



ECC 2018
Tallinn, Estonia

Le Gruyère AOP European Curling Championships 2018
Tondiraba Ice Hall
A-Division Men



SAT 17 NOV 2018
Start Time 20:00

Round Robin Session 2 - Sheet D

Game Results

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

POL - Poland		Shot Success	Game	All
4 S	DZIKOWSKI Bartosz	82%		74%
3	GLOWANIA Jakub	74%		64%
2	TELAJ Jeremi	71%		68%
1 V	KOZIOL Michal	78%		72%
A	ZIOLO Tomasz	-		-
Team Total		76%		69%

RUS - Russia		Shot Success	Game	All
4 S	VASKOV Mikhail	54%		55%
3 V	TUZOV Alexey	64%		70%
2	KUZNETSOV Petr	61%		67%
1	KULIKOV Alexey	79%		78%
A	KALALB Anton	-		-
Team Total		65%		68%

Last Stone Draw		Distance
⌚	GLOWANIA Jakub	103.0cm
⌚	TELAJ Jeremi	52.7cm
Total		155.7cm

Last Stone Draw		Distance
⌚	KUZNETSOV Petr	13.3cm
⌚	KULIKOV Alexey	60.4cm
Total		73.7cm

Time remaining: 5 minutes 13 seconds

Time remaining: 1 minute 55 seconds

POL - Poland		⌚	⌚	Game
4	DZIKOWSKI Bartosz	Draws	1 100%	5 70%
		Take-outs	8 91%	4 75%
		Total	9 92%	9 72%
3	GLOWANIA Jakub	Draws	2 100%	1 100%
		Take-outs	9 81%	8 56%
		Total	11 84%	9 61%
2	TELAJ Jeremi	Draws	5 65%	5 75%
		Take-outs	4 56%	5 85%
		Total	9 61%	10 80%
1	KOZIOL Michal	Draws	7 61%	6 88%
		Take-outs	2 75%	3 100%
		Total	9 64%	9 92%
A	ZIOLO Tomasz	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	15 70%	17 79%
		Take-outs	23 79%	20 74%
		Total	38 76%	37 76%

RUS - Russia		⌚	⌚	Game
4	VASKOV Mikhail	Draws	5 50%	4 44%
		Take-outs	4 56%	5 65%
		Total	9 53%	9 56%
3	TUZOV Alexey	Draws	5 30%	5 90%
		Take-outs	6 58%	4 81%
		Total	11 45%	9 86%
2	KUZNETSOV Petr	Draws	3 58%	7 57%
		Take-outs	7 71%	3 50%
		Total	10 68%	10 55%
1	KULIKOV Alexey	Draws	5 70%	10 78%
		Take-outs	2 88%	3 92%
		Total	7 75%	13 81%
A	KALALB Anton	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	18 51%	26 69%
		Take-outs	19 66%	15 72%
		Total	37 59%	41 70%

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

