



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	8	16	72%	55%	5	13	18	10	1	1	88	+51	
	Against	1	2			3	12	6	3	1	0	37		
JPN	For	8	15	60%	29%	4	18	14	8	1	0	74	+27	
	Against	1	4			6	8	12	5	0	0	47		
CAN	For	3	12	52%	52%	4	14	12	8	1	2	76	+25	
	Against	6	8			2	19	16	0	0	0	51		
USA	For	5	13	41%	65%	4	20	14	7	1	0	73	+24	
	Against	4	10			3	26	7	3	0	0	49		
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	32		75			23	120	83	37	6	3	436		

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

