

Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Total	Plus / Minus
						0	1	2	3	4	>4			
BUL	For	7	11	55%	73%	0	12	9	2	3	1	53	+34	
	Against	0	4			1	11	4	0	0	0	19		
ISR	For	4	6	38%	42%	3	9	1	4	2	3	47	+17	
	Against	3	8			3	11	8	1	0	0	30		
SLO	For	4	11	35%	64%	1	13	11	1	1	0	42	+13	
	Against	3	5			1	12	5	1	1	0	29		
ROU	For	3	7	32%	69%	0	8	7	1	1	1	34	-3	
	Against	4	11			2	16	4	3	1	0	37		
CRO	For	2	7	25%	33%	4	7	8	2	0	0	29	-9	
	Against	5	6			4	8	7	0	0	3	38		
AND	For	4	7	27%	18%	1	8	6	2	0	0	26	-24	
	Against	3	13			1	8	10	3	2	1	50		
BIH	For	4	6	14%	33%	3	17	2	1	0	0	24	-28	
	Against	3	8			0	8	6	5	3	1	52		
Total	28		55			12	74	44	13	7	5	255		

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.

The Games Total includes games not played.

Legend:

>4 More than four points scored

Eff. Efficiency

LSFE Last Stone First End