

Gangneung Curling Centre, Korea



Scoring Analysis

Team	Games		1 >==	Stolen			Points Scored Plus							
	Gailles			Ends		0	1	2	3	4	>4	Total	Minus	
USA	6	For	6	12	35%	0	14	10	0	2	2	52	+32	
		Against	0	4		0	11	3	1	0	0	20		
LAT	6	For	4	13	50%	0	12	7	4	2	1	51	+26	
		Against	2	5		0	10	3	3	0	0	25		
SVK	6	For	3	19	33%	0	21	5	2	2	0	45	+23	
		Against	3	4		0	9	5	1	0	0	22		
KOR	6	For	3	9	50%	0	11	8	2	2	2	51	+22	
		Against	3	6		0	17	4	0	1	0	29		
CHN	6	For	4	10	45%	0	8	9	6	1	1	53	+20	
		Against	2	7		0	8	8	3	0	0	33		
ITA	6	For	2	11	56%	0	10	7	4	2	1	49	+17	
		Against	4	5		0	10	8	2	0	0	32		
JPN	6	For	4	13	27%	0	17	6	3	0	0	38	+6	
		Against	2	9		0	12	6	1	0	1	32		
SWE	6	For	3	12	53%	0	11	10	4	0	0	43	+4	
		Against	3	6		0	8	6	5	1	0	39		
ENG	6	For	3	10	40%	0	13	9	2	0	0	37	+2	
		Against	3	6		0	10	4	3	2	0	35		
CAN	6	For	3	8	23%	0	16	4	2	1	0	34	+1	
		Against	3	7		0	11	6	2	1	0	33		
NOR	6	For	2	10	30%	0	9	8	3	1	0	38	-1	
		Against	4	12		0	16	5	3	1	0	39		
EST	6	For	3	8	38%	0	10	7	4	1	0	40	-3	
		Against	3	10		0	13	6	3	1	1	43		
DEN	6	For	2	9	33%	0	14	4	4	1	0	38	-4	
		Against	4	10		0	14	4	5	0	1	42		
FIN	6	For	4	7	39%	0	8	7	3	2	0	39	-4	
		Against	2	10		0	12	6	1	4	0	43		
SCO	6	For	4	7	15%	0	13	6	0	1	0	29	-12	
		Against	2	13		0	14	8	1	2	0	41		
SUI	6	For	2	9	27%	0	12	4	3	2	0	37	-12	
		Against	4	10		0	10	10	0	1	3	49		
POL	6	For	4	6	22%	0	10	4	2	1	1	33	-16	
		Against	2	15		0	12	8	3	3	0	49		
TUR	6	For	1	5	26%	0	12	6	1	0	0	27	-17	
		Against	5	9		0	13	8	2	1	1	44		
HUN	6	For	3	3	30%	0	9	5	2	1	0	29	-21	
		Against	3	13		0	16	7	4	2	0	50		
ESP	6	For	2	7	20%	0	15	4	1	0	0	26	-27	
		Against	4	12		0	10	11	4	1	1	53		

CURXTEAM2---WHEEL----_84D v16.0

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https://worldcurling.org/events/worldwheelchairmixeddoubles/



SD Biosensor World Wheelchair Mixed Doubles Curling Champion

Gangneung Curling Centre, Korea



Scoring Analysis

Team	Games		LOFE	LSFE Stolen Ends	Last Stone Eff.			Plus /					
			LOFE			0	1	2	3	4	>4	Total	Minus
SLO	6	For	1	1	12%	0	7	3	1	0	0	16	-36
		Against	t 5	16		0	16	7	6	1	0	52	
Total	63			189		0	252	133	53	22	8	805	

Note:

Stolen ends are the ends won without the last stone advantage.

Last Stone Efficiency: Scoring two or more points with last stone advantage.

Power Play Efficiency: Scoring two or more points by the team calling a Power Play.

Legend:

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

PΡ Power Play

