

Game Results

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

SCO - Scotland		Shot Success	Game	All
4 S	MOUAT Bruce	83%		86%
3 V	HARDIE Grant	85%		85%
2	LAMMIE Bobby	92%		89%
1	McMILLAN Hammy	96%		93%
A	WADDELL Kyle	-		-
Team Total		89%		88%

GER - Germany		Shot Success	Game	All
4 S	TOTZEK Sixten	69%		82%
3 V	SUTOR Joshua	65%		86%
2	SUTOR Magnus	69%		78%
1	HAAG Jan-Luca	88%		87%
A	KAPP Benjamin	-		-
Team Total		72%		83%

Last Stone Draw Distance

☺	MOUAT Bruce	31.7cm
☹	McMILLAN Hammy	38.8cm
Total		70.5cm

Last Stone Draw Distance

☺	TOTZEK Sixten	45.7cm
☹	SUTOR Joshua	118.0cm
Total		163.7cm

Time remaining: 18 minutes 52 seconds

Time remaining: 14 minutes 31 seconds

Shot Success Analysis

SCO - Scotland		☺	☹	Game
4	MOUAT Bruce	Draws 1 100%	2 100%	3 100%
		Take-outs 3 67%	6 83%	9 78%
		Total 4 75%	8 88%	12 83%
3	HARDIE Grant	Draws 2 100%	1 100%	3 100%
		Take-outs 1 100%	8 78%	9 81%
		Total 3 100%	9 81%	12 85%
2	LAMMIE Bobby	Draws 1 100%	2 100%	3 100%
		Take-outs 7 86%	2 100%	9 89%
		Total 8 88%	4 100%	12 92%
1	McMILLAN Hammy	Draws 4 88%	8 100%	12 96%
		Take-outs 0 -	0 -	0 -
		Total 4 88%	8 100%	12 96%
A	WADDELL Kyle	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 8 94%	13 100%	21 98%
		Take-outs 11 82%	16 83%	27 82%
		Total 19 87%	29 91%	48 89%

GER - Germany		☺	☹	Game
4	TOTZEK Sixten	Draws 1 50%	5 100%	6 92%
		Take-outs 3 50%	3 42%	6 46%
		Total 4 50%	8 78%	12 69%
3	SUTOR Joshua	Draws 2 50%	3 83%	5 70%
		Take-outs 3 58%	4 63%	7 61%
		Total 5 55%	7 71%	12 65%
2	SUTOR Magnus	Draws 3 58%	4 75%	7 68%
		Take-outs 1 100%	4 63%	5 70%
		Total 4 69%	8 69%	12 69%
1	HAAG Jan-Luca	Draws 4 75%	7 96%	11 89%
		Take-outs 0 -	1 75%	1 75%
		Total 4 75%	8 94%	12 88%
A	KAPP Benjamin	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 10 63%	19 91%	29 81%
		Take-outs 7 61%	12 58%	19 59%
		Total 17 62%	31 78%	48 72%

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