

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
A	8	KOR - Korea	*	1	0	0	0	1	0	1	0	X	X		3
	8	NED - Netherlands		0	1	1	2	0	1	0	3	X	X		8

KOR - Korea		Shot Success Game
4 S	KIM Chang-Min	63%
3 V	KIM Soo-Hyuk	70%
2	KIM Hak Kyun	88%
1	JEON Jae Ik	78%
A	-	-
Team Total		75%

NED - Netherlands		Shot Success Game
4 S	GOESGENS Wouter	91%
3 V	VAN DORP Jaap	89%
2	HOEKMAN Laurens	73%
1	GLASBERGEN Carlo	89%
A	VAN DEN HURK Tobias	-
Team Total		86%

Last Stone Draw		Distance
⌚	KIM Soo-Hyuk	14.8cm
⌚	JEON Jae Ik	26.8cm
Total		41.6cm

Last Stone Draw		Distance
⌚	GLASBERGEN Carlo	22.1cm
⌚	GOESGENS Wouter	25.8cm
Total		47.9cm

Time remaining: 7 minutes 35 seconds

Time-out: End 7 - KOR stone 4

Time remaining: 9 minutes 37 seconds

Time-out: End 7 - NED stone 5

Shot Success Analysis

KOR - Korea		⌚	⌚	Game
4	KIM Chang-Min	Draws	6 63%	4 75% 10 68%
		Take-outs	1 100%	5 45% 6 54%
		Total	7 68%	9 58% 16 63%
3	KIM Soo-Hyuk	Draws	7 79%	4 75% 11 77%
		Take-outs	2 50%	3 58% 5 55%
		Total	9 72%	7 68% 16 70%
2	KIM Hak Kyun	Draws	7 86%	2 100% 9 89%
		Take-outs	4 88%	3 83% 7 86%
		Total	11 86%	5 90% 16 88%
1	JEON Jae Ik	Draws	6 83%	9 83% 15 83%
		Take-outs	0 -	1 0% 1 0%
		Total	6 83%	10 75% 16 78%
A -		Draws	0 -	0 - 0 -
		Take-outs	0 -	0 - 0 -
		Total	0 -	0 - 0 -
Team		Draws	26 78%	19 82% 45 79%
		Take-outs	7 79%	12 54% 19 63%
		Total	33 78%	31 71% 64 75%

NED - Netherlands		⌚	⌚	Game
4	GOESGENS Wouter	Draws	6 83%	4 94% 10 88%
		Take-outs	2 100%	4 94% 6 96%
		Total	8 88%	8 94% 16 91%
3	VAN DORP Jaap	Draws	1 75%	2 88% 3 83%
		Take-outs	7 89%	6 92% 13 90%
		Total	8 88%	8 91% 16 89%
2	HOEKMAN Laurens	Draws	4 50%	3 83% 7 64%
		Take-outs	1 50%	8 84% 9 81%
		Total	5 50%	11 84% 16 73%
1	GLASBERGEN Carlo	Draws	8 94%	7 82% 15 88%
		Take-outs	0 -	1 100% 1 100%
		Total	8 94%	8 84% 16 89%
A VAN DEN HURK Tobias		Draws	0 -	0 - 0 -
		Take-outs	0 -	0 - 0 -
		Total	0 -	0 - 0 -
Team		Draws	19 80%	16 86% 35 83%
		Take-outs	10 88%	19 89% 29 89%
		Total	29 83%	35 88% 64 86%

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