

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	6	17	79%	82%	1	10	12	3	4	2	70	+57	
	Against	0	0			1	9	2	0	0	0	13		
KOR	For	4	11	50%	69%	0	10	8	4	1	2	54	+28	
	Against	2	4			0	12	3	0	2	0	26		
TPE	For	2	8	36%	45%	0	18	5	3	1	2	51	+8	
	Against	4	4			1	13	6	4	0	1	43		
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	5	23%	54%	3	8	5	1	1	1	30	-19	
	Against	5	19			1	18	12	1	1	0	49		
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	21		64			4	95	41	16	8	7	295		

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