



TUE 31 OCT 2023
Start Time 19:00

Round Robin Session 5 - Sheet B

Game Results

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

KOR - Korea		Shot Success	Game	All
4 S	GIM Eunji	79%	81%	
3 V	KIM Minji	95%	85%	
2	KIM Suji	88%	84%	
1	SEOL Yeeun	85%	89%	
A	SEOL Yeji	-	77%	
Team Total		86%	84%	

JPN - Japan		Shot Success	Game	All
4 S	FUJISAWA Satsuki	77%	79%	
3 V	YOSHIDA Chinami	66%	81%	
2	SUZUKI Yumi	84%	78%	
1	YOSHIDA Yurika	79%	83%	
A	ISHIZAKI Kotomi	-	-	
Team Total		76%	80%	

Last Stone Draw Distance

⌚	KIM Minji	17.0cm
⌚	GIM Eunji	25.5cm
Total		42.5cm

Last Stone Draw Distance

⌚	FUJISAWA Satsuki	5.3cm
⌚	YOSHIDA Chinami	15.3cm
Total		20.6cm

Time remaining: 11 minutes 53 seconds

Time remaining: 11 minutes 18 seconds

Shot Success Analysis

KOR - Korea		⌚	⌚	Game
4	GIM Eunji	Draws	5 75%	1 25% 6 67%
		Take-outs	3 83%	5 90% 8 88%
		Total	8 78%	6 79% 14 79%
3	KIM Minji	Draws	5 90%	1 100% 6 92%
		Take-outs	5 95%	3 100% 8 97%
		Total	10 93%	4 100% 14 95%
2	KIM Suji	Draws	6 83%	1 100% 7 86%
		Take-outs	4 94%	3 83% 7 89%
		Total	10 88%	4 88% 14 88%
1	SEOL Yeeun	Draws	4 69%	6 88% 10 80%
		Take-outs	2 100%	1 100% 3 100%
		Total	6 79%	7 89% 13 85%
A	SEOL Yeji	Draws	0 -	0 - 0 -
		Take-outs	0 -	0 - 0 -
		Total	0 -	0 - 0 -
Team		Draws	20 80%	9 83% 29 81%
		Take-outs	14 93%	12 92% 26 92%
		Total	34 85%	21 88% 55 86%

JPN - Japan		⌚	⌚	Game
4	FUJISAWA Satsuki	Draws	4 81%	2 75% 6 79%
		Take-outs	1 50%	7 79% 8 75%
		Total	5 75%	9 78% 14 77%
3	YOSHIDA Chinami	Draws	5 55%	0 - 5 55%
		Take-outs	4 63%	5 80% 9 72%
		Total	9 58%	5 80% 14 66%
2	SUZUKI Yumi	Draws	8 75%	1 100% 9 78%
		Take-outs	4 94%	1 100% 5 95%
		Total	12 81%	2 100% 14 84%
1	YOSHIDA Yurika	Draws	6 75%	7 86% 13 81%
		Take-outs	0 -	1 50% 1 50%
		Total	6 75%	8 81% 14 79%
A	ISHIZAKI Kotomi	Draws	0 -	0 - 0 -
		Take-outs	0 -	0 - 0 -
		Total	0 -	0 - 0 -
Team		Draws	23 72%	10 85% 33 76%
		Take-outs	9 75%	14 79% 23 77%
		Total	32 73%	24 81% 56 76%

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

