

## Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
B	10	NOR - Norway		0	2	0	2	0	1	0	0	1	0		6
	10	GER - Germany	*	2	0	2	0	0	0	1	2	0	2		9

NOR - Norway		Shot Success Game
4 V	BURAAS Grunde	75%
3 S	HOESTMAELINGEN Lukas	86%
2	LILLEBOE Magnus	84%
1	HASLEV NORDBYE Tinius	94%
A	MOEN Sander	-
Team Total		85%

GER - Germany		Shot Success Game
4 S	KAPP Benjamin	78%
3 V	MESSENZEHL Felix	81%
2	SCHEUERL Johannes	80%
1	TREVISIOL Mario	88%
A	ENDERS Adrian	-
Team Total		82%

Time remaining: 0 minutes 34 seconds

Time-out: End 7 - NOR stone 4

Time remaining: 2 minutes 3 seconds

Time-out: End 8 - GER stone 7

## Shot Success Analysis

NOR - Norway		↻	↺	Game	
4	BURAAS Grunde	Draws	5 65%	4 56%	9 61%
		Take-outs	5 80%	6 92%	11 86%
		Total	10 73%	10 78%	20 75%
3	HOESTMAELINGEN Lukas	Draws	2 75%	3 92%	5 85%
		Take-outs	10 93%	5 75%	15 87%
		Total	12 90%	8 81%	20 86%
2	LILLEBOE Magnus	Draws	4 81%	1 100%	5 85%
		Take-outs	8 94%	7 71%	15 83%
		Total	12 90%	8 75%	20 84%
1	HASLEV NORDBYE Tinius	Draws	17 93%	3 100%	20 94%
		Take-outs	0 -	0 -	0 -
		Total	17 93%	3 100%	20 94%
A	MOEN Sander	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	28 85%	11 82%	39 84%
		Take-outs	23 90%	18 79%	41 85%
		Total	51 87%	29 80%	80 85%

GER - Germany		↻	↺	Game	
4	KAPP Benjamin	Draws	4 69%	3 58%	7 64%
		Take-outs	5 100%	7 75%	12 85%
		Total	9 86%	10 70%	19 78%
3	MESSENZEHL Felix	Draws	1 100%	1 25%	2 63%
		Take-outs	8 97%	10 73%	18 83%
		Total	9 97%	11 68%	20 81%
2	SCHEUERL Johannes	Draws	4 94%	1 50%	5 85%
		Take-outs	8 84%	7 71%	15 78%
		Total	12 88%	8 69%	20 80%
1	TREVISIOL Mario	Draws	18 86%	0 -	18 86%
		Take-outs	1 100%	1 100%	2 100%
		Total	19 87%	1 100%	20 88%
A	ENDERS Adrian	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	27 85%	5 50%	32 80%
		Take-outs	22 93%	25 74%	47 83%
		Total	49 89%	30 70%	79 82%

### 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