

## Scoring Analysis

Team	Games		LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored						Total	Plus / Minus
							0	1	2	3	4	>4		
CHN	4	For	1	14	88%	50%	0	7	4	7	2	2	54	+41
		Against	3	0			2	4	3	1	0	0	13	
KOR	4	For	3	11	80%	67%	1	5	10	4	1	0	41	+32
		Against	1	1			1	5	2	0	0	0	9	
JPN	4	For	3	5	60%	62%	2	10	6	1	1	1	34	+13
		Against	1	1			1	8	5	1	0	0	21	
NZL	4	For	3	7	29%	17%	1	5	6	1	0	2	30	+8
		Against	1	7			0	6	5	2	0	0	22	
AUS	4	For	1	4	24%	46%	0	9	4	2	0	1	28	0
		Against	3	5			2	9	8	1	0	0	28	
KAZ	4	For	2	2	32%	85%	0	7	4	3	1	0	28	-4
		Against	2	9			0	16	4	1	0	1	32	
TPE	4	For	3	10	20%	25%	1	5	7	2	0	0	25	-5
		Against	1	11			2	5	7	2	0	1	30	
HKG	4	For	3	4	25%	30%	3	9	4	2	1	0	27	-9
		Against	1	8			0	7	6	3	2	0	36	
NGR	4	For	0	5	6%	11%	2	8	3	0	0	0	14	-37
		Against	4	11			1	4	5	8	2	1	51	
QAT	4	For	1	2	6%	40%	0	7	2	0	0	0	11	-39
		Against	3	11			1	8	5	3	2	3	50	
Total	20			64			10	72	50	22	6	6	292	

**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