

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	7	19	24%	65%	4	25	12	7	1	0	74	+30	
	Against	4	11			1	26	6	2	0	0	44		
ITA	For	6	26	32%	42%	4	26	14	3	3	0	75	+27	
	Against	5	11			3	18	8	2	2	0	48		
USA	For	3	19	33%	79%	2	29	6	6	2	0	67	+25	
	Against	8	9			5	25	7	1	0	0	42		
EST	For	5	14	36%	78%	4	20	8	5	1	0	55	+23	
	Against	4	5			2	17	3	3	0	0	32		
FIN	For	3	12	34%	61%	1	10	10	8	2	0	62	+13	
	Against	6	11			3	17	5	6	1	0	49		
GER	For	5	13	26%	54%	5	24	8	6	0	0	58	-4	
	Against	6	14			4	23	8	5	2	0	62		
TUR	For	4	12	17%	44%	3	17	8	2	1	0	43	-16	
	Against	5	13			1	14	9	6	1	1	59		
CZE	For	4	11	12%	47%	1	13	3	4	0	2	41	-27	
	Against	5	23			2	20	8	8	2	0	68		
JPN	For	6	7	21%	56%	1	13	7	1	2	0	38	-30	
	Against	3	23			4	18	14	6	1	0	68		
HUN	For	6	5	15%	50%	0	19	3	3	1	0	38	-41	
	Against	3	18			0	18	11	6	4	1	79		
Total	49		138			25	196	79	45	13	2	551		

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