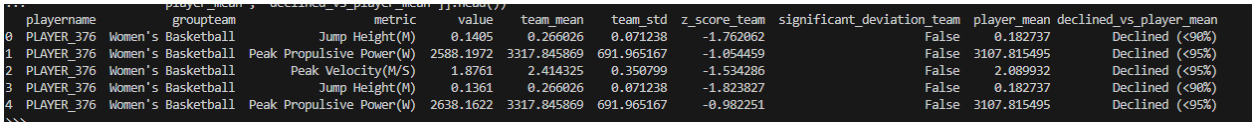

	playername	groupteam	metric	value	team_mean	team_std	z_score_team	significant_deviation_team	player_mean	declined_vs_player_mean
0	PLAYER_376	Women's Basketball	Jump Height(M)	0.1405	0.266026	0.071238	-1.762062	False	0.182737	Declined (<90%)
1	PLAYER_376	Women's Basketball	Peak Propulsive Power(W)	2588.1972	3317.845869	691.965167	-1.054459	False	3107.815495	Declined (<95%)
2	PLAYER_376	Women's Basketball	Peak Velocity(M/S)	1.8761	2.414325	0.350799	-1.534286	False	2.089932	Declined (<95%)
3	PLAYER_376	Women's Basketball	Jump Height(M)	0.1361	0.266026	0.071238	-1.823827	False	0.182737	Declined (<90%)
4	PLAYER_376	Women's Basketball	Peak Propulsive Power(W)	2638.1622	3317.845869	691.965167	-0.982251	False	3107.815495	Declined (<95%)

The flagging snapshot above is derived from "part4_flags.py".

team_mean represents the average value of a given performance metric across all players on the team. It provides a baseline for evaluating how an individual athlete compares to their teammates, helping coaches and analysts identify whether a player is performing above, below, or in-line with team norms.

team_std refers to the standard deviation of the metric across the team, quantifying how much variation exists among players. A low standard deviation indicates consistency across the team, while a high standard deviation suggests a wide range of performance levels for that metric.

z_score_team is a standardized score that shows how far a player's value deviates from the team average, expressed in units of standard deviation. It is calculated using the formula: *(player metric value - team metric mean) / team std*. This allows for apples-to-apples comparisons across different metrics and helps flag outliers.

significant_deviation_team is a Boolean indicator that flags whether a player's z-score is significantly different from the team average. Typically, thresholds like ±2 standard deviations are used to determine statistical significance, helping identify extreme performers or potential anomalies. FALSE = "less than 2 points in deviation". YES = "greater than 2 in deviation".

player_mean captures the athlete's own historical average for a given metric. This personal benchmark is essential for tracking trends over time, such as improvement, regression, or recovery, and adds context beyond team-level comparisons.

declined_vs_player_mean is a qualitative flag that assesses whether the player's current performance has dropped below their own historical average. Rate is based on threshold per metric by research