



THU 19 JAN 2023

Start Time 19:00

**Game Results**

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	Extra Ends	Total
B	10	CAN - Canada		0	0	1	0	0	2	1	0		4
	10	GBR - Great Britain	*	0	2	0	0	3	0	0	1		6

CAN - Canada		Shot Success Game
4 S	PURCELL Owen	86%
3 V	MEAGHER Jeffrey	84%
2	McEACHREN Adam	84%
1	McCURDY David	88%
A	McPHERSON Caelan	-
Team Total		86%

GBR - Great Britain		Shot Success Game
4 S	CRAIK James	82%
3 V	WATT Mark	95%
2	BRYCE Angus	92%
1	HASWELL Blair	91%
A	CARRICK Jack	-
Team Total		90%

Time remaining: 3 minutes 51 seconds

Time remaining: 7 minutes 25 seconds

Time-out: End 8 - CAN stone 6

**Shot Success Analysis**

CAN - Canada		↻	↺	Game	
4	PURCELL Owen	Draws	1 75%	5 75%	6 75%
		Take-outs	4 88%	6 96%	10 93%
		Total	5 85%	11 86%	16 86%
3	MEAGHER Jeffrey	Draws	4 94%	5 90%	9 92%
		Take-outs	3 58%	4 88%	7 75%
		Total	7 79%	9 89%	16 84%
2	McEACHREN Adam	Draws	2 75%	6 83%	8 81%
		Take-outs	5 90%	3 83%	8 88%
		Total	7 86%	9 83%	16 84%
1	McCURDY David	Draws	8 88%	5 90%	13 88%
		Take-outs	1 100%	2 75%	3 83%
		Total	9 89%	7 86%	16 88%
A	McPHERSON Caelan	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	15 87%	21 85%	36 85%
		Take-outs	13 83%	15 88%	28 86%
		Total	28 85%	36 86%	64 86%

GBR - Great Britain		↻	↺	Game	
4	CRAIK James	Draws	2 75%	0 -	2 75%
		Take-outs	7 71%	6 96%	13 83%
		Total	9 72%	6 96%	15 82%
3	WATT Mark	Draws	1 100%	2 100%	3 100%
		Take-outs	6 92%	7 96%	13 94%
		Total	7 93%	9 97%	16 95%
2	BRYCE Angus	Draws	2 75%	2 75%	4 75%
		Take-outs	4 94%	8 100%	12 98%
		Total	6 88%	10 95%	16 92%
1	HASWELL Blair	Draws	10 90%	2 100%	12 92%
		Take-outs	2 75%	2 100%	4 88%
		Total	12 88%	4 100%	16 91%
A	CARRICK Jack	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	15 87%	6 92%	21 88%
		Take-outs	19 83%	23 98%	42 91%
		Total	34 85%	29 97%	63 90%

**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