

After Qualification Games Session 1
Scoring Analysis

Team	Games	LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored						Total	Plus / Minus
						0	1	2	3	4	>4		
SWE	For	9	13	54%	68%	8	27	23	7	2	0	102	+39
	Against	4	8			5	34	13	1	0	0	63	
RCF	For	7	18	50%	46%	3	31	18	8	3	0	103	+30
	Against	6	6			7	25	18	4	0	0	73	
SCO	For	7	15	43%	66%	9	34	15	5	4	1	100	+29
	Against	7	10			5	36	11	3	1	0	71	
CAN	For	10	17	46%	54%	14	29	21	5	2	1	99	+19
	Against	4	11			8	30	17	4	1	0	80	
SUI	For	9	12	42%	60%	6	30	23	2	2	0	90	+18
	Against	4	8			5	33	15	3	0	0	72	
USA	For	7	11	47%	61%	5	28	18	7	2	0	93	+18
	Against	6	9			7	32	14	2	1	1	75	
ITA	For	7	13	40%	66%	13	25	14	4	2	1	78	+14
	Against	6	14			7	33	9	3	1	0	64	
NOR	For	8	13	40%	52%	10	34	20	3	2	0	91	+14
	Against	5	7			4	28	17	2	1	1	77	
GER	For	4	11	37%	53%	6	27	17	5	0	1	81	-11
	Against	9	15			7	34	16	6	2	0	92	
JPN	For	3	8	39%	38%	5	23	17	3	2	0	74	-16
	Against	10	12			7	26	22	4	2	0	90	
DEN	For	4	9	28%	37%	6	29	10	1	3	1	69	-26
	Against	9	18			6	29	19	4	4	0	95	
NED	For	5	9	32%	38%	2	29	17	1	0	0	66	-33
	Against	8	12			12	22	20	4	5	1	99	
CHN	For	6	7	21%	42%	4	36	11	0	0	0	58	-38
	Against	7	13			11	26	22	6	2	0	96	
KOR	For	6	4	21%	29%	8	26	12	1	0	0	53	-57
	Against	7	17			8	20	23	6	4	2	110	
Total	92		160			99	408	236	52	24	5	1'157	

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