

TUE 6 APR 2021
Start Time 9:00

Round Robin Session 13 - Sheet B

Game Results

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

KOR - Korea		Shot Success	
		Game	All
4 S	JEONG Yeong Seok	70 %	76 %
3 V	KIM Jeong Min	81 %	81 %
2	PARK Se Won	83 %	78 %
1	LEE Jun Hyung	91 %	86 %
A	SEO Min Guk	-	-
Team Total		81 %	80 %

CHN - China		Shot Success	
		Game	All
4 S	ZOU Qiang	83 %	69 %
3 V	TIAN Jiafeng	81 %	80 %
2	WANG Zhiyu	81 %	77 %
1	XU Jingtao	86 %	90 %
A	HAN Peng	-	-
Team Total		83 %	79 %

Last Stone Draw

⌚ KIM Jeong Min
⌚ PARK Se Won

Distance

107.1cm
199.6cm

Total

306.7cm

Time remaining: 3 minutes 46 seconds

Last Stone Draw

⌚ TIAN Jiafeng
⌚ XU Jingtao

Distance

68.2cm
6.4cm

Total

74.6cm

Time remaining: 4 minutes 39 seconds

Time-out: End 9 - CHN stone 6

Shot Success Analysis

KOR - Korea		⌚	⌚	Game
4	JEONG Yeong Seok	Draws	9 53 %	1 100 %
		Take-outs	6 92 %	3 67 %
		Total	15 68 %	4 75 %
3	KIM Jeong Min	Draws	7 93 %	1 100 %
		Take-outs	3 67 %	9 75 %
		Total	10 85 %	10 78 %
2	PARK Se Won	Draws	5 100 %	6 83 %
		Take-outs	5 75 %	4 69 %
		Total	10 88 %	10 78 %
1	LEE Jun Hyung	Draws	11 93 %	8 88 %
		Take-outs	0 -	1 100 %
		Total	11 93 %	9 89 %
A	SEO Min Guk	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	32 83 %	16 88 %
		Take-outs	14 80 %	17 74 %
		Total	46 82 %	33 80 %

CHN - China		⌚	⌚	Game
4	ZOU Qiang	Draws	5 90 %	3 100 %
		Take-outs	6 92 %	6 58 %
		Total	11 91 %	9 72 %
3	TIAN Jiafeng	Draws	3 75 %	1 100 %
		Take-outs	6 88 %	10 78 %
		Total	9 83 %	11 80 %
2	WANG Zhiyu	Draws	4 81 %	2 88 %
		Take-outs	6 63 %	8 94 %
		Total	10 70 %	10 93 %
1	XU Jingtao	Draws	5 85 %	14 86 %
		Take-outs	1 100 %	0 -
		Total	6 88 %	14 86 %
A	HAN Peng	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	17 84 %	20 89 %
		Take-outs	19 82 %	24 78 %
		Total	36 83 %	44 83 %

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