

After Round Robin Session 9



Scoring Analysis

Team	Comes		LSFE	Stolen Ends	Last Stone Eff.	Force Eff.	Points Scored Plus /							
	Games						0	1	2	3	4	>4	Total	Minus
SUI	4	For	4	5	64%	75%	3	4	7	3	0	2	40	+27
		Against	0	3			1	9	2	0	0	0	13	
RCF	5	For	4	6	45%	50%	2	15	5	5	0	0	40	+11
		Against	1	3			1	10	8	1	0	0	29	
SWE	4	For	1	4	38%	69%	2	12	4	1	1	0	27	+8
		Against	3	2			2	11	4	0	0	0	19	
SCO	4	For	2	3	42%	67%	1	9	8	2	0	0	31	+6
		Against	2	3			0	12	5	1	0	0	25	
JPN	4	For	1	4	29%	69%	1	11	3	0	2	0	25	+4
		Against	3	2			2	10	4	1	0	0	21	
USA	5	For	2	7	23%	47%	1	15	5	3	1	0	38	+4
		Against	3	5			1	11	10	1	0	0	34	
CHN	4	For	3	2	53%	75%	2	7	5	2	1	0	27	+3
		Against	1	2			2	10	1	1	1	1	24	
CAN	5	For	2	7	30%	63%	2	15	4	3	0	0	32	+1
		Against	3	5			1	13	6	2	0	0	31	
GER	5	For	3	3	38%	53%	0	9	8	3	0	0	34	-7
		Against	2	7			3	14	5	4	0	1	41	
CZE	4	For	1	2	22%	62%	0	9	5	0	0	0	19	-11
		Against	3	6			1	12	4	2	1	0	30	
DEN	4	For	3	3	20%	33%	0	11	1	1	1	1	25	-11
		Against	1	3			2	7	3	1	3	1	36	
ITA	6	For	2	6	19%	43%	1	20	4	0	0	1	33	-11
		Against	4	2			4	11	6	4	1	1	44	
KOR	6	For	2	3	39%	64%	3	11	9	3	0	0	38	-11
		Against	4	8			1	17	7	6	0	0	49	
EST	4	For	2	2	28%	29%	3	8	6	0	0	0	20	-13
		Against	2	6			0	9	9	2	0	0	33	
Total	32			57			21	156	74	26	6	4	429	

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:

More than four points scored Efficiency Last Stone First End

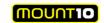


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