



SAT 21 JAN 2023
Start Time 14:00

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	Extra Ends	Total
C	11	USA - United States of America		0	0	0	1	0	0	0	X		1
	11	GBR - Great Britain	*	1	2	0	0	0	1	1	X		5

USA - United States of America		Shot Success Game
4 S	CASPER Daniel	79%
3	VIOLETTE Luc	88%
2	RICHARDSON Benjamin	86%
1 V	SINNETT Chase	84%
A	KLEINAS Marius	-
Team Total		84%

GBR - Great Britain		Shot Success Game
4 S	CRAIK James	83%
3 V	WATT Mark	92%
2	BRYCE Angus	80%
1	HASWELL Blair	88%
A	CARRICK Jack	-
Team Total		86%

Time remaining: 1 minute 58 seconds

Time remaining: 2 minutes 42 seconds

Time-out: End 7 - USA stone 7

Shot Success Analysis

USA - United States of America		↻	↺	Game	
4	CASPER Daniel	Draws	2 100%	2 75%	4 88%
		Take-outs	4 88%	6 67%	10 75%
		Total	6 92%	8 69%	14 79%
3	VIOLETTE Luc	Draws	3 92%	3 83%	6 88%
		Take-outs	3 75%	7 93%	10 88%
		Total	6 83%	10 90%	16 88%
2	RICHARDSON Benjamin	Draws	6 96%	5 85%	11 91%
		Take-outs	1 75%	4 75%	5 75%
		Total	7 93%	9 81%	16 86%
1	SINNETT Chase	Draws	8 75%	8 94%	16 84%
		Take-outs	0 -	0 -	0 -
		Total	8 75%	8 94%	16 84%
A	KLEINAS Marius	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	19 87%	18 88%	37 87%
		Take-outs	8 81%	17 79%	25 80%
		Total	27 85%	35 84%	62 84%

GBR - Great Britain		↻	↺	Game	
4	CRAIK James	Draws	1 100%	3 33%	4 50%
		Take-outs	5 90%	6 100%	11 95%
		Total	6 92%	9 78%	15 83%
3	WATT Mark	Draws	2 88%	2 88%	4 88%
		Take-outs	6 100%	6 88%	12 94%
		Total	8 97%	8 88%	16 92%
2	BRYCE Angus	Draws	2 88%	3 50%	5 65%
		Take-outs	5 70%	6 100%	11 86%
		Total	7 75%	9 83%	16 80%
1	HASWELL Blair	Draws	9 89%	7 86%	16 88%
		Take-outs	0 -	0 -	0 -
		Total	9 89%	7 86%	16 88%
A	CARRICK Jack	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	14 89%	15 68%	29 78%
		Take-outs	16 88%	18 96%	34 92%
		Total	30 88%	33 83%	63 86%

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