

Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Total	Plus / Minus
						0	1	2	3	4	>4			
CAN	For	10	10	57%	66%	10	26	22	8	2	2	112	+47	
	Against	4	4			6	33	13	2	0	0	65		
SUI	For	7	17	51%	67%	11	29	20	3	3	2	100	+46	
	Against	7	1			12	25	8	3	1	0	54		
KOR	For	10	18	53%	58%	8	34	24	7	4	0	119	+45	
	Against	5	7			11	32	18	2	0	0	74		
ITA	For	13	11	44%	64%	14	28	23	6	2	2	110	+33	
	Against	2	9			9	35	14	2	2	0	77		
SWE	For	4	17	33%	63%	13	34	18	1	2	0	81	+16	
	Against	9	7			5	33	14	0	1	0	65		
DEN	For	5	10	33%	58%	4	26	14	6	0	1	77	-3	
	Against	8	12			12	32	15	3	1	1	80		
NOR	For	5	10	29%	47%	6	27	13	2	2	1	72	-8	
	Against	7	14			4	28	17	3	1	1	80		
USA	For	5	11	33%	39%	3	24	18	3	2	0	77	-8	
	Against	7	9			6	19	22	3	2	1	85		
JPN	For	5	8	30%	50%	6	27	11	2	1	1	64	-20	
	Against	7	16			13	29	16	5	2	0	84		
SCO	For	6	7	23%	50%	11	25	8	6	0	0	59	-23	
	Against	6	15			7	22	21	6	0	0	82		
TUR	For	4	8	30%	49%	6	33	10	5	0	0	68	-26	
	Against	8	10			9	26	19	4	2	2	94		
EST	For	8	9	32%	37%	4	25	20	2	0	0	71	-37	
	Against	4	19			0	26	17	10	2	2	108		
NZL	For	2	5	21%	42%	2	24	9	2	0	0	48	-62	
	Against	10	18			4	22	16	10	4	2	110		
Total	84		141			98	362	210	53	18	9	1'058		

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