



After Round Robin

Scoring Analysis

Team	Games		LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored Plus							
	Gaines						0	1	2	3	4	>4	Total	Minus
GER	9	For	7	8	51%	69%	10	17	12	4	4	0	69	+28
		Against	2	6			5	24	7	1	0	0	41	
SCO	9	For	5	11	43%	65%	4	22	10	4	2	0	62	+21
		Against	4	3			7	19	8	2	0	0	41	
CHN	9	For	5	10	39%	63%	10	21	10	6	1	0	63	+13
		Against	4	8			3	24	8	2	1	0	50	
SUI	9	For	7	10	37%	50%	9	24	12	5	0	0	63	+12
		Against	2	7			2	18	12	3	0	0	51	
ITA	9	For	1	9	33%	75%	10	16	10	4	1	0	52	+3
		Against	8	11			8	28	3	1	3	0	49	
CAN	9	For	3	11	35%	40%	4	18	8	5	2	0	57	-5
		Against	6	9			10	14	13	6	1	0	62	
USA	9	For	3	8	36%	43%	3	21	10	2	2	0	55	-5
		Against	6	6			12	15	14	3	2	0	60	
NOR	9	For	5	9	38%	46%	4	23	13	3	0	0	58	-6
		Against	4	7			6	18	8	6	3	0	64	
KOR	9	For	4	3	28%	60%	6	17	8	3	1	1	52	-17
		Against	5	12			5	24	11	5	2	0	69	
TUR	9	For	5	3	19%	22%	3	20	5	1	1	0	37	-44
		Against	4	13			5	15	14	8	2	1	81	
Total	45			82			63	199	98	37	14	1	568	

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

