

Game Results

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

KOR - Korea		Shot Success Game
4 S	KIM Chang-Min	76%
3 V	LEE Ki Jeong	76%
2	KIM Hak Kyun	80%
1	LEE Ki Bok	91%
A	-	-
Team Total		81%

JPN - Japan		Shot Success Game
4 S	MATSUMURA Yuta	61%
3 V	SHIMIZU Tetsuro	85%
2	TANIDA Yasumasa	80%
1	AITA Kosuke	70%
A	ABE Shinya	-
Team Total		74%

Last Stone Draw		Distance
☺	LEE Ki Bok	60.5cm
☹	KIM Chang-Min	24.2cm
Total		84.7cm

Last Stone Draw		Distance
☺	SHIMIZU Tetsuro	46.7cm
☹	TANIDA Yasumasa	50.4cm
Total		97.1cm

Time remaining: 0 minutes 12 seconds

Time-out: End 8 - KOR stone 7

Time remaining: 0 minutes 53 seconds

Time-out: End 10 - JPN stone 8

KOR - Korea		☺	☹	Game	
4	KIM Chang-Min	Draws	1 50%	3 67%	4 63%
		Take-outs	3 100%	12 75%	15 80%
		Total	4 88%	15 73%	19 76%
3	LEE Ki Jeong	Draws	2 88%	2 100%	4 94%
		Take-outs	6 79%	9 67%	15 72%
		Total	8 81%	11 73%	19 76%
2	KIM Hak Kyun	Draws	4 75%	5 90%	9 83%
		Take-outs	2 100%	9 72%	11 77%
		Total	6 83%	14 79%	20 80%
1	LEE Ki Bok	Draws	5 90%	8 94%	13 92%
		Take-outs	2 100%	5 85%	7 89%
		Total	7 93%	13 90%	20 91%
A -		Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	12 81%	18 89%	30 86%
		Take-outs	13 90%	35 74%	48 78%
		Total	25 86%	53 79%	78 81%

JPN - Japan		☺	☹	Game	
4	MATSUMURA Yuta	Draws	5 60%	4 25%	9 44%
		Take-outs	3 50%	7 86%	10 75%
		Total	8 56%	11 64%	19 61%
3	SHIMIZU Tetsuro	Draws	5 100%	4 69%	9 86%
		Take-outs	7 82%	4 88%	11 84%
		Total	12 90%	8 78%	20 85%
2	TANIDA Yasumasa	Draws	4 81%	6 75%	10 78%
		Take-outs	4 100%	6 71%	10 83%
		Total	8 91%	12 73%	20 80%
1	AITA Kosuke	Draws	6 96%	10 63%	16 75%
		Take-outs	3 50%	1 50%	4 50%
		Total	9 81%	11 61%	20 70%
A ABE Shinya		Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	20 85%	24 60%	44 72%
		Take-outs	17 75%	18 79%	35 77%
		Total	37 80%	42 68%	79 74%

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