

### Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
E	6	JPN - Japan	*	1	2	4	0	3	2	3	X	X	X		15
	6	HKG - Hong Kong		0	0	0	1	0	0	0	X	X	X		1

JPN - Japan		Shot Success Game
4 V	KITAZAWA Ikue	80%
3	MATSUMURA Chiaki	71%
2 S	NAKAJIMA Seina	93%
1	ISHIGOOKA Hasumi	98%
A	SHIMIZU Emi	-
Team Total		86%

HKG - Hong Kong		Shot Success Game
4 S	HUNG Ling-Yue	38%
3 V	SHANG Ada	41%
2	WONG Ashura	45%
1	HU Pianpian	27%
A	NGAI On Na Anna	-
Team Total		38%

Last Stone Draw		Distance
☺	KITAZAWA Ikue	12.5cm
☹	NAKAJIMA Seina	12.0cm
<b>Total</b>		<b>24.5cm</b>

Last Stone Draw		Distance
☺	SHANG Ada	199.6cm
☹	HUNG Ling-Yue	108.7cm
<b>Total</b>		<b>308.3cm</b>

Time remaining: 11 minutes 40 seconds

Time remaining: 11 minutes 19 seconds

JPN - Japan		☺	☹	Game
4 KITAZAWA Ikue	Draws	7 96%	5 50%	12 77%
	Take-outs	2 100%	0 -	2 100%
	Total	9 97%	5 50%	14 80%
3 MATSUMURA Chiaki	Draws	5 50%	4 69%	9 58%
	Take-outs	3 92%	2 100%	5 95%
	Total	8 66%	6 79%	14 71%
2 NAKAJIMA Seina	Draws	6 100%	2 50%	8 88%
	Take-outs	4 100%	2 100%	6 100%
	Total	10 100%	4 75%	14 93%
1 ISHIGOOKA Hasumi	Draws	3 100%	7 96%	10 98%
	Take-outs	2 100%	2 100%	4 100%
	Total	5 100%	9 97%	14 98%
A SHIMIZU Emi	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	21 87%	18 72%	39 80%
	Take-outs	11 98%	6 100%	17 99%
	Total	32 91%	24 79%	56 86%

HKG - Hong Kong		☺	☹	Game
4 HUNG Ling-Yue	Draws	7 25%	4 31%	11 27%
	Take-outs	2 63%	1 100%	3 75%
	Total	9 33%	5 45%	14 38%
3 SHANG Ada	Draws	3 33%	7 43%	10 40%
	Take-outs	2 50%	2 38%	4 44%
	Total	5 40%	9 42%	14 41%
2 WONG Ashura	Draws	4 69%	8 38%	12 48%
	Take-outs	2 25%	0 -	2 25%
	Total	6 54%	8 38%	14 45%
1 HU Pianpian	Draws	5 20%	9 31%	14 27%
	Take-outs	0 -	0 -	0 -
	Total	5 20%	9 31%	14 27%
A NGAI On Na Anna	Draws	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	19 34%	28 36%	47 35%
	Take-outs	6 46%	3 58%	9 50%
	Total	25 37%	31 38%	56 38%

**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