



THU 9 MAY 2019 Start Time 12:00

Round Robin Session 5 Group-B - Sheet B

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	Total	Points
D	2	SCO - Scotland (Paterson)	*	3	1	1	0	1	0	Χ	Х	6	3
D	2	SUI - Switzerland (Schwaller)		0	0	0	1	0	1	Χ	Χ	2	0

SCO - Scotland		Shot Success				
300	- Scotianu	Game	All			
4 S	PATERSON Ross	94 %	86 %			
3 V	WADDELL Kyle	94%	94%			
2	MENZIES Duncan	88%	88%			
1	GOODFELLOW Michael	73%	84%			
Α	-	-	-			
	Team Total	87%	88%			

e i ii	Switzerland	Shot Success					
301	- Switzerland	Game	All				
4 S	SCHWALLER Yannick	44 %	62%				
3 V	BRUNNER Michael	77 %	81%				
2	MEIER Romano	77 %	76%				
1	KAEUFELER Marcel	79%	79%				
Α	-	-	-				
	Team Total	69%	75%				

SCO - Scotland			ð		Q	Game		
4	PATERSON Ross	Draws	4	94%	4	88%	8	91%
		Take-outs	2	100%	2	100%	4	100 %
		Total	6	96%	6	92%	12	94 %
3	WADDELL Kyle	Draws	2	88%	2	75%	4	81%
		Take-outs	4	100%	4	100%	8	100 %
		Total	6	96%	6	92%	12	94 %
2	MENZIES Duncan	Draws	0	-	3	100%	3	100 %
		Take-outs	3	67%	6	92%	9	83%
		Total	3	67%	9	94%	12	88%
1	GOODFELLOW Michael	Draws	1	100%	9	72%	10	75%
		Take-outs	0	-	2	63%	2	63 %
		Total	1	100%	11	70%	12	73%
Α	-	Draws	0	-	0	-	0	-
		Take-outs	0	-	0	-	0	-
		Total	0	-	0	-	0	-
	Team	Draws	7	93%	18	81%	25	84 %
		Take-outs	9	89%	14	91%	23	90%
		Total	16	91%	32	85%	48	87%

SUI - Switzerland		₹.			Q	Game	
4 SCHWALLER Yannick	Draws	2	50 %	5	65%	7	61 %
	Take-outs	1	50 %	4	13%	5	20 %
	Total	3	50 %	9	42%	12	44 %
3 BRUNNER Michael	Draws	5	80%	4	100%	9	89 %
	Take-outs	3	42 %	0	-	3	42 %
	Total	8	66 %	4	100%	12	77 %
2 MEIER Romano	Draws	6	71%	3	67%	9	69 %
	Take-outs	1	100%	2	100%	3	100 %
	Total	7	75%	5	80%	12	77 %
1 KAEUFELER Marcel	Draws	9	78%	3	83%	12	79 %
	Take-outs	0	-	0	-	0	-
	Total	9	78 %	3	83%	12	79 %
A -	Draws	0	-	0	-	0	-
	Take-outs	0	-	0	-	0	-
	Total	0	-	0	-	0	-
Team	Draws	22	74 %	15	78%	37	76 %
	Take-outs	5	55 %	6	42%	11	48 %
	Total	27	70%	21	68%	48	69 %

Position and function for each team member:

4 = Fourth, 3 = Third, 2 = Second, 1 = Lead, A = Alternate, S = Skip, V = Vice-Skip

Legend:

Ō Clockwise

Unplayed/unfinished end due to concession

Q Counter-clockwise

LSFE(*) Last Stone First End













