



## Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
B	9	CZE - Czech Republic		0	1	0	2	0	0	1	0	1	0		5
	9	ITA - Italy	*	3	0	1	0	1	0	0	1	0	0		6

CZE - Czech Republic		Shot Success Game
4 S	KLIMA Lukas	78 %
3 V	CERNOVSKY Marek	68 %
2	BOHAC Radek	78 %
1	CANDRA Jiri	88 %
A	MOKRIS Samuel	-
Team Total		78 %

ITA - Italy		Shot Success Game
4 S	RETORNAZ Joel	90 %
3	MOSANER Amos	93 %
2	ARMAN Sebastiano	93 %
1 V	GONIN Simone	85 %
A	GIOVANELLA Mattia	-
Team Total		90 %

Time remaining: 0 minutes 50 seconds

Time-out: End 10 - CZE stone 7

Time remaining: 2 minutes 30 seconds

Time-out: End 10 - ITA stone 8

## Shot Success Analysis

CZE - Czech Republic		↻	↺	Game
4	KLIMA Lukas	Draws	0 - 4 63%	4 63%
		Take-outs	5 70% 11 86%	16 81%
		Total	5 70% 15 80%	20 78%
3	CERNOVSKY Marek	Draws	4 69% 10 68%	14 68%
		Take-outs	2 75% 4 63%	6 67%
		Total	6 71% 14 66%	20 68%
2	BOHAC Radek	Draws	5 65% 10 85%	15 78%
		Take-outs	2 75% 3 75%	5 75%
		Total	7 68% 13 83%	20 78%
1	CANDRA Jiri	Draws	9 92% 10 88%	19 89%
		Take-outs	0 - 1 50%	1 50%
		Total	9 92% 11 84%	20 88%
A	MOKRIS Samuel	Draws	0 - 0 -	0 -
		Take-outs	0 - 0 -	0 -
		Total	0 - 0 -	0 -
Team		Draws	18 79% 34 78%	52 78%
		Take-outs	9 72% 19 78%	28 76%
		Total	27 77% 53 78%	80 78%

ITA - Italy		↻	↺	Game
4	RETORNAZ Joel	Draws	3 100% 3 75%	6 88%
		Take-outs	3 83% 11 93%	14 91%
		Total	6 92% 14 89%	20 90%
3	MOSANER Amos	Draws	2 88% 4 94%	6 92%
		Take-outs	5 100% 9 89%	14 93%
		Total	7 96% 13 90%	20 93%
2	ARMAN Sebastiano	Draws	3 100% 5 70%	8 81%
		Take-outs	5 100% 7 100%	12 100%
		Total	8 100% 12 88%	20 93%
1	GONIN Simone	Draws	3 75% 15 85%	18 83%
		Take-outs	0 - 2 100%	2 100%
		Total	3 75% 17 87%	20 85%
A	GIOVANELLA Mattia	Draws	0 - 0 -	0 -
		Take-outs	0 - 0 -	0 -
		Total	0 - 0 -	0 -
Team		Draws	11 91% 27 82%	38 85%
		Take-outs	13 96% 29 94%	42 95%
		Total	24 94% 56 88%	80 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