



Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Total	Plus / Minus
						0	1	2	3	4	>4			
KOR	For	6	12	68%	60%	4	9	12	9	1	1	69	+42	
	Against	1	2			2	10	5	1	1	0	27		
CAN	For	3	11	58%	55%	3	11	11	6	1	2	65	+30	
	Against	4	4			0	13	11	0	0	0	35		
JPN	For	7	13	65%	36%	4	15	9	7	1	0	58	+30	
	Against	0	1			5	5	7	3	0	0	28		
USA	For	4	10	41%	79%	2	15	10	6	1	0	57	+25	
	Against	3	7			3	22	2	2	0	0	32		
NZL	For	2	4	26%	30%	1	13	5	3	2	0	40	-22	
	Against	5	12			0	11	13	7	1	0	62		
AUS	For	2	5	23%	42%	2	14	9	1	0	0	35	-25	
	Against	5	11			5	17	11	7	0	0	60		
TPE	For	3	8	19%	35%	2	16	6	0	0	0	28	-31	
	Against	4	13			2	13	9	5	2	1	59		
MEX	For	1	2	13%	42%	1	12	5	0	0	0	22	-49	
	Against	6	15			2	14	9	7	2	2	71		
Total	28		65			19	105	67	32	6	3	374		

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