

### Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
D	USA - United States		0	0	2	0	0	2	0	0	X	X		4
	NOR - Norway	*	0	2	0	3	2	0	2	1	X	X		10

USA - United States		Shot Success Game
4 S	WENDLING Wesley	61%
3 V	BESTLAND Jackson	75%
2	HEBERT Caden	81%
1	ARMSTRONG Jackson	81%
A	TUMA Kevin	-
Team Total		75%

NOR - Norway		Shot Success Game
4 S	HOESTMAELINGEN Lukas	90%
3 V	HASLEV NORDBYE Tinius	92%
2	LILLEBOE Magnus	86%
1	ERIKSEN Eskil	90%
A	DAEHLIN Harald	-
Team Total		89%

Time remaining: 7 minutes 32 seconds

Time remaining: 7 minutes 47 seconds

Time-out: End 8 - NOR stone 5

### Shot Success Analysis

USA - United States		↻	↺	Game
4	WENDLING Wesley	Draws 3 67%	4 38%	7 50%
		Take-outs 5 50%	4 94%	9 69%
		Total 8 56%	8 66%	16 61%
3	BESTLAND Jackson	Draws 5 70%	4 75%	9 72%
		Take-outs 3 58%	6 88%	9 78%
		Total 8 66%	10 83%	18 75%
2	HEBERT Caden	Draws 4 88%	4 38%	8 63%
		Take-outs 7 93%	3 100%	10 95%
		Total 11 91%	7 64%	18 81%
1	ARMSTRONG Jackson	Draws 13 79%	4 81%	17 79%
		Take-outs 0 -	1 100%	1 100%
		Total 13 79%	5 85%	18 81%
A	TUMA Kevin	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 25 77%	16 58%	41 70%
		Take-outs 15 72%	14 93%	29 82%
		Total 40 75%	30 74%	70 75%

NOR - Norway		↻	↺	Game
4	HOESTMAELINGEN Lukas	Draws 3 58%	5 100%	8 84%
		Take-outs 1 100%	8 94%	9 94%
		Total 4 69%	13 96%	17 90%
3	HASLEV NORDBYE Tinius	Draws 3 83%	2 75%	5 80%
		Take-outs 2 88%	11 98%	13 96%
		Total 5 85%	13 94%	18 92%
2	LILLEBOE Magnus	Draws 6 92%	4 100%	10 95%
		Take-outs 7 71%	1 100%	8 75%
		Total 13 81%	5 100%	18 86%
1	ERIKSEN Eskil	Draws 12 85%	3 100%	15 88%
		Take-outs 1 100%	2 100%	3 100%
		Total 13 87%	5 100%	18 90%
A	DAEHLIN Harald	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 24 83%	14 96%	38 88%
		Take-outs 11 80%	22 97%	33 91%
		Total 35 82%	36 97%	71 89%

**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