



### Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	CAN - Canada	*	0	1	0	0	1	2	2	0	2	X		8
	KOR - Korea		0	0	2	0	0	0	0	1	0	X		3

CAN - Canada		Shot Success Game	All
4 S	GUSHUE Brad	87%	88%
3 V	NICHOLS Mark	86%	88%
2	HARNDEN E.J.	88%	84%
1	WALKER Geoff	99%	92%
A	COTTER Jim	-	75%
Team Total		90%	88%

KOR - Korea		Shot Success Game	All
4 S	PARK Jongduk	79%	84%
3 V	JEONG Yeongseok	76%	81%
2	OH Seunghoon	86%	77%
1	SEONG Jihoon	94%	83%
A	LEE Kibok	-	90%
Team Total		84%	82%

Time remaining: 4 minutes 40 seconds

Time remaining: 4 minutes 8 seconds

Time-out: End 8 - CAN stone 7

### Shot Success Analysis

CAN - Canada		⌚	⌚	Game
4	GUSHUE Brad	Draws 7 82%	1 100%	8 84%
		Take-outs 5 100%	4 75%	9 89%
	Total	12 90%	5 80%	17 87%
3	NICHOLS Mark	Draws 4 63%	2 75%	6 67%
		Take-outs 6 92%	6 100%	12 96%
	Total	10 80%	8 94%	18 86%
2	HARNDEN E.J.	Draws 2 100%	3 83%	5 90%
		Take-outs 5 100%	8 78%	13 87%
	Total	7 100%	11 80%	18 88%
1	WALKER Geoff	Draws 11 98%	4 100%	15 98%
		Take-outs 0 -	3 100%	3 100%
	Total	11 98%	7 100%	18 99%
A	COTTER Jim	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team		Draws 24 88%	10 90%	34 88%
		Take-outs 16 97%	21 87%	37 91%
	Total	40 91%	31 88%	71 90%

KOR - Korea		⌚	⌚	Game
4	PARK Jongduk	Draws 6 92%	2 88%	8 91%
		Take-outs 6 71%	4 69%	10 70%
	Total	12 81%	6 75%	18 79%
3	JEONG Yeongseok	Draws 2 63%	6 83%	8 78%
		Take-outs 7 64%	3 100%	10 75%
	Total	9 64%	9 89%	18 76%
2	OH Seunghoon	Draws 3 42%	8 94%	11 80%
		Take-outs 4 94%	3 100%	7 96%
	Total	7 71%	11 95%	18 86%
1	SEONG Jihoon	Draws 9 94%	7 93%	16 94%
		Take-outs 1 100%	1 100%	2 100%
	Total	10 95%	8 94%	18 94%
A	LEE Kibok	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
	Total	0 -	0 -	0 -
Team		Draws 20 83%	23 90%	43 87%
		Take-outs 18 75%	11 89%	29 80%
	Total	38 79%	34 90%	72 84%

**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

