



After Round Robin Session 6

Scoring Analysis

Team	Games		LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored Plus /							
							0	1	2	3	4	>4	Total	Minus
CAN	6	For	5	10	50%	83%	5	12	9	4	0	0	42	+23
		Against	1	5			2	15	2	0	0	0	19	
GER	6	For	1	5	64%	58%	4	9	11	2	2	0	45	+15
		Against	5	3			6	14	8	0	0	0	30	
sco	6	For	3	10	42%	60%	5	15	9	1	0	0	36	+10
		Against	3	4			6	13	5	1	0	0	26	
RUS	6	For	2	9	42%	55%	5	17	7	4	0	0	43	+2
		Against	4	5			2	14	7	3	1	0	41	
SUI	6	For	3	10	15%	56%	4	24	3	1	1	0	37	0
		Against	3	7			0	15	8	2	0	0	37	
SWE	6	For	4	9	30%	43%	9	16	6	1	1	0	35	-2
		Against	2	8			0	11	7	4	0	0	37	
USA	6	For	5	3	31%	53%	3	11	7	3	0	0	34	-4
		Against	1	11			4	19	8	1	0	0	38	
NZL	6	For	4	6	24%	38%	2	14	7	1	0	0	31	-6
		Against	2	9			4	15	8	2	0	0	37	
ITA	6	For	1	4	12%	53%	1	17	4	0	0	0	25	-14
		Against	5	8			9	17	9	0	1	0	39	
NOR	6	For	2	6	26%	36%	2	10	7	0	0	0	24	-24
		Against	4	12			7	12	8	4	2	0	48	
Total	30			72			40	145	70	17	4	0	352	



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

