

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
B	4	CHN - China		2	0	3	5	1	3	0	2	X	X		16
	4	TPE - Chinese Taipei	*	0	0	0	0	0	0	2	0	X	X		2

CHN - China			Shot Success Game
4 S	ZOU Qiang		77%
3	WANG Zhiyu		83%
2 V	TIAN Jiafeng		86%
1	XU Jingtao		75%
A	HAN Peng		-
Team Total			80%

TPE - Chinese Taipei			Shot Success Game
4 S	SHEN Randolph		45%
3 V	HSU Nicholas		69%
2	HSU Ken		59%
1	LEE Victor		77%
A	-		-
Team Total			63%

Last Stone Draw Distance

☺ XU Jingtao	169.3cm
☻ WANG Zhiyu	39.0cm
Total	208.3cm

Last Stone Draw Distance

☺ SHEN Randolph	80.6cm
☻ HSU Nicholas	16.1cm
Total	96.7cm

Time remaining: 12 minutes 58 seconds

Time remaining: 8 minutes 27 seconds

CHN - China		☺	☻	Game
4	ZOU Qiang	Draws 3 75%	3 100%	6 88%
		Take-outs 4 50%	6 83%	10 70%
		Total 7 61%	9 89%	16 77%
3	WANG Zhiyu	Draws 1 0%	4 69%	5 55%
		Take-outs 5 95%	6 96%	11 95%
		Total 6 79%	10 85%	16 83%
2	TIAN Jiafeng	Draws 5 80%	2 100%	7 86%
		Take-outs 3 67%	6 96%	9 86%
		Total 8 75%	8 97%	16 86%
1	XU Jingtao	Draws 7 64%	8 81%	15 73%
		Take-outs 0 -	1 100%	1 100%
		Total 7 64%	9 83%	16 75%
A	HAN Peng	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 16 67%	17 84%	33 76%
		Take-outs 12 73%	19 92%	31 85%
		Total 28 70%	36 88%	64 80%

TPE - Chinese Taipei		☺	☻	Game
4	SHEN Randolph	Draws 4 25%	8 53%	12 44%
		Take-outs 2 25%	1 100%	3 50%
		Total 6 25%	9 58%	15 45%
3	HSU Nicholas	Draws 3 75%	5 65%	8 69%
		Take-outs 3 50%	5 80%	8 69%
		Total 6 63%	10 73%	16 69%
2	HSU Ken	Draws 4 75%	6 42%	10 55%
		Take-outs 3 75%	3 58%	6 67%
		Total 7 75%	9 47%	16 59%
1	LEE Victor	Draws 10 80%	4 94%	14 84%
		Take-outs 1 0%	1 50%	2 25%
		Total 11 73%	5 85%	16 77%
A	-	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 21 68%	23 60%	44 64%
		Take-outs 9 47%	10 73%	19 61%
		Total 30 62%	33 64%	63 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
X Unplayed/unfinished end due to concession