Leaving out rh made matters wrose for only 4 of 14 players with the best predictions, and only 1 of 10 players with the worst predictions. Overall it lowered mean mse by 4% while slightly decreasing the standard deviation of mse. Doing so made other coefficients larger, notable precip (as expected). It does raise the size of the “overfit cluster” (high n\_coeff, low n\_obs) to 13 from 10.

\* \* \*

Leaving our w\_dir made matters worse for 6 of 14 players with the best predictions, and 3 of 11 players with the worst predictions, and raised mse by 3% - mainly due to a single 8-parameter model reverting to a 0-parameter model. Note that w\_dir as a coefficient should neither help nor hurt since players overall should not prefer any given direction. It is also superfluous given u and v components of wind. Eliminating w\_dir reduced the standard deviation of mse by 2%. It reduces the “overfit cluster” from 13 to 10.

\* \* \*

Dropping wind\_u, wind\_v, w\_uv\_var, and w\_gust\_var reduced the mse by 1% and eliminated any “overfit clusters” entirely. Coefficients, except for cumulative games, all remained strong and with plausible mechanisms. 8 of the 15 best-predicted players had higher mse values, while only 5 out of 15 worst-predicted players had higher mse values.