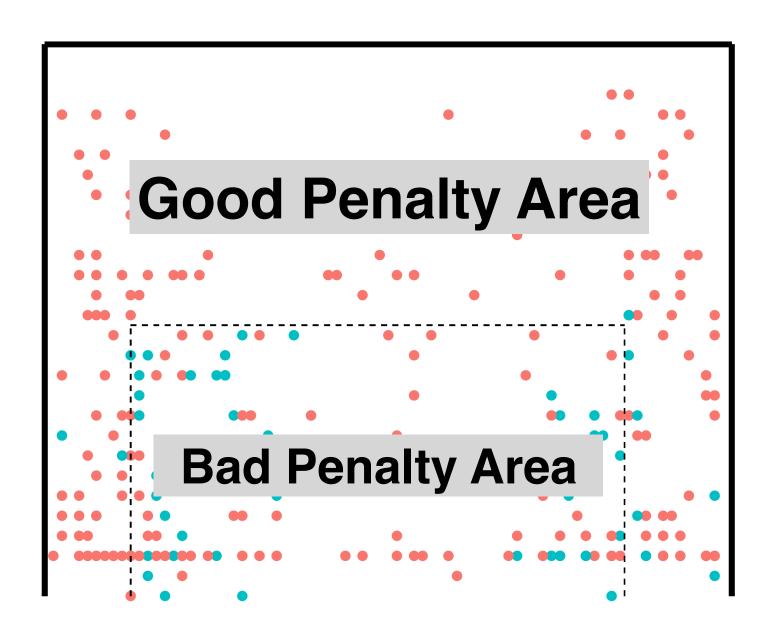
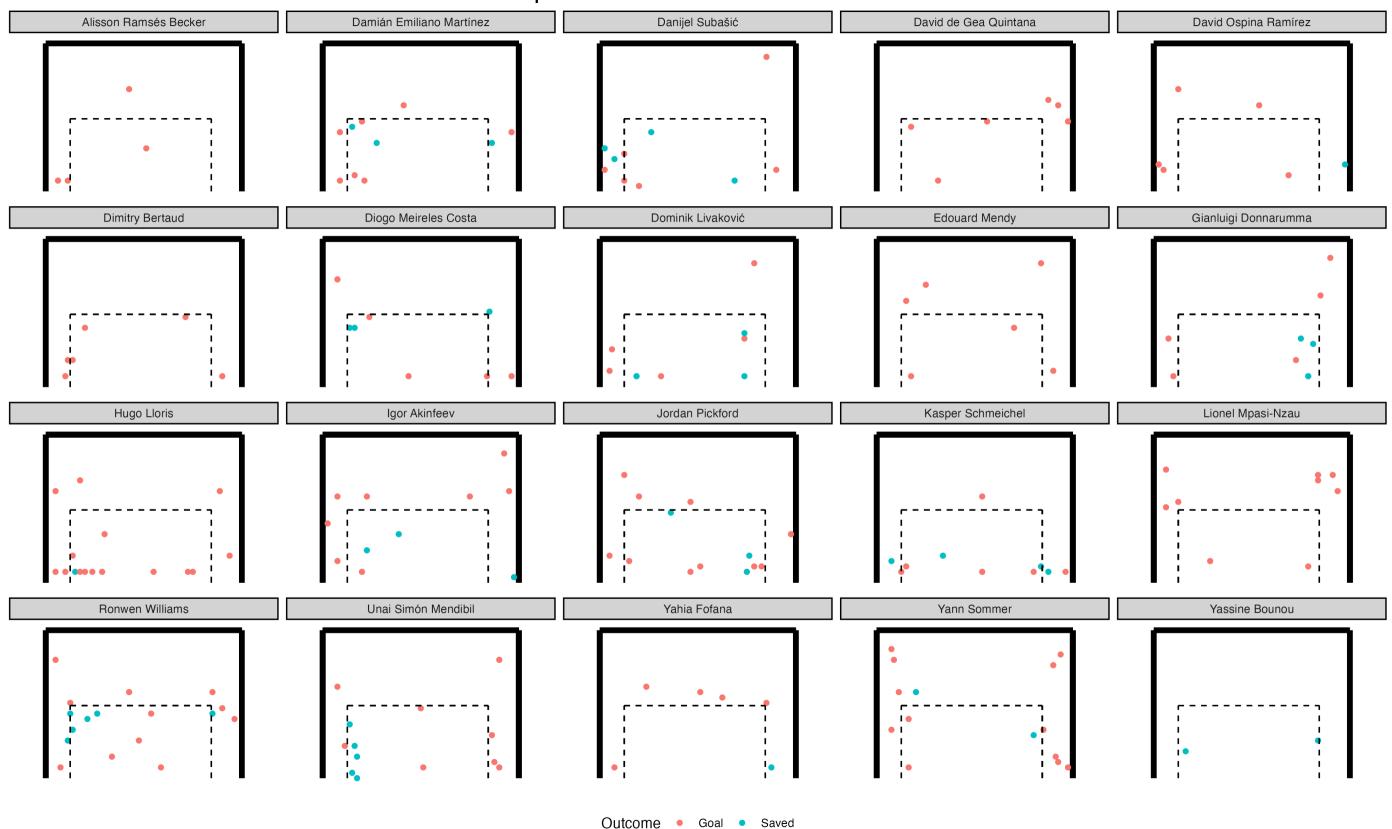
Good vs Bad Penalty Spots

We can classify a 'Good Penalty' as a penalty that lands outside the dashed bounds

Goal Saved



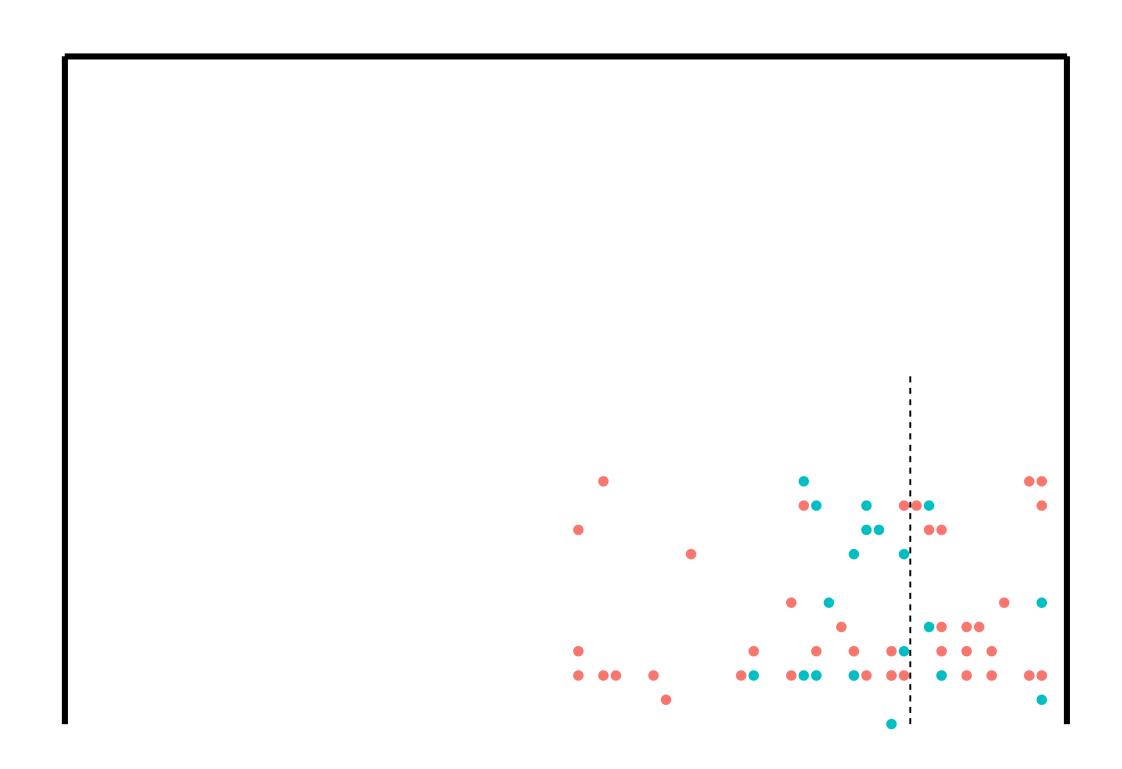
Which Keepers Save the Most Difficult Penalties?



Cluster 0

Shot end locations greater than x = 42 have a significantly higher chance of going in

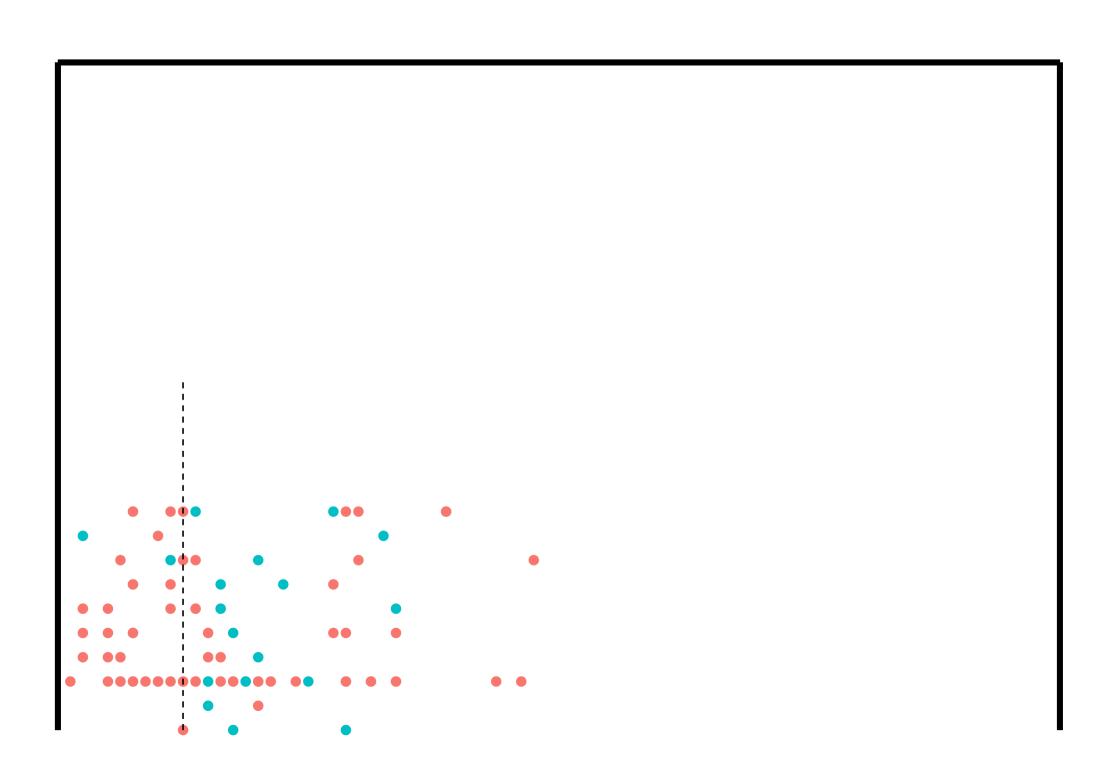
Goal Saved



Cluster 1

Shot end locations less than x = 37 have a significantly higher chance of going in





Clusters 2 & 3

Shot end locations greater than y = 1.35 have a significantly higher chance of going in



