

Game Results

Risultati partita / Résultats de la partie

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

ITA - Italy		Shot Success Game	All
4 S	MARIANI Rebecca	61%	65%
3 V	GRANDE Lucrezia	76%	78%
2	ZAMBELLI Giada	79%	74%
1	SCALESSE Rachele	90%	85%
A	CARLISANO Letizia Gaia	-	68%
Team Total		77%	74%

Last Stone Draw		Distance
↻	ZAMBELLI Giada	36.5cm
↻	GRANDE Lucrezia	22.7cm
Total		59.2cm

Time remaining: 1 minute 20 seconds

Time-out: End 9 - ITA stone 5

KOR - Korea		Shot Success Game	All
4 S	KANG Bobae	92%	76%
3	KIM Jisoo	82%	76%
2	SHIM Yujeong	75%	76%
1 V	KIM Minseo	92%	87%
A	LEE Boyoung	-	-
Team Total		85%	78%

Last Stone Draw		Distance
↻	KIM Minseo	57.9cm
↻	SHIM Yujeong	15.4cm
Total		73.3cm

Time remaining: 5 minutes 7 seconds

Time-out: End 9 - KOR stone 4

Shot Success Analysis

ITA - Italy		↻	↻	Game
4	MARIANI Rebecca	Draws	7 57%	4 75%
		Take-outs	5 50%	2 75%
		Total	12 54%	6 75%
3	GRANDE Lucrezia	Draws	6 92%	3 100%
		Take-outs	4 38%	5 75%
		Total	10 70%	8 84%
2	ZAMBELLI Giada	Draws	6 58%	5 95%
		Take-outs	5 90%	2 75%
		Total	11 73%	7 89%
1	SCALESSE Rachele	Draws	9 89%	6 92%
		Take-outs	1 100%	2 88%
		Total	10 90%	8 91%
A	CARLISANO Letizia Gaia	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	28 75%	18 90%
		Take-outs	15 63%	11 77%
		Total	43 71%	29 85%

KOR - Korea		↻	↻	Game
4	KANG Bobae	Draws	9 94%	3 100%
		Take-outs	3 83%	3 83%
		Total	12 92%	6 92%
3	KIM Jisoo	Draws	4 75%	0 -
		Take-outs	7 82%	7 86%
		Total	11 80%	7 86%
2	SHIM Yujeong	Draws	4 94%	2 50%
		Take-outs	6 75%	6 71%
		Total	10 83%	8 66%
1	KIM Minseo	Draws	3 100%	12 96%
		Take-outs	2 100%	1 0%
		Total	5 100%	13 88%
A	LEE Boyoung	Draws	0 -	0 -
		Take-outs	0 -	0 -
		Total	0 -	0 -
Team		Draws	20 91%	17 91%
		Take-outs	18 82%	17 75%
		Total	38 87%	34 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