## Game Results

### Sheet Game Team | LSFE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Extra Ends | Total
--- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | ---
C | 12 | CHN - China | 0 | 0 | 0 | 1 | 0 | 0 | 2 | X | 4 | 6
11 | JPN - Japan | * | 0 | 1 | 0 | 0 | 2 | 0 | 1 | 2 | 0 | X | 6

#### CHN - China

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
<th>Shot Success Game</th>
<th>All</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>WANG Rui</td>
<td>70%</td>
<td>75%</td>
</tr>
<tr>
<td>3</td>
<td>MEI Jie</td>
<td>84%</td>
<td>82%</td>
</tr>
<tr>
<td>2</td>
<td>YAO Mingyue</td>
<td>75%</td>
<td>79%</td>
</tr>
<tr>
<td>1</td>
<td>MA Jingyi</td>
<td>90%</td>
<td>84%</td>
</tr>
<tr>
<td>A</td>
<td>ZHANG Lijun</td>
<td>80%</td>
<td>80%</td>
</tr>
</tbody>
</table>

#### JPN - Japan

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
<th>Shot Success Game</th>
<th>All</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>KITAZAWA Ikue</td>
<td>99%</td>
<td>74%</td>
</tr>
<tr>
<td>3</td>
<td>MATSUMURA Chiaki</td>
<td>88%</td>
<td>80%</td>
</tr>
<tr>
<td>2</td>
<td>NAKAJIMA Seina</td>
<td>73%</td>
<td>81%</td>
</tr>
<tr>
<td>1</td>
<td>ISHIGOOKA Hasumi</td>
<td>79%</td>
<td>80%</td>
</tr>
<tr>
<td>A</td>
<td>SHIMIZU Emi</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Last Stone Draw**

- **CHN - China**
  - Distance: 54.3cm
- **JPN - Japan**
  - Distance: 47.4cm

**Total Distance:**
- CHN - China: 114.1cm
- JPN - Japan: 88.4cm

**Time remaining:**
- CHN - China: 0 minutes 54 seconds
- JPN - Japan: 1 minute 35 seconds

**Time-out:**
- End 6 - CHN stone 7
- End 9 - JPN stone 7

### Team Statistics

#### CHN - China

- **Draws:** 4
- **Take-outs:** 7
- **Total:** 11

#### JPN - Japan

- **Draws:** 3
- **Take-outs:** 6
- **Total:** 9

**Legend:**
- ☝ Clockwise
- ⬇ Counter-clockwise
- LSFE(*) Last Stone First End
- X Unplayed/unfinished end due to concession

**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