

### Session Results and Standings

| Sheet | Game | Team                 | LSFE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Extra Ends | Total |
|-------|------|----------------------|------|---|---|---|---|---|---|---|---|---|----|------------|-------|
| A     | 1    | HKG - Hong Kong      |      | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | X  |            | 1     |
|       | 1    | TPE - Chinese Taipei | *    | 0 | 3 | 1 | 0 | 2 | 1 | 1 | 2 | 2 | X  |            | 12    |
| B     | 1    | KOR - Korea          | *    | 4 | 1 | 2 | 3 | 3 | 2 | 1 |   |   |    |            | W     |
|       | 1    | QAT - Qatar          |      | 0 | 0 | 0 | 0 | 0 | 0 | 0 | / |   |    |            | L     |
| C     | 1    | KAZ - Kazakhstan     | *    | 3 | 0 | 3 | 0 | 0 | 4 | 0 | 0 | 3 | X  |            | 13    |
|       | 1    | NGR - Nigeria        |      | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 1 | 0 | X  |            | 6     |
| D     | 1    | JPN - Japan          | *    | 1 | 0 | 2 | 0 | 2 | 0 | 2 | 1 | 0 | X  |            | 8     |
|       | 1    | AUS - Australia      |      | 0 | 1 | 0 | 1 | 0 | 2 | 0 | 0 | 1 | X  |            | 5     |
| E     | 1    | CHN - China          |      | 1 | 1 | 1 | 0 | 3 | 0 | 2 | 2 | X | X  |            | 10    |
|       | 1    | NZL - New Zealand    | *    | 0 | 0 | 0 | 2 | 0 | 2 | 0 | 0 | X | X  |            | 4     |

### Current Standings

| Rank | Team                 | Games | Wins | Losses |
|------|----------------------|-------|------|--------|
| 1    | CHN - China          | 1     | 1    | 0      |
| 1    | JPN - Japan          | 1     | 1    | 0      |
| 1    | KAZ - Kazakhstan     | 1     | 1    | 0      |
| 1    | KOR - Korea          | 1     | 1    | 0      |
| 1    | TPE - Chinese Taipei | 1     | 1    | 0      |
| 6    | AUS - Australia      | 1     | 0    | 1      |
| 6    | HKG - Hong Kong      | 1     | 0    | 1      |
| 6    | NGR - Nigeria        | 1     | 0    | 1      |
| 6    | NZL - New Zealand    | 1     | 0    | 1      |
| 6    | QAT - Qatar          | 1     | 0    | 1      |

**Note:**  
Under WCF rules, tie-breaking rules for standings are not applied until after the last game of the round robin.

**Legend:**  
/ Team ran out of time  
W Win  
L Loss  
X Unplayed/unfinished end due to concession  
LSFE(\*) Last Stone First End