

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
E	CZE - Czechia		1	0	1	0	1	1	1	0	0	X		5
	NOR - Norway	*	0	1	0	2	0	0	0	2	4	X		9

CZE - Czechia		Shot Success	Game	All
4 S	KLIMA Lukas	75%		73%
3 V	CERNOVSKY Marek	69%		74%
2	JURIK Martin	85%		75%
1	KLIPA Lukas	93%		86%
A	BOHAC Radek	-		-
Team Total		81%		77%

NOR - Norway		Shot Success	Game	All
4 S	RAMSFJELL Magnus	69%		78%
3	SESAKER Martin	92%		83%
2	RAMSFJELL Bendik	83%		86%
1 V	NEPSTAD Gaute	96%		91%
A	NAESS Wilhelm	-		-
Team Total		85%		85%

Last Stone Draw Distance

↻	CERNOVSKY Marek	72.0cm
↻	JURIK Martin	99.9cm
Total		171.9cm

Last Stone Draw Distance

↻	RAMSFJELL Bendik	23.1cm
↻	RAMSFJELL Magnus	58.3cm
Total		81.4cm

Time remaining: 3 minutes 50 seconds

Time remaining: 3 minutes 15 seconds

Time-out: End 9 - NOR stone 7

Shot Success Analysis

CZE - Czechia		↻	↻	Game
4 KLIMA Lukas	Draws	3 58%	4 88%	7 75%
	Take-outs	5 55%	6 92%	11 75%
	Total	8 56%	10 90%	18 75%
3 CERNOVSKY Marek	Draws	4 75%	0 -	4 75%
	Take-outs	13 65%	1 100%	14 68%
	Total	17 68%	1 100%	18 69%
2 JURIK Martin	Draws	7 93%	2 75%	9 89%
	Take-outs	5 90%	4 69%	9 81%
	Total	12 92%	6 71%	18 85%
1 KLIPA Lukas	Draws	4 94%	13 92%	17 93%
	Take-outs	0 -	1 100%	1 100%
	Total	4 94%	14 93%	18 93%
A BOHAC Radek	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	18 83%	19 89%	37 86%
	Take-outs	23 68%	12 85%	35 74%
	Total	41 75%	31 88%	72 81%

NOR - Norway		↻	↻	Game
4 RAMSFJELL Magnus	Draws	5 70%	3 92%	8 78%
	Take-outs	5 60%	5 65%	10 63%
	Total	10 65%	8 75%	18 69%
3 SESAKER Martin	Draws	9 92%	5 85%	14 89%
	Take-outs	2 100%	2 100%	4 100%
	Total	11 93%	7 89%	18 92%
2 RAMSFJELL Bendik	Draws	8 97%	2 88%	10 95%
	Take-outs	4 63%	4 75%	8 69%
	Total	12 85%	6 79%	18 83%
1 NEPSTAD Gaute	Draws	16 97%	1 75%	17 96%
	Take-outs	1 100%	0 -	1 100%
	Total	17 97%	1 75%	18 96%
A NAESS Wilhelm	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	38 92%	11 86%	49 91%
	Take-outs	12 71%	11 75%	23 73%
	Total	50 87%	22 81%	72 85%

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