

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
D	CHN - China		0	0	0	1	1	0	0	1	0	0		3
	CAN - Canada	*	1	0	0	0	0	2	1	0	0	2		6

CHN - China		Shot Success Game
4 S	TAO Liqunan	64 %
3 V	XU Xin	86 %
2	HE Bowen	73 %
1	SHI Guixi	81 %
A	LIU Chen Wen Jie	-
Team Total		76 %

CAN - Canada		Shot Success Game
4 S	TAO Johnson	87 %
3 V	NEUERT Jaedon	73 %
2	DAVIES Zach	78 %
1	NAUGLER Adam	73 %
A	-	-
Team Total		77 %

Last Stone Draw		Distance
☺	SHI Guixi	199.6cm
☹	XU Xin	15.9cm
Total		215.5cm

Last Stone Draw		Distance
☺	TAO Johnson	163.1cm
☹	NAUGLER Adam	25.8cm
Total		188.9cm

Time remaining: 7 minutes 18 seconds

Time remaining: 3 minutes 14 seconds

Time-out: End 10 - CHN stone 6

Time-out: End 10 - CAN stone 7

Shot Success Analysis

CHN - China		☺	☹	Game
4	TAO Liqunan	Draws 5 30%	6 54%	11 43%
		Take-outs 3 100%	6 83%	9 89%
		Total 8 56%	12 69%	20 64%
3	XU Xin	Draws 5 90%	4 81%	9 86%
		Take-outs 4 81%	7 89%	11 86%
		Total 9 86%	11 86%	20 86%
2	HE Bowen	Draws 4 69%	6 63%	10 65%
		Take-outs 6 83%	4 75%	10 80%
		Total 10 78%	10 68%	20 73%
1	SHI Guixi	Draws 10 78%	5 85%	15 80%
		Take-outs 3 92%	2 75%	5 85%
		Total 13 81%	7 82%	20 81%
A	LIU Chen Wen Jie	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 24 69%	21 69%	45 69%
		Take-outs 16 88%	19 83%	35 85%
		Total 40 76%	40 76%	80 76%

CAN - Canada		☺	☹	Game
4	TAO Johnson	Draws 3 75%	2 50%	5 65%
		Take-outs 4 100%	8 94%	12 96%
		Total 7 89%	10 85%	17 87%
3	NEUERT Jaedon	Draws 1 0%	0 -	1 0%
		Take-outs 11 70%	8 84%	19 76%
		Total 12 65%	8 84%	20 73%
2	DAVIES Zach	Draws 4 50%	1 0%	5 40%
		Take-outs 7 82%	8 97%	15 90%
		Total 11 70%	9 86%	20 78%
1	NAUGLER Adam	Draws 5 75%	10 78%	15 77%
		Take-outs 1 50%	4 63%	5 60%
		Total 6 71%	14 73%	20 73%
A	-	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 13 62%	13 67%	26 64%
		Take-outs 23 78%	28 88%	51 83%
		Total 36 72%	41 81%	77 77%

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