

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	3	NZL - New Zealand		0	0	1	0	0	1	0	X	X	X		2
	3	CAN - Canada	*	2	1	0	2	0	0	3	X	X	X		8

NZL - New Zealand			Shot Success	
			Game	All
4	S	HOOD Anton	71%	56%
3		SMITH Ben	70%	61%
2	V	SARGON Brett	71%	69%
1		WALKER Hunter	77%	86%
A		DE BOER Peter	-	-
Team Total			72%	68%

CAN - Canada			Shot Success	
			Game	All
4	S	GUSHUE Brad	93%	81%
3	V	NICHOLS Mark	96%	87%
2		HARNDEN E.J.	88%	82%
1		WALKER Geoff	91%	93%
A		HARNDEN Ryan	-	-
Team Total			92%	86%

Last Stone Draw

	Distance
🕒 WALKER Hunter	44.0cm
🕒 HOOD Anton	199.6cm
Total	243.6cm

Last Stone Draw

	Distance
🕒 NICHOLS Mark	23.5cm
🕒 HARNDEN E.J.	11.1cm
Total	34.6cm

Time remaining: 12 minutes 57 seconds

Time remaining: 13 minutes 31 seconds

Shot Success Analysis

NZL - New Zealand		🕒	🕒	Game	
4	HOOD Anton	Draws	1 75%	5 60%	6 63%
		Take-outs	2 100%	6 71%	8 78%
		Total	3 92%	11 66%	14 71%
3	SMITH Ben	Draws	2 63%	5 65%	7 64%
		Take-outs	0 -	7 75%	7 75%
		Total	2 63%	12 71%	14 70%
2	SARGON Brett	Draws	8 81%	3 58%	11 75%
		Take-outs	0 -	3 58%	3 58%
		Total	8 81%	6 58%	14 71%
1	WALKER Hunter	Draws	8 78%	4 75%	12 77%
		Take-outs	1 100%	1 50%	2 75%
		Total	9 81%	5 70%	14 77%
A	DE BOER Peter	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	19 78%	17 65%	36 72%
		Take-outs	3 100%	17 69%	20 74%
		Total	22 81%	34 67%	56 72%

CAN - Canada		🕒	🕒	Game	
4	GUSHUE Brad	Draws	4 100%	3 92%	7 96%
		Take-outs	2 75%	5 95%	7 89%
		Total	6 92%	8 94%	14 93%
3	NICHOLS Mark	Draws	1 100%	4 100%	5 100%
		Take-outs	3 83%	6 100%	9 94%
		Total	4 88%	10 100%	14 96%
2	HARNDEN E.J.	Draws	3 92%	1 50%	4 81%
		Take-outs	2 50%	8 100%	10 90%
		Total	5 75%	9 94%	14 88%
1	WALKER Geoff	Draws	7 82%	4 100%	11 89%
		Take-outs	2 100%	1 100%	3 100%
		Total	9 86%	5 100%	14 91%
A	HARNDEN Ryan	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	15 90%	12 94%	27 92%
		Take-outs	9 78%	20 99%	29 92%
		Total	24 85%	32 97%	56 92%

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