

SAT 8 APR 2023
Start Time 14:00

Qualification Game 3 v 6

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
A	13	NOR - Norway	*	1	1	0	0	0	0	0	2	0	X		4
	13	ITA - Italy		0	0	2	2	0	1	1	0	2	X		8

NOR - Norway			Shot Success	
			Game	All
4	S	RAMSFJELL Magnus	72%	82%
3		SESAKER Martin	79%	82%
2		RAMSFJELL Bendik	72%	84%
1	V	NEPSTAD Gaute	89%	88%
A		NAESS Wilhelm	-	-
Team Total			78%	84%

ITA - Italy			Shot Success	
			Game	All
4	S	RETORNAZ Joel	85%	85%
3		MOSANER Amos	89%	87%
2		ARMAN Sebastiano	72%	85%
1	V	GIOVANELLA Mattia	93%	88%
A		-	-	-
Team Total			85%	86%

Time remaining: 3 minutes 20 seconds

Time remaining: 5 minutes 28 seconds

Shot Success Analysis

NOR - Norway		↻	↺	Game	
4	RAMSFJELL Magnus	Draws	2 100%	4 81%	6 88%
		Take-outs	5 60%	6 67%	11 64%
		Total	7 71%	10 73%	17 72%
3	SESAKER Martin	Draws	3 92%	5 75%	8 81%
		Take-outs	4 88%	6 71%	10 78%
		Total	7 89%	11 73%	18 79%
2	RAMSFJELL Bendik	Draws	8 91%	3 25%	11 73%
		Take-outs	3 67%	4 75%	7 71%
		Total	11 84%	7 54%	18 72%
1	NEPSTAD Gaute	Draws	16 91%	1 100%	17 91%
		Take-outs	0 -	1 50%	1 50%
		Total	16 91%	2 75%	18 89%
A	NAESS Wilhelm	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	29 91%	13 67%	42 84%
		Take-outs	12 71%	17 69%	29 70%
		Total	41 85%	30 68%	71 78%

ITA - Italy		↻	↺	Game	
4	RETORNAZ Joel	Draws	0 -	9 92%	9 92%
		Take-outs	4 63%	5 90%	9 78%
		Total	4 63%	14 91%	18 85%
3	MOSANER Amos	Draws	0 -	3 100%	3 100%
		Take-outs	3 92%	12 85%	15 87%
		Total	3 92%	15 88%	18 89%
2	ARMAN Sebastiano	Draws	1 25%	8 97%	9 89%
		Take-outs	4 75%	5 40%	9 56%
		Total	5 65%	13 75%	18 72%
1	GIOVANELLA Mattia	Draws	2 75%	13 98%	15 95%
		Take-outs	1 50%	2 100%	3 83%
		Total	3 67%	15 98%	18 93%
A	-	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	3 58%	33 96%	36 93%
		Take-outs	12 73%	24 78%	36 76%
		Total	15 70%	57 89%	72 85%

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