



### Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Total	Plus / Minus
						0	1	2	3	4	>4			
CAN	For	6	12	57%	67%	3	14	15	2	1	0	54	+30	
	Against	1	3			5	12	6	0	0	0	24		
JPN	For	6	6	70%	71%	5	8	13	3	3	0	55	+28	
	Against	1	2			6	14	3	1	1	0	27		
USA	For	3	12	33%	53%	7	12	8	5	1	1	52	+26	
	Against	4	3			7	10	8	0	0	0	26		
NZL	For	4	6	40%	53%	8	11	7	4	2	0	45	+9	
	Against	3	7			0	13	10	1	0	0	36		
KOR	For	3	4	47%	58%	3	13	13	1	2	0	50	+8	
	Against	4	5			4	19	8	1	1	0	42		
AUS	For	3	4	31%	52%	1	17	8	1	1	0	40	-12	
	Against	4	6			4	15	13	1	2	0	52		
TPE	For	0	4	22%	35%	2	14	3	2	0	0	26	-30	
	Against	7	8			4	12	9	2	5	0	56		
GUY	For	3	2	0%	24%	2	15	0	0	0	0	15	-59	
	Against	4	16			1	9	10	12	1	1	74		
<b>Total</b>	<b>28</b>		<b>50</b>			<b>31</b>	<b>104</b>	<b>67</b>	<b>18</b>	<b>10</b>	<b>1</b>	<b>337</b>		

**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