



Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Points Scored						Total	Plus / Minus
					0	1	2	3	4	>4		
CAN	For	3	11	50%	0	9	15	3	1	1	57	+25
	Against	4	6		0	13	5	3	0	0	32	
GER	For	4	15	27%	0	20	8	3	1	0	49	+13
	Against	3	5		1	9	7	3	1	0	36	
GBR	For	2	11	55%	0	14	9	5	1	0	51	+10
	Against	5	4		0	12	7	2	1	1	41	
ITA	For	6	8	31%	1	14	6	5	1	0	45	+1
	Against	1	8		0	11	9	2	1	1	44	
JPN	For	3	8	25%	0	11	6	3	1	1	41	-5
	Against	4	14		0	20	8	2	1	0	46	
USA	For	3	7	31%	0	14	6	2	1	1	42	-10
	Against	4	9		0	15	9	3	1	1	52	
SUI	For	4	4	30%	0	14	3	3	2	1	43	-14
	Against	3	11		0	12	8	7	2	0	57	
NOR	For	3	8	28%	0	11	10	1	0	0	34	-20
	Against	4	15		0	15	10	3	1	1	54	
Total	28		72		1	107	63	25	8	4	362	

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