QUALIFICATION FRI 17 DEC 2021 Start Time 10:00

Leeuwarden

Elfstedenhal **Women** 

Play-off Game (2 v 3)



## Game Results

Sheet Game		Team	LSFE	1	2	3	3 4	5	6	7	8	9	10	Extra Ends		Total	
R	9	JPN - Japan	*	1	0	2	0	2	0	2	1	0	Х				8
D	9	KOR - Korea		0	1	0	2	0	0	0	0	2	Х				5

JPN	- Japan	Shot Success Game
4 S	FUJISAWA Satsuki	82%
3 V	YOSHIDA Chinami	78%
2	SUZUKI Yumi	84 %
1	YOSHIDA Yurika	74%
Α	ISHIZAKI Kotomi	-
	Team Total	79%

**Shot Success KOR - Korea** Game 4 S KIM Eun-Jung 71% 3 V KIM Kyeong-Ae 60% 2 KIM ChoHi 81% KIM Seon-Yeong 1 84% Α KIM Yeong-Mi Team Total 74%

Time remaining: 3 minutes 39 seconds

Time-out: End 9 - JPN stone 5

Time remaining: 1 minute 6 seconds

Time-out: End 9 - KOR stone 4

## **Shot Success Analysis**

JPN - Japan				U		Q	Game		
4	FUJISAWA Satsuki	Draws	4	63%	6	92%	10	80 %	
		Take-outs	3	67%	6	92%	9	83%	
		Total	7	64%	12	92%	19	82%	
3	YOSHIDA Chinami	Draws	3	83%	1	100%	4	88 %	
		Take-outs	6	92%	10	65%	16	75%	
		Total	9	89%	11	68%	20	78%	
2	SUZUKI Yumi	Draws	4	88%	4	69%	8	78%	
		Take-outs	5	100%	7	79%	12	88 %	
		Total	9	94%	11	75%	20	84 %	
1	YOSHIDA Yurika	Draws	9	75%	10	80%	19	78%	
		Take-outs	1	0%	0	-	1	0%	
		Total	10	68%	10	80%	20	74 %	
Α	ISHIZAKI Kotomi	Draws	0		0	-	0	-	
		Take-outs	0		0	-	0	-	
		Total	0	-	0	-	0	-	
	Team	Draws	20	76%	21	82%	41	79%	
		Take-outs	15	83%	23	76%	38	79%	
		Total	35	79%	44	79%	79	79%	

KOR - Korea		Ů.		O	Game		
4 KIM Eun-Jung	Draws	3	75%	6	67%	9	69 %
	Take-outs	9	69 %	1	100%	10	73 %
	Total	12	71%	7	71%	19	71%
3 KIM Kyeong-Ae	Draws	7	75%	6	54%	13	65 %
	Take-outs	3	25%	4	69%	7	50 %
	Total	10	60 %	10	60%	20	60 %
2 KIM ChoHi	Draws	5	85%	7	79%	12	81%
	Take-outs	3	83 %	5	80%	8	81%
	Total	8	84 %	12	79%	20	81%
1 KIM Seon-Yeong	Draws	14	84 %	5	85%	19	84 %
	Take-outs	0	-	1	75%	1	75%
	Total	14	84 %	6	83%	20	84 %
A KIM Yeong-Mi	Draws	0	-	0	-	0	-
	Take-outs	0	-	0	-	0	-
	Total	0	-	0	-	0	-
Team	Draws	29	81%	24	71%	53	76 %
	Take-outs	15	63 %	11	77%	26	69 %
	Total	44	75%	35	73%	79	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:

ClockwiseUnplayed/unfinished end due to concession

O Counter-clockwise

LSFE(\*) Last Stone First End

