

**Game Results**

| Sheet    | Game | Team          | LSFE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Extra Ends | Total |
|----------|------|---------------|------|---|---|---|---|---|---|---|---|---|----|------------|-------|
| <b>A</b> | 1    | CHN - China   |      | 0 | 1 | 0 | 0 | 0 | 0 | 2 | X | X | X  |            | 3     |
|          | 1    | FIN - Finland | *    | 3 | 0 | 2 | 1 | 1 | 1 | 0 | X | X | X  |            | 8     |

| <b>CHN - China</b> |              |
|--------------------|--------------|
| 4 S                | ZOU Qiang    |
| 3 V                | TIAN Jiafeng |
| 2                  | HAN Peng     |
| 1                  | XU Jingtao   |
| A                  | WANG Zhiyu   |

| <b>FIN - Finland</b> |                 |
|----------------------|-----------------|
| 4                    | MOORE Jason     |
| 3 V                  | SULLANMAA Jere  |
| 2                    | SANTTI Iliko    |
| 1 S                  | POLLANEN Jermu  |
| A                    | LUNDBERG Melker |

| <b>Last Stone Draw</b> |              | Distance       |
|------------------------|--------------|----------------|
| ☺                      | ZOU Qiang    | 179.4cm        |
| ☹                      | TIAN Jiafeng | 53.8cm         |
| <b>Total</b>           |              | <b>233.2cm</b> |

| <b>Last Stone Draw</b> |                | Distance      |
|------------------------|----------------|---------------|
| ☺                      | SULLANMAA Jere | 36.7cm        |
| ☹                      | MOORE Jason    | 29.9cm        |
| <b>Total</b>           |                | <b>66.6cm</b> |

Time remaining: 11 minutes 42 seconds

Time remaining: 10 minutes 5 seconds

|  |                     |                                     |
|--|---------------------|-------------------------------------|
| <b>Note:</b><br>Position and function for each team member:<br>4 = Fourth, 3 = Third, 2 = Second, 1 = Lead, A = Alternate, S = Skip, V = Vice-Skip |                     |                                     |
| <b>Legend:</b><br>☺ Clockwise<br>☹ Unplayed/unfinished end due to concession   | ☹ Counter-clockwise | <b>LSFE(*)</b> Last Stone First End |