

The LOGISTIC Procedure

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

Number of Observations Read	25697
Number of Observations Used	25697

Response Profile		
Ordered Value	shot_made_flag	Total Frequency
1	1	11465
2	0	14232

Probability modeled is shot_made_flag='1'.

Forward Selection Procedure

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Class Level Information																									
Design Variables																									
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
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0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
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0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
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0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0

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

-2 Log L	=	35325.083
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Analysis of Maximum Likelihood Estimates					
Parameter	DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept	1	-0.2162	0.0125	296.7871	<.0001

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
3940.0538	66	<.0001

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Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
action_type	51	3641.0049	<.0001
shot_zone_area	5	567.6291	<.0001
attendance	1	239.9584	<.0001
arena_temp	1	45.0689	<.0001
avgnoisedb	1	74.5570	<.0001
period	6	37.8213	<.0001
seconds_remaining	1	24.3835	<.0001

Step 1. Effect action_type entered:

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

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	35327.083	31527.962
SC	35335.237	31951.976
-2 Log L	35325.083	31423.962

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	3901.1213	51	<.0001
Score	3641.0049	51	<.0001
Wald	2714.8310	51	<.0001

Type 3 Analysis of Effects			
Effect	DF	Wald Chi-Square	Pr > ChiSq
action_type	51	2714.8310	<.0001

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Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept		1	1.5806	14.4216	0.0120	0.9127
action_type	Alley Oop Dunk Sh	1	1.3097	14.4286	0.0082	0.9277
action_type	Alley Oop Layup s	1	-0.6539	14.4240	0.0021	0.9638
action_type	Cutting Layup Sho	1	-0.8875	14.4466	0.0038	0.9510
action_type	Driving Bank shot	1	-0.8875	14.4715	0.0038	0.9511
action_type	Driving Dunk Shot	1	2.1531	14.4273	0.0223	0.8814
action_type	Driving Finger Ro	1	0.2866	14.4239	0.0004	0.9841
action_type	Driving Floating	1	-1.5806	14.4549	0.0120	0.9129
action_type	Driving Hook Shot	1	-1.1106	14.4324	0.0059	0.9387
action_type	Driving Jump shot	1	-1.8430	14.4275	0.0163	0.8984
action_type	Driving Layup Sho	1	-0.5274	14.4217	0.0013	0.9708
action_type	Driving Reverse L	1	-0.4980	14.4237	0.0012	0.9725
action_type	Driving Slam Dunk	1	2.1570	14.4557	0.0223	0.8814
action_type	Dunk Shot	1	-0.3219	14.4225	0.0005	0.9822
action_type	Fadeaway Bank sho	1	0.4988	14.4341	0.0012	0.9724
action_type	Fadeaway Jump Sho	1	-1.2802	14.4218	0.0079	0.9293
action_type	Finger Roll Layup	1	-0.0546	14.4297	0.0000	0.9970
action_type	Finger Roll Shot	1	-1.7348	14.4268	0.0145	0.9043
action_type	Floating Jump sho	1	-0.6340	14.4234	0.0019	0.9649
action_type	Follow Up Dunk Sh	1	0.6166	14.4586	0.0018	0.9660
action_type	Hook Bank Shot	1	10.6426	198.3	0.0029	0.9572
action_type	Hook Shot	1	-2.1134	14.4236	0.0215	0.8835
action_type	Jump Bank Shot	1	-0.3434	14.4223	0.0006	0.9810
action_type	Jump Hook Shot	1	-0.5510	14.4306	0.0015	0.9695
action_type	Jump Shot	1	-2.3028	14.4216	0.0255	0.8731
action_type	Layup Shot	1	-2.0476	14.4217	0.0202	0.8871
action_type	Pullup Bank shot	1	-1.3983	14.4338	0.0094	0.9228
action_type	Pullup Jump shot	1	-0.6168	14.4220	0.0018	0.9659
action_type	Putback Dunk Shot	1	-0.8875	14.4715	0.0038	0.9511
action_type	Putback Layup Sho	1	-0.8875	14.4383	0.0038	0.9510
action_type	Putback Slam Dunk	1	-1.5806	14.4881	0.0119	0.9131
action_type	Reverse Dunk Shot	1	0.8353	14.4289	0.0034	0.9538
action_type	Reverse Layup Sho	1	-1.0198	14.4220	0.0050	0.9436
action_type	Reverse Slam Dunk	1	10.6426	115.1	0.0085	0.9263
action_type	Running Bank shot	1	0.0570	14.4273	0.0000	0.9968

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Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Running Dunk Shot	1	0.4988	14.4403	0.0012	0.9724
action_type	Running Finger Ro	1	-1.8038	14.4366	0.0156	0.9006
action_type	Running Hook Shot	1	0.4004	14.4311	0.0008	0.9779
action_type	Running Jump Shot	1	-0.4974	14.4218	0.0012	0.9725
action_type	Running Layup Sho	1	-0.7052	14.4247	0.0024	0.9610
action_type	Running Pull-Up J	1	-0.8875	14.4715	0.0038	0.9511
action_type	Running Reverse L	1	-1.2929	14.4410	0.0080	0.9287
action_type	Running Slam Dunk	1	10.6426	442.5	0.0006	0.9808
action_type	Running Tip Shot	1	-13.8011	441.9	0.0010	0.9751
action_type	Slam Dunk Shot	1	2.4206	14.4273	0.0282	0.8668
action_type	Step Back Jump sh	1	-1.0395	14.4230	0.0052	0.9425
action_type	Tip Layup Shot	1	-1.5806	14.4881	0.0119	0.9131
action_type	Tip Shot	1	-2.1953	14.4226	0.0232	0.8790
action_type	Turnaround Bank s	1	-0.2369	14.4251	0.0003	0.9869
action_type	Turnaround Fadeaw	1	-1.2385	14.4220	0.0074	0.9316
action_type	Turnaround Finger	1	10.6426	313.1	0.0012	0.9729
action_type	Turnaround Hook S	1	-1.5806	14.4383	0.0120	0.9128

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
action_type Alley Oop Dunk Sh vs Turnaround Jump S	12.090	4.864	30.049
action_type Alley Oop Layup s vs Turnaround Jump S	1.697	0.981	2.935
action_type Cutting Layup Sho vs Turnaround Jump S	1.343	0.245	7.373
action_type Driving Bank shot vs Turnaround Jump S	1.343	0.121	14.870
action_type Driving Dunk Shot vs Turnaround Jump S	28.098	12.367	63.839
action_type Driving Finger Ro vs Turnaround Jump S	4.346	2.563	7.369
action_type Driving Floating vs Turnaround Jump S	0.672	0.094	4.790
action_type Driving Hook Shot vs Turnaround Jump S	1.075	0.349	3.311
action_type Driving Jump shot vs Turnaround Jump S	0.517	0.224	1.191
action_type Driving Layup Sho vs Turnaround Jump S	1.926	1.618	2.291
action_type Driving Reverse L vs Turnaround Jump S	1.983	1.188	3.311
action_type Driving Slam Dunk vs Turnaround Jump S	28.210	3.865	205.893
action_type Dunk Shot vs Turnaround Jump S	2.365	1.671	3.347
action_type Fadeaway Bank sho vs Turnaround Jump S	5.373	1.606	17.978
action_type Fadeaway Jump Sho vs Turnaround Jump S	0.907	0.750	1.096

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Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
action_type Finger Roll Layup vs Turnaround Jump S	3.090	1.164	8.202
action_type Finger Roll Shot vs Turnaround Jump S	0.576	0.263	1.259
action_type Floating Jump sho vs Turnaround Jump S	1.731	1.079	2.776
action_type Follow Up Dunk Sh vs Turnaround Jump S	6.045	0.763	47.921
action_type Hook Bank Shot vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Hook Shot vs Turnaround Jump S	0.394	0.241	0.646
action_type Jump Bank Shot vs Turnaround Jump S	2.315	1.703	3.146
action_type Jump Hook Shot vs Turnaround Jump S	1.881	0.672	5.267
action_type Jump Shot vs Turnaround Jump S	0.326	0.284	0.374
action_type Layup Shot vs Turnaround Jump S	0.421	0.359	0.494
action_type Pullup Bank shot vs Turnaround Jump S	0.806	0.244	2.661
action_type Pullup Jump shot vs Turnaround Jump S	1.761	1.363	2.276
action_type Putback Dunk Shot vs Turnaround Jump S	1.343	0.121	14.870
action_type Putback Layup Sho vs Turnaround Jump S	1.343	0.334	5.406
action_type Putback Slam Dunk vs Turnaround Jump S	0.672	0.042	10.773
action_type Reverse Dunk Shot vs Turnaround Jump S	7.523	2.984	18.963
action_type Reverse Layup Sho vs Turnaround Jump S	1.177	0.907	1.527
action_type Reverse Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Running Bank shot vs Turnaround Jump S	3.454	1.520	7.848
action_type Running Dunk Shot vs Turnaround Jump S	5.373	1.228	23.512
action_type Running Finger Ro vs Turnaround Jump S	0.537	0.143	2.015
action_type Running Hook Shot vs Turnaround Jump S	4.870	1.697	13.970
action_type Running Jump Shot vs Turnaround Jump S	1.984	1.609	2.448
action_type Running Layup Sho vs Turnaround Jump S	1.612	0.870	2.988
action_type Running Pull-Up J vs Turnaround Jump S	1.343	0.121	14.870
action_type Running Reverse L vs Turnaround Jump S	0.896	0.199	4.025
action_type Running Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Running Tip Shot vs Turnaround Jump S	<0.001	<0.001	>999.999
action_type Slam Dunk Shot vs Turnaround Jump S	36.718	16.197	83.241
action_type Step Back Jump sh vs Turnaround Jump S	1.154	0.761	1.751
action_type Tip Layup Shot vs Turnaround Jump S	0.672	0.042	10.773
action_type Tip Shot vs Turnaround Jump S	0.363	0.253	0.521
action_type Turnaround Bank s vs Turnaround Jump S	2.575	1.345	4.928
action_type Turnaround Fadeaw vs Turnaround Jump S	0.946	0.738	1.211

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Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
action_type Turnaround Finger vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Turnaround Hook S vs Turnaround Jump S	0.672	0.167	2.703

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	50.2	Somers' D	0.356
Percent Discordant	14.6	Gamma	0.550
Percent Tied	35.2	Tau-a	0.176
Pairs	163169880	c	0.678

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
346.1154	15	<.0001

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
shot_zone_area	5	64.9051	<.0001
attendance	1	213.2263	<.0001
arena_temp	1	38.7014	<.0001
avgnosedb	1	60.5631	<.0001
period	6	24.2856	0.0005
seconds_remaining	1	23.3586	<.0001

Step 2. Effect attendance entered:

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

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	35327.083	31316.054
SC	35335.237	31748.223
-2 Log L	35325.083	31210.054

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Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	4115.0291	52	<.0001
Score	3824.0600	52	<.0001
Wald	2860.8944	52	<.0001

Type 3 Analysis of Effects			
Effect	DF	Wald Chi-Square	Pr > ChiSq
action_type	51	2706.5744	<.0001
attendance	1	211.3279	<.0001

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept		1	-1.2130	14.4180	0.0071	0.9330
action_type	Alley Oop Dunk Sh	1	1.3365	14.4238	0.0086	0.9262
action_type	Alley Oop Layup s	1	-0.6928	14.4192	0.0023	0.9617
action_type	Cutting Layup Sho	1	-0.7570	14.4418	0.0027	0.9582
action_type	Driving Bank shot	1	-0.8500	14.4673	0.0035	0.9531
action_type	Driving Dunk Shot	1	2.1450	14.4224	0.0221	0.8818
action_type	Driving Finger Ro	1	0.2838	14.4190	0.0004	0.9843
action_type	Driving Floating	1	-1.4870	14.4503	0.0106	0.9180
action_type	Driving Hook Shot	1	-1.1103	14.4277	0.0059	0.9387
action_type	Driving Jump shot	1	-1.8990	14.4227	0.0173	0.8952
action_type	Driving Layup Sho	1	-0.5248	14.4168	0.0013	0.9710
action_type	Driving Reverse L	1	-0.4539	14.4189	0.0010	0.9749
action_type	Driving Slam Dunk	1	2.1533	14.4508	0.0222	0.8815
action_type	Dunk Shot	1	-0.3306	14.4176	0.0005	0.9817
action_type	Fadeaway Bank sho	1	0.5072	14.4293	0.0012	0.9720
action_type	Fadeaway Jump Sho	1	-1.2574	14.4169	0.0076	0.9305
action_type	Finger Roll Layup	1	-0.00830	14.4249	0.0000	0.9995
action_type	Finger Roll Shot	1	-1.7091	14.4219	0.0140	0.9057
action_type	Floating Jump sho	1	-0.6415	14.4185	0.0020	0.9645
action_type	Follow Up Dunk Sh	1	0.7151	14.4538	0.0024	0.9605
action_type	Hook Bank Shot	1	10.5956	197.7	0.0029	0.9573
action_type	Hook Shot	1	-2.1261	14.4187	0.0217	0.8828
action_type	Jump Bank Shot	1	-0.3303	14.4174	0.0005	0.9817

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Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Jump Hook Shot	1	-0.5619	14.4258	0.0015	0.9689
action_type	Jump Shot	1	-2.3014	14.4167	0.0255	0.8732
action_type	Layup Shot	1	-2.0384	14.4168	0.0200	0.8876
action_type	Pullup Bank shot	1	-1.3951	14.4291	0.0093	0.9230
action_type	Pullup Jump shot	1	-0.5922	14.4171	0.0017	0.9672
action_type	Putback Dunk Shot	1	-0.9712	14.4677	0.0045	0.9465
action_type	Putback Layup Sho	1	-0.7690	14.4335	0.0028	0.9575
action_type	Putback Slam Dunk	1	-1.5407	14.4833	0.0113	0.9153
action_type	Reverse Dunk Shot	1	0.8132	14.4240	0.0032	0.9550
action_type	Reverse Layup Sho	1	-1.0180	14.4172	0.0050	0.9437
action_type	Reverse Slam Dunk	1	10.6261	114.7	0.0086	0.9262
action_type	Running Bank shot	1	0.0809	14.4224	0.0000	0.9955
action_type	Running Dunk Shot	1	0.4988	14.4355	0.0012	0.9724
action_type	Running Finger Ro	1	-1.7753	14.4318	0.0151	0.9021
action_type	Running Hook Shot	1	0.3651	14.4262	0.0006	0.9798
action_type	Running Jump Shot	1	-0.4945	14.4169	0.0012	0.9726
action_type	Running Layup Sho	1	-0.7092	14.4199	0.0024	0.9608
action_type	Running Pull-Up J	1	-0.8064	14.4671	0.0031	0.9556
action_type	Running Reverse L	1	-1.4007	14.4363	0.0094	0.9227
action_type	Running Slam Dunk	1	10.3333	442.5	0.0005	0.9814
action_type	Running Tip Shot	1	-13.7387	441.9	0.0010	0.9752
action_type	Slam Dunk Shot	1	2.4058	14.4224	0.0278	0.8675
action_type	Step Back Jump sh	1	-1.0491	14.4181	0.0053	0.9420
action_type	Tip Layup Shot	1	-1.6015	14.4835	0.0122	0.9120
action_type	Tip Shot	1	-2.2090	14.4177	0.0235	0.8782
action_type	Turnaround Bank s	1	-0.2024	14.4202	0.0002	0.9888
action_type	Turnaround Fadeaw	1	-1.2163	14.4171	0.0071	0.9328
action_type	Turnaround Finger	1	10.4599	313.0	0.0011	0.9733
action_type	Turnaround Hook S	1	-1.5703	14.4335	0.0118	0.9134
attendance		1	0.000185	0.000013	211.3279	<.0001

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Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
action_type Alley Oop Dunk Sh vs Turnaround Jump S	12.389	4.980	30.825
action_type Alley Oop Layup s vs Turnaround Jump S	1.628	0.940	2.822
action_type Cutting Layup Sho vs Turnaround Jump S	1.527	0.277	8.407
action_type Driving Bank shot vs Turnaround Jump S	1.391	0.124	15.659
action_type Driving Dunk Shot vs Turnaround Jump S	27.809	12.234	63.213
action_type Driving Finger Ro vs Turnaround Jump S	4.324	2.546	7.342
action_type Driving Floating vs Turnaround Jump S	0.736	0.102	5.298
action_type Driving Hook Shot vs Turnaround Jump S	1.072	0.346	3.325
action_type Driving Jump shot vs Turnaround Jump S	0.487	0.211	1.128
action_type Driving Layup Sho vs Turnaround Jump S	1.926	1.617	2.294
action_type Driving Reverse L vs Turnaround Jump S	2.068	1.236	3.459
action_type Driving Slam Dunk vs Turnaround Jump S	28.040	3.838	204.835
action_type Dunk Shot vs Turnaround Jump S	2.339	1.650	3.315
action_type Fadeaway Bank sho vs Turnaround Jump S	5.406	1.612	18.136
action_type Fadeaway Jump Sho vs Turnaround Jump S	0.926	0.765	1.120
action_type Finger Roll Layup vs Turnaround Jump S	3.228	1.212	8.603
action_type Finger Roll Shot vs Turnaround Jump S	0.589	0.269	1.292
action_type Floating Jump sho vs Turnaround Jump S	1.714	1.067	2.753
action_type Follow Up Dunk Sh vs Turnaround Jump S	6.656	0.837	52.900
action_type Hook Bank Shot vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Hook Shot vs Turnaround Jump S	0.388	0.237	0.637
action_type Jump Bank Shot vs Turnaround Jump S	2.340	1.720	3.184
action_type Jump Hook Shot vs Turnaround Jump S	1.856	0.661	5.208
action_type Jump Shot vs Turnaround Jump S	0.326	0.284	0.374
action_type Layup Shot vs Turnaround Jump S	0.424	0.361	0.498
action_type Pullup Bank shot vs Turnaround Jump S	0.807	0.242	2.684
action_type Pullup Jump shot vs Turnaround Jump S	1.801	1.392	2.329
action_type Putback Dunk Shot vs Turnaround Jump S	1.233	0.109	13.981
action_type Putback Layup Sho vs Turnaround Jump S	1.509	0.374	6.094
action_type Putback Slam Dunk vs Turnaround Jump S	0.697	0.043	11.187
action_type Reverse Dunk Shot vs Turnaround Jump S	7.341	2.908	18.532
action_type Reverse Layup Sho vs Turnaround Jump S	1.176	0.906	1.528
action_type Reverse Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Running Bank shot vs Turnaround Jump S	3.530	1.550	8.039
action_type Running Dunk Shot vs Turnaround Jump S	5.361	1.222	23.517

The LOGISTIC Procedure

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
action_type Running Finger Ro vs Turnaround Jump S	0.552	0.146	2.079
action_type Running Hook Shot vs Turnaround Jump S	4.690	1.632	13.477
action_type Running Jump Shot vs Turnaround Jump S	1.985	1.608	2.451
action_type Running Layup Sho vs Turnaround Jump S	1.602	0.862	2.977
action_type Running Pull-Up J vs Turnaround Jump S	1.453	0.130	16.260
action_type Running Reverse L vs Turnaround Jump S	0.802	0.177	3.633
action_type Running Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Running Tip Shot vs Turnaround Jump S	<0.001	<0.001	>999.999
action_type Slam Dunk Shot vs Turnaround Jump S	36.095	15.916	81.859
action_type Step Back Jump sh vs Turnaround Jump S	1.140	0.750	1.734
action_type Tip Layup Shot vs Turnaround Jump S	0.656	0.041	10.586
action_type Tip Shot vs Turnaround Jump S	0.357	0.249	0.513
action_type Turnaround Bank s vs Turnaround Jump S	2.659	1.386	5.101
action_type Turnaround Fadeaw vs Turnaround Jump S	0.965	0.752	1.237
action_type Turnaround Finger vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type Turnaround Hook S vs Turnaround Jump S	0.677	0.167	2.743
attendance	1.000	1.000	1.000

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	69.8	Somers' D	0.397
Percent Discordant	30.1	Gamma	0.397
Percent Tied	0.0	Tau-a	0.196
Pairs	163169880	c	0.699

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
133.7196	14	<.0001

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
shot_zone_area	5	64.7280	<.0001
arena_temp	1	25.9952	<.0001
avgnoisedb	1	0.1295	0.7189

The LOGISTIC Procedure

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
period	6	22.0436	0.0012
seconds_remaining	1	22.7122	<.0001

Step 3. Effect shot_zone_area entered:

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

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	35327.083	31244.256
SC	35335.237	31717.195
-2 Log L	35325.083	31128.256

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	4196.8273	57	<.0001
Score	3881.1483	57	<.0001
Wald	2880.4062	57	<.0001

Type 3 Analysis of Effects			
Effect	DF	Wald Chi-Square	Pr > ChiSq
action_type	51	2453.9461	<.0001
shot_zone_area	5	42.4089	<.0001
attendance	1	210.7460	<.0001

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept		1	-1.8206	14.4195	0.0159	0.8995
action_type	Alley Oop Dunk Sh	1	1.3271	14.4242	0.0085	0.9267
action_type	Alley Oop Layup s	1	-0.7022	14.4197	0.0024	0.9612
action_type	Cutting Layup Sho	1	-0.7664	14.4423	0.0028	0.9577
action_type	Driving Bank shot	1	-0.8594	14.4678	0.0035	0.9526

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Driving Dunk Shot	1	2.1356	14.4229	0.0219	0.8823
action_type	Driving Finger Ro	1	0.2744	14.4195	0.0004	0.9848
action_type	Driving Floating	1	-1.4517	14.4507	0.0101	0.9200
action_type	Driving Hook Shot	1	-1.1197	14.4281	0.0060	0.9381
action_type	Driving Jump shot	1	-1.8928	14.4231	0.0172	0.8956
action_type	Driving Layup Sho	1	-0.5342	14.4173	0.0014	0.9704
action_type	Driving Reverse L	1	-0.4633	14.4193	0.0010	0.9744
action_type	Driving Slam Dunk	1	2.1439	14.4513	0.0220	0.8821
action_type	Dunk Shot	1	-0.3394	14.4181	0.0006	0.9812
action_type	Fadeaway Bank sho	1	0.5617	14.4298	0.0015	0.9689
action_type	Fadeaway Jump Sho	1	-1.2314	14.4174	0.0073	0.9319
action_type	Finger Roll Layup	1	-0.0177	14.4254	0.0000	0.9990
action_type	Finger Roll Shot	1	-1.7165	14.4224	0.0142	0.9053
action_type	Floating Jump sho	1	-0.6351	14.4190	0.0019	0.9649
action_type	Follow Up Dunk Sh	1	0.7057	14.4543	0.0024	0.9611
action_type	Hook Bank Shot	1	10.5955	197.8	0.0029	0.9573
action_type	Hook Shot	1	-2.1249	14.4192	0.0217	0.8828
action_type	Jump Bank Shot	1	-0.2772	14.4179	0.0004	0.9847
action_type	Jump Hook Shot	1	-0.5656	14.4263	0.0015	0.9687
action_type	Jump Shot	1	-2.3164	14.4172	0.0258	0.8724
action_type	Layup Shot	1	-2.0477	14.4173	0.0202	0.8871
action_type	Pullup Bank shot	1	-1.3533	14.4296	0.0088	0.9253
action_type	Pullup Jump shot	1	-0.6197	14.4176	0.0018	0.9657
action_type	Putback Dunk Shot	1	-0.9806	14.4681	0.0046	0.9460
action_type	Putback Layup Sho	1	-0.7784	14.4339	0.0029	0.9570
action_type	Putback Slam Dunk	1	-1.5501	14.4837	0.0115	0.9148
action_type	Reverse Dunk Shot	1	0.8038	14.4245	0.0031	0.9556
action_type	Reverse Layup Sho	1	-1.0274	14.4176	0.0051	0.9432
action_type	Reverse Slam Dunk	1	10.6167	114.7	0.0086	0.9262
action_type	Running Bank shot	1	0.1207	14.4229	0.0001	0.9933
action_type	Running Dunk Shot	1	0.4894	14.4360	0.0011	0.9730
action_type	Running Finger Ro	1	-1.7787	14.4323	0.0152	0.9019
action_type	Running Hook Shot	1	0.3661	14.4267	0.0006	0.9798
action_type	Running Jump Shot	1	-0.4696	14.4174	0.0011	0.9740
action_type	Running Layup Sho	1	-0.7186	14.4204	0.0025	0.9603

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Running Pull-Up J	1	-0.9206	14.4674	0.0040	0.9493
action_type	Running Reverse L	1	-1.4101	14.4368	0.0095	0.9222
action_type	Running Slam Dunk	1	10.3240	442.5	0.0005	0.9814
action_type	Running Tip Shot	1	-13.7481	441.9	0.0010	0.9752
action_type	Slam Dunk Shot	1	2.3965	14.4229	0.0276	0.8680
action_type	Step Back Jump sh	1	-1.0407	14.4186	0.0052	0.9425
action_type	Tip Layup Shot	1	-1.6108	14.4840	0.0124	0.9114
action_type	Tip Shot	1	-2.2184	14.4182	0.0237	0.8777
action_type	Turnaround Bank s	1	-0.1507	14.4207	0.0001	0.9917
action_type	Turnaround Fadeaw	1	-1.1759	14.4176	0.0067	0.9350
action_type	Turnaround Finger	1	10.4505	313.0	0.0011	0.9734
action_type	Turnaround Hook S	1	-1.5479	14.4340	0.0115	0.9146
shot_zone_area	Back Court(BC)	1	-3.0759	0.8422	13.3384	0.0003
shot_zone_area	Center(C)	1	0.6177	0.1706	13.1073	0.0003
shot_zone_area	Left Side Center(LC)	1	0.6449	0.1716	14.1166	0.0002
shot_zone_area	Left Side(L)	1	0.4916	0.1720	8.1699	0.0043
shot_zone_area	Right Side Center(RC)	1	0.7568	0.1712	19.5460	<.0001
attendance		1	0.000185	0.000013	210.7460	<.0001

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Alley Oop Dunk Sh vs Turnaround Jump S	11.910	4.780	29.675
action_type	Alley Oop Layup s vs Turnaround Jump S	1.565	0.901	2.719
action_type	Cutting Layup Sho vs Turnaround Jump S	1.468	0.266	8.088
action_type	Driving Bank shot vs Turnaround Jump S	1.338	0.119	15.062
action_type	Driving Dunk Shot vs Turnaround Jump S	26.733	11.742	60.865
action_type	Driving Finger Ro vs Turnaround Jump S	4.156	2.441	7.076
action_type	Driving Floating vs Turnaround Jump S	0.740	0.103	5.312
action_type	Driving Hook Shot vs Turnaround Jump S	1.031	0.332	3.200
action_type	Driving Jump shot vs Turnaround Jump S	0.476	0.205	1.102
action_type	Driving Layup Sho vs Turnaround Jump S	1.852	1.543	2.221
action_type	Driving Reverse L vs Turnaround Jump S	1.988	1.185	3.334
action_type	Driving Slam Dunk vs Turnaround Jump S	26.955	3.687	197.042
action_type	Dunk Shot vs Turnaround Jump S	2.250	1.582	3.200
action_type	Fadeaway Bank sho vs Turnaround Jump S	5.540	1.651	18.591

The LOGISTIC Procedure

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Fadeaway Jump Sho vs Turnaround Jump S	0.922	0.762	1.116
action_type	Finger Roll Layup vs Turnaround Jump S	3.104	1.163	8.282
action_type	Finger Roll Shot vs Turnaround Jump S	0.568	0.258	1.247
action_type	Floating Jump sho vs Turnaround Jump S	1.674	1.041	2.692
action_type	Follow Up Dunk Sh vs Turnaround Jump S	6.398	0.804	50.885
action_type	Hook Bank Shot vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Hook Shot vs Turnaround Jump S	0.377	0.230	0.620
action_type	Jump Bank Shot vs Turnaround Jump S	2.394	1.758	3.261
action_type	Jump Hook Shot vs Turnaround Jump S	1.794	0.639	5.040
action_type	Jump Shot vs Turnaround Jump S	0.312	0.271	0.359
action_type	Layup Shot vs Turnaround Jump S	0.408	0.344	0.482
action_type	Pullup Bank shot vs Turnaround Jump S	0.816	0.245	2.718
action_type	Pullup Jump shot vs Turnaround Jump S	1.700	1.313	2.202
action_type	Putback Dunk Shot vs Turnaround Jump S	1.185	0.104	13.448
action_type	Putback Layup Sho vs Turnaround Jump S	1.450	0.359	5.863
action_type	Putback Slam Dunk vs Turnaround Jump S	0.670	0.042	10.759
action_type	Reverse Dunk Shot vs Turnaround Jump S	7.057	2.792	17.841
action_type	Reverse Layup Sho vs Turnaround Jump S	1.131	0.866	1.476
action_type	Reverse Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Bank shot vs Turnaround Jump S	3.564	1.564	8.122
action_type	Running Dunk Shot vs Turnaround Jump S	5.153	1.174	22.627
action_type	Running Finger Ro vs Turnaround Jump S	0.533	0.141	2.011
action_type	Running Hook Shot vs Turnaround Jump S	4.556	1.584	13.101
action_type	Running Jump Shot vs Turnaround Jump S	1.975	1.597	2.443
action_type	Running Layup Sho vs Turnaround Jump S	1.540	0.827	2.868
action_type	Running Pull-Up J vs Turnaround Jump S	1.258	0.113	14.024
action_type	Running Reverse L vs Turnaround Jump S	0.771	0.170	3.495
action_type	Running Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Tip Shot vs Turnaround Jump S	<0.001	<0.001	>999.999
action_type	Slam Dunk Shot vs Turnaround Jump S	34.699	15.276	78.820
action_type	Step Back Jump sh vs Turnaround Jump S	1.116	0.733	1.698
action_type	Tip Layup Shot vs Turnaround Jump S	0.631	0.039	10.182
action_type	Tip Shot vs Turnaround Jump S	0.344	0.238	0.495
action_type	Turnaround Bank s vs Turnaround Jump S	2.717	1.416	5.214
action_type	Turnaround Fadeaw vs Turnaround Jump S	0.975	0.760	1.250

The LOGISTIC Procedure

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Turnaround Finger vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Turnaround Hook S vs Turnaround Jump S	0.672	0.166	2.722
shot_zone_area	Back Court(BC) vs Right Side(R)	0.026	0.004	0.190
shot_zone_area	Center(C) vs Right Side(R)	1.054	0.964	1.153
shot_zone_area	Left Side Center(LC) vs Right Side(R)	1.083	0.980	1.198
shot_zone_area	Left Side(L) vs Right Side(R)	0.929	0.839	1.029
shot_zone_area	Right Side Center(RC) vs Right Side(R)	1.212	1.101	1.334
attendance		1.000	1.000	1.000

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	70.2	Somers' D	0.404
Percent Discordant	29.8	Gamma	0.404
Percent Tied	0.0	Tau-a	0.200
Pairs	163169880	c	0.702

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
68.9800	9	<.0001

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
arena_temp	1	25.8253	<.0001
avgnoisedb	1	0.1543	0.6945
period	6	24.1806	0.0005
seconds_remaining	1	18.7073	<.0001

Step 4. Effect arena_temp entered:

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

The LOGISTIC Procedure

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	35327.083	31220.421
SC	35335.237	31701.514
-2 Log L	35325.083	31102.421

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	4222.6624	58	<.0001
Score	3903.2280	58	<.0001
Wald	2897.6413	58	<.0001

Type 3 Analysis of Effects			
Effect	DF	Wald Chi-Square	Pr > ChiSq
action_type	51	2453.1083	<.0001
shot_zone_area	5	42.3693	<.0001
attendance	1	198.2932	<.0001
arena_temp	1	25.7983	<.0001

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept		1	-4.1501	14.4250	0.0828	0.7736
action_type	Alley Oop Dunk Sh	1	1.3251	14.4225	0.0084	0.9268
action_type	Alley Oop Layup s	1	-0.6902	14.4179	0.0023	0.9618
action_type	Cutting Layup Sho	1	-0.7157	14.4406	0.0025	0.9605
action_type	Driving Bank shot	1	-0.8495	14.4662	0.0034	0.9532
action_type	Driving Dunk Shot	1	2.1409	14.4212	0.0220	0.8820
action_type	Driving Finger Ro	1	0.2726	14.4177	0.0004	0.9849
action_type	Driving Floating	1	-1.4296	14.4493	0.0098	0.9212
action_type	Driving Hook Shot	1	-1.1135	14.4264	0.0060	0.9385
action_type	Driving Jump shot	1	-1.8933	14.4214	0.0172	0.8955
action_type	Driving Layup Sho	1	-0.5307	14.4156	0.0014	0.9706
action_type	Driving Reverse L	1	-0.4679	14.4176	0.0011	0.9741
action_type	Driving Slam Dunk	1	2.1729	14.4496	0.0226	0.8805
action_type	Dunk Shot	1	-0.3351	14.4164	0.0005	0.9815

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Fadeaway Bank sho	1	0.5534	14.4280	0.0015	0.9694
action_type	Fadeaway Jump Sho	1	-1.2314	14.4156	0.0073	0.9319
action_type	Finger Roll Layup	1	-0.0470	14.4237	0.0000	0.9974
action_type	Finger Roll Shot	1	-1.7091	14.4207	0.0140	0.9057
action_type	Floating Jump sho	1	-0.6350	14.4173	0.0019	0.9649
action_type	Follow Up Dunk Sh	1	0.6872	14.4525	0.0023	0.9621
action_type	Hook Bank Shot	1	10.6019	197.6	0.0029	0.9572
action_type	Hook Shot	1	-2.1268	14.4174	0.0218	0.8827
action_type	Jump Bank Shot	1	-0.2809	14.4161	0.0004	0.9845
action_type	Jump Hook Shot	1	-0.5920	14.4245	0.0017	0.9673
action_type	Jump Shot	1	-2.3143	14.4155	0.0258	0.8725
action_type	Layup Shot	1	-2.0429	14.4155	0.0201	0.8873
action_type	Pullup Bank shot	1	-1.3501	14.4279	0.0088	0.9254
action_type	Pullup Jump shot	1	-0.6112	14.4159	0.0018	0.9662
action_type	Putback Dunk Shot	1	-0.9996	14.4667	0.0048	0.9449
action_type	Putback Layup Sho	1	-0.7543	14.4322	0.0027	0.9583
action_type	Putback Slam Dunk	1	-1.5771	14.4820	0.0119	0.9133
action_type	Reverse Dunk Shot	1	0.8189	14.4228	0.0032	0.9547
action_type	Reverse Layup Sho	1	-1.0233	14.4159	0.0050	0.9434
action_type	Reverse Slam Dunk	1	10.6099	114.5	0.0086	0.9262
action_type	Running Bank shot	1	0.1322	14.4212	0.0001	0.9927
action_type	Running Dunk Shot	1	0.5136	14.4343	0.0013	0.9716
action_type	Running Finger Ro	1	-1.7902	14.4306	0.0154	0.9013
action_type	Running Hook Shot	1	0.3473	14.4250	0.0006	0.9808
action_type	Running Jump Shot	1	-0.4652	14.4157	0.0010	0.9743
action_type	Running Layup Sho	1	-0.7070	14.4186	0.0024	0.9609
action_type	Running Pull-Up J	1	-0.8728	14.4657	0.0036	0.9519
action_type	Running Reverse L	1	-1.3488	14.4352	0.0087	0.9256
action_type	Running Slam Dunk	1	10.2720	442.5	0.0005	0.9815
action_type	Running Tip Shot	1	-13.8100	441.9	0.0010	0.9751
action_type	Slam Dunk Shot	1	2.4025	14.4211	0.0278	0.8677
action_type	Step Back Jump sh	1	-1.0364	14.4169	0.0052	0.9427
action_type	Tip Layup Shot	1	-1.6534	14.4828	0.0130	0.9091
action_type	Tip Shot	1	-2.2223	14.4164	0.0238	0.8775
action_type	Turnaround Bank s	1	-0.1485	14.4190	0.0001	0.9918

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Turnaround Fadeaw	1	-1.1743	14.4159	0.0066	0.9351
action_type	Turnaround Finger	1	10.4294	313.0	0.0011	0.9734
action_type	Turnaround Hook S	1	-1.5830	14.4323	0.0120	0.9127
shot_zone_area	Back Court(BC)	1	-3.0691	0.8419	13.2888	0.0003
shot_zone_area	Center(C)	1	0.6138	0.1706	12.9521	0.0003
shot_zone_area	Left Side Center(LC)	1	0.6458	0.1716	14.1648	0.0002
shot_zone_area	Left Side(L)	1	0.4904	0.1719	8.1349	0.0043
shot_zone_area	Right Side Center(RC)	1	0.7555	0.1711	19.4893	<.0001
attendance		1	0.000180	0.000013	198.2932	<.0001
arena_temp		1	0.0343	0.00675	25.7983	<.0001

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Alley Oop Dunk Sh vs Turnaround Jump S	11.851	4.755	29.531
action_type	Alley Oop Layup s vs Turnaround Jump S	1.579	0.909	2.745
action_type	Cutting Layup Sho vs Turnaround Jump S	1.540	0.279	8.487
action_type	Driving Bank shot vs Turnaround Jump S	1.347	0.119	15.221
action_type	Driving Dunk Shot vs Turnaround Jump S	26.795	11.768	61.009
action_type	Driving Finger Ro vs Turnaround Jump S	4.137	2.429	7.044
action_type	Driving Floating vs Turnaround Jump S	0.754	0.104	5.456
action_type	Driving Hook Shot vs Turnaround Jump S	1.034	0.333	3.212
action_type	Driving Jump shot vs Turnaround Jump S	0.474	0.204	1.100
action_type	Driving Layup Sho vs Turnaround Jump S	1.853	1.544	2.223
action_type	Driving Reverse L vs Turnaround Jump S	1.973	1.176	3.310
action_type	Driving Slam Dunk vs Turnaround Jump S	27.668	3.785	202.256
action_type	Dunk Shot vs Turnaround Jump S	2.253	1.583	3.205
action_type	Fadeaway Bank sho vs Turnaround Jump S	5.478	1.632	18.390
action_type	Fadeaway Jump Sho vs Turnaround Jump S	0.919	0.760	1.113
action_type	Finger Roll Layup vs Turnaround Jump S	3.005	1.125	8.029
action_type	Finger Roll Shot vs Turnaround Jump S	0.570	0.260	1.253
action_type	Floating Jump sho vs Turnaround Jump S	1.669	1.038	2.685
action_type	Follow Up Dunk Sh vs Turnaround Jump S	6.262	0.788	49.751
action_type	Hook Bank Shot vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Hook Shot vs Turnaround Jump S	0.376	0.228	0.618
action_type	Jump Bank Shot vs Turnaround Jump S	2.378	1.746	3.240

The LOGISTIC Procedure

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Jump Hook Shot vs Turnaround Jump S	1.742	0.620	4.893
action_type	Jump Shot vs Turnaround Jump S	0.311	0.270	0.358
action_type	Layup Shot vs Turnaround Jump S	0.408	0.345	0.483
action_type	Pullup Bank shot vs Turnaround Jump S	0.816	0.245	2.722
action_type	Pullup Jump shot vs Turnaround Jump S	1.709	1.320	2.214
action_type	Putback Dunk Shot vs Turnaround Jump S	1.159	0.102	13.228
action_type	Putback Layup Sho vs Turnaround Jump S	1.481	0.367	5.988
action_type	Putback Slam Dunk vs Turnaround Jump S	0.651	0.041	10.442
action_type	Reverse Dunk Shot vs Turnaround Jump S	7.143	2.826	18.059
action_type	Reverse Layup Sho vs Turnaround Jump S	1.132	0.867	1.478
action_type	Reverse Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Bank shot vs Turnaround Jump S	3.595	1.577	8.196
action_type	Running Dunk Shot vs Turnaround Jump S	5.264	1.198	23.133
action_type	Running Finger Ro vs Turnaround Jump S	0.526	0.140	1.981
action_type	Running Hook Shot vs Turnaround Jump S	4.458	1.550	12.821
action_type	Running Jump Shot vs Turnaround Jump S	1.978	1.599	2.447
action_type	Running Layup Sho vs Turnaround Jump S	1.553	0.834	2.893
action_type	Running Pull-Up J vs Turnaround Jump S	1.316	0.118	14.649
action_type	Running Reverse L vs Turnaround Jump S	0.817	0.180	3.712
action_type	Running Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Tip Shot vs Turnaround Jump S	<0.001	<0.001	>999.999
action_type	Slam Dunk Shot vs Turnaround Jump S	34.807	15.323	79.069
action_type	Step Back Jump sh vs Turnaround Jump S	1.117	0.734	1.700
action_type	Tip Layup Shot vs Turnaround Jump S	0.603	0.037	9.824
action_type	Tip Shot vs Turnaround Jump S	0.341	0.237	0.492
action_type	Turnaround Bank s vs Turnaround Jump S	2.715	1.415	5.211
action_type	Turnaround Fadeaw vs Turnaround Jump S	0.973	0.759	1.248
action_type	Turnaround Finger vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Turnaround Hook S vs Turnaround Jump S	0.647	0.159	2.627
shot_zone_area	Back Court(BC) vs Right Side(R)	0.026	0.004	0.192
shot_zone_area	Center(C) vs Right Side(R)	1.051	0.961	1.150
shot_zone_area	Left Side Center(LC) vs Right Side(R)	1.086	0.982	1.200
shot_zone_area	Left Side(L) vs Right Side(R)	0.929	0.839	1.030
shot_zone_area	Right Side Center(RC) vs Right Side(R)	1.211	1.101	1.334

The LOGISTIC Procedure

Odds Ratio Estimates			
Effect	Point Estimate	95% Wald Confidence Limits	
attendance	1.000	1.000	1.000
arena_temp	1.035	1.021	1.049

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	70.3	Somers' D	0.406
Percent Discordant	29.7	Gamma	0.406
Percent Tied	0.0	Tau-a	0.201
Pairs	163169880	c	0.703

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
43.2096	8	<.0001

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
avgnosedb	1	0.1515	0.6971
period	6	24.2827	0.0005
seconds_remaining	1	18.6790	<.0001

Step 5. Effect seconds_remaining entered:

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

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	35327.083	31203.738
SC	35335.237	31692.986
-2 Log L	35325.083	31083.738

The LOGISTIC Procedure

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	4241.3445	59	<.0001
Score	3919.1963	59	<.0001
Wald	2910.5231	59	<.0001

Type 3 Analysis of Effects			
Effect	DF	Wald Chi-Square	Pr > ChiSq
action_type	51	2454.2544	<.0001
shot_zone_area	5	42.1995	<.0001
attendance	1	197.7424	<.0001
arena_temp	1	25.7697	<.0001
seconds_remaining	1	18.6687	<.0001

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept		1	-4.2302	14.4244	0.0860	0.7693
action_type	Alley Oop Dunk Sh	1	1.3248	14.4218	0.0084	0.9268
action_type	Alley Oop Layup s	1	-0.7004	14.4173	0.0024	0.9613
action_type	Cutting Layup Sho	1	-0.7301	14.4399	0.0026	0.9597
action_type	Driving Bank shot	1	-0.8936	14.4657	0.0038	0.9507
action_type	Driving Dunk Shot	1	2.1405	14.4205	0.0220	0.8820
action_type	Driving Finger Ro	1	0.2792	14.4171	0.0004	0.9845
action_type	Driving Floating	1	-1.4372	14.4487	0.0099	0.9208
action_type	Driving Hook Shot	1	-1.1161	14.4258	0.0060	0.9383
action_type	Driving Jump shot	1	-1.8951	14.4208	0.0173	0.8954
action_type	Driving Layup Sho	1	-0.5272	14.4149	0.0013	0.9708
action_type	Driving Reverse L	1	-0.4600	14.4169	0.0010	0.9745
action_type	Driving Slam Dunk	1	2.1814	14.4489	0.0228	0.8800
action_type	Dunk Shot	1	-0.3349	14.4157	0.0005	0.9815
action_type	Fadeaway Bank sho	1	0.5624	14.4274	0.0015	0.9689
action_type	Fadeaway Jump Sho	1	-1.2293	14.4150	0.0073	0.9320
action_type	Finger Roll Layup	1	-0.0456	14.4230	0.0000	0.9975
action_type	Finger Roll Shot	1	-1.7085	14.4200	0.0140	0.9057
action_type	Floating Jump sho	1	-0.6271	14.4166	0.0019	0.9653
action_type	Follow Up Dunk Sh	1	0.7009	14.4519	0.0024	0.9613

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Hook Bank Shot	1	10.6131	197.7	0.0029	0.9572
action_type	Hook Shot	1	-2.1212	14.4168	0.0216	0.8830
action_type	Jump Bank Shot	1	-0.2784	14.4155	0.0004	0.9846
action_type	Jump Hook Shot	1	-0.5776	14.4239	0.0016	0.9681
action_type	Jump Shot	1	-2.3117	14.4148	0.0257	0.8726
action_type	Layup Shot	1	-2.0426	14.4149	0.0201	0.8873
action_type	Pullup Bank shot	1	-1.3748	14.4272	0.0091	0.9241
action_type	Pullup Jump shot	1	-0.6038	14.4152	0.0018	0.9666
action_type	Putback Dunk Shot	1	-1.0162	14.4659	0.0049	0.9440
action_type	Putback Layup Sho	1	-0.7285	14.4315	0.0025	0.9597
action_type	Putback Slam Dunk	1	-1.6269	14.4814	0.0126	0.9106
action_type	Reverse Dunk Shot	1	0.8186	14.4221	0.0032	0.9547
action_type	Reverse Layup Sho	1	-1.0213	14.4152	0.0050	0.9435
action_type	Reverse Slam Dunk	1	10.6187	114.6	0.0086	0.9262
action_type	Running Bank shot	1	0.1249	14.4205	0.0001	0.9931
action_type	Running Dunk Shot	1	0.4984	14.4336	0.0012	0.9725
action_type	Running Finger Ro	1	-1.7794	14.4299	0.0152	0.9019
action_type	Running Hook Shot	1	0.3459	14.4243	0.0006	0.9809
action_type	Running Jump Shot	1	-0.4603	14.4150	0.0010	0.9745
action_type	Running Layup Sho	1	-0.7123	14.4180	0.0024	0.9606
action_type	Running Pull-Up J	1	-0.8555	14.4652	0.0035	0.9528
action_type	Running Reverse L	1	-1.3394	14.4345	0.0086	0.9261
action_type	Running Slam Dunk	1	10.3373	442.5	0.0005	0.9814
action_type	Running Tip Shot	1	-13.8362	441.9	0.0010	0.9750
action_type	Slam Dunk Shot	1	2.4098	14.4205	0.0279	0.8673
action_type	Step Back Jump sh	1	-1.0346	14.4162	0.0052	0.9428
action_type	Tip Layup Shot	1	-1.6947	14.4825	0.0137	0.9068
action_type	Tip Shot	1	-2.2191	14.4158	0.0237	0.8777
action_type	Turnaround Bank s	1	-0.1377	14.4183	0.0001	0.9924
action_type	Turnaround Fadeaw	1	-1.1674	14.4152	0.0066	0.9355
action_type	Turnaround Finger	1	10.4184	312.9	0.0011	0.9734
action_type	Turnaround Hook S	1	-1.5846	14.4317	0.0121	0.9126
shot_zone_area	Back Court(BC)	1	-2.9901	0.8421	12.6071	0.0004
shot_zone_area	Center(C)	1	0.5980	0.1706	12.2873	0.0005
shot_zone_area	Left Side Center(LC)	1	0.6311	0.1716	13.5239	0.0002

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
shot_zone_area	Left Side(L)	1	0.4735	0.1720	7.5808	0.0059
shot_zone_area	Right Side Center(RC)	1	0.7407	0.1712	18.7240	<.0001
attendance		1	0.000180	0.000013	197.7424	<.0001
arena_temp		1	0.0343	0.00675	25.7697	<.0001
seconds_remaining		1	0.00337	0.000781	18.6687	<.0001

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Alley Oop Dunk Sh vs Turnaround Jump S	11.822	4.744	29.462
action_type	Alley Oop Layup s vs Turnaround Jump S	1.560	0.898	2.712
action_type	Cutting Layup Sho vs Turnaround Jump S	1.514	0.274	8.358
action_type	Driving Bank shot vs Turnaround Jump S	1.286	0.114	14.568
action_type	Driving Dunk Shot vs Turnaround Jump S	26.727	11.738	60.857
action_type	Driving Finger Ro vs Turnaround Jump S	4.155	2.440	7.077
action_type	Driving Floating vs Turnaround Jump S	0.747	0.103	5.425
action_type	Driving Hook Shot vs Turnaround Jump S	1.030	0.331	3.198
action_type	Driving Jump shot vs Turnaround Jump S	0.472	0.204	1.095
action_type	Driving Layup Sho vs Turnaround Jump S	1.855	1.546	2.226
action_type	Driving Reverse L vs Turnaround Jump S	1.984	1.183	3.329
action_type	Driving Slam Dunk vs Turnaround Jump S	27.841	3.808	203.550
action_type	Dunk Shot vs Turnaround Jump S	2.248	1.580	3.199
action_type	Fadeaway Bank sho vs Turnaround Jump S	5.516	1.643	18.520
action_type	Fadeaway Jump Sho vs Turnaround Jump S	0.919	0.759	1.113
action_type	Finger Roll Layup vs Turnaround Jump S	3.003	1.123	8.027
action_type	Finger Roll Shot vs Turnaround Jump S	0.569	0.259	1.251
action_type	Floating Jump sho vs Turnaround Jump S	1.679	1.043	2.701
action_type	Follow Up Dunk Sh vs Turnaround Jump S	6.335	0.797	50.362
action_type	Hook Bank Shot vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Hook Shot vs Turnaround Jump S	0.377	0.229	0.620
action_type	Jump Bank Shot vs Turnaround Jump S	2.379	1.746	3.242
action_type	Jump Hook Shot vs Turnaround Jump S	1.764	0.628	4.957
action_type	Jump Shot vs Turnaround Jump S	0.311	0.271	0.358
action_type	Layup Shot vs Turnaround Jump S	0.408	0.344	0.482
action_type	Pullup Bank shot vs Turnaround Jump S	0.795	0.239	2.646
action_type	Pullup Jump shot vs Turnaround Jump S	1.718	1.326	2.226

The LOGISTIC Procedure

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Putback Dunk Shot vs Turnaround Jump S	1.138	0.100	12.963
action_type	Putback Layup Sho vs Turnaround Jump S	1.517	0.376	6.125
action_type	Putback Slam Dunk vs Turnaround Jump S	0.618	0.038	9.916
action_type	Reverse Dunk Shot vs Turnaround Jump S	7.126	2.818	18.018
action_type	Reverse Layup Sho vs Turnaround Jump S	1.132	0.867	1.478
action_type	Reverse Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Bank shot vs Turnaround Jump S	3.561	1.562	8.119
action_type	Running Dunk Shot vs Turnaround Jump S	5.174	1.177	22.743
action_type	Running Finger Ro vs Turnaround Jump S	0.530	0.141	1.996
action_type	Running Hook Shot vs Turnaround Jump S	4.442	1.544	12.775
action_type	Running Jump Shot vs Turnaround Jump S	1.984	1.603	2.454
action_type	Running Layup Sho vs Turnaround Jump S	1.542	0.828	2.872
action_type	Running Pull-Up J vs Turnaround Jump S	1.336	0.119	14.965
action_type	Running Reverse L vs Turnaround Jump S	0.823	0.181	3.747
action_type	Running Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Tip Shot vs Turnaround Jump S	<0.001	<0.001	>999.999
action_type	Slam Dunk Shot vs Turnaround Jump S	34.987	15.401	79.481
action_type	Step Back Jump sh vs Turnaround Jump S	1.117	0.734	1.700
action_type	Tip Layup Shot vs Turnaround Jump S	0.577	0.035	9.487
action_type	Tip Shot vs Turnaround Jump S	0.342	0.237	0.492
action_type	Turnaround Bank s vs Turnaround Jump S	2.739	1.426	5.258
action_type	Turnaround Fadeaw vs Turnaround Jump S	0.978	0.763	1.254
action_type	Turnaround Finger vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Turnaround Hook S vs Turnaround Jump S	0.644	0.159	2.616
shot_zone_area	Back Court(BC) vs Right Side(R)	0.029	0.004	0.211
shot_zone_area	Center(C) vs Right Side(R)	1.053	0.962	1.151
shot_zone_area	Left Side Center(LC) vs Right Side(R)	1.088	0.984	1.203
shot_zone_area	Left Side(L) vs Right Side(R)	0.929	0.839	1.030
shot_zone_area	Right Side Center(RC) vs Right Side(R)	1.214	1.103	1.336
attendance		1.000	1.000	1.000
arena_temp		1.035	1.021	1.049
seconds_remaining		1.003	1.002	1.005

The LOGISTIC Procedure

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	70.4	Somers' D	0.408
Percent Discordant	29.6	Gamma	0.408
Percent Tied	0.0	Tau-a	0.202
Pairs	163169880	c	0.704

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
24.5480	7	0.0009

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
avgnoisedb	1	0.1522	0.6964
period	6	24.4422	0.0004

Step 6. Effect period entered:

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

Model Fit Statistics		
Criterion	Intercept Only	Intercept and Covariates
AIC	35327.083	31191.238
SC	35335.237	31729.411
-2 Log L	35325.083	31059.238

Testing Global Null Hypothesis: BETA=0			
Test	Chi-Square	DF	Pr > ChiSq
Likelihood Ratio	4265.8449	65	<.0001
Score	3939.9390	65	<.0001
Wald	2926.6661	65	<.0001

The LOGISTIC Procedure

Type 3 Analysis of Effects			
Effect	DF	Wald Chi-Square	Pr > ChiSq
action_type	51	2448.0171	<.0001
shot_zone_area	5	42.9820	<.0001
attendance	1	195.5185	<.0001
arena_temp	1	25.8649	<.0001
period	6	24.4210	0.0004
seconds_remaining	1	18.8297	<.0001

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
Intercept		1	-4.2864	14.4263	0.0883	0.7664
action_type	Alley Oop Dunk Sh	1	1.3319	14.4231	0.0085	0.9264
action_type	Alley Oop Layup s	1	-0.6892	14.4185	0.0023	0.9619
action_type	Cutting Layup Sho	1	-0.7252	14.4413	0.0025	0.9599
action_type	Driving Bank shot	1	-0.8959	14.4675	0.0038	0.9506
action_type	Driving Dunk Shot	1	2.1472	14.4217	0.0222	0.8816
action_type	Driving Finger Ro	1	0.2782	14.4183	0.0004	0.9846
action_type	Driving Floating	1	-1.3984	14.4502	0.0094	0.9229
action_type	Driving Hook Shot	1	-1.1076	14.4270	0.0059	0.9388
action_type	Driving Jump shot	1	-1.8798	14.4220	0.0170	0.8963
action_type	Driving Layup Sho	1	-0.5222	14.4161	0.0013	0.9711
action_type	Driving Reverse L	1	-0.4646	14.4182	0.0010	0.9743
action_type	Driving Slam Dunk	1	2.1844	14.4502	0.0229	0.8798
action_type	Dunk Shot	1	-0.3284	14.4169	0.0005	0.9818
action_type	Fadeaway Bank sho	1	0.5672	14.4286	0.0015	0.9686
action_type	Fadeaway Jump Sho	1	-1.2207	14.4162	0.0072	0.9325
action_type	Finger Roll Layup	1	-0.0692	14.4242	0.0000	0.9962
action_type	Finger Roll Shot	1	-1.6956	14.4213	0.0138	0.9064
action_type	Floating Jump sho	1	-0.6260	14.4178	0.0019	0.9654
action_type	Follow Up Dunk Sh	1	0.6911	14.4531	0.0023	0.9619
action_type	Hook Bank Shot	1	10.5758	197.8	0.0029	0.9574
action_type	Hook Shot	1	-2.1358	14.4180	0.0219	0.8822
action_type	Jump Bank Shot	1	-0.2796	14.4167	0.0004	0.9845
action_type	Jump Hook Shot	1	-0.5870	14.4252	0.0017	0.9675
action_type	Jump Shot	1	-2.3056	14.4161	0.0256	0.8729
action_type	Layup Shot	1	-2.0392	14.4161	0.0200	0.8875

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
action_type	Pullup Bank shot	1	-1.3773	14.4285	0.0091	0.9240
action_type	Pullup Jump shot	1	-0.5975	14.4165	0.0017	0.9669
action_type	Putback Dunk Shot	1	-1.0059	14.4670	0.0048	0.9446
action_type	Putback Layup Sho	1	-0.7292	14.4328	0.0026	0.9597
action_type	Putback Slam Dunk	1	-1.6389	14.4826	0.0128	0.9099
action_type	Reverse Dunk Shot	1	0.8242	14.4233	0.0033	0.9544
action_type	Reverse Layup Sho	1	-1.0280	14.4165	0.0051	0.9432
action_type	Reverse Slam Dunk	1	10.6136	114.7	0.0086	0.9263
action_type	Running Bank shot	1	0.1402	14.4218	0.0001	0.9922
action_type	Running Dunk Shot	1	0.5060	14.4349	0.0012	0.9720
action_type	Running Finger Ro	1	-1.7933	14.4311	0.0154	0.9011
action_type	Running Hook Shot	1	0.3642	14.4256	0.0006	0.9799
action_type	Running Jump Shot	1	-0.4520	14.4163	0.0010	0.9750
action_type	Running Layup Sho	1	-0.7132	14.4192	0.0024	0.9606
action_type	Running Pull-Up J	1	-0.8879	14.4664	0.0038	0.9511
action_type	Running Reverse L	1	-1.3293	14.4358	0.0085	0.9266
action_type	Running Slam Dunk	1	10.3901	442.5	0.0006	0.9813
action_type	Running Tip Shot	1	-13.8409	441.9	0.0010	0.9750
action_type	Slam Dunk Shot	1	2.4165	14.4217	0.0281	0.8669
action_type	Step Back Jump sh	1	-1.0186	14.4174	0.0050	0.9437
action_type	Tip Layup Shot	1	-1.7027	14.4837	0.0138	0.9064
action_type	Tip Shot	1	-2.2120	14.4170	0.0235	0.8781
action_type	Turnaround Bank s	1	-0.1486	14.4196	0.0001	0.9918
action_type	Turnaround Fadeaw	1	-1.1640	14.4164	0.0065	0.9356
action_type	Turnaround Finger	1	10.3473	312.9	0.0011	0.9736
action_type	Turnaround Hook S	1	-1.6247	14.4329	0.0127	0.9104
shot_zone_area	Back Court(BC)	1	-3.0221	0.8423	12.8723	0.0003
shot_zone_area	Center(C)	1	0.6041	0.1706	12.5327	0.0004
shot_zone_area	Left Side Center(LC)	1	0.6406	0.1717	13.9237	0.0002
shot_zone_area	Left Side(L)	1	0.4802	0.1720	7.7916	0.0052
shot_zone_area	Right Side Center(RC)	1	0.7477	0.1712	19.0739	<.0001
attendance		1	0.000179	0.000013	195.5185	<.0001
arena_temp		1	0.0344	0.00676	25.8649	<.0001
period	1	1	0.1278	0.1336	0.9157	0.3386
period	2	1	0.0675	0.1340	0.2539	0.6144

The LOGISTIC Procedure

Analysis of Maximum Likelihood Estimates						
Parameter		DF	Estimate	Standard Error	Wald Chi-Square	Pr > ChiSq
period	3	1	0.0600	0.1335	0.2022	0.6529
period	4	1	-0.0593	0.1338	0.1964	0.6576
period	5	1	0.00478	0.1728	0.0008	0.9779
period	6	1	-0.2019	0.3687	0.2999	0.5839
seconds_remaining		1	0.00339	0.000782	18.8297	<.0001

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Alley Oop Dunk Sh vs Turnaround Jump S	11.891	4.771	29.637
action_type	Alley Oop Layup s vs Turnaround Jump S	1.576	0.906	2.739
action_type	Cutting Layup Sho vs Turnaround Jump S	1.520	0.275	8.414
action_type	Driving Bank shot vs Turnaround Jump S	1.281	0.112	14.707
action_type	Driving Dunk Shot vs Turnaround Jump S	26.869	11.799	61.186
action_type	Driving Finger Ro vs Turnaround Jump S	4.146	2.434	7.061
action_type	Driving Floating vs Turnaround Jump S	0.775	0.106	5.667
action_type	Driving Hook Shot vs Turnaround Jump S	1.037	0.333	3.224
action_type	Driving Jump shot vs Turnaround Jump S	0.479	0.206	1.112
action_type	Driving Layup Sho vs Turnaround Jump S	1.862	1.552	2.234
action_type	Driving Reverse L vs Turnaround Jump S	1.972	1.175	3.310
action_type	Driving Slam Dunk vs Turnaround Jump S	27.889	3.815	203.888
action_type	Dunk Shot vs Turnaround Jump S	2.260	1.588	3.217
action_type	Fadeaway Bank sho vs Turnaround Jump S	5.535	1.647	18.594
action_type	Fadeaway Jump Sho vs Turnaround Jump S	0.926	0.765	1.121
action_type	Finger Roll Layup vs Turnaround Jump S	2.929	1.096	7.829
action_type	Finger Roll Shot vs Turnaround Jump S	0.576	0.262	1.266
action_type	Floating Jump sho vs Turnaround Jump S	1.678	1.043	2.702
action_type	Follow Up Dunk Sh vs Turnaround Jump S	6.265	0.788	49.799
action_type	Hook Bank Shot vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Hook Shot vs Turnaround Jump S	0.371	0.225	0.610
action_type	Jump Bank Shot vs Turnaround Jump S	2.373	1.741	3.234
action_type	Jump Hook Shot vs Turnaround Jump S	1.745	0.620	4.910
action_type	Jump Shot vs Turnaround Jump S	0.313	0.272	0.360
action_type	Layup Shot vs Turnaround Jump S	0.408	0.345	0.483
action_type	Pullup Bank shot vs Turnaround Jump S	0.792	0.238	2.637
action_type	Pullup Jump shot vs Turnaround Jump S	1.727	1.333	2.238

The LOGISTIC Procedure

Odds Ratio Estimates				
Effect		Point Estimate	95% Wald Confidence Limits	
action_type	Putback Dunk Shot vs Turnaround Jump S	1.148	0.101	13.035
action_type	Putback Layup Sho vs Turnaround Jump S	1.514	0.374	6.119
action_type	Putback Slam Dunk vs Turnaround Jump S	0.610	0.038	9.789
action_type	Reverse Dunk Shot vs Turnaround Jump S	7.157	2.830	18.097
action_type	Reverse Layup Sho vs Turnaround Jump S	1.123	0.860	1.466
action_type	Reverse Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Bank shot vs Turnaround Jump S	3.611	1.583	8.239
action_type	Running Dunk Shot vs Turnaround Jump S	5.206	1.184	22.895
action_type	Running Finger Ro vs Turnaround Jump S	0.522	0.139	1.966
action_type	Running Hook Shot vs Turnaround Jump S	4.518	1.571	12.996
action_type	Running Jump Shot vs Turnaround Jump S	1.997	1.614	2.471
action_type	Running Layup Sho vs Turnaround Jump S	1.538	0.824	2.870
action_type	Running Pull-Up J vs Turnaround Jump S	1.292	0.116	14.435
action_type	Running Reverse L vs Turnaround Jump S	0.831	0.182	3.785
action_type	Running Slam Dunk vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Running Tip Shot vs Turnaround Jump S	<0.001	<0.001	>999.999
action_type	Slam Dunk Shot vs Turnaround Jump S	35.173	15.482	79.908
action_type	Step Back Jump sh vs Turnaround Jump S	1.133	0.744	1.726
action_type	Tip Layup Shot vs Turnaround Jump S	0.572	0.035	9.394
action_type	Tip Shot vs Turnaround Jump S	0.344	0.238	0.496
action_type	Turnaround Bank s vs Turnaround Jump S	2.705	1.408	5.196
action_type	Turnaround Fadeaw vs Turnaround Jump S	0.980	0.764	1.257
action_type	Turnaround Finger vs Turnaround Jump S	>999.999	<0.001	>999.999
action_type	Turnaround Hook S vs Turnaround Jump S	0.618	0.152	2.511
shot_zone_area	Back Court(BC) vs Right Side(R)	0.028	0.004	0.204
shot_zone_area	Center(C) vs Right Side(R)	1.056	0.966	1.155
shot_zone_area	Left Side Center(LC) vs Right Side(R)	1.095	0.991	1.211
shot_zone_area	Left Side(L) vs Right Side(R)	0.933	0.842	1.034
shot_zone_area	Right Side Center(RC) vs Right Side(R)	1.219	1.108	1.342
attendance		1.000	1.000	1.000
arena_temp		1.035	1.021	1.049
period	1 vs 7	1.135	0.230	5.600
period	2 vs 7	1.069	0.217	5.273
period	3 vs 7	1.061	0.215	5.233
period	4 vs 7	0.941	0.191	4.645

The LOGISTIC Procedure

Odds Ratio Estimates			
Effect		Point Estimate	95% Wald Confidence Limits
period	5 vs 7	1.004	0.199 5.051
period	6 vs 7	0.816	0.137 4.860
seconds_remaining		1.003	1.002 1.005

Association of Predicted Probabilities and Observed Responses			
Percent Concordant	70.6	Somers' D	0.412
Percent Discordant	29.4	Gamma	0.412
Percent Tied	0.0	Tau-a	0.204
Pairs	163169880	c	0.706

Residual Chi-Square Test		
Chi-Square	DF	Pr > ChiSq
0.1060	1	0.7447

Analysis of Effects Eligible for Entry			
Effect	DF	Score Chi-Square	Pr > ChiSq
avgnoisedb	1	0.1060	0.7447

Note: No (additional) effects met the 0.35 significance level for entry into the model.

Summary of Forward Selection					
Step	Effect Entered	DF	Number In	Score Chi-Square	Pr > ChiSq
1	action_type	51	1	3641.0049	<.0001
2	attendance	1	2	213.2263	<.0001
3	shot_zone_area	5	3	64.7280	<.0001
4	arena_temp	1	4	25.8253	<.0001
5	seconds_remaining	1	5	18.6790	<.0001
6	period	6	6	24.4422	0.0004

The LOGISTIC Procedure

Partition for the Hosmer and Lemeshow Test					
Group	Total	shot_made_flag = 1		shot_made_flag = 0	
		Observed	Expected	Observed	Expected
1	2570	644	626.50	1926	1943.50
2	2570	730	740.83	1840	1829.17
3	2570	793	799.03	1777	1770.97
4	2570	849	850.39	1721	1719.61
5	2570	906	904.34	1664	1665.66
6	2570	992	969.92	1578	1600.08
7	2571	1050	1079.70	1521	1491.30
8	2570	1460	1463.88	1110	1106.12
9	2570	1836	1834.04	734	735.96
10	2566	2205	2196.36	361	369.64

Hosmer and Lemeshow Goodness-of-Fit Test		
Chi-Square	DF	Pr > ChiSq
3.4261	8	0.9048

Classification Table									
Prob Level	Correct		Incorrect		Percentages				
	Event	Non-Event	Event	Non-Event	Correct	Sensitivity	Specificity	False POS	False NEG
0.000	11465	0	14232	0	44.6	100.0	0.0	55.4	.
0.020	11464	69	14163	1	44.9	100.0	0.5	55.3	1.4
0.040	11464	69	14163	1	44.9	100.0	0.5	55.3	1.4
0.060	11464	70	14162	1	44.9	100.0	0.5	55.3	1.4
0.080	11464	72	14160	1	44.9	100.0	0.5	55.3	1.4
0.100	11464	72	14160	1	44.9	100.0	0.5	55.3	1.4
0.120	11464	72	14160	1	44.9	100.0	0.5	55.3	1.4
0.140	11463	72	14160	2	44.9	100.0	0.5	55.3	2.7
0.160	11463	72	14160	2	44.9	100.0	0.5	55.3	2.7
0.180	11462	77	14155	3	44.9	100.0	0.5	55.3	3.8
0.200	11454	114	14118	11	45.0	99.9	0.8	55.2	8.8
0.220	11416	229	14003	49	45.3	99.6	1.6	55.1	17.6
0.240	11320	538	13694	145	46.1	98.7	3.8	54.7	21.2
0.260	11069	1218	13014	396	47.8	96.5	8.6	54.0	24.5
0.280	10665	2276	11956	800	50.4	93.0	16.0	52.9	26.0

The LOGISTIC Procedure

Classification Table									
Prob Level	Correct		Incorrect		Percentages				
	Event	Non-Event	Event	Non-Event	Correct	Sensitivity	Specificity	False POS	False NEG
0.300	10091	3686	10546	1374	53.6	88.0	25.9	51.1	27.2
0.320	9305	5453	8779	2160	57.4	81.2	38.3	48.5	28.4
0.340	8473	7167	7065	2992	60.9	73.9	50.4	45.5	29.5
0.360	7635	8693	5539	3830	63.5	66.6	61.1	42.0	30.6
0.380	6928	9872	4360	4537	65.4	60.4	69.4	38.6	31.5
0.400	6356	10748	3484	5109	66.6	55.4	75.5	35.4	32.2
0.420	5967	11367	2865	5498	67.5	52.0	79.9	32.4	32.6
0.440	5694	11758	2474	5771	67.9	49.7	82.6	30.3	32.9
0.460	5513	11977	2255	5952	68.1	48.1	84.2	29.0	33.2
0.480	5401	12117	2115	6064	68.2	47.1	85.1	28.1	33.4
0.500	5296	12222	2010	6169	68.2	46.2	85.9	27.5	33.5
0.520	5213	12325	1907	6252	68.2	45.5	86.6	26.8	33.7
0.540	5104	12414	1818	6361	68.2	44.5	87.2	26.3	33.9
0.560	4968	12510	1722	6497	68.0	43.3	87.9	25.7	34.2
0.580	4787	12626	1606	6678	67.8	41.8	88.7	25.1	34.6
0.600	4584	12771	1461	6881	67.5	40.0	89.7	24.2	35.0
0.620	4351	12897	1335	7114	67.1	38.0	90.6	23.5	35.6
0.640	4153	13040	1192	7312	66.9	36.2	91.6	22.3	35.9
0.660	3927	13150	1082	7538	66.5	34.3	92.4	21.6	36.4
0.680	3697	13269	963	7768	66.0	32.2	93.2	20.7	36.9
0.700	3418	13375	857	8047	65.4	29.8	94.0	20.0	37.6
0.720	3075	13502	730	8390	64.5	26.8	94.9	19.2	38.3
0.740	2644	13666	566	8821	63.5	23.1	96.0	17.6	39.2
0.760	2196	13836	396	9269	62.4	19.2	97.2	15.3	40.1
0.780	1737	13996	236	9728	61.2	15.2	98.3	12.0	41.0
0.800	1374	14101	131	10091	60.2	12.0	99.1	8.7	41.7
0.820	1147	14139	93	10318	59.5	10.0	99.3	7.5	42.2
0.840	1023	14167	65	10442	59.1	8.9	99.5	6.0	42.4
0.860	951	14176	56	10514	58.9	8.3	99.6	5.6	42.6
0.880	876	14184	48	10589	58.6	7.6	99.7	5.2	42.7
0.900	815	14197	35	10650	58.4	7.1	99.8	4.1	42.9
0.920	765	14204	28	10700	58.3	6.7	99.8	3.5	43.0
0.940	712	14210	22	10753	58.1	6.2	99.8	3.0	43.1
0.960	651	14216	16	10814	57.9	5.7	99.9	2.4	43.2

The LOGISTIC Procedure

Classification Table									
Prob Level	Correct		Incorrect		Percentages				
	Event	Non- Event	Event	Non- Event	Correct	Sensi- tivity	Speci- ficity	False POS	False NEG
0.980	336	14223	9	11129	56.7	2.9	99.9	2.6	43.9
1.000	0	14232	0	11465	55.4	0.0	100.0	.	44.6