

## Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	0	1	2	3	4	>4	Total	Plus / Minus
CAN	9 For	8	11	55%	72%	2	15	9	11	1	1	75	+46
	Against	1	5			1	17	6	0	0	0	29	
SCO	8 For	2	17	55%	65%	0	15	9	5	2	3	75	+46
	Against	6	3			1	13	5	2	0	0	29	
USA	7 For	5	10	48%	67%	0	10	9	4	2	2	58	+25
	Against	2	8			1	15	6	2	0	0	33	
JPN	10 For	8	17	36%	35%	1	27	10	3	3	0	68	+17
	Against	2	7			4	10	11	5	1	0	51	
SUI	9 For	5	12	26%	60%	0	18	9	2	5	0	62	+12
	Against	4	12			1	18	10	4	0	0	50	
HKG	7 For	3	7	19%	59%	1	14	5	0	2	2	43	0
	Against	4	11			0	18	6	3	1	0	43	
IRL	7 For	2	9	35%	59%	2	8	13	2	0	0	40	-1
	Against	5	9			3	16	7	1	2	0	41	
SWE	8 For	4	7	29%	55%	3	14	6	3	2	1	48	-1
	Against	4	12			0	19	9	4	0	0	49	
ENG	7 For	1	12	30%	50%	1	10	8	3	3	0	47	-5
	Against	6	8			1	12	3	4	3	2	52	
LAT	6 For	4	11	12%	44%	2	13	6	1	2	0	36	-5
	Against	2	15			0	14	5	4	0	1	41	
FIN	6 For	3	12	23%	50%	0	16	4	2	0	1	35	-17
	Against	3	11			0	9	8	2	2	2	52	
AUS	6 For	3	6	19%	60%	1	13	5	1	0	0	26	-19
	Against	3	13			0	18	5	3	2	0	45	
CZE	6 For	4	7	18%	42%	1	12	5	1	0	1	30	-19
	Against	2	10			2	8	9	0	3	2	49	
LTU	7 For	0	6	28%	43%	0	11	5	5	0	0	36	-21
	Against	7	10			0	13	12	4	2	0	57	
NZL	7 For	3	7	0%	25%	0	12	4	1	0	0	23	-58
	Against	4	17			0	8	5	6	6	4	81	
Total	55		151			14	208	107	44	22	11	702	

**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