

Lesson 22 Career Trajectories

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A convenient model for OPS as a function of age is a quadratic function:

$$OPS = A + B(Age - 30) + C(Age - 30)^2$$

What are some good reasons to use the quadratic model?

What are some bad reasons to use the quadratic model?

Why do we subtract 30 from *Age* in the model?

Based on this model, find an expression for the peak age.

Based on this model, find an expression for the peak OPS.

In the quadratic model, explain what C tells us about a player's trajectory.