Scoring Analysis

Team	Games		LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	0	1	2	3	4	>4	Total	Plus / Minus
LAT	6	For	4	20	31%	44%	1	21	7	2	0	0	41	+24
		Against	2	3			0	7	5	0	0	0	17	
SUI	6	For	4	8	53%	58%	2	12	5	2	2	2	46	+23
		Against	2	4			2	10	5	1	0	0	23	
DEN	6	For	3	13	47%	64%	0	10	9	4	1	1	49	+22
		Against	3	7			0	13	2	2	1	0	27	
GER	6	For	3	10	40%	69%	2	12	4	3	2	1	42	+20
		Against	3	3			4	11	4	1	0	0	22	
SWE	6	For	5	12	30%	67%	0	10	8	2	1	2	46	+19
		Against	1	12			1	15	6	0	0	0	27	
ITA	6	For	4	7	50%	62%	3	9	7	3	2	0	40	+13
		Against	2	4			1	11	4	1	0	1	27	
NOR	6	For	2	12	35%	45%	0	12	7	2	3	0	44	+8
		Against	4	11			0	13	4	5	0	0	36	
TUR	6	For	2	9	36%	64%	0	10	7	4	0	1	41	+3
		Against	4	9			0	13	6	3	1	0	38	
ESP	6	For	2	5	21%	44%	1	14	3	1	0	1	30	-5
		Against	4	5			2	12	5	3	1	0	35	
CZE	6	For	1	8	30%	46%	3	13	4	2	1	0	31	-6
		Against	5	8			1	11	7	1	1	1	37	
HUN	6	For	5	5	39%	33%	2	8	10	1	0	0	31	-7
		Against	1	9			2	13	2	3	3	0	38	
SLO	6	For	4	6	8%	11%	0	11	3	1	1	0	24	-22
		Against	2	16			0	9	12	3	1	0	46	
AUT	6	For	2	4	9%	27%	0	10	3	0	0	0	16	-38
		Against	4	14			1	10	9	2	2	2	54	
BIH	6	For	1	4	4%	33%	0	9	2	0	0	0	13	-54
		Against	5	18			0	13	8	2	3	4	67	
Total	42			123			14	161	79	27	13	8	494	

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