

Game Results

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	8	TUR - Turkey		0	0	0	0	2	0	3	0	0	3		8
	8	JPN - Japan	*	0	0	1	0	0	2	0	1	1	0		5

TUR - Turkey		Shot Success Game
4 S	YILDIZ Dilsat	89 %
3 V	POLAT Oznur	66 %
2	SENGUL Berfin	66 %
1	POLAT Mihriban	63 %
A	GOZUTOK Ayse	-
Team Total		71%

JPN - Japan		Shot Success Game
4 S	FUJISAWA Satsuki	84 %
3 V	YOSHIDA Chinami	85 %
2	SUZUKI Yumi	89 %
1	YOSHIDA Yurika	94 %
A	ISHIZAKI Kotomi	-
Team Total		88 %

Last Stone Draw		Distance
⌚	POLAT Mihriban	174.7cm
⌚	POLAT Oznur	7.8cm
Total		182.5cm

Last Stone Draw		Distance
⌚	YOSHIDA Chinami	37.5cm
⌚	SUZUKI Yumi	14.3cm
Total		51.8cm

Time remaining: 11 minutes 20 seconds

Time-out: End 10 - TUR stone 7

Time remaining: 1 minute 53 seconds

Time-out: End 10 - JPN stone 6

Shot Success Analysis

TUR - Turkey		⌚	⌚	Game	
4	YILDIZ Dilsat	Draws	3 75%	2 88%	5 80%
		Take-outs	4 100%	10 90%	14 93%
		Total	7 89%	12 90%	19 89%
3	POLAT Oznur	Draws	2 0%	3 75%	5 45%
		Take-outs	8 81%	7 64%	15 73%
		Total	10 65%	10 68%	20 66%
2	SENGUL Berfin	Draws	3 50%	0 -	3 50%
		Take-outs	12 73%	5 60%	17 69%
		Total	15 68%	5 60%	20 66%
1	POLAT Mihriban	Draws	16 59%	0 -	16 59%
		Take-outs	3 67%	1 100%	4 75%
		Total	19 61%	1 100%	20 63%
A	GOZUTOK Ayse	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	24 55%	5 80%	29 59%
		Take-outs	27 79%	23 76%	50 78%
		Total	51 68%	28 77%	79 71%

JPN - Japan		⌚	⌚	Game	
4	FUJISAWA Satsuki	Draws	3 83%	7 75%	10 78%
		Take-outs	4 75%	6 100%	10 90%
		Total	7 79%	13 87%	20 84%
3	YOSHIDA Chinami	Draws	4 100%	11 82%	15 87%
		Take-outs	0 -	5 80%	5 80%
		Total	4 100%	16 81%	20 85%
2	SUZUKI Yumi	Draws	11 93%	1 75%	12 92%
		Take-outs	2 100%	6 79%	8 84%
		Total	13 94%	7 79%	20 89%
1	YOSHIDA Yurika	Draws	7 93%	7 100%	14 96%
		Take-outs	0 -	6 88%	6 88%
		Total	7 93%	13 94%	20 94%
A	ISHIZAKI Kotomi	Draws	0 -	0 -	0 -
		Take-outs	0 -	0 -	0 -
		Total	0 -	0 -	0 -
Team		Draws	25 93%	26 85%	51 89%
		Take-outs	6 83%	23 87%	29 86%
		Total	31 91%	49 86%	80 88%

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