



### 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	8	15	50%	70%	6	19	19	3	1	0	70	+40	
	Against	1	3			6	16	7	0	0	0	30		
JPN	For	8	7	64%	64%	5	12	19	3	3	0	71	+30	
	Against	1	3			6	19	6	2	1	0	41		
USA	For	3	13	31%	52%	8	17	10	5	1	1	61	+18	
	Against	6	5			8	14	13	1	0	0	43		
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	44%	59%	3	17	15	2	2	0	61	+4	
	Against	6	7			6	24	13	1	1	0	57		
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>32</b>		<b>55</b>			<b>35</b>	<b>122</b>	<b>81</b>	<b>20</b>	<b>10</b>	<b>1</b>	<b>389</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