

Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored							Total	Plus / Minus
						0	1	2	3	4	>4			
JPN	For	8	18	65%	81%	1	12	16	4	4	2	83	+58	
	Against	0	3			3	15	2	2	0	0	25		
KOR	For	5	14	54%	68%	3	13	10	7	1	2	70	+35	
	Against	3	5			0	17	5	0	2	0	35		
TPE	For	3	9	31%	41%	1	25	6	4	1	2	63	+4	
	Against	5	6			1	16	11	5	0	1	59		
HKG	For	3	12	24%	50%	0	19	5	3	1	0	42	+1	
	Against	3	9			0	15	6	2	2	0	41		
KAZ	For	1	7	26%	48%	3	14	8	1	1	1	42	-23	
	Against	7	20			3	22	15	3	1	0	65		
QAT	For	3	8	19%	50%	0	16	4	1	0	0	27	-33	
	Against	3	13			1	13	5	3	3	3	60		
KSA	For	2	3	10%	25%	0	14	2	1	0	0	21	-42	
	Against	4	15			0	15	7	6	0	3	63		
Total	25		71			8	113	51	21	8	7	348		

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