



Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
D	2	RUS - Russia		0	0	0	1	0	1	0	0	1	X		3
	2	SUI - Switzerland	*	0	1	1	0	2	0	1	1	0	X		6

RUS - Russia		Shot Success	Game	All
4 S	TIMOFEEV Alexey	60%	74%	
3 V	STUKALSKIY Alexey	71%	72%	
2	GADZHIKHANOV Timur	86%	88%	
1	ALI Artur	80%	70%	
A	RAZHABOV Artur	-	-	
Team Total		75%	76%	

SUI - Switzerland		Shot Success	Game	All
4 V	SCHWARZ Benoit	86%	84%	
3	PAETZ Claudio	89%	86%	
2 S	DE CRUZ Peter	94%	87%	
1	TANNER Valentin	78%	79%	
A	GRIBI Reto	-	-	
Team Total		87%	84%	

Last Stone Draw	Distance
⌚ GADZHIKHANOV T	57.4cm
⌚ STUKALSKIY A	81.5cm
Total	138.9cm

Last Stone Draw	Distance
⌚ DE CRUZ P	52.7cm
⌚ PAETZ C	10.2cm
Total	62.9cm

Time remaining: 5 minutes 17 seconds

Time remaining: 3 minutes 45 seconds

Shot Success Analysis

RUS - Russia		Draws	Take-outs	Game
4 TIMOFEEV Alexey	⌚	10 73%	0 -	10 73%
	⌚	2 0%	5 60%	7 43%
	Total	12 60%	5 60%	17 60%
3 STUKALSKIY Alexey	⌚	8 63%	3 83%	11 68%
	⌚	6 71%	3 83%	9 75%
	Total	14 66%	6 83%	20 71%
2 GADZHIKHANOV Timur	⌚	7 96%	6 83%	13 90%
	⌚	6 92%	1 0%	7 79%
	Total	13 94%	7 71%	20 86%
1 ALI Artur	⌚	13 87%	2 100%	15 88%
	⌚	5 55%	0 -	5 55%
	Total	18 78%	2 100%	20 80%
A RAZHABOV Artur	⌚	0 -	0 -	0 -
	⌚	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	⌚	38 80%	11 86%	49 81%
	⌚	19 66%	9 61%	28 64%
	Total	57 75%	20 75%	77 75%

SUI - Switzerland		Draws	Take-outs	Game
4 SCHWARZ Benoit	⌚	1 100%	5 65%	6 71%
	⌚	1 100%	11 93%	12 94%
	Total	2 100%	16 84%	18 86%
3 PAETZ Claudio	⌚	1 50%	13 87%	14 84%
	⌚	0 -	6 100%	6 100%
	Total	1 50%	19 91%	20 89%
2 DE CRUZ Peter	⌚	3 83%	9 97%	12 94%
	⌚	3 83%	5 100%	8 94%
	Total	6 83%	14 98%	20 94%
1 TANNER Valentin	⌚	15 85%	2 100%	17 87%
	⌚	2 0%	0 -	2 0%
	Total	17 75%	2 100%	19 78%
A GRIBI Reto	⌚	0 -	0 -	0 -
	⌚	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	⌚	20 84%	29 87%	49 86%
	⌚	6 58%	22 97%	28 88%
	Total	26 78%	51 91%	77 87%

Note:
Team position and functions are attached to each team member's name as follows:
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 Unfinished end due to concession