

**Game Results**

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
D	GER - Germany		0	1	0	3	4	1	0	0	X	X		9
	CZE - Czechia	*	1	0	2	0	0	0	0	1	X	X		4

GER - Germany		Shot Success	Game	All
4 S	TOTZEK Sixten	97%		85%
3 V	SUTOR Joshua	98%		95%
2	SUTOR Magnus	89%		74%
1	HAAG Jan-Luca	92%		89%
A	KAPP Benjamin	-		-
Team Total		94%		86%

CZE - Czechia		Shot Success	Game	All
4 S	KLIMA Lukas	72%		76%
3 V	CERNOVSKY Marek	72%		75%
2	JURIK Martin	94%		81%
1	KLIPA Lukas	94%		83%
A	BOHAC Radek	-		-
Team Total		83%		79%

**Last Stone Draw** Distance

⌚	HAAG Jan-Luca	38.7cm
⌚	SUTOR Magnus	199.6cm
<b>Total</b>		<b>238.3cm</b>

**Last Stone Draw** Distance

⌚	JURIK Martin	60.9cm
⌚	CERNOVSKY Marek	18.6cm
<b>Total</b>		<b>79.5cm</b>

Time remaining: 12 minutes 0 seconds

Time remaining: 8 minutes 25 seconds

Time-out: End 7 - GER stone 5

**Shot Success Analysis**

GER - Germany		⌚	⌚	Game
4	TOTZEK Sixten	Draws	0 - 5 100%	5 100%
		Take-outs	4 100%	7 93%
		Total	4 100%	12 96%
3	SUTOR Joshua	Draws	1 100%	3 100%
		Take-outs	4 94%	8 100%
		Total	5 95%	11 100%
2	SUTOR Magnus	Draws	1 100%	2 100%
		Take-outs	7 86%	6 88%
		Total	8 88%	8 91%
1	HAAG Jan-Luca	Draws	8 97%	5 95%
		Take-outs	0 - 3 75%	3 75%
		Total	8 97%	8 88%
A	KAPP Benjamin	Draws	0 - 0 - 0 -	0 -
		Take-outs	0 - 0 - 0 -	0 -
		Total	0 - 0 - 0 -	0 -
Team		Draws	10 98%	15 98%
		Take-outs	15 92%	24 92%
		Total	25 94%	39 94%

CZE - Czechia		⌚	⌚	Game
4	KLIMA Lukas	Draws	2 100%	5 60%
		Take-outs	3 50%	6 83%
		Total	5 70%	11 73%
3	CERNOVSKY Marek	Draws	1 100%	3 83%
		Take-outs	3 25%	9 81%
		Total	4 44%	12 81%
2	JURIK Martin	Draws	2 100%	7 100%
		Take-outs	2 100%	5 80%
		Total	4 100%	12 92%
1	KLIPA Lukas	Draws	2 100%	11 93%
		Take-outs	1 75%	2 100%
		Total	3 92%	13 94%
A	BOHAC Radek	Draws	0 - 0 - 0 -	0 -
		Take-outs	0 - 0 - 0 -	0 -
		Total	0 - 0 - 0 -	0 -
Team		Draws	7 100%	26 88%
		Take-outs	9 56%	22 83%
		Total	16 75%	48 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