



Scoring Analysis

Team	Games		I SEE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Plus /
	Games		LSFE				0	1	2	3	4	>4	Total	Minus
CHN	13	For	8	18	43%	73%	5	21	13	8	3	1	88	+34
		Against	5	14			5	27	12	1	0	0	54	
KOR	12	For	8	23	36%	46%	4	29	12	6	2	1	85	+32
		Against	4	9			2	17	12	4	0	0	53	
CAN	13	For	9	15	38%	64%	3	23	15	7	0	2	86	+27
		Against	4	15			0	29	12	2	0	0	59	
NOR	14	For	4	28	22%	59%	1	35	14	3	1	0	76	+8
		Against	10	20			5	30	14	2	1	0	68	
LAT	12	For	5	17	26%	67%	1	23	12	7	1	0	72	+7
		Against	7	16			3	27	11	4	1	0	65	
USA	11	For	7	16	18%	58%	1	30	7	5	0	0	59	+2
		Against	4	12			3	21	11	2	2	0	57	
SWE	14	For	5	21	33%	52%	7	30	18	3	0	0	75	+1
		Against	9	15			5	26	11	4	2	1	74	
SCO	11	For	4	18	15%	61%	1	26	7	2	2	0	54	-8
		Against	7	21			0	30	11	2	1	0	62	
SVK	11	For	6	13	29%	57%	2	19	11	2	2	0	55	-9
		Against	5	20			4	28	5	7	0	1	64	
ITA	11	For	5	12	22%	44%	3	23	9	2	0	1	52	-15
		Against	6	14			2	23	13	2	3	0	67	
EST	11	For	5	13	14%	43%	1	25	5	3	1	0	48	-34
		Against	6	21			3	21	8	9	2	2	82	
CZE	11	For	6	6	18%	43%	4	19	7	2	0	0	39	-45
		Against	5	23			1	24	10	11	0	1	84	
Total	72			200			33	303	130	50	12	5	789	



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:

More than four points scored Efficiency **LSFE** Last Stone First End

