

## Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Total	Plus / Minus
						0	1	2	3	4	>4			
SUI	For	6	18	63%	63%	6	23	17	6	3	1	92	+49	
	Against	5	3			11	20	8	1	1	0	43		
JPN	For	6	12	39%	58%	7	23	17	4	1	0	73	+16	
	Against	5	8			10	23	15	0	1	0	57		
SWE	For	4	13	42%	63%	3	22	13	2	3	0	66	+16	
	Against	5	6			3	20	10	2	1	0	50		
NOR	For	7	10	30%	66%	9	27	12	5	0	0	66	+8	
	Against	4	9			10	29	9	2	0	1	58		
CAN	For	6	8	24%	66%	7	27	11	3	2	0	66	-2	
	Against	5	15			4	35	12	3	0	0	68		
CHN	For	5	11	35%	38%	7	23	10	1	1	0	50	-5	
	Against	4	7			12	15	10	4	2	0	55		
SCO	For	5	7	37%	53%	8	21	11	4	0	0	55	-8	
	Against	4	9			2	22	11	5	1	0	63		
GER	For	3	8	29%	54%	4	20	12	0	1	0	48	-10	
	Against	6	9			4	22	10	4	1	0	58		
KOR	For	6	3	32%	48%	14	17	6	6	0	0	47	-18	
	Against	3	12			2	18	11	7	1	0	65		
TUR	For	1	4	21%	17%	2	14	5	3	0	0	33	-46	
	Against	8	16			9	13	18	6	3	0	79		
Total	49		94			67	217	114	34	11	1	596		

**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