

Game Results

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

JPN - Japan		Shot Success Game	All
4 S	MOROZUMI Yusuke	76%	76%
3 V	SHIMIZU Tetsuro	75%	75%
2	YAMAGUCHI Tsuyoshi	66%	66%
1	MOROZUMI Kosuke	88%	88%
A	HIRATA Kohsuke	-	-
Team Total		76%	76%

ITA - Italy		Shot Success Game	All
4 V	MOSANER Amos	68%	68%
3 S	RETORNAZ Joel	70%	70%
2	PILZER Andrea	68%	68%
1	FERRAZZA Daniele	78%	78%
A	GONIN Simone	-	-
Team Total		71%	71%

Last Stone Draw	Distance
⌚ YAMAGUCHI T	9.6cm
⌚ MOROZUMI Y	11.5cm
Total	21.1cm

Last Stone Draw	Distance
⌚ RETORNAZ J	63.1cm
⌚ MOSANER A	21.4cm
Total	84.5cm

Time remaining: 6 minutes 46 seconds

Time remaining: 3 minutes 36 seconds

Shot Success Analysis

JPN - Japan		⌚	⌚	Game
4	MOROZUMI Yusuke	Draws 2 100%	3 83%	5 90%
		Take-outs 2 63%	11 73%	13 71%
		Total 4 81%	14 75%	18 76%
3	SHIMIZU Tetsuro	Draws 3 50%	4 81%	7 68%
		Take-outs 3 100%	10 73%	13 79%
		Total 6 75%	14 75%	20 75%
2	YAMAGUCHI Tsuyoshi	Draws 3 75%	1 75%	4 75%
		Take-outs 2 100%	14 59%	16 64%
		Total 5 85%	15 60%	20 66%
1	MOROZUMI Kosuke	Draws 2 75%	16 88%	18 86%
		Take-outs 0 -	2 100%	2 100%
		Total 2 75%	18 89%	20 88%
A	HIRATA Kohsuke	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 10 73%	24 85%	34 82%
		Take-outs 7 89%	37 69%	44 72%
		Total 17 79%	61 75%	78 76%

ITA - Italy		⌚	⌚	Game
4	MOSANER Amos	Draws 3 50%	5 30%	8 38%
		Take-outs 0 -	10 93%	10 93%
		Total 3 50%	15 72%	18 68%
3	RETORNAZ Joel	Draws 3 58%	6 83%	9 75%
		Take-outs 2 75%	9 64%	11 66%
		Total 5 65%	15 72%	20 70%
2	PILZER Andrea	Draws 5 70%	9 75%	14 73%
		Take-outs 3 50%	3 58%	6 54%
		Total 8 63%	12 71%	20 68%
1	FERRAZZA Daniele	Draws 4 75%	13 85%	17 82%
		Take-outs 1 100%	2 25%	3 50%
		Total 5 80%	15 77%	20 78%
A	GONIN Simone	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 15 65%	33 73%	48 71%
		Take-outs 6 67%	24 72%	30 71%
		Total 21 65%	57 73%	78 71%

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
X Unplayed/unfinished end due to concession