

Friendly game

Game: :		Friendly game		Stade: Deutweg, Winterthur (Switzerland)		Date: 12th april 2014		KO Time: 13:00:00							
Arbitre - Referee	Name:	Matthew SANDELL		Touch judge	Name :	Kurt KÖHL		Touch judge	Name :	Julien SZOSTAK		Commissioner Name	-		
	Union:	FSR			Union:	FSR			Union:	FSR		Commissioner Union:	-		
Suisse A			CA Pontarlier			Final Score		A	22	B	3	HT			
Team A			Team B			Evolution du Score / Rolling of the game									
						PREMIERE MI-TEMPS / FIRST HALF					SECOND HALF / DEUXIEME MI-TEMPS				
<i>Nom,</i>	<i>Prénom</i>		<i>Last name</i>	<i>frist name</i>	No.	Equipe	Minute	Event	Score	No.	Team	Minute	Event	Score	
1.	Sauty Tim		1. GOGUEY		10	B		P	0-3		A		T	13-3	
2.	Dufourcq Arnaud		2. ROBERT			A		P	3-3		A		C	15-3	
3.	Pousaz Mehdi		3. GAGLIARDI			A		T	8-3		A		T	20-3	
4.	Coulon Alexandre		4. FAVRE-PIERRET								A		C	22-3	
5.	Dahinden Andreas	Cap	5. SCALABRINO												
6.	Carrel Timothee		6. GUENAT												
7.	Pruvot Christophe		7. THOMET												
8.	Pommies Ludovic		8. SEILER												
9.	Faraldo Thibault		9. CHARPENTIER												
10.	Mowat Alain		10. LOUVRIER												
11.	Thorin Simon		11. PAQUELIER												
12.	Gangath Francis		12. VIENNET												
13.	Mundler Célien		13. LUKUSA												
14.	Venturelli Fabio		14. ROZ												
15.	Gery Thomas		15. BOULAND												
16.	Koenig Samuel		16. LHOMME												
17.	Despaux Kevin		17. DAVID												
18.	Trochard Gabriel		18. POURCHET												
19.	Mabboux Benjamin		19. DHOTE												
20.	Chamand Romain		20. DUPONT												
21.	Seale Bryan		21.												
22.	Alexander Gibson Denis		22.												
23.	De Roche Thierry		23.												
24.	Poncini Ugo		24.												
25.	Aymon Damien		25.												
Manager :		Dumerliat		Manager :				Weather conditions:					Event Codes:		
Coach :		Dubrana / Faudot		Coach :				Ground conditio					T = Essai / Try		
A		Divers / Misc. :		B		Comments:					C = Transformation				
											DG = Drop Goal				
											P = Pénalité				
											S = Substitution				
											Y = Carton jaune / Yellow				
											R = Carton rouge / Red				