

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	3	NED - Netherlands		0	0	1	0	1	1	1	0	0	X		4
	3	GER - Germany	*	0	3	0	1	0	0	0	1	1	X		6

NED - Netherlands		Shot Success	Game	All
4 V	GOESGENS Wouter	74%		72%
3 S	VAN DORP Jaap	88%		80%
2	HOEKMAN Laurens	71%		68%
1	GLASBERGEN Carlo	93%		88%
A	MAGAN Alexander	-		-
Team Total		81%		77%

GER - Germany		Shot Success	Game	All
4 S	MUSKATEWITZ Marc	88%		82%
3 V	TOTZEK Sixten	96%		84%
2	SUTOR Joshua	91%		87%
1	GREINDL Dominik	83%		79%
A	KAPP Benjamin	-		-
Team Total		90%		83%

Last Stone Draw Distance

⌚	GLASBERGEN Carlo	107.5cm
⌚	VAN DORP Jaap	113.2cm
Total		220.7cm

Last Stone Draw Distance

⌚	TOTZEK Sixten	6.0cm
⌚	MUSKATEWITZ Marc	38.1cm
Total		44.1cm

Time remaining: 8 minutes 7 seconds

Time remaining: 9 minutes 53 seconds

Time-out: End 8 - NED stone 3

NED - Netherlands		⌚	⌚	Game
4	GOESGENS Wouter	3 92%	4 56%	7 71%
	Take-outs	2 100%	10 70%	12 75%
	Total	5 95%	14 66%	19 74%
3	VAN DORP Jaap	4 94%	4 69%	8 81%
	Take-outs	4 94%	8 91%	12 92%
	Total	8 94%	12 83%	20 88%
2	HOEKMAN Laurens	7 79%	3 92%	10 83%
	Take-outs	4 56%	6 63%	10 60%
	Total	11 70%	9 72%	20 71%
1	GLASBERGEN Carlo	8 91%	9 94%	17 93%
	Take-outs	1 100%	2 88%	3 92%
	Total	9 92%	11 93%	20 93%
A	MAGAN Alexander	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	22 88%	20 81%	42 85%
	Take-outs	11 82%	26 76%	37 78%
	Total	33 86%	46 78%	79 81%

GER - Germany		⌚	⌚	Game
4	MUSKATEWITZ Marc	2 50%	0 -	2 50%
	Take-outs	3 92%	14 93%	17 93%
	Total	5 75%	14 93%	19 88%
3	TOTZEK Sixten	1 100%	0 -	1 100%
	Take-outs	11 95%	8 97%	19 96%
	Total	12 96%	8 97%	20 96%
2	SUTOR Joshua	2 100%	2 100%	4 100%
	Take-outs	10 88%	6 92%	16 89%
	Total	12 90%	8 94%	20 91%
1	GREINDL Dominik	7 71%	8 84%	15 78%
	Take-outs	2 88%	3 100%	5 95%
	Total	9 75%	11 89%	20 83%
A	KAPP Benjamin	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	12 75%	10 88%	22 81%
	Take-outs	26 91%	31 94%	57 93%
	Total	38 86%	41 93%	79 90%

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