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Paycheck Performance

The purpose of this project was to create an equation to show how Major League Baseball should pay players based on performance. This was done by taking statistics in pitching, fielding, and batting from the 2007 season and decided how much each stat is worth when paying a player. Statistics were chosen based upon the importance in winning than others and made them worth more than others. The formula worked to show that players should be paid based on their performance rather than how they are getting paid now. The equation showed that some players are in fact being paid less money than others when that player has performed better throughout the season than others.