QUALIFICATION EVENT 2021 Leeuwarden





After Play-off Session 2

Scoring Analysis

Team	Games		LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored Plus							
	Games		LOFE				0	1	2	3	4	>4	Total	Minus
JPN	9	For	7	16	45%	42%	4	27	11	5	1	0	68	+26
		Against	2	1			5	11	11	3	0	0	42	
KOR	10	For	5	14	51%	50%	3	18	19	7	1	0	81	+20
		Against	5	10			3	21	13	3	0	1	61	
SCO	8	For	6	10	42%	75%	6	15	14	4	0	0	55	+18
		Against	2	8			4	20	7	1	0	0	37	
ITA	8	For	3	7	38%	59%	5	10	13	3	0	1	50	-2
		Against	5	12			1	21	9	3	1	0	52	
GER	8	For	3	10	27%	59%	2	23	9	4	0	0	53	-3
		Against	5	7			3	20	8	5	0	1	56	
TUR	8	For	1	9	41%	42%	1	15	11	4	1	1	58	-6
		Against	7	9			6	16	10	8	1	0	64	
CZE	8	For	5	7	24%	58%	3	19	7	3	0	1	47	-12
		Against	3	14			2	25	8	3	1	1	59	
LAT	9	For	3	11	28%	47%	0	26	10	3	0	0	55	-12
		Against	6	12			2	21	17	4	0	0	67	
EST	8	For	5	7	11%	39%	5	16	5	2	1	0	36	-29
		Against	3	18			3	14	16	5	1	0	65	
Total	38			91			29	169	99	35	4	3	503	

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

