

Game Results

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

RCF - RCF			Shot Success	
			Game	All
4	S	GLUKHOV Sergey	92%	85%
3		KLIMOV Evgenii	81%	76%
2	V	MIRONOV Dmitrii	78%	82%
1		KALALB Anton	80%	86%
A		GORIACHEV Daniil	-	-
Team Total			83%	82%

JPN - Japan			Shot Success	
			Game	All
4	S	MATSUMURA Yuta	69%	80%
3		SHIMIZU Tetsuro	84%	81%
2		TANIDA Yasumasa	83%	85%
1	V	ABE Shinya	86%	88%
A		AITA Kosuke	-	-
Team Total			80%	83%

Last Stone Draw Distance

⌚	KALALB Anton	56.3cm
⌚	GLUKHOV Sergey	11.5cm
Total		67.8cm

Time remaining: 8 minutes 40 seconds

Last Stone Draw Distance

⌚	MATSUMURA Yuta	13.9cm
⌚	SHIMIZU Tetsuro	142.7cm
Total		156.6cm

Time remaining: 7 minutes 55 seconds

Shot Success Analysis

RCF - RCF		⌚	⌚	Game
4	GLUKHOV Sergey	Draws 2 88%	4 100%	6 96%
	Take-outs 3 100%	7 86%	10 90%	
	Total 5 95%	11 91%	16 92%	
3	KLIMOV Evgenii	Draws 2 63%	2 100%	4 81%
	Take-outs 4 81%	8 81%	12 81%	
	Total 6 75%	10 85%	16 81%	
2	MIRONOV Dmitrii	Draws 1 100%	5 70%	6 75%
	Take-outs 7 75%	3 92%	10 80%	
	Total 8 78%	8 78%	16 78%	
1	KALALB Anton	Draws 5 80%	10 78%	15 78%
	Take-outs 0 -	1 100%	1 100%	
	Total 5 80%	11 80%	16 80%	
A	GORIACHEV Daniil	Draws 0 -	0 -	0 -
	Take-outs 0 -	0 -	0 -	
	Total 0 -	0 -	0 -	
Team	Draws 10 80%	21 82%	31 81%	
	Take-outs 14 82%	19 86%	33 84%	
	Total 24 81%	40 84%	64 83%	

JPN - Japan		⌚	⌚	Game
4	MATSUMURA Yuta	Draws 8 63%	4 75%	12 67%
	Take-outs 2 75%	2 75%	4 75%	
	Total 10 65%	6 75%	16 69%	
3	SHIMIZU Tetsuro	Draws 5 100%	6 63%	11 80%
	Take-outs 2 100%	3 92%	5 95%	
	Total 7 100%	9 72%	16 84%	
2	TANIDA Yasumasa	Draws 4 88%	5 70%	9 78%
	Take-outs 3 75%	4 100%	7 89%	
	Total 7 82%	9 83%	16 83%	
1	ABE Shinya	Draws 6 88%	10 85%	16 86%
	Take-outs 0 -	0 -	0 -	
	Total 6 88%	10 85%	16 86%	
A	AITA Kosuke	Draws 0 -	0 -	0 -
	Take-outs 0 -	0 -	0 -	
	Total 0 -	0 -	0 -	
Team	Draws 23 82%	25 75%	48 78%	
	Take-outs 7 82%	9 92%	16 88%	
	Total 30 82%	34 79%	64 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