



Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Total	Plus / Minus
						0	1	2	3	4	>4			
HUN	For	6	23	28%	70%	2	31	12	4	3	2	92	+44	
	Against	5	7			9	23	9	1	1	0	48		
POL	For	6	21	48%	72%	6	28	17	4	2	2	92	+44	
	Against	5	8			1	27	9	1	0	0	48		
LAT	For	6	23	23%	63%	3	27	14	4	4	0	83	+30	
	Against	5	14			1	28	5	5	0	0	53		
ENG	For	5	18	32%	45%	3	26	7	5	3	0	67	+16	
	Against	4	8			6	16	9	3	2	0	51		
LTU	For	4	14	34%	59%	7	18	14	6	2	0	72	+3	
	Against	7	15			7	25	10	4	3	0	69		
FIN	For	3	12	35%	64%	5	19	7	10	0	0	63	+2	
	Against	6	13			1	25	8	2	2	1	61		
SLO	For	7	6	17%	50%	3	23	3	1	2	3	57	-15	
	Against	2	16			4	20	11	7	1	1	72		
AUT	For	5	7	27%	57%	3	15	9	2	3	1	56	-20	
	Against	4	21			1	25	12	3	3	1	76		
BEL	For	4	13	12%	22%	1	21	5	2	1	0	41	-46	
	Against	5	18			6	13	7	8	6	2	87		
SVK	For	3	3	22%	48%	5	15	6	3	0	0	36	-58	
	Against	6	20			2	21	14	7	2	3	94		
Total	49		140			38	223	94	41	20	8	659		

Note:
 Stolen ends are the ends won without the last stone advantage.
 Last Stone Efficiency: Scoring two or more points with last stone advantage.
 Force Efficiency: Forcing the opponent team to score only one point when they have the last stone advantage.

Legend:
 >4 More than four points scored **Eff.** Efficiency **LSFE** Last Stone First End

