



Game Results

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

JPN - Japan		Shot Success	Game	All
4	V SUZUKI Minori	77%	74%	
3	OGIHARA Eri	80%	74%	
2	UENO Yui	84%	71%	
1	S YAMAMOTO Sae	91%	81%	
A	UENO Miyu	-	-	
Team Total		83%	75%	

HUN - Hungary		Shot Success	Game	All
4	S JOO Linda	57%	61%	
3	V DOBOR Dia Regina	43%	63%	
2	NAGY Laura	73%	58%	
1	BARTALUS Anna	54%	68%	
A	NAGY Laura Karolina	-	75%	
Team Total		57%	65%	

Last Stone Draw Distance

☺ YAMAMOTO Sae	90.5cm
☻ OGIHARA Eri	199.6cm
Total	290.1cm

Last Stone Draw Distance

☺ JOO Linda	87.5cm
☻ NAGY Laura	27.7cm
Total	115.2cm

Time remaining: 13 minutes 14 seconds

Time remaining: 14 minutes 19 seconds

JPN - Japan		☺	☻	Game
4	SUZUKI Minori	3 75%	3 100%	6 88%
	Take-outs	3 75%	5 65%	8 69%
	Total	6 75%	8 78%	14 77%
3	OGIHARA Eri	5 100%	1 100%	6 100%
	Take-outs	7 61%	1 100%	8 66%
	Total	12 77%	2 100%	14 80%
2	UENO Yui	6 75%	1 50%	7 71%
	Take-outs	2 100%	5 95%	7 96%
	Total	8 81%	6 88%	14 84%
1	YAMAMOTO Sae	6 96%	4 100%	10 98%
	Take-outs	3 100%	1 0%	4 75%
	Total	9 97%	5 80%	14 91%
A	UENO Miyu	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	20 88%	9 94%	29 90%
	Take-outs	15 77%	12 75%	27 76%
	Total	35 83%	21 83%	56 83%

HUN - Hungary		☺	☻	Game
4	JOO Linda	2 25%	1 0%	3 17%
	Take-outs	10 65%	1 100%	11 68%
	Total	12 58%	2 50%	14 57%
3	DOBOR Dia Regina	7 68%	2 13%	9 56%
	Take-outs	4 25%	1 0%	5 20%
	Total	11 52%	3 8%	14 43%
2	NAGY Laura	1 50%	2 50%	3 50%
	Take-outs	2 100%	9 75%	11 80%
	Total	3 83%	11 70%	14 73%
1	BARTALUS Anna	6 63%	5 75%	11 68%
	Take-outs	1 0%	2 0%	3 0%
	Total	7 54%	7 54%	14 54%
A	NAGY Laura Karolina	0 -	0 -	0 -
	Take-outs	0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team	Draws	16 59%	10 50%	26 56%
	Take-outs	17 56%	13 60%	30 58%
	Total	33 58%	23 55%	56 57%

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