Exclude training from heavy-casual players. E.g. BB-8, stevy

Exclude training from too-short of games. E.g. blitz <90; rapid and regular <180 ??? Less than 10% of games. Though may be useful to know very short game plays for model.

Exclude training from players with significant discrepancies between rated score and performance score. Likely large overlap with heavy casuals.

Exclude the bots ????????????????

Exclude all casual games? Majority of people who have played 1 casual game play >90% casual games (most are 100%). 101/134 >90%, 98/134 100%.

2 main dictionaries, then 2 straggler dictionaries.

Increment should be a 1 or 0, has increment or not

Max overtime minutes may want to group. Most are 1. (46k/54k rated)