

### Game Results

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

SWE - Sweden		Shot Success	
		Game	All
4 S	MAGNUSSON Daniel	82%	72%
3 V	ISRAELSSON Rasmus	89%	88%
2	REGOSA Anton	74%	74%
1	JONES Sebastian	82%	83%
A	AHLBERG Robin	-	78%
Team Total		82%	78%

NZL - New Zealand		Shot Success	
		Game	All
4 V	HOOD Anton	76%	72%
3	SMITH Ben	64%	70%
2 S	NEILSON Matthew	65%	66%
1	WALKER Hunter	85%	76%
A	APUWAI-BISHOP Jayden	-	-
Team Total		73%	71%

**Last Stone Draw**

Distance

☺	MAGNUSSON Daniel	16.8cm
☻	ISRAELSSON Rasmus	60.8cm

**Total** 77.6cm

Time remaining: 9 minutes 48 seconds

**Last Stone Draw**

Distance

☺	HOOD Anton	46.7cm
☻	WALKER Hunter	65.2cm

**Total** 111.9cm

Time remaining: 3 minutes 1 second

SWE - Sweden		☺	☻	Game
4	MAGNUSSON Daniel	2 100%	5 85%	7 89%
	Take-outs	6 75%	5 80%	11 77%
	Total	8 81%	10 83%	18 82%
3	ISRAELSSON Rasmus	2 88%	3 100%	5 95%
	Take-outs	8 97%	5 70%	13 87%
	Total	10 95%	8 81%	18 89%
2	REGOSA Anton	0 -	4 69%	4 69%
	Take-outs	10 70%	4 88%	14 75%
	Total	10 70%	8 78%	18 74%
1	JONES Sebastian	3 100%	11 84%	14 88%
	Take-outs	1 0%	3 83%	4 63%
	Total	4 75%	14 84%	18 82%
A	AHLBERG Robin	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	7 96%	23 84%	30 87%
	Take-outs	25 77%	17 79%	42 78%
	Total	32 81%	40 82%	72 82%

NZL - New Zealand		☺	☻	Game
4	HOOD Anton	4 50%	1 100%	5 60%
	Take-outs	7 79%	6 88%	13 83%
	Total	11 68%	7 89%	18 76%
3	SMITH Ben	2 88%	4 75%	6 79%
	Take-outs	10 55%	2 63%	12 56%
	Total	12 60%	6 71%	18 64%
2	NEILSON Matthew	5 45%	8 75%	13 63%
	Take-outs	1 100%	4 63%	5 70%
	Total	6 54%	12 71%	18 65%
1	WALKER Hunter	10 80%	4 81%	14 80%
	Take-outs	2 100%	2 100%	4 100%
	Total	12 83%	6 88%	18 85%
A	APUWAI-BISHOP Jayden	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	21 67%	17 78%	38 72%
	Take-outs	20 70%	14 79%	34 74%
	Total	41 68%	31 78%	72 73%

**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