

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
D	7	JPN - Japan	*	0	3	0	1	2	0	3	X	X	X		9
	7	EST - Estonia		0	0	1	0	0	1	0	X	X	X		2

JPN - Japan		Shot Success Game
4 S	FUJISAWA Satsuki	77%
3 V	YOSHIDA Chinami	98%
2	SUZUKI Yumi	86%
1	YOSHIDA Yurika	88%
A	ISHIZAKI Kotomi	-
Team Total		87%

EST - Estonia		Shot Success Game
4 S	TURMANN Liisa	52%
3 V	LAIDSALU Kerli	63%
2	GROSSMANN Heili	82%
1	TUVIKE Erika	79%
A	-	-
Team Total		69%

Last Stone Draw		Distance
⌚	FUJISAWA Satsuki	13.2cm
⌚	YOSHIDA Yurika	11.9cm
Total		25.1cm

Time remaining: 15 minutes 52 seconds

Last Stone Draw		Distance
⌚	LAIDSALU Kerli	47.8cm
⌚	TURMANN Liisa	30.8cm
Total		78.6cm

Time remaining: 14 minutes 22 seconds

Shot Success Analysis

JPN - Japan		⌚	⌚	Game
4	FUJISAWA Satsuki	Draws	3 75%	7 68% 10 70%
		Take-outs	2 100%	2 88% 4 94%
		Total	5 85%	9 72% 14 77%
3	YOSHIDA Chinami	Draws	2 100%	3 100% 5 100%
		Take-outs	5 100%	4 94% 9 97%
		Total	7 100%	7 96% 14 98%
2	SUZUKI Yumi	Draws	1 50%	3 83% 4 75%
		Take-outs	2 100%	8 88% 10 90%
		Total	3 83%	11 86% 14 86%
1	YOSHIDA Yurika	Draws	2 100%	9 86% 11 89%
		Take-outs	0 -	3 83% 3 83%
		Total	2 100%	12 85% 14 88%
A	ISHIZAKI Kotomi	Draws	0 -	0 - 0 -
		Take-outs	0 -	0 - 0 -
		Total	0 -	0 - 0 -
Team		Draws	8 84%	22 82% 30 83%
		Take-outs	9 100%	17 88% 26 92%
		Total	17 93%	39 85% 56 87%

EST - Estonia		⌚	⌚	Game
4	TURMANN Liisa	Draws	1 100%	2 50% 3 67%
		Take-outs	7 43%	4 56% 11 48%
		Total	8 50%	6 54% 14 52%
3	LAIDSALU Kerli	Draws	3 50%	2 88% 5 65%
		Take-outs	7 57%	2 75% 9 61%
		Total	10 55%	4 81% 14 63%
2	GROSSMANN Heili	Draws	5 95%	3 75% 8 88%
		Take-outs	5 70%	1 100% 6 75%
		Total	10 83%	4 81% 14 82%
1	TUVIKE Erika	Draws	9 86%	4 81% 13 85%
		Take-outs	0 -	1 0% 1 0%
		Total	9 86%	5 65% 14 79%
A	-	Draws	0 -	0 - 0 -
		Take-outs	0 -	0 - 0 -
		Total	0 -	0 - 0 -
Team		Draws	18 83%	11 75% 29 80%
		Take-outs	19 55%	8 59% 27 56%
		Total	37 69%	19 68% 56 69%

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