

### Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
B	1	JPN - Japan		0	1	1	0	0	1	0	0	2	1		6
	1	KOR - Korea	*	1	0	0	1	0	0	2	1	0	0		5

JPN - Japan		Shot Success Game
4 V	KITAZAWA Ikue	71%
3	MATSUMURA Chiaki	76%
2 S	NAKAJIMA Seina	73%
1	ISHIGOOKA Hasumi	71%
A	SHIMIZU Emi	-
Team Total		73%

KOR - Korea		Shot Success Game
4 S	GIM Un Chi	49%
3 V	UM Min Ji	80%
2	KIM Su Ji	63%
1	SEOL Ye Eun	59%
A	SEOL Ye Ji	-
Team Total		63%

Last Stone Draw		Distance
☺	ISHIGOOKA Hasumi	162.5cm
☹	KITAZAWA Ikue	41.5cm
<b>Total</b>		<b>204.0cm</b>

Last Stone Draw		Distance
☺	GIM Un Chi	32.0cm
☹	SEOL Ye Eun	167.2cm
<b>Total</b>		<b>199.2cm</b>

Time remaining: 2 minutes 14 seconds

Time remaining: 2 minutes 20 seconds

Time-out: End 10 - JPN stone 8

Time-out: End 8 - KOR stone 6

JPN - Japan		☺	☹	Game	
4	KITAZAWA Ikue	Draws	8 63%	8 84%	16 73%
		Take-outs	3 67%	1 50%	4 63%
		Total	11 64%	9 81%	20 71%
3	MATSUMURA Chiaki	Draws	5 80%	6 83%	11 82%
		Take-outs	6 63%	3 83%	9 69%
		Total	11 70%	9 83%	20 76%
2	NAKAJIMA Seina	Draws	7 82%	5 70%	12 77%
		Take-outs	2 88%	6 58%	8 66%
		Total	9 83%	11 64%	20 73%
1	ISHIGOOKA Hasumi	Draws	8 78%	9 67%	17 72%
		Take-outs	3 67%	0 -	3 67%
		Total	11 75%	9 67%	20 71%
A	SHIMIZU Emi	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	28 75%	28 76%	56 75%
		Take-outs	14 68%	10 65%	24 67%
		Total	42 73%	38 73%	80 73%

KOR - Korea		☺	☹	Game	
4	GIM Un Chi	Draws	6 63%	5 30%	11 48%
		Take-outs	5 30%	4 75%	9 50%
		Total	11 48%	9 50%	20 49%
3	UM Min Ji	Draws	4 63%	5 80%	9 72%
		Take-outs	5 100%	6 75%	11 86%
		Total	9 83%	11 77%	20 80%
2	KIM Su Ji	Draws	3 50%	3 50%	6 50%
		Take-outs	6 63%	8 72%	14 68%
		Total	9 58%	11 66%	20 63%
1	SEOL Ye Eun	Draws	2 100%	13 63%	15 68%
		Take-outs	4 38%	1 0%	5 30%
		Total	6 58%	14 59%	20 59%
A	SEOL Ye Ji	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	15 65%	26 59%	41 61%
		Take-outs	20 59%	19 70%	39 64%
		Total	35 61%	45 63%	80 63%

**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