

Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored						Total	Plus / Minus
						0	1	2	3	4	>4		
CHN	For	5	27	44%	79%	2	23	15	6	1	4	100	+72
	Against	4	3			0	17	4	1	0	0	28	
JPN	For	6	23	50%	53%	1	16	9	10	7	2	103	+68
	Against	3	7			1	13	11	0	0	0	35	
KOR	For	7	19	44%	89%	0	21	11	3	5	3	92	+60
	Against	2	8			3	22	5	0	0	0	32	
TPE	For	5	9	22%	27%	0	13	6	3	1	2	49	-17
	Against	2	16			0	14	5	7	4	1	66	
AUS	For	3	11	16%	33%	0	13	9	2	1	0	41	-24
	Against	4	18			0	16	10	2	3	2	65	
KAZ	For	4	10	18%	33%	1	13	4	3	2	1	43	-31
	Against	3	15			0	13	6	4	3	4	74	
HKG	For	1	10	14%	57%	0	15	6	3	1	1	45	-44
	Against	8	28			0	25	12	8	4	0	89	
QAT	For	1	10	3%	18%	0	13	1	1	1	0	22	-84
	Against	6	24			0	7	8	9	5	6	106	
Total	32		119			4	127	61	31	19	13	495	

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