



Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Points Scored						Total	Plus / Minus	
					0	1	2	3	4	>4			
CAN	1	For	1	2	50%	0	0	3	1	0	0	9	+5
		Against	0	2		0	2	1	0	0	0	4	
JPN	1	For	0	2	33%	0	1	1	2	0	0	9	+2
		Against	1	1		0	3	0	0	1	0	7	
GBR	1	For	0	0	50%	0	2	1	1	0	0	7	+1
		Against	1	0		0	3	0	1	0	0	6	
GER	1	For	0	2	0%	0	4	1	0	0	0	6	+1
		Against	1	0		1	2	0	1	0	0	5	
ITA	1	For	1	0	20%	1	2	0	1	0	0	5	-1
		Against	0	2		0	4	1	0	0	0	6	
USA	1	For	1	0	25%	0	3	0	1	0	0	6	-1
		Against	0	0		0	2	1	1	0	0	7	
SUI	1	For	1	1	20%	0	3	0	0	1	0	7	-2
		Against	0	2		0	1	1	2	0	0	9	
NOR	1	For	0	2	0%	0	2	1	0	0	0	4	-5
		Against	1	2		0	0	3	1	0	0	9	
Total	4			9		1	17	7	6	1	0	53	

NOTE

Stolen ends are the ends won without the last stone advantage.
Last Stone Efficiency: Scoring two or more points with last stone advantage.

LEGEND

>4 More than four points scored Eff. Efficiency LSFE Last Stone First End