

WED 10 JUL 2013



Women's Doubles Женщины Парный разряд

Quarterfinals

Четвертьфинал



Results

Результаты

LEE S/SHIN S (KOR) beat ICHIMARU M/TANAKA S (JPN) 21-8, 18-21, 21-7

Name	Seed Ctry	Match	Game1	Game2	Game3
LEE Sohee SHIN Seungchan	(1) KOR	2	21	18	21
ICHIMARU Miri TANAKA Shiho	(5/8) JPN	1	8	21	7
	Duration* (minutes)	44	10	18	13
	Longest rally (seconds)	40	40	25	32
	Longest rally (strokes)	38	36	25	38
	Average rally (seconds)	9	9	10	10
	Average rally (strokes)	9	8	10	9
	Shuttles used	12	4	4	4

Court: 3 Match Number: WD724

Umpire: RORAT Justyna (POL)

Service Judge: ALEKSEEVA Elena (RUS)

	s	LEE Sohee SHIN Seungcha	ICHIMARU Miri TANAKA Shiho								
	Game1	Game2	Game3	Game1	Game2	Game3					
Match Points			1								
Game Points	4				1						
Points scored without service	6	11	7	6	12	6					
Points scored with service	15	7	14	2	9	1					
Biggest scoring run without change of service	8	2	4	2	2	1					
Biggest lead	15	1	14		4						
Biggest come back to win the game					1						
Service faults											
Penalties. Yellow / Red / Black Card (Score)											

	LEE Sohee		:	2 3	3 4	ı							10				12	13	14	15	16	17	18	19	20)												
4	SHIN Seungchan	1					5	6	7	8	9				11														2	1								
'	ICHIMARU Miri					2	2							4												6	7	8										
	TANAKA Shiho		1									3	1			5																						
	LEE Sohee		Т	7	2		Т				Т	Т		6					8	9			Π		11	12	2		Т	Т	14						8	Т
2	SHIN Seungchan	1			Т			3	4	5	Т	Т				7						10				Т		13	3				15	16	17	П	Т	Т
2	ICHIMARU Miri				3	3 4	4 5				Т	T			9						12					Т	15	-				18		П			20	21
	TANAKA Shiho		1 2	2							6	7	8				10	11					13	14	L				16	6 17				П		19	T	
																			· ·																			
	LEE Sohee	1	2 3	3				6	7					9	10	11	12	13							18	19	20	21	П									
•	SHIN Seungchan				4	1 5	5			T	Т	8	1							14	15	16	17	Т			Т											
3	ICHIMARU Miri						2						5											7														
	TANAKA Shiho			1						3	4								6										1									

NOTES

Match points will only be recorded as such, and not also as game points

LEGEND

WD Women's Doubles

Includes breaks during and between games





















