

## Game Results

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

DEN - Denmark		Shot Success Game
4 S	KRAUSE Mikkel	86%
3 V	NOERGAARD Mads	79%
2	HOLTERMANN Henrik	75%
1	WIKSTEN Kasper	79%
A	THUNE Tobias	-
Team Total		80%

CZE - Czech Republic		Shot Success Game
4 S	KLIMA Lukas	63%
3 V	CERNOVSKY Marek	83%
2	BOHAC Radek	74%
1	CANDRA Jiri	71%
A	MOKRIS Samuel	-
Team Total		73%

Time remaining: 1 minute 18 seconds

Time-out: End 10 - DEN stone 3

Time remaining: 1 minute 23 seconds

Time-out: End 10 - CZE stone 3

## Shot Success Analysis

DEN - Denmark		↻	↺	Game	
4	KRAUSE Mikkel	Draws	3 67%	5 95%	8 84%
		Take-outs	7 82%	5 95%	12 88%
		Total	10 78%	10 95%	20 86%
3	NOERGAARD Mads	Draws	2 75%	8 91%	10 88%
		Take-outs	5 65%	5 75%	10 70%
		Total	7 68%	13 85%	20 79%
2	HOLTERMANN Henrik	Draws	7 75%	7 82%	14 79%
		Take-outs	0 -	5 65%	5 65%
		Total	7 75%	12 75%	19 75%
1	WIKSTEN Kasper	Draws	3 58%	15 82%	18 78%
		Take-outs	0 -	1 100%	1 100%
		Total	3 58%	16 83%	19 79%
A	THUNE Tobias	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	15 70%	35 86%	50 81%
		Take-outs	12 75%	16 80%	28 78%
		Total	27 72%	51 84%	78 80%

CZE - Czech Republic		↻	↺	Game	
4	KLIMA Lukas	Draws	3 50%	4 75%	7 64%
		Take-outs	7 61%	5 65%	12 63%
		Total	10 58%	9 69%	19 63%
3	CERNOVSKY Marek	Draws	5 80%	2 88%	7 82%
		Take-outs	6 75%	7 89%	13 83%
		Total	11 77%	9 89%	20 83%
2	BOHAC Radek	Draws	4 81%	5 75%	9 78%
		Take-outs	7 71%	4 69%	11 70%
		Total	11 75%	9 72%	20 74%
1	CANDRA Jiri	Draws	4 69%	13 81%	17 78%
		Take-outs	0 -	3 33%	3 33%
		Total	4 69%	16 72%	20 71%
A	MOKRIS Samuel	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	16 72%	24 79%	40 76%
		Take-outs	20 69%	19 70%	39 69%
		Total	36 70%	43 75%	79 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