

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	6	JPN - Japan	*	3	0	2	0	0	2	0	2	2	X		11
	6	NED - Netherlands		0	2	0	2	0	0	1	0	0	X		5

JPN - Japan		Shot Success Game
4 S	MATSUMURA Yuta	85%
3	SHIMIZU Tetsuro	83%
2	TANIDA Yasumasa	81%
1 V	ABE Shinya	86%
A	AITA Kosuke	-
Team Total		84%

NED - Netherlands		Shot Success Game
4 S	GOESGENS Wouter	61%
3 V	VAN DORP Jaap	75%
2	HOEKMAN Laurens	72%
1	GLASBERGEN Carlo	88%
A	VAN DEN HURK Tobias	-
Team Total		74%

Last Stone Draw		Distance
☺	TANIDA Yasumasa	17.3cm
☹	ABE Shinya	27.7cm
Total		45.0cm

Last Stone Draw		Distance
☺	GLASBERGEN Carlo	63.7cm
☹	GOESGENS Wouter	8.1cm
Total		71.8cm

Time remaining: 5 minutes 45 seconds

Time remaining: 3 minutes 50 seconds

Time-out: End 9 - NED stone 7

Shot Success Analysis

JPN - Japan		☺	☹	Game
4	MATSUMURA Yuta	Draws 3 83%	3 92%	6 88%
		Take-outs 5 90%	6 79%	11 84%
		Total 8 88%	9 83%	17 85%
3	SHIMIZU Tetsuro	Draws 4 88%	2 100%	6 92%
		Take-outs 5 65%	7 89%	12 79%
		Total 9 75%	9 92%	18 83%
2	TANIDA Yasumasa	Draws 5 95%	2 100%	7 96%
		Take-outs 7 71%	4 69%	11 70%
		Total 12 81%	6 79%	18 81%
1	ABE Shinya	Draws 13 92%	3 50%	16 84%
		Take-outs 2 100%	0 -	2 100%
		Total 15 93%	3 50%	18 86%
A	AITA Kosuke	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 25 91%	10 83%	35 89%
		Take-outs 19 78%	17 81%	36 79%
		Total 44 85%	27 81%	71 84%

NED - Netherlands		☺	☹	Game
4	GOESGENS Wouter	Draws 1 100%	5 50%	6 58%
		Take-outs 8 59%	4 69%	12 63%
		Total 9 64%	9 58%	18 61%
3	VAN DORP Jaap	Draws 6 83%	4 50%	10 70%
		Take-outs 2 88%	6 79%	8 81%
		Total 8 84%	10 68%	18 75%
2	HOEKMAN Laurens	Draws 7 79%	2 75%	9 78%
		Take-outs 2 63%	7 68%	9 67%
		Total 9 75%	9 69%	18 72%
1	GLASBERGEN Carlo	Draws 11 84%	6 96%	17 88%
		Take-outs 1 75%	0 -	1 75%
		Total 12 83%	6 96%	18 88%
A	VAN DEN HURK Tobias	Draws 0 -	0 -	0 -
		Take-outs 0 -	0 -	0 -
		Total 0 -	0 -	0 -
Team		Draws 25 83%	17 69%	42 77%
		Take-outs 13 65%	17 72%	30 69%
		Total 38 77%	34 71%	72 74%

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