

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	13	RUS - Russia	*	2	0	0	1	0	0	3	3	X	X		9
	13	SWE - Sweden		0	0	1	0	2	0	0	0	X	X		3

RUS - Russia		Shot Success	Game	All
4 S	SIDOROVA Anna	85%		80%
3 V	FOMINA Margarita	88%		81%
2	RAEVA Alexandra	78%		78%
1	KOVALEVA Alina	70%		83%
A	EZEKH Nkeiruka	-		80%
Team Total		80%		81%

SWE - Sweden		Shot Success	Game	All
4 S	HASSELBORG Anna	84%		83%
3 V	McMANUS Sara	84%		82%
2	KNOCHENHAUER Agnes	58%		81%
1	MABERGS Sofia	86%		87%
A	WAAHLIN Jennie	-		-
Team Total		78%		84%

Time remaining: 8 minutes 4 seconds

Time remaining: 5 minutes 22 seconds

Shot Success Analysis

RUS - Russia		↻	↺	Game
4	SIDOROVA Anna	Draws 4 100%	1 0%	5 80%
		Take-outs 4 69%	6 100%	10 88%
		Total 8 84%	7 86%	15 85%
3	FOMINA Margarita	Draws 3 100%	3 83%	6 92%
		Take-outs 6 100%	4 63%	10 85%
		Total 9 100%	7 71%	16 88%
2	RAEVA Alexandra	Draws 0 -	2 75%	2 75%
		Take-outs 6 58%	8 94%	14 79%
		Total 6 58%	10 90%	16 78%
1	KOVALEVA Alina	Draws 10 65%	5 75%	15 68%
		Take-outs 0 -	1 100%	1 100%
		Total 10 65%	6 79%	16 70%
A	EZEKH Nkeiruka	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 17 79%	11 70%	28 76%
		Take-outs 16 77%	19 89%	35 84%
		Total 33 78%	30 83%	63 80%

SWE - Sweden		↻	↺	Game
4	HASSELBORG Anna	Draws 2 63%	2 88%	4 75%
		Take-outs 5 80%	7 93%	12 88%
		Total 7 75%	9 92%	16 84%
3	McMANUS Sara	Draws 5 95%	3 75%	8 88%
		Take-outs 3 83%	5 80%	8 81%
		Total 8 91%	8 78%	16 84%
2	KNOCHENHAUER Agnes	Draws 6 38%	6 50%	12 44%
		Take-outs 0 -	4 100%	4 100%
		Total 6 38%	10 70%	16 58%
1	MABERGS Sofia	Draws 6 79%	8 91%	14 86%
		Take-outs 1 75%	1 100%	2 88%
		Total 7 79%	9 92%	16 86%
A	WAAHLIN Jennie	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 19 68%	19 75%	38 72%
		Take-outs 9 81%	17 91%	26 88%
		Total 28 72%	36 83%	64 78%

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 Unplayed/unfinished end due to concession