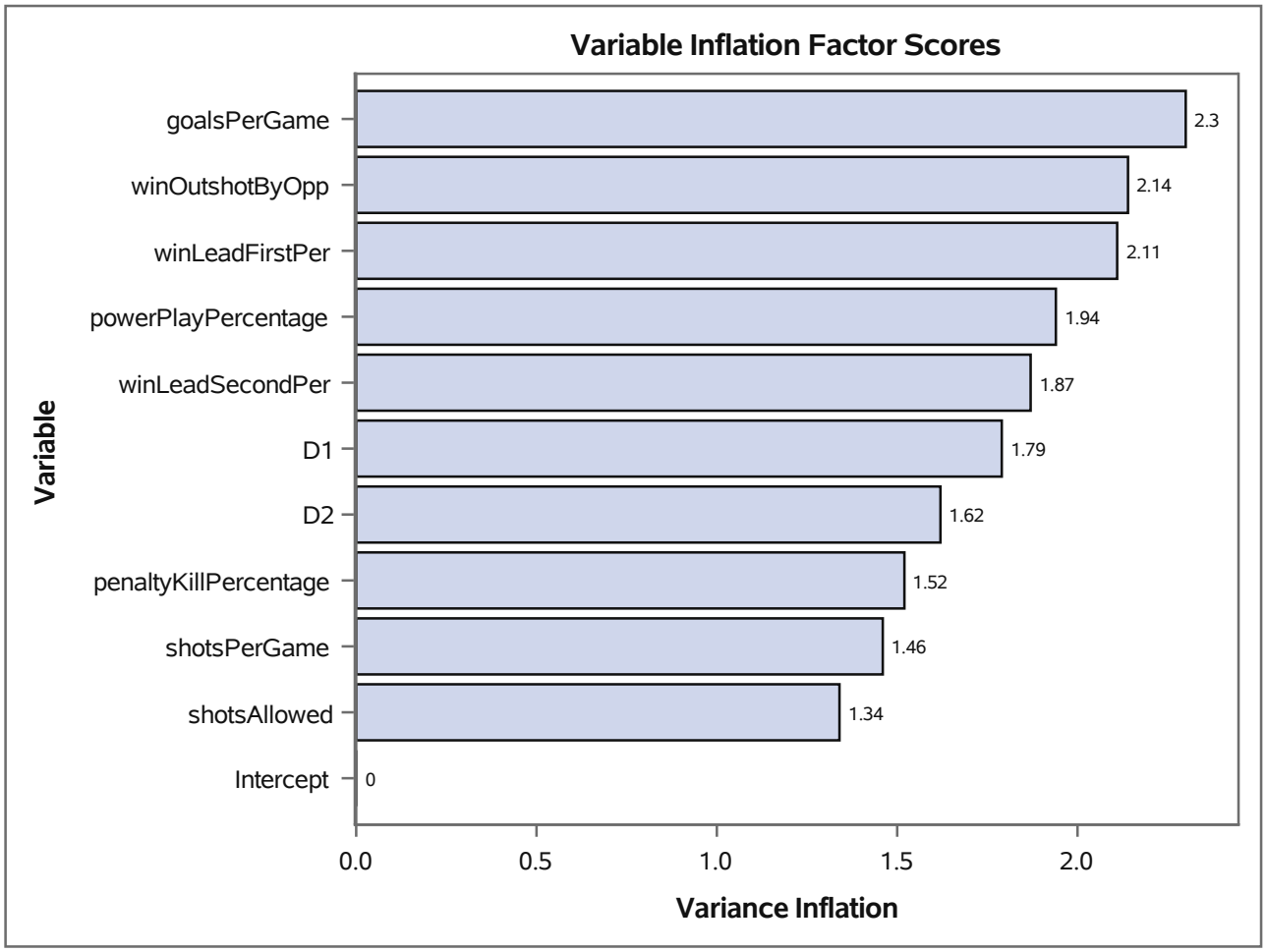
Obs	Variable	Estimate	Probt	VarianceInflation
1	goalsPerGame	-0.23425	<.0001	2.30
2	winOutshotByOpp	-0.61379	0.0001	2.14
3	winLeadFirstPer	-0.03732	0.8273	2.11
4	powerPlayPercentage	0.00065485	0.9067	1.94
5	winLeadSecondPer	-0.01328	0.9517	1.87
6	D1	0.19215	<.0001	1.79
7	D2	0.34383	<.0001	1.62
8	penaltyKillPercentage	-0.02087	<.0001	1.52
9	shotsPerGame	-0.00042878	0.9533	1.46
10	shotsAllowed	0.03337	<.0001	1.34
11	Intercept	1.94362	0.0009	0.00


Variable Inflation Factor Scores
goalsPerGame
winOutshotByOpp
winLeadFirstPer
powerPlayPercentage
winLeadSecondPer
D1
D2
penaltyKillPercentage
shotsPerGame
shotsAllowed
Intercept
2.3
2.14
2.11
1.94
1.87
1.79
1.62
1.52
1.46
1.34
0
Variable
0.0
0.5
1.0
1.5
2.0
Variance Inflation

The LOGISTIC Procedure

Model Information	
Data Set	WORK.TRAIN
Response Variable	failed_playoff_flag
Number of Response Levels	2
Model	binary logit
Optimization Technique	Fisher's scoring

Number of Observations Read	604
Number of Observations Used	604

Response Profile		
Ordered Value	failed_playoff_flag	Total Frequency
1	1	249
2	0	355

Probability modeled is failed_playoff_flag='1'.

Stepwise Selection Procedure

Step 0. Intercept entered:

Model Convergence Status
Convergence criterion (GCONV=1E-8) satisfied.

-2 Log L	=	818.622

Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	-0.3547	0.0827	18.4089	<.0001

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
346.8977	10	<.0001

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
goalsPerGame	1	114.0830	<.0001
powerPlayPercentage	1	70.1260	<.0001
penaltyKillPercentag	1	53.4724	<.0001
shotsPerGame	1	57.9319	<.0001
shotsAllowed	1	72.8057	<.0001
winLeadFirstPer	1	121.6612	<.0001
winLeadSecondPer	1	93.0080	<.0001
winOutshotByOpp	1	152.0170	<.0001
D1	1	180.2221	<.0001
D2	1	223.5101	<.0001

Step 1. Effect D2 entered:

The LOGISTIC Procedure

Model Convergence Status
Convergence criterion (GCONV=1E-8) satisfied.

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	820.622	569.144
SC	825.026	577.951
-2 Log L	818.622	565.144

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	253.4784	1	<.0001
Score	223.5101	1	<.0001
Wald	77.9603	1	<.0001

Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	-1.0901	0.1064	104.9422	<.0001
D2	1	4.5789	0.5186	77.9603	<.0001

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
D2	97.410	35.251	269.174

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	52.0	Somers' D	0.515
Percent Discordant	0.5	Gamma	0.980
Percent Tied	47.4	Tau-a	0.250
Pairs	88395	c	0.757

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
175.2993	9	<.0001

Analysis of Effects Eligible for Removal			
Effect	DF	Wald Chi-Square	Pr > ChiSq
D2	1	77.9603	<.0001

Note No effects for the model in Step 1 are removed.

The LOGISTIC Procedure

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
goalsPerGame	1	20.9520	<.0001
powerPlayPercentage	1	13.8453	0.0002
penaltyKillPercentag	1	40.7598	<.0001
shotsPerGame	1	14.0816	0.0002
shotsAllowed	1	48.3636	<.0001
winLeadFirstPer	1	54.4660	<.0001
winLeadSecondPer	1	36.6880	<.0001
winOutshotByOpp	1	80.8905	<.0001
D1	1	78.4729	<.0001

Step 2. Effect winOutshotByOpp entered:

Model Convergence Status
Convergence criterion (GCONV=1E-8) satisfied.

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	820.622	483.888
SC	825.026	497.099
-2 Log L	818.622	477.888

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	340.7342	2	<.0001
Score	277.3228	2	<.0001
Wald	125.9746	2	<.0001

Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	3.1714	0.5076	39.0268	<.0001
winOutshotByOpp	1	-9.4778	1.1527	67.6095	<.0001
D2	1	4.2047	0.5282	63.3724	<.0001

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
winOutshotByOpp	<0.001	<0.001	<0.001
D2	67.001	23.795	188.655

The LOGISTIC Procedure

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	88.2	Somers' D	0.767
Percent Discordant	11.5	Gamma	0.769
Percent Tied	0.2	Tau-a	0.372
Pairs	88395	c	0.883

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
115.4659	8	<.0001

Analysis of Effects Eligible for Removal			
Effect	DF	Wald Chi-Square	Pr > ChiSq
winOutshotByOpp	1	67.6095	<.0001
D2	1	63.3724	<.0001

Note No effects for the model in Step 2 are removed.

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
goalsPerGame	1	27.2089	<.0001
powerPlayPercentage	1	6.1537	0.0131
penaltyKillPercentag	1	16.3488	<.0001
shotsPerGame	1	4.4692	0.0345
shotsAllowed	1	42.4663	<.0001
winLeadFirstPer	1	12.9751	0.0003
winLeadSecondPer	1	5.9490	0.0147
D1	1	22.7226	<.0001

Step 3. Effect shotsAllowed entered:

Model Convergence Status
Convergence criterion (GCONV=1E-8) satisfied.

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	820.622	440.754
SC	825.026	458.368
-2 Log L	818.622	432.754

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	385.8686	3	<.0001
Score	303.3249	3	<.0001
Wald	138.4982	3	<.0001

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	-5.6845	1.4919	14.5189	0.0001
shotsAllowed	1	0.3021	0.0489	38.1429	<.0001
winOutshotByOpp	1	-9.8359	1.2441	62.5040	<.0001
D2	1	4.1424	0.5369	59.5179	<.0001

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
shotsAllowed	1.353	1.229	1.489
winOutshotByOpp	<0.001	<0.001	<0.001
D2	62.951	21.977	180.322

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	90.7	Somers' D	0.814
Percent Discordant	9.3	Gamma	0.814
Percent Tied	0.0	Tau-a	0.395
Pairs	88395	c	0.907

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
81.2394	7	<.0001

Analysis of Effects Eligible for Removal			
Effect	DF	Wald Chi-Square	Pr > ChiSq
shotsAllowed	1	38.1429	<.0001
winOutshotByOpp	1	62.5040	<.0001
D2	1	59.5179	<.0001

Note No effects for the model in Step 3 are removed.

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
goalsPerGame	1	47.2197	<.0001
powerPlayPercentage	1	15.1852	<.0001
penaltyKillPercentag	1	1.7469	0.1863
shotsPerGame	1	7.8936	0.0050
winLeadFirstPer	1	6.7221	0.0095
winLeadSecondPer	1	3.4910	0.0617
D1	1	18.0608	<.0001

Step 4. Effect goalsPerGame entered:

Model Convergence Status
Convergence criterion (GCONV=1E-8) satisfied.

The LOGISTIC Procedure

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	820.622	386.521
SC	825.026	408.539
-2 Log L	818.622	376.521

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	442.1015	4	<.0001
Score	324.7384	4	<.0001
Wald	139.1827	4	<.0001

Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	-1.9065	1.7140	1.2373	0.2660
goalsPerGame	1	-2.2356	0.3441	42.2232	<.0001
shotsAllowed	1	0.4309	0.0593	52.8755	<.0001
winOutshotByOpp	1	-11.7208	1.4509	65.2545	<.0001
D2	1	3.1960	0.5596	32.6185	<.0001

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
goalsPerGame	0.107	0.054	0.210
shotsAllowed	1.539	1.370	1.728
winOutshotByOpp	<0.001	<0.001	<0.001
D2	24.434	8.160	73.167

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	93.4	Somers' D	0.868
Percent Discordant	6.6	Gamma	0.868
Percent Tied	0.0	Tau-a	0.421
Pairs	88395	c	0.934

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
42.7229	6	<.0001

Analysis of Effects Eligible for Removal			
Effect	DF	Wald Chi-Square	Pr > ChiSq
goalsPerGame	1	42.2232	<.0001
shotsAllowed	1	52.8755	<.0001
winOutshotByOpp	1	65.2545	<.0001
D2	1	32.6185	<.0001

The LOGISTIC Procedure

Note No effects for the model in Step 4 are removed.

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
powerPlayPercentage	1	0.5234	0.4694
penaltyKillPercentag	1	25.6955	<.0001
shotsPerGame	1	0.0335	0.8548
winLeadFirstPer	1	1.9660	0.1609
winLeadSecondPer	1	0.7350	0.3913
D1	1	18.6784	<.0001

Step 5. Effect penaltyKillPercentag entered:

Model Convergence Status
Convergence criterion (GCONV=1E-8) satisfied.

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	820.622	361.808
SC	825.026	388.230
-2 Log L	818.622	349.808

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	468.8144	5	<.0001
Score	334.1484	5	<.0001
Wald	135.5489	5	<.0001

Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	24.5634	5.6813	18.6934	<.0001
goalsPerGame	1	-3.1664	0.4286	54.5814	<.0001
penaltyKillPercentag	1	-0.2678	0.0548	23.8654	<.0001
shotsAllowed	1	0.3577	0.0630	32.2719	<.0001
winOutshotByOpp	1	-11.0250	1.5139	53.0342	<.0001
D2	1	2.8937	0.5698	25.7880	<.0001

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
goalsPerGame	0.042	0.018	0.098
penaltyKillPercentag	0.765	0.687	0.852
shotsAllowed	1.430	1.264	1.618
winOutshotByOpp	<0.001	<0.001	<0.001
D2	18.060	5.911	55.177

The LOGISTIC Procedure

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	94.4	Somers' D	0.887
Percent Discordant	5.6	Gamma	0.887
Percent Tied	0.0	Tau-a	0.431
Pairs	88395	c	0.944

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
17.8356	5	0.0032

Analysis of Effects Eligible for Removal			
Effect	DF	Wald Chi-Square	Pr > ChiSq
goalsPerGame	1	54.5814	<.0001
penaltyKillPercentag	1	23.8654	<.0001
shotsAllowed	1	32.2719	<.0001
winOutshotByOpp	1	53.0342	<.0001
D2	1	25.7880	<.0001

Note No effects for the model in Step 5 are removed.

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
powerPlayPercentage	1	0.0391	0.8432
shotsPerGame	1	0.2187	0.6400
winLeadFirstPer	1	2.5552	0.1099
winLeadSecondPer	1	0.5016	0.4788
D1	1	17.0213	<.0001

Step 6. Effect D1 entered:

Model Convergence Status
Convergence criterion (GCONV=1E-8) satisfied.

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	820.622	346.627
SC	825.026	377.452
-2 Log L	818.622	332.627

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	485.9950	6	<.0001
Score	346.8562	6	<.0001
Wald	137.5075	6	<.0001

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	22.5019	5.8753	14.6683	0.0001
goalsPerGame	1	-3.2723	0.4468	53.6360	<.0001
penaltyKillPercentag	1	-0.2688	0.0568	22.3759	<.0001
shotsAllowed	1	0.3649	0.0650	31.4939	<.0001
winOutshotByOpp	1	-8.1793	1.6081	25.8699	<.0001
D1	1	1.4416	0.3608	15.9594	<.0001
D2	1	2.3902	0.5761	17.2153	<.0001

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
goalsPerGame	0.038	0.016	0.091
penaltyKillPercentag	0.764	0.684	0.854
shotsAllowed	1.440	1.268	1.636
winOutshotByOpp	<0.001	<0.001	0.007
D1	4.227	2.084	8.575
D2	10.915	3.529	33.759

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	95.1	Somers' D	0.902
Percent Discordant	4.9	Gamma	0.902
Percent Tied	0.0	Tau-a	0.438
Pairs	88395	c	0.951

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
0.8483	4	0.9319

Analysis of Effects Eligible for Removal			
Effect	DF	Wald Chi-Square	Pr > ChiSq
goalsPerGame	1	53.6360	<.0001
penaltyKillPercentag	1	22.3759	<.0001
shotsAllowed	1	31.4939	<.0001
winOutshotByOpp	1	25.8699	<.0001
D1	1	15.9594	<.0001
D2	1	17.2153	<.0001

Note No effects for the model in Step 6 are removed.

The LOGISTIC Procedure

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
powerPlayPercentage	1	0.3624	0.5472
shotsPerGame	1	0.1293	0.7191
winLeadFirstPer	1	0.2765	0.5990
winLeadSecondPer	1	0.0315	0.8592

Note No (additional) effects met the 0.05 significance level for entry into the model.

Summary of Stepwise Selection							
	Effect						
Step	Entered	Removed	DF	Number In	Score Chi-Square	Wald Chi-Square	Pr > ChiSq
1	D2		1	1	223.5101		<.0001
2	winOutshotByOpp		1	2	80.8905		<.0001
3	shotsAllowed		1	3	42.4663		<.0001
4	goalsPerGame		1	4	47.2197		<.0001
5	penaltyKillPercentag		1	5	25.6955		<.0001
6	D1		1	6	17.0213		<.0001

Partition for the Hosmer and Lemeshow Test					
		failed_playoff_flag = 1		failed_playoff_flag = 0	
Group	Total	Observed	Expected	Observed	Expected
1	60	0	0.15	60	59.85
2	60	0	0.70	60	59.30
3	60	2	2.26	58	57.74
4	60	4	5.13	56	54.87
5	60	12	10.66	48	49.34
6	60	24	19.65	36	40.35
7	60	34	35.73	26	24.27
8	60	50	52.45	10	7.55
9	60	59	58.51	1	1.49
10	64	64	63.77	0	0.23

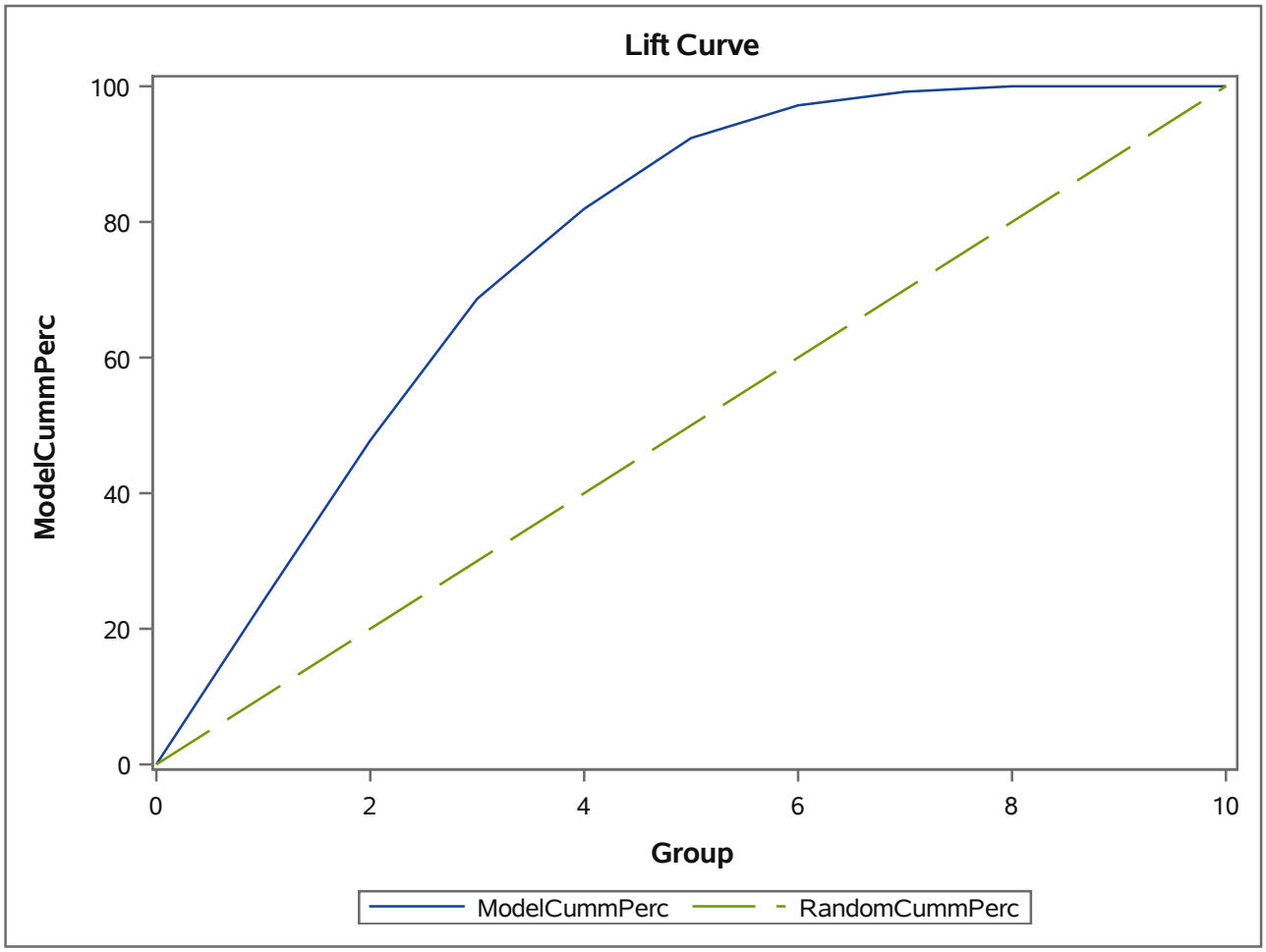
Hosmer and Lemeshow Goodness-of-Fit Test		
Chi-Square	DF	Pr > ChiSq
4.3036	8	0.8287

The FREQ Procedure

Frequency	Table of _FROM_ by _INTO_			
	FROM(Formatted Value of the Observed Response)	_INTO_(Formatted Value of the Predicted Response)		
		0	1	Total
	0	323	32	355
	1	48	201	249
	Total	371	233	604

Obs	Model	Accuracy	Precision	Recall	F1
1	performance	0.86755	0.86266	0.80723	0.83402

Obs	Group	CountOfRows	CountOftarget	ModelPerc	RandomPerc	ModelCummPerc	RandomCummPerc	KS
1	0	0	0	0.0000	0	0.000	0	0.0000
2	1	60	60	24.0964	10	24.096	10	14.0964
3	2	60	59	23.6948	10	47.791	20	27.7912
4	3	60	52	20.8835	10	68.675	30	38.6747
5	4	60	33	13.2530	10	81.928	40	41.9277
6	5	60	26	10.4418	10	92.369	50	42.3695
7	6	60	12	4.8193	10	97.189	60	37.1888
8	7	60	5	2.0080	10	99.197	70	29.1968
9	8	60	2	0.8032	10	100.000	80	20.0000
10	9	60	0	0.0000	10	100.000	90	10.0000
11	10	64	0	0.0000	10	100.000	100	0.0000


Lift Curve
ModelCummPerc
100
80
60
40
20
0
0
2
4
6
8
10
Group
ModelCummPerc
RandomCummPerc