



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
sco	6	For	1	13	60%	69%	0	10	6	5	2	3	64	+45
		Against	5	2			0	11	4	0	0	0	19	
CAN	7	For	6	9	61%	73%	1	13	7	8	1	1	60	+38
		Against	1	2			1	12	5	0	0	0	22	
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	7	For	6	14	43%	31%	0	18	8	3	3	0	55	+19
		Against	1	5			3	6	7	4	1	0	36	
SUI	6	For	4	9	30%	58%	0	11	7	1	5	0	48	+15
		Against	2	8			1	10	7	3	0	0	33	
SWE	7	For	4	6	30%	53%	3	12	5	3	2	1	44	+2
		Against	3	10			0	16	7	4	0	0	42	
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	6	For	2	9	30%	57%	1	8	11	2	0	0	36	0
		Against	4	8			2	13	6	1	2	0	36	
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	49			138			11	183	95	40	22	11	641	



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

