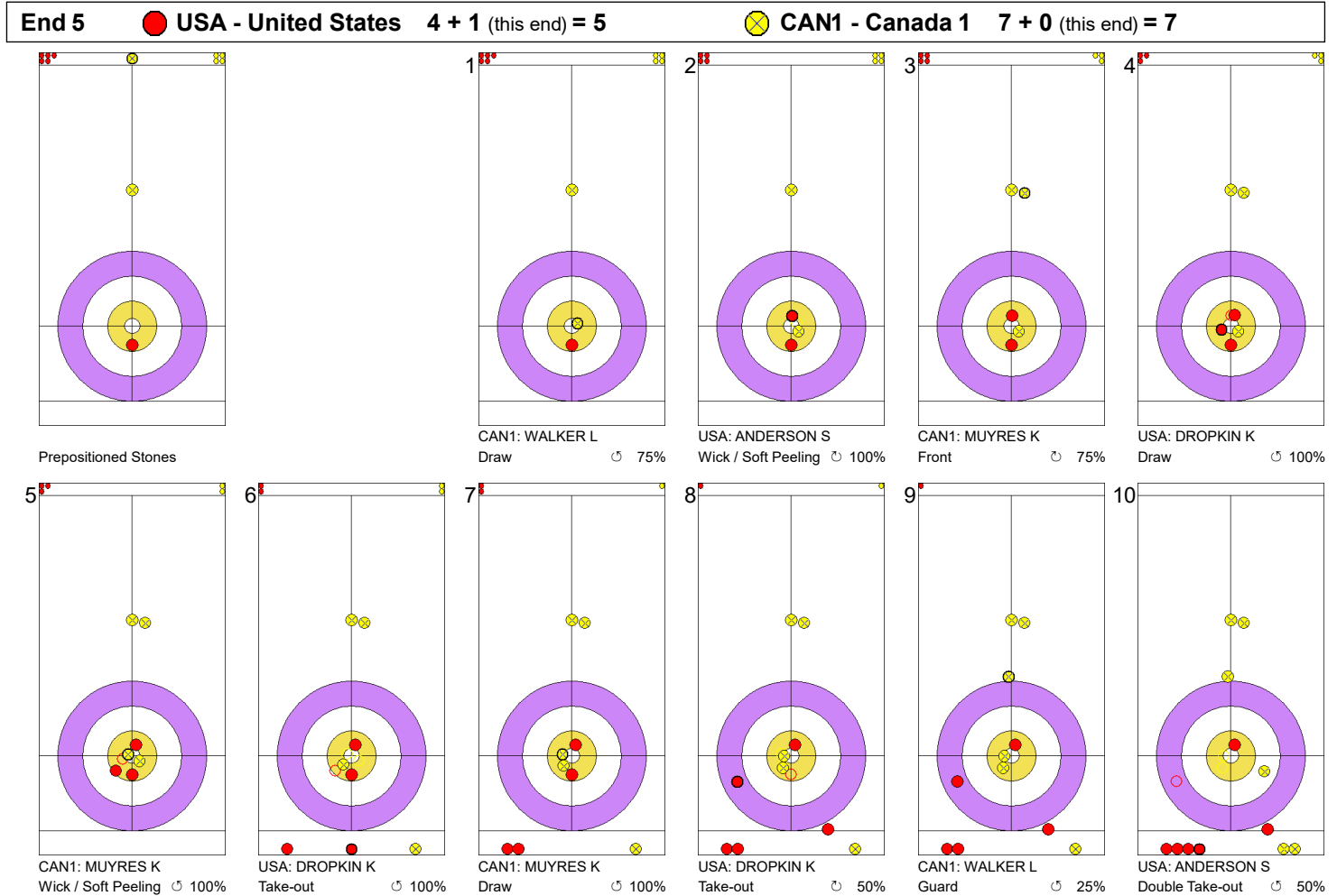




Game - Shot by Shot



**Legend:**  
 ↻ Clockwise      ↻ Counter-clockwise      - Not considered

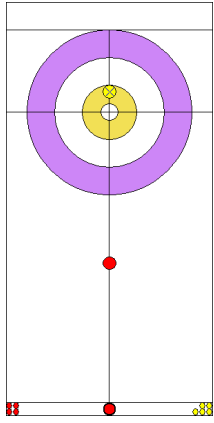
Game - Shot by Shot



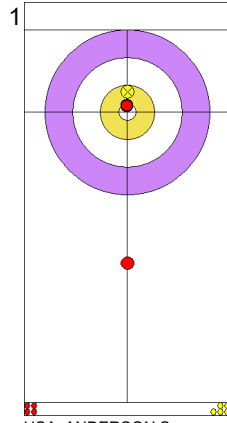
**Legend:**  
 Clockwise     
  Counter-clockwise     
 - Not considered

Game - Shot by Shot

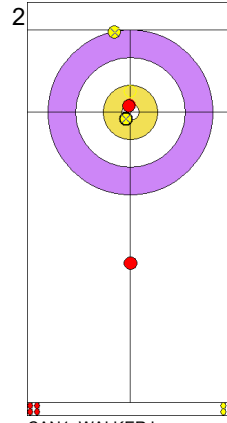
**End 6**   ● **USA - United States 5 + 0 (this end) = 5**   ● **CAN1 - Canada 1 7 + 1 (this end) = 8**



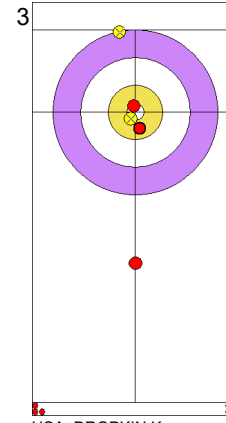
Prepositioned Stones



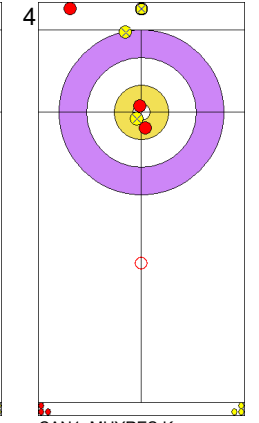
USA: ANDERSON S  
Draw ⤴ 100%



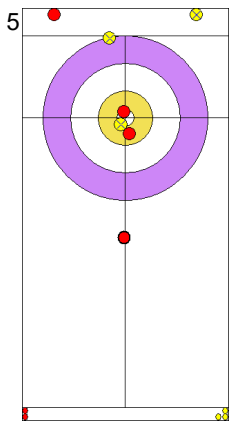
CAN1: WALKER L  
Wick / Soft Peeling ⤴ 100%



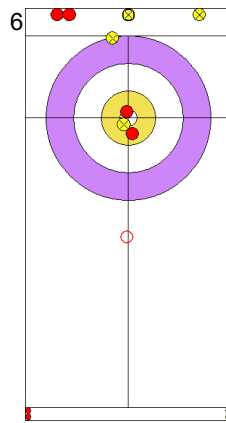
USA: DROPKIN K  
Draw ⤴ 100%



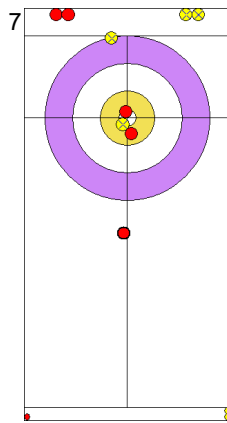
CAN1: MUYRES K  
Clearing ⤴ 100%



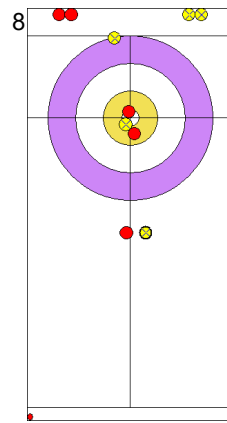
USA: DROPKIN K  
Guard ⤴ 100%



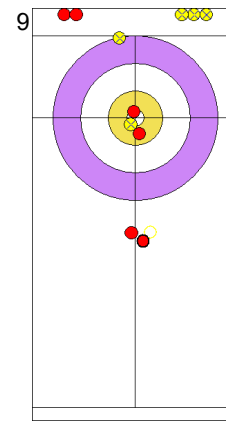
CAN1: MUYRES K  
Clearing ⤴ 100%



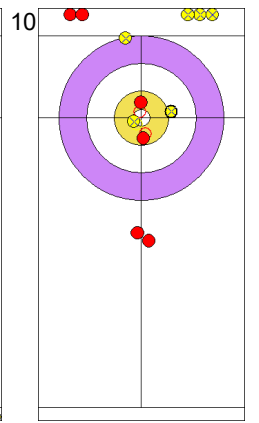
USA: DROPKIN K  
Guard ⤴ 100%



CAN1: MUYRES K  
Wick / Soft Peeling ⤴ 0%



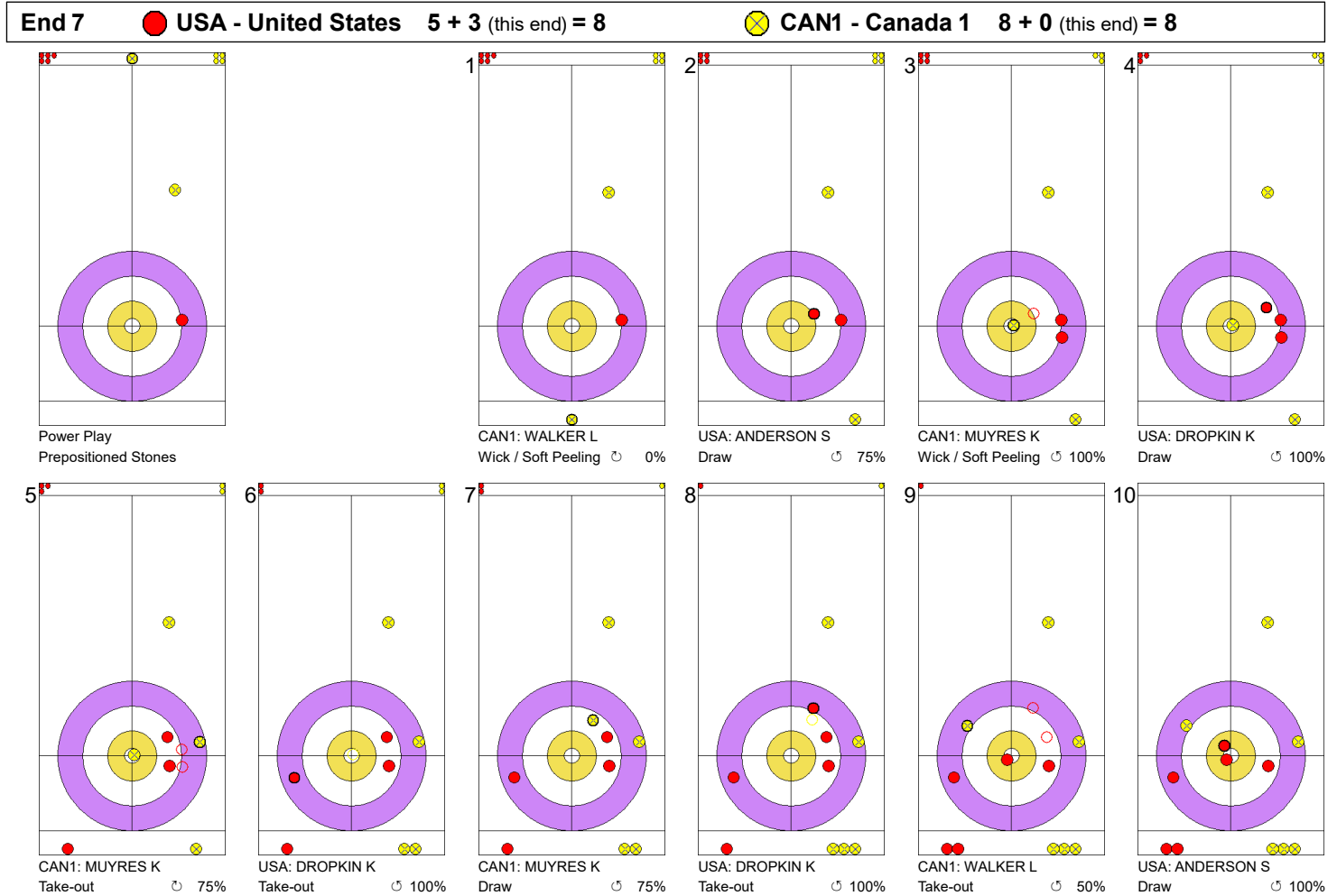
USA: ANDERSON S  
Promotion Take-out ⤴ 25%





CAN1: WALKER L  
Draw ⤴ 50%

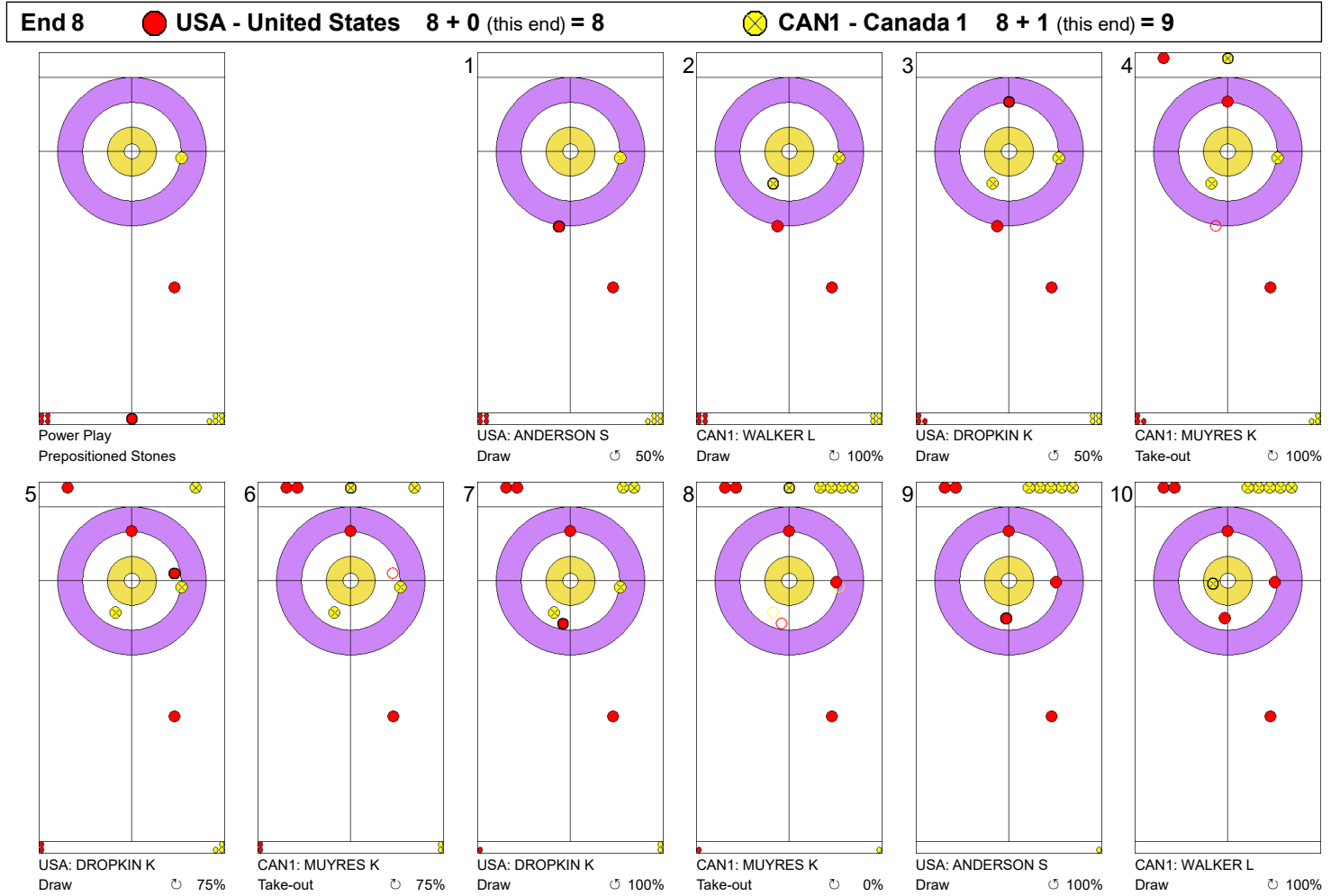
**Legend:**  
 ⤴ Clockwise   ⤵ Counter-clockwise   - Not considered

Game - Shot by Shot



**Legend:**  
 Clockwise     
  Counter-clockwise     
 - Not considered

Game - Shot by Shot



**Legend:**  
 ↻ Clockwise      ↺ Counter-clockwise      - Not considered