Scoring Analysis

Team	Games		LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	0	1	2	3	4	>4	Total	Plus / Minus
SUI	12	For	6	17	50%	66%	7	26	16	3	3	2	89	+45
		Against	6	1			11	20	7	2	1	0	44	
CAN	12	For	8	10	58%	70%	9	22	19	6	2	2	96	+43
		Against	4	4			4	30	10	1	0	0	53	
KOR	12	For	9	17	53%	54%	4	29	20	5	4	0	100	+41
		Against	3	6			7	24	16	1	0	0	59	
ITA	12	For	11	9	50%	68%	10	19	21	6	2	2	97	+36
		Against	1	9			5	30	10	1	2	0	61	
SWE	12	For	4	16	36%	66%	12	31	18	1	2	0	78	+19
		Against	8	6			3	31	12	0	1	0	59	
DEN	12	For	5	10	34%	57%	4	24	13	6	0	1	73	0
		Against	7	10			11	29	13	3	1	1	73	
NOR	12	For	5	10	29%	47%	6	27	13	2	2	1	72	-8
		Against	7	14			4	28	17	3	1	1	80	
USA	12	For	5	11	33%	39%	3	24	18	3	2	0	77	-8
		Against	7	9			6	19	22	3	2	1	85	
JPN	12	For	5	8	30%	50%	6	27	11	2	1	1	64	-20
		Against	7	16			13	29	16	5	2	0	84	
SCO	12	For	6	7	23%	50%	11	25	8	6	0	0	59	-23
		Against	6	15			7	22	21	6	0	0	82	
TUR	12	For	4	8	30%	49%	6	33	10	5	0	0	68	-26
		Against	8	10			9	26	19	4	2	2	94	
EST	12	For	8	9	32%	37%	4	25	20	2	0	0	71	-37
		Against	4	19			0	26	17	10	2	2	108	
NZL	12	For	2	5	21%	42%	2	24	9	2	0	0	48	-62
		Against	10	18			4	22	16	10	4	2	110	
Total	78			137			84	336	196	49	18	9	992	

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