

After Round Robin Session 14

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	6	8	60%	59%	3	10	12	5	0	2	62	+32
	Against	1	4			3	14	6	0	1	0	30	
SWE	For	4	7	41%	68%	8	18	7	3	2	0	49	+20
	Against	3	4			2	17	6	0	0	0	29	
RCF	For	6	10	44%	54%	3	26	10	5	0	0	61	+18
	Against	2	3			3	16	12	1	0	0	43	
CAN	For	3	12	31%	58%	3	23	7	5	0	0	52	+7
	Against	5	6			5	17	11	2	0	0	45	
SCO	For	4	6	42%	60%	2	18	13	2	0	0	50	+7
	Against	3	4			2	18	8	3	0	0	43	
USA	For	4	10	23%	54%	4	26	9	3	1	0	57	+6
	Against	4	6			2	19	13	2	0	0	51	
CHN	For	3	5	42%	62%	2	12	10	2	1	0	42	-1
	Against	4	6			5	18	5	2	1	1	43	
JPN	For	2	4	31%	69%	2	17	7	1	2	0	42	-3
	Against	5	6			3	21	9	2	0	0	45	
GER	For	6	4	38%	56%	4	15	14	4	0	0	55	-6
	Against	2	10			3	20	12	4	0	1	61	
DEN	For	3	5	30%	48%	1	18	7	1	1	1	44	-11
	Against	4	4			4	16	8	1	3	1	55	
KOR	For	3	3	43%	62%	4	12	13	4	0	0	50	-13
	Against	5	11			2	23	11	6	0	0	63	
EST	For	3	4	32%	32%	4	14	13	0	0	0	40	-15
	Against	4	8			3	15	14	4	0	0	55	
ITA	For	3	6	23%	38%	2	24	7	0	0	1	43	-20
	Against	5	4			4	14	11	6	1	1	63	
CZE	For	2	4	17%	67%	3	16	5	1	0	0	29	-21
	Against	5	12			4	21	8	3	1	0	50	
Total	52		88			45	249	134	36	7	4	676	

**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