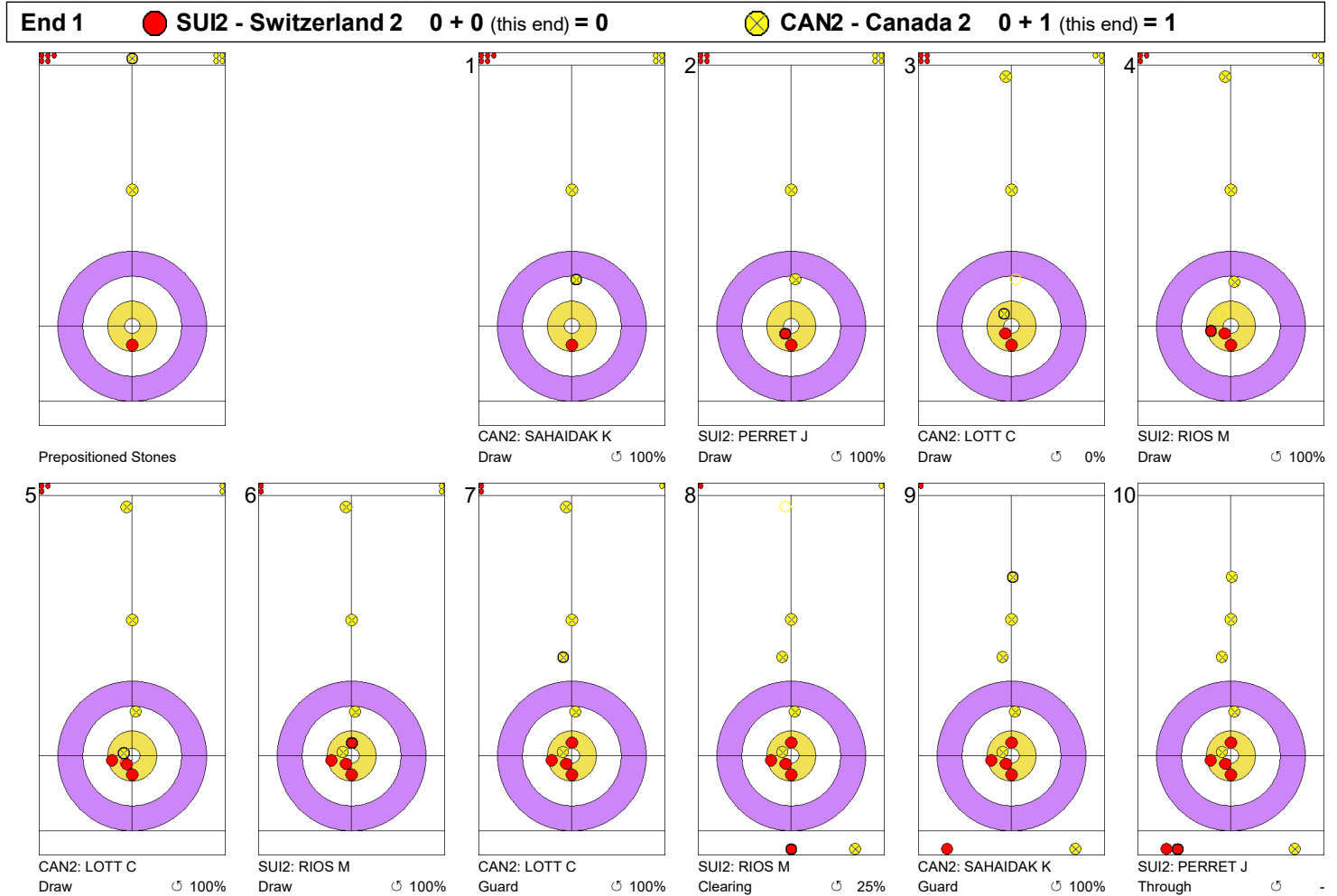


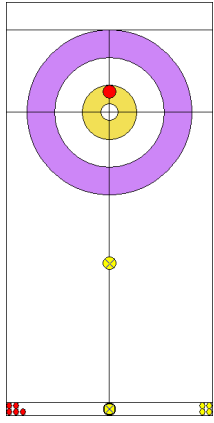
Game - Shot by Shot



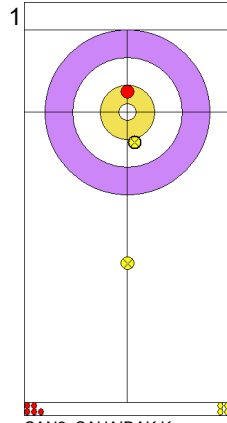
Legend:
 ↻ Clockwise ↺ Counter-clockwise - Not considered

Game - Shot by Shot

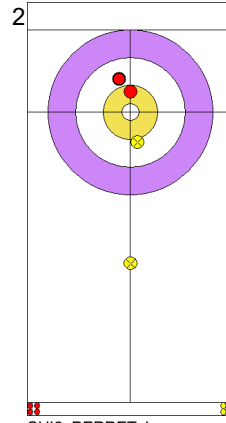
End 2 ● SUI2 - Switzerland 2 0 + 0 (this end) = 0 ⊗ CAN2 - Canada 2 1 + 1 (this end) = 2



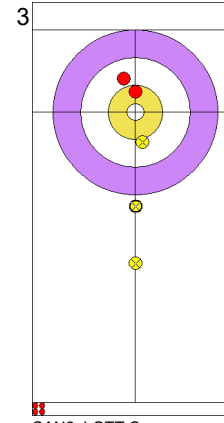
Prepositioned Stones



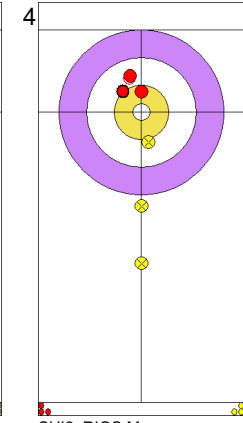
CAN2: SAHAIDAK K
Draw ⤵ 100%



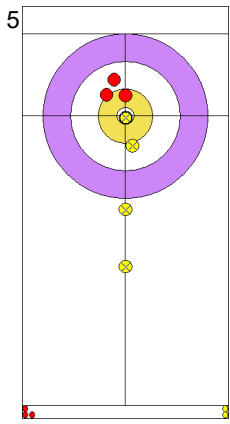
SUI2: PERRET J
Draw ⤵ 75%



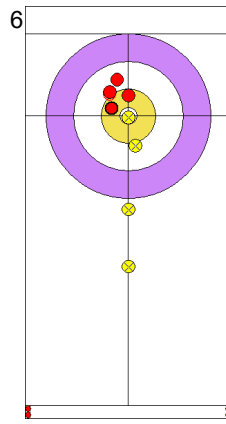
CAN2: LOTT C
Draw ⤵ 0%



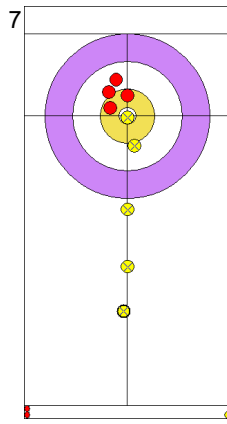
SUI2: RIOS M
Draw ⤵ 75%



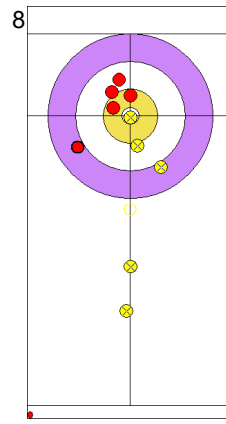
CAN2: LOTT C
Draw ⤵ 100%



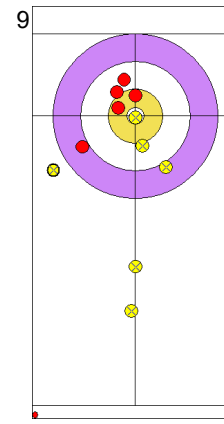
SUI2: RIOS M
Draw ⤵ 75%



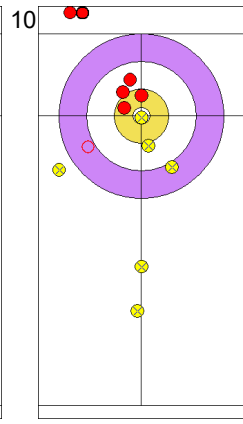
CAN2: LOTT C
Guard ⤵ 100%



SUI2: RIOS M
Wick / Soft Peeling ⤵ 0%





CAN2: SAHAIDAK K
Guard ⤵ 0%

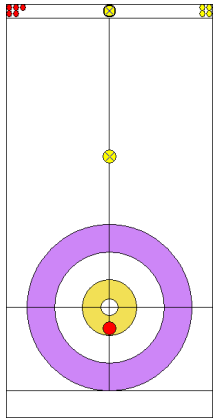


SUI2: PERRET J
Hit and Roll ⤵ 0%

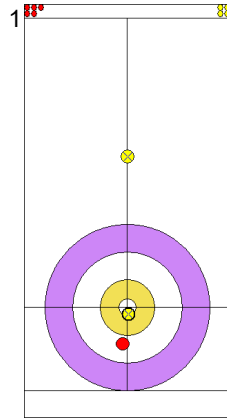
Legend:
↻ Clockwise ↺ Counter-clockwise - Not considered

Game - Shot by Shot

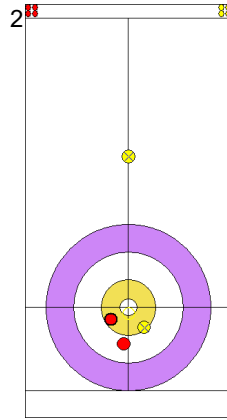
End 3  SUI2 - Switzerland 2 0 + 0 (this end) = 0  CAN2 - Canada 2 2 + 1 (this end) = 3



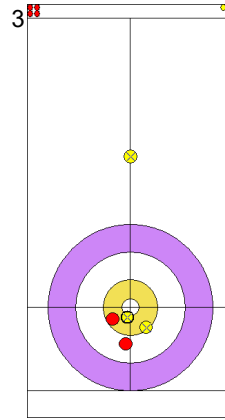
Prepositioned Stones



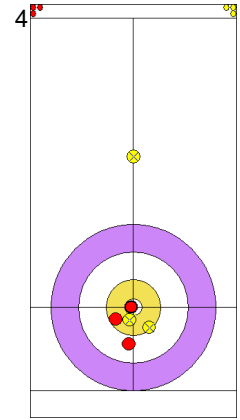
CAN2: SAHAIDAK K
Draw ⤵ 100%



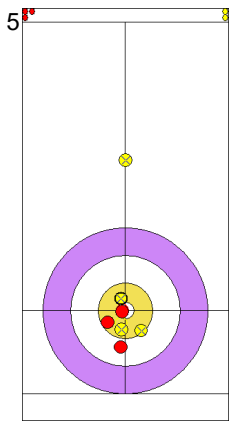
SUI2: PERRET J
Wick / Soft Peeling ⤵ 100%



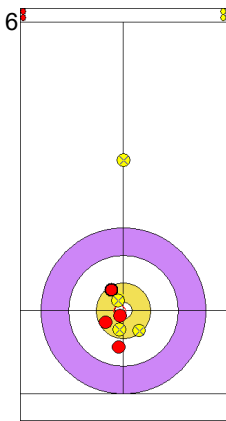
CAN2: LOTT C
Draw ⤵ 75%



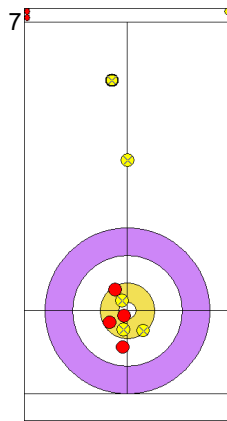
SUI2: RIOS M
Draw ⤵ 100%



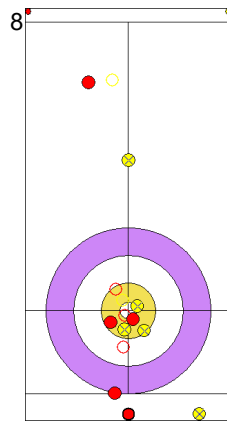
CAN2: LOTT C
Draw ⤵ 100%



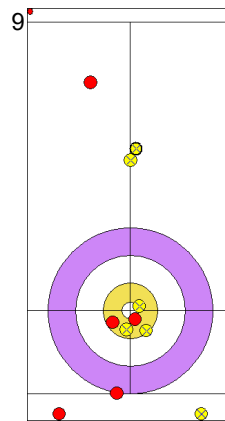
SUI2: RIOS M
Draw ⤵ 100%



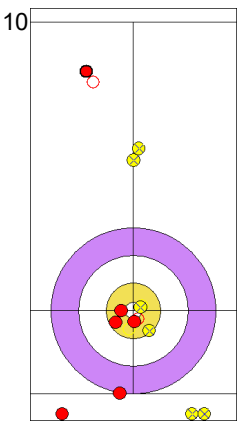
CAN2: LOTT C
Guard ⤵ 100%





SUI2: RIOS M
Promotion Take-out ⤵ 50%



CAN2: SAHAIDAK K
Guard ⤵ 100%

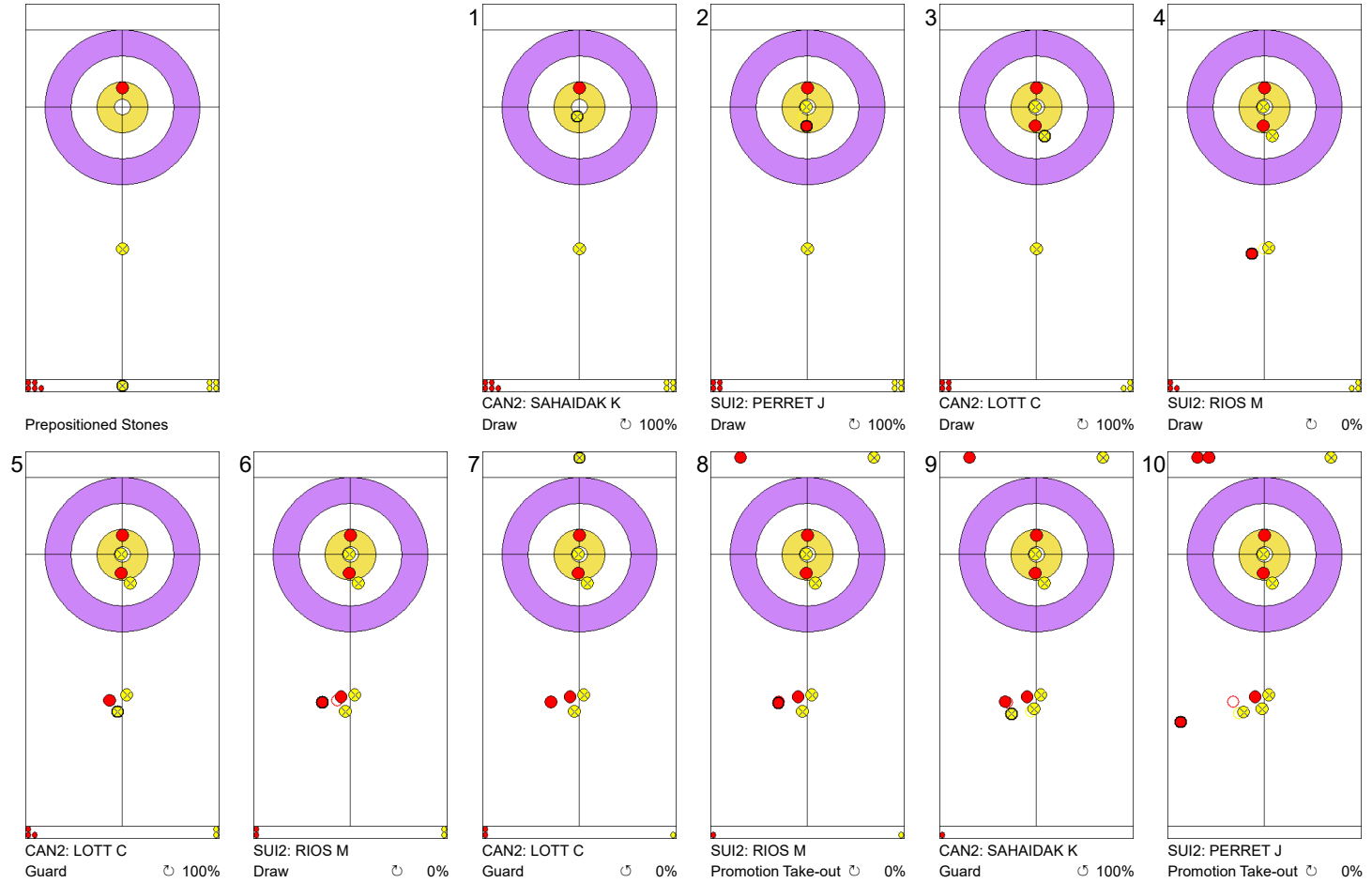


SUI2: PERRET J
Promotion Take-out ⤵ 0%

Legend:
 Clockwise
  Counter-clockwise
 - Not considered

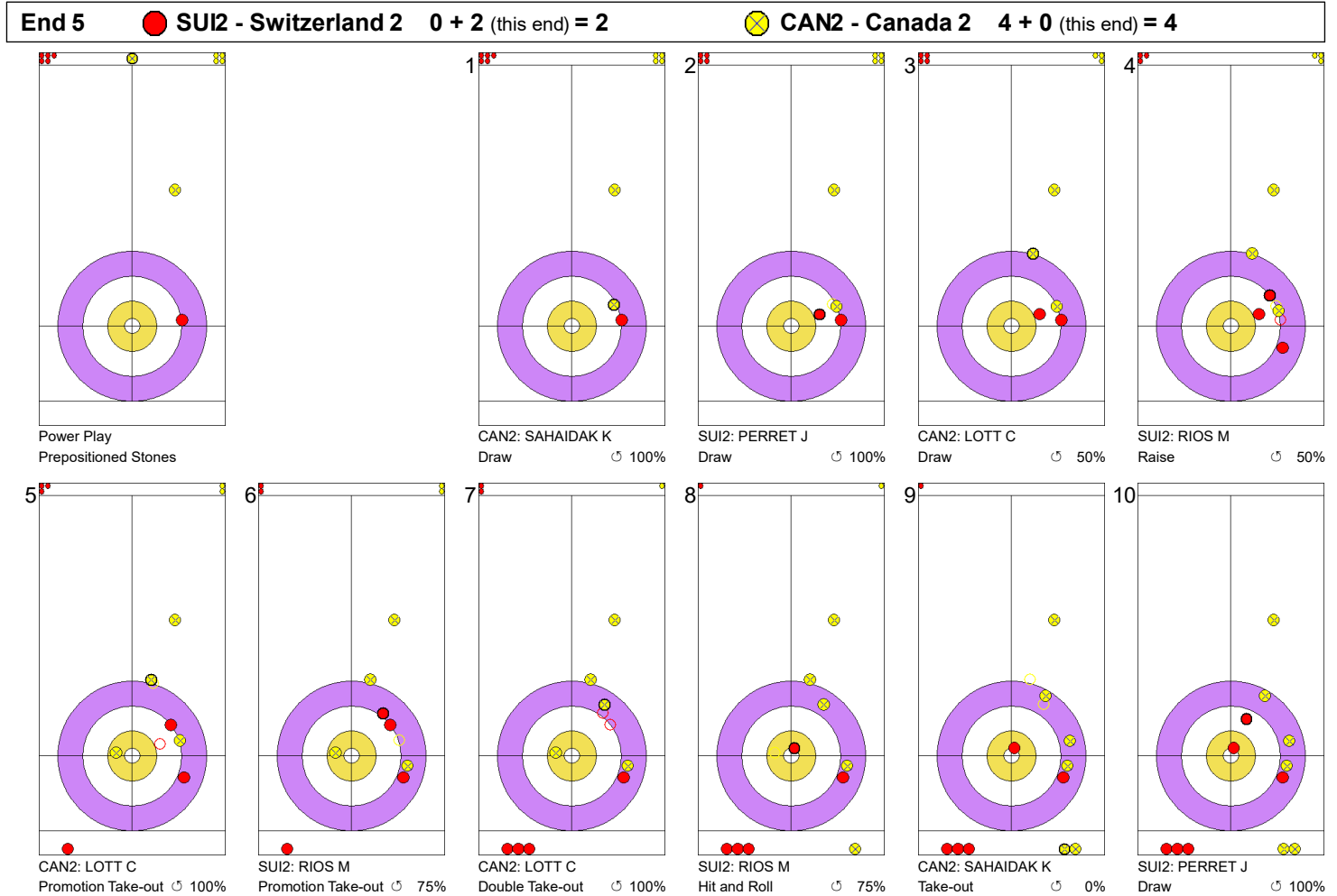
Game - Shot by Shot



End 4 ● SUI2 - Switzerland 2 0 + 0 (this end) = 0 ⊗ CAN2 - Canada 2 3 + 1 (this end) = 4



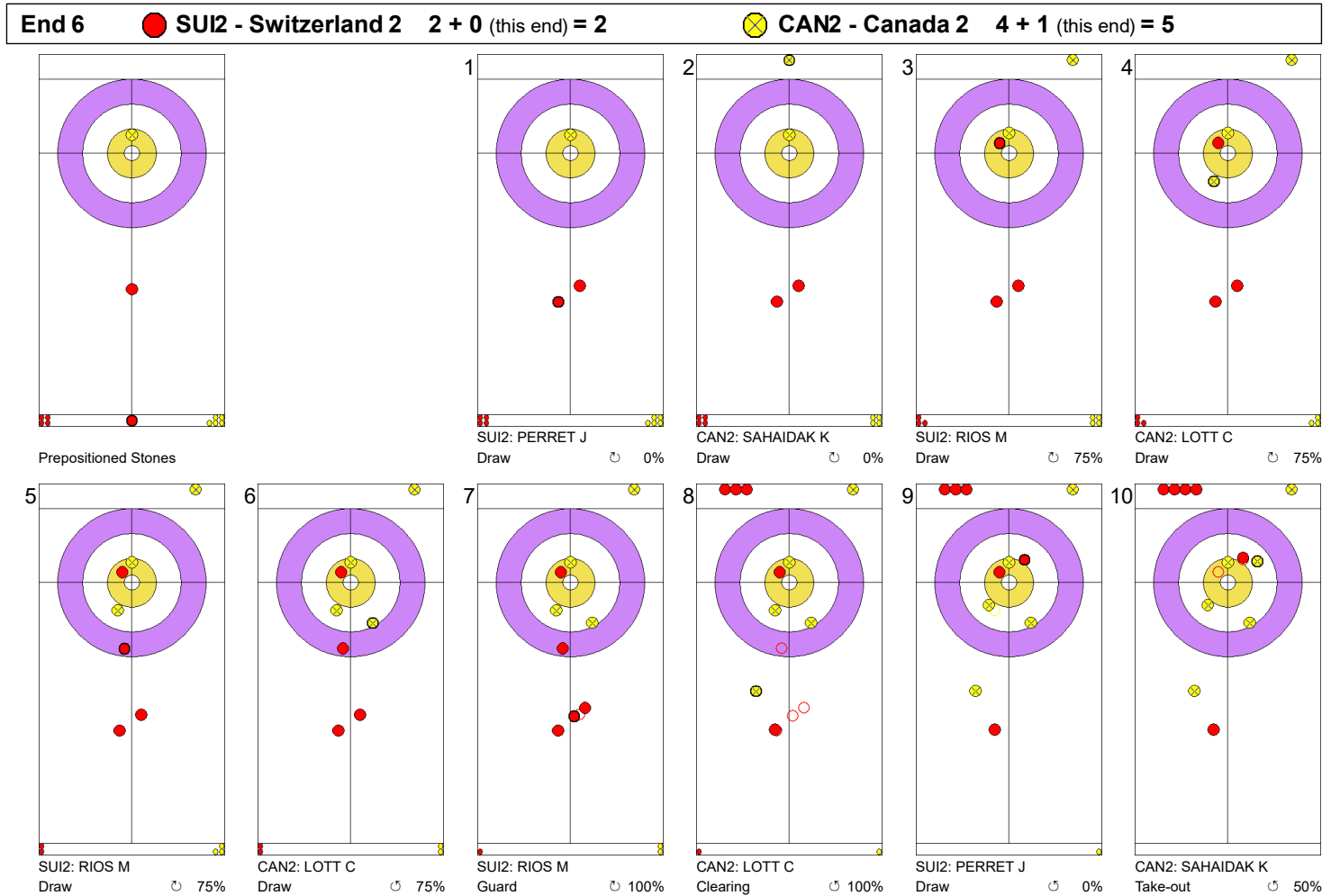
Legend:
↻ Clockwise ↺ Counter-clockwise - Not considered



Game - Shot by Shot



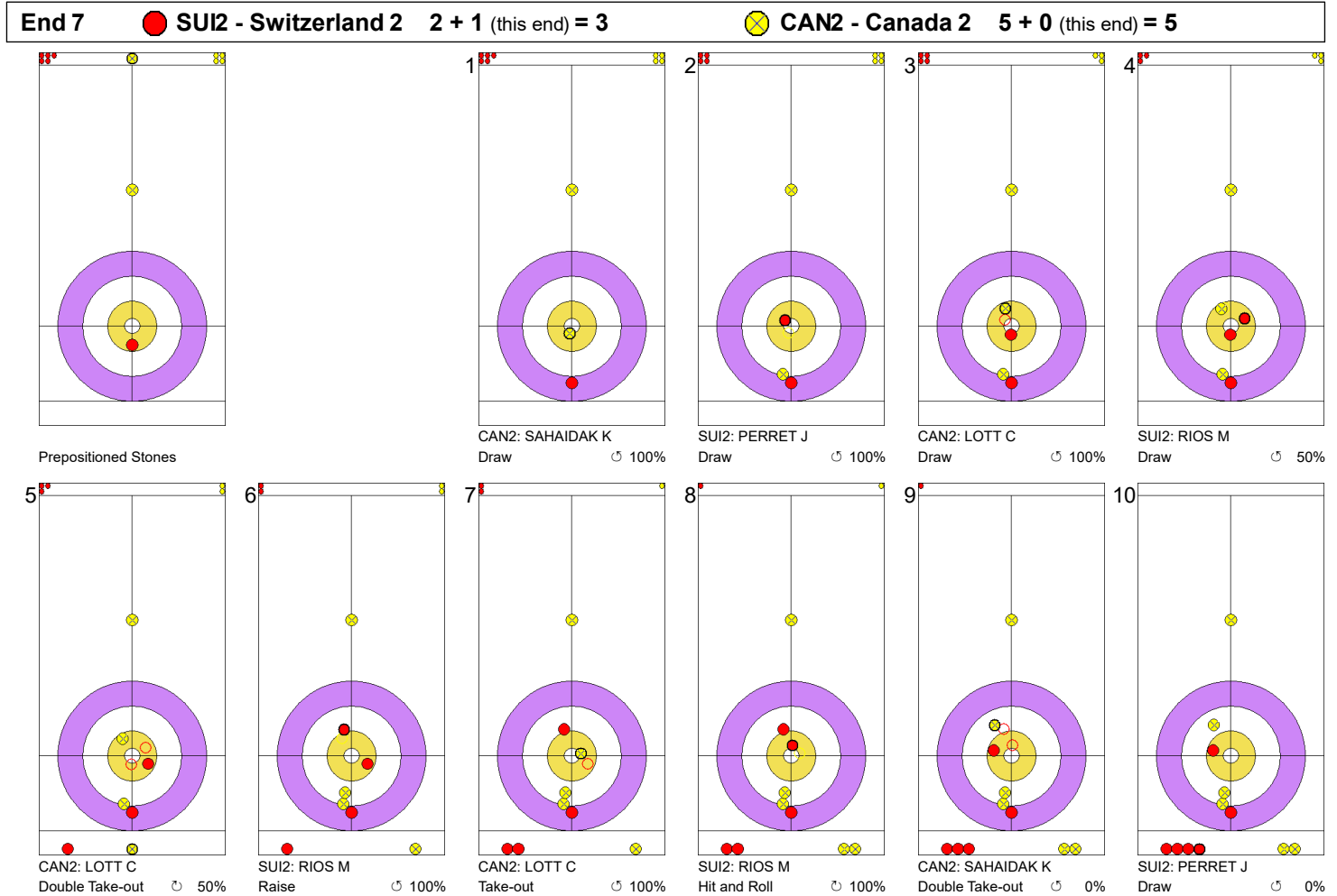
Legend:
 Clockwise
  Counter-clockwise
 - Not considered



Game - Shot by Shot



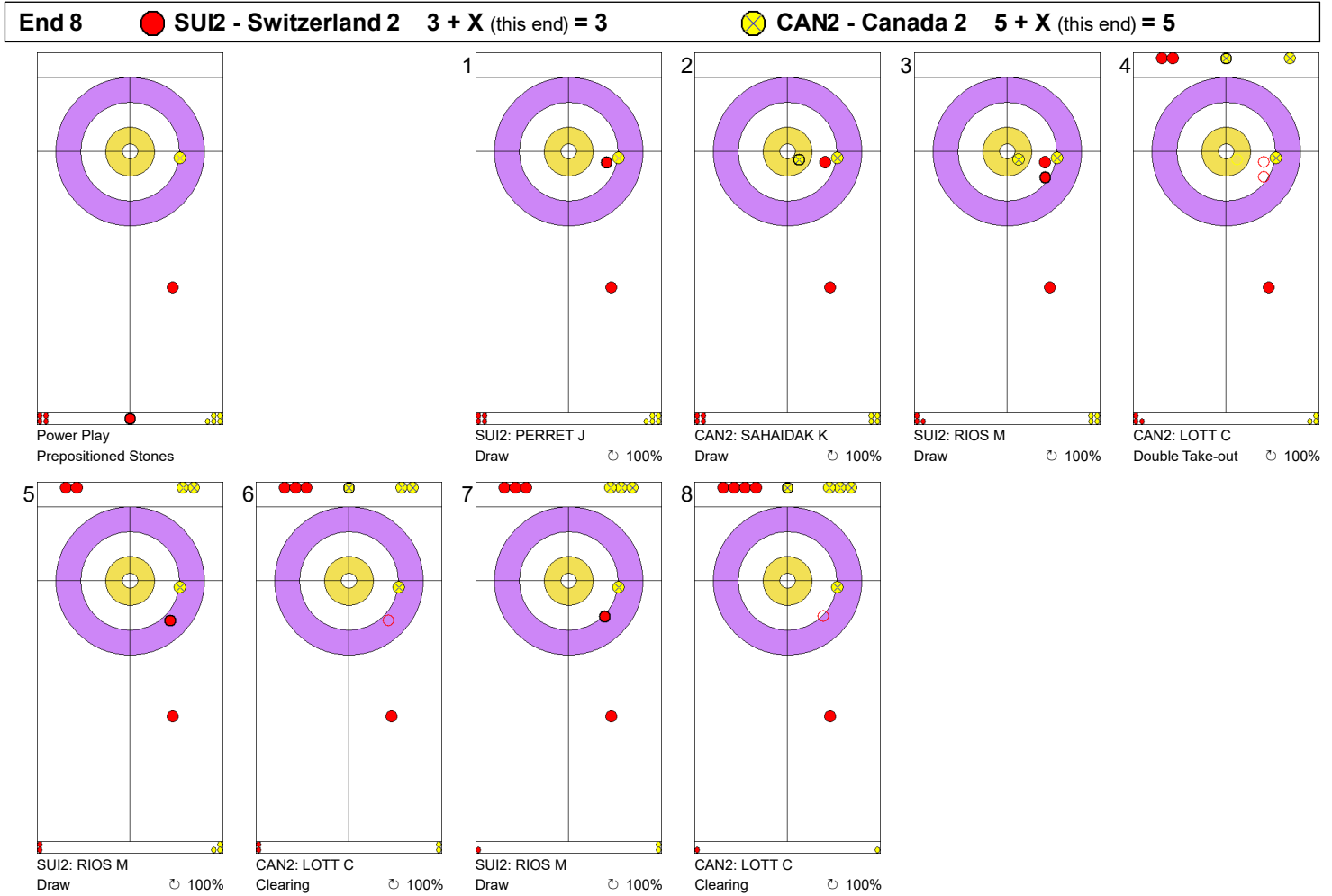
Legend:
 Clockwise
  Counter-clockwise
 - Not considered

Game - Shot by Shot



Legend:
 Clockwise
  Counter-clockwise
 - Not considered

Game - Shot by Shot



Legend:	↻ Clockwise	↺ Counter-clockwise	- Not considered
	X Unfinished end due to concession		