Crystal Ice Arena Women

Semi-final - Sheet B



Shot Success

ΑII

73%

75%

72%

81%

75%

Game

67%

79%

80%

88%

79%

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra	a End	s	Total
D	10	KOR - Korea	*	2	0	1	0	1	0	2	0	2	Х				8
D	10	JPN - Japan		0	1	0	1	0	1	0	1	0	Χ				4

3

2

KOE	- Korea	Shot Su	ccess
KUR	- Korea	Game	e All % 86 % % 84 %
4 S	KIM Minji	88%	86%
3 V	HA Seungyoun	80%	84%
2	KIM Hyerin	83%	80%
1	KIM Sujin	91%	86%
Α	YANG Taei	-	82%
	Team Total	85 %	84 %

7 seconds

FRI 21 FEB 2020 Start Time 19:00

> Time remaining: 1 minute 47 seconds

Time-out: End 7 - JPN stone 5

JPN - Japan

4 V SUZUKI Minori

UENO Yui

1 S YAMAMOTO Sae

UENO Miyu Team Total

OGIHARA Eri

Time-out: End 9 - KOR stone 5

4 minutes

Time remaining:

KOR - Korea				♂		(5	Game		
4	KIM Minji	Draws	6	75%	3	92%	9	81%	
		Take-outs	3	100%	7	93%	10	95%	
		Total	9	83%	10	93%	19	88%	
3	HA Seungyoun	Draws	2	63%	5	65%	7	64 %	
		Take-outs	6	92%	7	86%	13	88%	
		Total	8	84%	12	77%	20	80%	
2	KIM Hyerin	Draws	3	75%	5	100%	8	91%	
		Take-outs	1	50%	10	80%	11	77%	
		Total	4	69%	15	87%	19	83%	
1	KIM Sujin	Draws	13	94%	3	83%	16	92%	
		Take-outs	0	-	3	83%	3	83 %	
		Total	13	94 %	6	83%	19	91%	
Α	YANG Taei	Draws	0	-	0		0	-	
		Take-outs	0	-	0		0	-	
		Total	0	-	0	-	0	-	
	Team	Draws	24	84 %	16	84%	40	84 %	
		Take-outs	10	90%	27	85%	37	86 %	
		Total	34	86%	43	85%	77	85%	

JPN - Japan			Ů.		Q	Game		
4 SUZUKI Minori	Draws	7	54 %	4	88%	11	66 %	
	Take-outs	1	100%	6	63%	7	68 %	
	Total	8	59%	10	73%	18	67 %	
3 OGIHARA Eri	Draws	8	75%	4	94%	12	81%	
	Take-outs	4	63 %	4	88%	8	75 %	
	Total	12	71%	8	91%	20	79 %	
2 UENO Yui	Draws	5	70 %	5	85%	10	78 %	
	Take-outs	3	83 %	7	82%	10	83 %	
	Total	8	75%	12	83%	20	80 %	
1 YAMAMOTO Sae	Draws	12	96%	6	71%	18	88 %	
	Take-outs	1	75%	1	100%	2	88 %	
	Total	13	94 %	7	75%	20	88 %	
A UENO Miyu	Draws	0	-	0	-	0	-	
	Take-outs	0	-	0	-	0	-	
	Total	0	-	0	-	0	-	
Team	Draws	32	77 %	19	83%	51	79 %	
	Take-outs	9	75%	18	78%	27	77 %	
	Total	41	77 %	37	80%	78	79 %	

Position and function for each team member:

4 = Fourth, 3 = Third, 2 = Second, 1 = Lead, A = Alternate, S = Skip, V = Vice-Skip

Legend:

Clockwise Q Counter-clockwise LSFE(*) Last Stone First End Unplayed/unfinished end due to concession