



Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	5	KOR - Republic of Korea		0	2	0	1	0	1	1	0	2	0		7
	5	CZE - Czech Republic	*	1	0	1	0	2	0	0	1	0	2	1	8

KOR - Republic of Korea		Shot Success Game
4 S	SEONG Sehyeon	84%
3 V	OH Eunsu	80%
2	LEE Kijeong	73%
1	LEE Kibok	82%
A	KIM Chigu	-
Team Total		80%

CZE - Czech Republic		Shot Success Game
4 S	KLIMA Lukas	86%
3 V	CERNOVSKY Marek	75%
2	JURIK Martin	64%
1	MOKRIS Samuel	82%
A	SPLAVEC Jakub	-
Team Total		77%

Last Stone Draw	Distance
☺ OH E	58.1cm
☹ SEONG S	20.9cm
Total	79.0cm

Last Stone Draw	Distance
☺ KLIMA L	19.1cm
☹ MOKRIS S	48.0cm
Total	67.1cm

Time remaining: 0 minutes 41 seconds
0 minutes 45 seconds (after extra end)

Time remaining: 1 minute 10 seconds
0 minutes 27 seconds (after extra end)

Time-out: end 10 - CZE stone 8; end 11 - CZE stone 8

Shot Success Analysis

KOR - Republic of Korea	Draws	Take-outs	Game
4 SEONG Sehyeon	☺ 1 100%	2 100%	3 100%
	☹ 10 70%	9 94%	19 82%
	Total 11 73%	11 95%	22 84%
3 OH Eunsu	☺ 3 58%	3 100%	6 79%
	☹ 6 88%	10 75%	16 80%
	Total 9 78%	13 81%	22 80%
2 LEE Kijeong	☺ 3 100%	9 78%	12 83%
	☹ 1 50%	9 61%	10 60%
	Total 4 88%	18 69%	22 73%
1 LEE Kibok	☺ 7 75%	2 88%	9 78%
	☹ 10 80%	3 100%	13 85%
	Total 17 78%	5 95%	22 82%
A KIM Chigu	☺ 0 -	0 -	0 -
	☹ 0 -	0 -	0 -
	Total 0 -	0 -	0 -
Team	☺ 14 79%	16 86%	30 83%
	☹ 27 77%	31 79%	58 78%
	Total 41 77%	47 81%	88 80%

CZE - Czech Republic	Draws	Take-outs	Game
4 KLIMA Lukas	☺ 2 100%	5 60%	7 71%
	☹ 8 91%	7 96%	15 93%
	Total 10 93%	12 81%	22 86%
3 CERNOVSKY Marek	☺ 6 88%	6 54%	12 71%
	☹ 3 100%	7 71%	10 80%
	Total 9 92%	13 63%	22 75%
2 JURIK Martin	☺ 7 71%	5 60%	12 67%
	☹ 8 66%	2 38%	10 60%
	Total 15 68%	7 54%	22 64%
1 MOKRIS Samuel	☺ 12 83%	0 -	12 83%
	☹ 9 78%	1 100%	10 80%
	Total 21 81%	1 100%	22 82%
A SPLAVEC Jakub	☺ 0 -	0 -	0 -
	☹ 0 -	0 -	0 -
	Total 0 -	0 -	0 -
Team	☺ 27 82%	16 58%	43 73%
	☹ 28 80%	17 79%	45 80%
	Total 55 81%	33 69%	88 77%

Note:

Team position and functions are attached to each team member's name as follows:
4 = Fourth, 3 = Third, 2 = Second, 1 = Lead, A = Alternate, S = Skip, V = Vice-Skip

Legend:

☺ Clockwise

☹ Counter-clockwise

LSFE(*) Last Stone First End