

# Practice Makes Perfect

By: Team Eighteen





# Standardizing Fatigue and

- To each their own (average)
- Converted each player reported value to a z-score based on their other responses
  - A players average response goes to 0
  - A players below average goes to negative



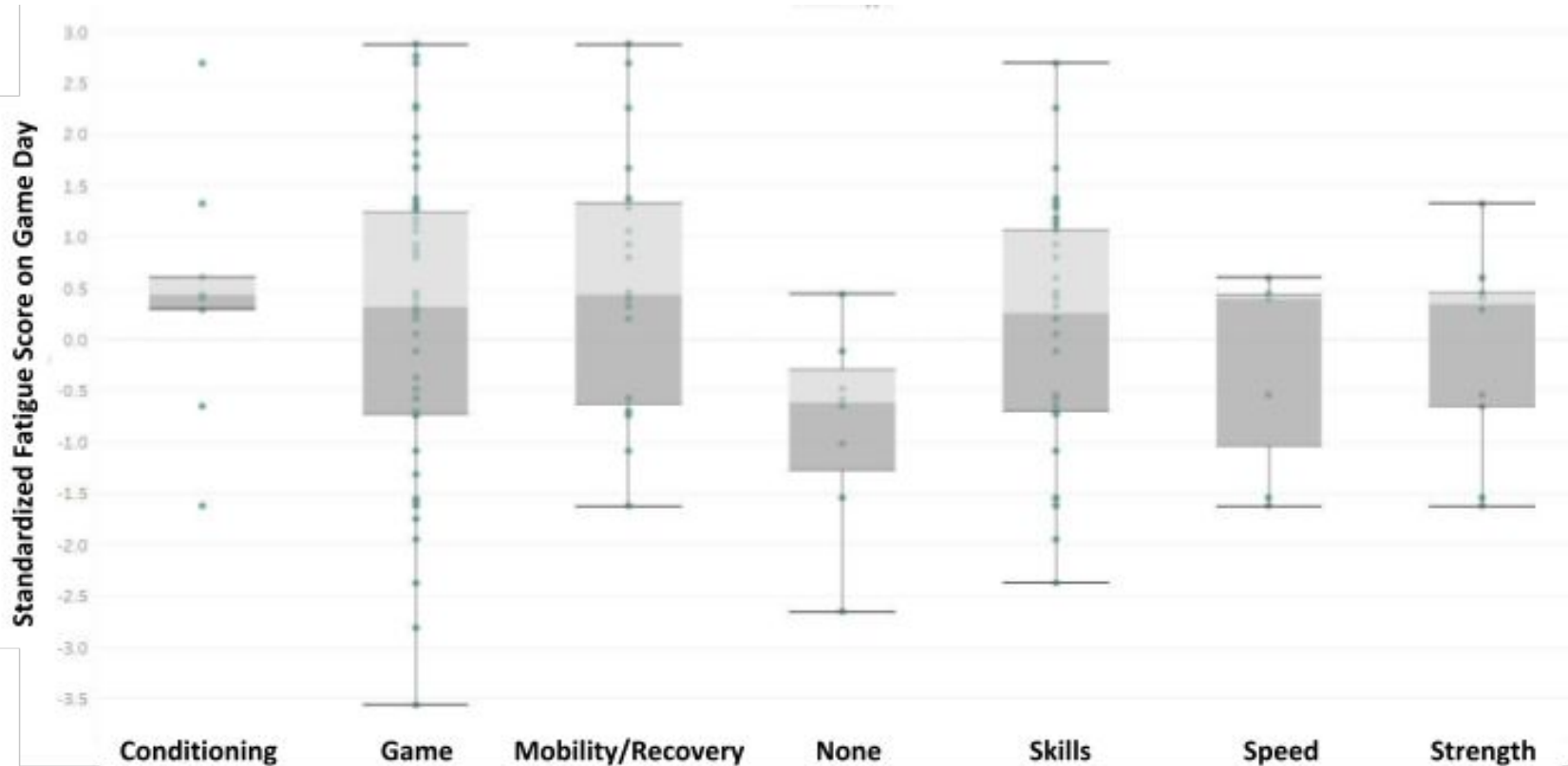
# Logistic Regression

	Df	Deviance	Resid. Df	Resid. Dev	Pr(>Chi)	
NULL			430	580.62		
Fatigue	1	10.2376	429	570.38	0.001376	**
Soreness	1	4.1739	428	566.21	0.041052	*
Desire	1	0.0000	427	566.21	0.999026	
Irritability	1	0.0262	426	566.18	0.871378	

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Signif. codes: 0 '\*\*\*' 0.001 '\*\*' 0.01 '\*' 0.05 '.' 0.1 ' ' 1

# Fatigue and the Previous Days Training





# A Closer Look

