Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends				Total
A	3	CHN - China		0	2	0	1	0	2	0	1	0	X					6
	3	RCF - RCF	*	1	0	2	0	3	0	2	0	2	X					10

CHN - China		Shot Success Game	Shot Success All
4 S	ZOU Qiang	79%	69%
3 V	TIAN Jiafeng	82%	84%
2	WANG Zhiyu	85%	78%
1	XU Jingtao	90%	91%
A	HAN Peng	-	-
	Team Total	84%	81%

Last Stone Draw		Distance
↻	WANG Zhiyu	79.1cm
↺	ZOU Qiang	74.3cm
Total		**153.4cm**

Time remaining: 3 minutes 39 seconds

Time-out: End 7 - CHN stone 7

RCF - RCF		Shot Success Game	Shot Success All
4 S	GLUKHOV Sergey	81%	85%
3	KLIMOV Evgenii	63%	73%
2 V	MIRONOV Dmitrii	90%	85%
1	KALALB Anton	86%	85%
A	GORIACHEV Daniil	-	-
	Team Total	80%	82%

Last Stone Draw		Distance
↻	MIRONOV Dmitrii	86.0cm
↺	KLIMOV Evgenii	11.9cm
Total		**97.9cm**

Time remaining: 6 minutes 11 seconds

Shot Success Analysis

CHN - China		↻		↺		Game	
4 ZOU Qiang	Draws	5	80%	11	77%	16	78%
	Take-outs	0	-	2	88%	2	88%
	Total	5	80%	13	79%	18	79%
3 TIAN Jiafeng	Draws	1	100%	6	83%	7	86%
	Take-outs	6	71%	5	90%	11	80%
	Total	7	75%	11	86%	18	82%
2 WANG Zhiyu	Draws	3	100%	5	85%	8	91%
	Take-outs	4	100%	6	67%	10	80%
	Total	7	100%	11	75%	18	85%
1 XU Jingtao	Draws	5	100%	13	87%	18	90%
	Take-outs	0	-	0	-	0	-
	Total	5	100%	13	87%	18	90%
A HAN Peng	Draws	0	-	0	-	0	-
	Take-outs	0	-	0	-	0	-
	Total	0	-	0	-	0	-
Team	Draws	14	93%	35	83%	49	86%
	Take-outs	10	83%	13	79%	23	80%
	Total	24	89%	48	82%	72	84%

RCF - RCF		↻		↺		Game	
4 GLUKHOV Sergey	Draws	4	44%	4	94%	8	69%
	Take-outs	2	100%	8	88%	10	90%
	Total	6	63%	12	90%	18	81%
3 KLIMOV Evgenii	Draws	0	-	8	66%	8	66%
	Take-outs	6	50%	4	75%	10	60%
	Total	6	50%	12	69%	18	63%
2 MIRONOV Dmitrii	Draws	4	94%	3	67%	7	82%
	Take-outs	4	100%	7	93%	11	95%
	Total	8	97%	10	85%	18	90%
1 KALALB Anton	Draws	0	-	15	83%	15	83%
	Take-outs	2	100%	1	100%	3	100%
	Total	2	100%	16	84%	18	86%
A GORIACHEV Daniil	Draws	0	-	0	-	0	-
	Take-outs	0	-	0	-	0	-
	Total	0	-	0	-	0	-
Team	Draws	8	69%	30	78%	38	76%
	Take-outs	14	79%	20	88%	34	84%
	Total	22	75%	50	82%	72	80%

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