

Game Results

Risultati partita / Résultats de la partie

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
A	JPN - Japan		0	2	1	1	1	0	0	2	0	1		8
	LAT - Latvia	*	2	0	0	0	0	2	1	0	1	0		6

JPN - Japan		Shot Success Game	All
4 S	MIURA Yuina	72 %	65 %
3 V	TSURUGA Kohane	83 %	74 %
2	MATSUNAGA Ai	83 %	71 %
1	IKEDA Hana	63 %	70 %
A	SAKUMA Yuna	-	70 %
Team Total		75 %	70 %

Last Stone Draw		Distance
↻	MIURA Yuina	53.9cm
↻	MATSUNAGA Ai	85.5cm
Total		139.4cm

Time remaining: 8 minutes 8 seconds

LAT - Latvia		Shot Success Game	All
4 S	BARONE Evelina	65 %	65 %
3 V	IEVINA Rezija	58 %	63 %
2	APSE Veronika	64 %	58 %
1	SELIVERSTOVA Marija	61 %	70 %
A	IEVINA Leticija	-	-
Team Total		62 %	64 %

Last Stone Draw		Distance
↻	SELIVERSTOVA Marija	80.4cm
↻	BARONE Evelina	38.2cm
Total		118.6cm

Time remaining: 6 minutes 44 seconds

Time-out: End 10 - LAT stone 7

Shot Success Analysis

JPN - Japan		↻	↻	Game
4	MIURA Yuina	Draws	3 58 %	7 71 %
		Take-outs	4 75 %	5 80 %
		Total	7 68 %	12 75 %
3	TSURUGA Kohane	Draws	4 75 %	8 84 %
		Take-outs	6 83 %	2 88 %
		Total	10 80 %	10 85 %
2	MATSUNAGA Ai	Draws	3 100 %	5 70 %
		Take-outs	6 88 %	6 79 %
		Total	9 92 %	11 75 %
1	IKEDA Hana	Draws	10 53 %	9 69 %
		Take-outs	1 100 %	0 -
		Total	11 57 %	9 69 %
A	SAKUMA Yuna	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	20 65 %	29 74 %
		Take-outs	17 84 %	13 81 %
		Total	37 74 %	42 76 %

LAT - Latvia		↻	↻	Game
4	BARONE Evelina	Draws	6 58 %	6 46 %
		Take-outs	6 83 %	2 88 %
		Total	12 71 %	8 56 %
3	IEVINA Rezija	Draws	6 75 %	2 50 %
		Take-outs	1 25 %	11 52 %
		Total	7 68 %	13 52 %
2	APSE Veronika	Draws	7 64 %	3 50 %
		Take-outs	6 71 %	4 63 %
		Total	13 67 %	7 57 %
1	SELIVERSTOVA Marija	Draws	13 63 %	3 58 %
		Take-outs	2 25 %	2 88 %
		Total	15 58 %	5 70 %
A	IEVINA Leticija	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	32 65 %	14 50 %
		Take-outs	15 67 %	19 62 %
		Total	47 65 %	33 57 %

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