How it Works	The sheet uses a number of metrics to determine a final grade. The grade is *NOT* a point projection. A number grade is first assigned to *all* of the following metrics; Pace, Usage, FanDuel price, average minutes played last 5 games, average FanDuel points last 5 games, FanDuel points per minute, Defense vs Position (DvP), Cost vs Production (**CvP) last five games, Vegas spread and over/under. The final grade is the total of all of these factors.
Best	A player graded higher then 38
Good	A player graded 30-to-38
Average	A player graded 18-to-30
Risky	A player graded 10-to-18
Avoid	A player graded 0-to-10
Do Not Play	A player graded under zero
No Data	Not enough data to grade (at least 5 games)
5.5k & Under	Players priced under $5,500 to identify values
Grade	Final grade based on the above factors
HOT	A player with a high **CvP. Or more simply, a player outperforming their salary over their last 5 games. Please note, this can be affected by one big game, and it also uses a players last 5 games *played*, so a player coming back from an injury that was "Hot" before getting injured may show up on the Hot List.
Salary	Players current FanDuel Salary
Opp	Players current opponent
Minutes L5	Average minutes over last five game
Avg L5	Average Fanduel points over last five games
**CvP Explained	CvP (Cost vs Production) is how far above or below a players average over his last 5 games is compared to what 5 times value is at his current price. Please note, this metric can be affected by one big game. Ex. 1 Player A $10,000. Last 5 game average is 55. Five times value at $10,000 is 50 FanDuel points. Player's CvP is +5. Ex. 2 Player B $10,000. Last 5 game average is 45. Five times value at $10,000 is 50 FanDuel points. Player's CvP is (-5).
Injuries and Rest	I do my best to adjust players that are not playing for rest or injuries. However, there will be times that I will not be able to update it before lock. A rested or injured player will not only affect said player's grade, but will affect other players on his team as well. Each metric I use is tied to minutes.