

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
A	GER - Germany	*	0	2	3	0	2	2	X	X	X	X		9
	NZL - New Zealand		0	0	0	2	0	0	X	X	X	X		2

GER - Germany		Shot Success	Game	All
4 S	MUSKATEWITZ Marc	98%		83%
3 V	KAPP Benjamin	73%		78%
2	MESSENZEHL Felix	79%		84%
1	SCHEUERL Johannes	89%		92%
A	TREVISIOL Mario	-		-
Team Total		85%		84%

NZL - New Zealand		Shot Success	Game	All
4 S	HOOD Anton	63%		67%
3	SMITH Ben	60%		70%
2 V	SARGON Brett	56%		72%
1	WALKER Hunter	71%		84%
A	DE BOER Peter	-		-
Team Total		63%		73%

Last Stone Draw		Distance
↻	SCHEUERL Johannes	17.7cm
↻	KAPP Benjamin	83.0cm
Total		100.7cm

Last Stone Draw		Distance
↻	SMITH Ben	25.7cm
↻	SARGON Brett	80.3cm
Total		106.0cm

Time remaining: 19 minutes 14 seconds

Time remaining: 14 minutes 18 seconds

Time-out: End 6 - NZL stone 6

Shot Success Analysis

GER - Germany		↻	↻	Game	
4	MUSKATEWITZ Marc	Draws	2 100%	4 100%	6 100%
		Take-outs	4 100%	2 88%	6 96%
		Total	6 100%	6 96%	12 98%
3	KAPP Benjamin	Draws	1 0%	2 100%	3 67%
		Take-outs	4 69%	5 80%	9 75%
		Total	5 55%	7 86%	12 73%
2	MESSENZEHL Felix	Draws	4 81%	2 100%	6 88%
		Take-outs	5 65%	1 100%	6 71%
		Total	9 72%	3 100%	12 79%
1	SCHEUERL Johannes	Draws	8 84%	1 100%	9 86%
		Take-outs	2 100%	0 -	2 100%
		Total	10 88%	1 100%	11 89%
A	TREVISIOL Mario	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	15 80%	9 100%	24 88%
		Take-outs	15 80%	8 84%	23 82%
		Total	30 80%	17 93%	47 85%

NZL - New Zealand		↻	↻	Game	
4	HOOD Anton	Draws	0 -	4 69%	4 69%
		Take-outs	2 38%	6 67%	8 59%
		Total	2 38%	10 68%	12 63%
3	SMITH Ben	Draws	2 63%	3 50%	5 55%
		Take-outs	3 67%	4 63%	7 64%
		Total	5 65%	7 57%	12 60%
2	SARGON Brett	Draws	3 50%	4 75%	7 64%
		Take-outs	3 33%	2 63%	5 45%
		Total	6 42%	6 71%	12 56%
1	WALKER Hunter	Draws	5 70%	6 67%	11 68%
		Take-outs	1 100%	0 -	1 100%
		Total	6 75%	6 67%	12 71%
A	DE BOER Peter	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	10 63%	17 66%	27 65%
		Take-outs	9 53%	12 65%	21 60%
		Total	19 58%	29 66%	48 63%

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