

After Round Robin Session 9

Scoring Analysis

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

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