CORNERS CHALLENGE

The Challenge. With this document you should have received a training set and a test set of data. The training set contains the observed number of goals and corners in 23,380 football matches played over several seasons in a number of different leagues. You should try and use this data to come up with a mathematical model to predict the number of corners in the 341 matches in the test set. Included in the test set are odds and lines which you should use your model to bet with - you have a total of 341 units which you can stake.

The Market. The odds offered in the test set are what are known as Asian lines and are described in decimal format. Where the line is an integer value there is the potential for a push bet. A push is when the bet is considered a draw and your stake is returned to you. In situations where the line is a half value the result can only be over or under that value so things are simpler.

Your Answers. In your answers please include:

(1) A detailed description of your model. What distribution have you assumed corners follow? What features have you used? How have you used them? The output format should be PDF or HTML.

And for each match in the test set, the following should be added to the relevant columns of test.csv:

(2) The probability that the number of corners is under/at/over the supplied line.

(3) Whether you would like to bet on the match, if so what selection? How much would you like to stake?

Your answers should be submitted to us within one week of receiving this document.