

THU 23 MAR 2017
Start Time 14:00

Round Robin Session 16 - Sheet B

Game Results

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

CZE - Czech Republic		Shot Success	Game	All
4 S	KUBESKOVA Anna	81%		73%
3 V	BAUDYSOVA Alzbeta	75%		71%
2	PLISKOVA Tereza	75%		70%
1	SVATONOVA Klara	79%		77%
A	KOLCHEVSKAIA Ezhzen	-		-
Team Total		77%		73%

GER - Germany		Shot Success	Game	All
4 S	JENTSCH Daniela	72%		74%
3	JENTSCH Analena	69%		70%
2	OBERMANN Josephine	74%		73%
1 V	SCHOELL Pia-Lisa	85%		82%
A	ABBES Emira	-		-
Team Total		75%		75%

Last Stone Draw		Distance
⌚	SVATONOVA K	18.0cm
⌚	BAUDYSOVA A	178.0cm
Total		196.0cm

Last Stone Draw		Distance
⌚	SCHOELL PL	52.4cm
⌚	JENTSCH D	25.2cm
Total		77.6cm

Time remaining: 4 minutes 32 seconds

Time remaining: 2 minutes 39 seconds

Shot Success Analysis

CZE - Czech Republic		⌚	⌚	Game
4	KUBESKOVA Anna	Draws	3 67%	3 67%
		Take-outs	9 83%	3 100%
		Total	12 79%	6 83%
3	BAUDYSOVA Alzbeta	Draws	3 33%	1 50%
		Take-outs	10 85%	6 83%
		Total	13 73%	7 79%
2	PLISKOVA Tereza	Draws	4 75%	2 50%
		Take-outs	7 71%	7 86%
		Total	11 73%	9 78%
1	SVATONOVA Klara	Draws	6 83%	11 73%
		Take-outs	2 100%	0 -
		Total	8 88%	11 73%
A	KOLCHEVSKAIA Ezhzen	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	16 69%	17 68%
		Take-outs	28 82%	16 88%
		Total	44 77%	33 77%

GER - Germany		⌚	⌚	Game
4	JENTSCH Daniela	Draws	6 67%	5 85%
		Take-outs	5 60%	3 83%
		Total	11 64%	8 84%
3	JENTSCH Analena	Draws	2 50%	6 75%
		Take-outs	4 88%	8 59%
		Total	6 75%	14 66%
2	OBERMANN Josephine	Draws	3 50%	8 97%
		Take-outs	9 61%	0 -
		Total	12 58%	8 97%
1	SCHOELL Pia-Lisa	Draws	6 83%	11 91%
		Take-outs	2 50%	1 100%
		Total	8 75%	12 92%
A	ABBES Emira	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	17 68%	30 88%
		Take-outs	20 65%	12 69%
		Total	37 66%	42 83%

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