



## 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	9	14	56%	73%	0	15	11	4	4	1	70	+42
	Against	0	6			1	15	5	1	0	0	28	
ISR	For	5	6	37%	39%	3	13	3	5	2	3	58	+15
	Against	4	10			3	15	11	2	0	0	43	
SLO	For	5	14	40%	63%	3	16	14	2	1	0	54	+15
	Against	4	6			1	15	7	2	1	0	39	
CRO	For	2	7	25%	33%	4	7	8	2	0	0	29	-9
	Against	5	6			4	8	7	0	0	3	38	
ROU	For	3	10	25%	56%	0	11	8	2	1	1	42	-11
	Against	6	15			4	18	6	5	2	0	53	
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	32		64			14	87	52	18	8	5	303	

**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