



Game Results

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

CZE - Czech Republic		Shot Success Game
4 S	KLIMA Lukas	81%
3 V	CERNOVSKY Marek	84%
2	JURIK Martin	58%
1	MOKRIS Samuel	88%
A	SPLAVEC Jakub	-
Team Total		78%

JPN - Japan		Shot Success Game
4 S	HIRATA Kohsuke	67%
3 V	MIURA Yoshiya	61%
2	OTANI Hiromu	80%
1	KAMADA Yuto	73%
A	SHIKANO Daiki	-
Team Total		70%

Last Stone Draw	Distance
☺ JURIK M	108.3cm
☹ CERNOVSKY M	145.1cm
Total	253.4cm

Last Stone Draw	Distance
☺ HIRATA K	62.7cm
☹ KAMADA Y	98.0cm
Total	160.7cm

Time remaining: 7 minutes 26 seconds

Time remaining: 8 minutes 28 seconds

Shot Success Analysis

CZE - Czech Republic	Draws	Take-outs	Game
4 KLIMA Lukas	☺ 2 100%	4 88%	6 92%
	☹ 3 83%	7 71%	10 75%
	Total 5 90%	11 77%	16 81%
3 CERNOVSKY Marek	☺ 1 75%	4 100%	5 95%
	☹ 4 75%	7 82%	11 80%
	Total 5 75%	11 89%	16 84%
2 JURIK Martin	☺ 0 -	3 83%	3 83%
	☹ 3 25%	10 60%	13 52%
	Total 3 25%	13 65%	16 58%
1 MOKRIS Samuel	☺ 7 89%	2 88%	9 89%
	☹ 7 86%	0 -	7 86%
	Total 14 88%	2 88%	16 88%
A SPLAVEC Jakub	☺ 0 -	0 -	0 -
	☹ 0 -	0 -	0 -
	Total 0 -	0 -	0 -
Team	☺ 10 90%	13 90%	23 90%
	☹ 17 72%	24 70%	41 71%
	Total 27 79%	37 77%	64 78%

JPN - Japan	Draws	Take-outs	Game
4 HIRATA Kohsuke	☺ 2 50%	4 75%	6 67%
	☹ 8 59%	2 100%	10 68%
	Total 10 58%	6 83%	16 67%
3 MIURA Yoshiya	☺ 0 -	4 88%	4 88%
	☹ 6 29%	6 75%	12 52%
	Total 6 29%	10 80%	16 61%
2 OTANI Hiromu	☺ 2 63%	3 75%	5 70%
	☹ 6 79%	5 90%	11 84%
	Total 8 75%	8 84%	16 80%
1 KAMADA Yuto	☺ 4 50%	3 67%	7 57%
	☹ 8 84%	1 100%	9 86%
	Total 12 73%	4 75%	16 73%
A SHIKANO Daiki	☺ 0 -	0 -	0 -
	☹ 0 -	0 -	0 -
	Total 0 -	0 -	0 -
Team	☺ 8 53%	14 77%	22 68%
	☹ 28 64%	14 86%	42 71%
	Total 36 62%	28 81%	64 70%

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
 X Unplayed/unfinished end due to concession

LSFE(*) Last Stone First End