

Supplementary Table 1. Kinesthetic Description of Primary Kinematic Airborne Activity

Primary Kinematic	Description
Basic	absence of a primary (but not necessarily the absence of modifiers)
Behind-the-Back	trunk flexion while transferring the ball dorsal to the trunk from the hand of one medially adducted arm to the hand of the other medially adducted arm which then abducts to the finish
Between-the-Legs	transferring the ball from one hand underneath one leg raised by simultaneous hip and knee flexion to the other hand, the arm of which abducts to finish
Cradle	flexionally circumducting the arm(s) (toward the front) at varying degrees of rotation and arc, through the finish
Double-Pump	inferior extension of the arm(s) (toward the ground) anterior to the trunk, while possessing the ball, followed by a superior flexional movement of the arm(s) to finish
Reach	extensional or flexional outstretching the arm(s) to obtain control of a ball (e.g., for a pass) or doing so while possessing the ball such that the simultaneous execution of other primary kinematics is infeasible
Tomahawk	contraction of the biceps while the arms are in a position of 180° flexion (elbows point upward) and then relaxation of the biceps to finish
Touch-Goal-with-Ball	volitionally touching a possessed ball to any component of the goal standard while airborne, other than for the purposes of finishing
Windmill	extensionally circumducting the arm(s) (toward the back) at varying degrees of rotation and arc, through the finish

Supplementary Table 2. Post-Hoc LMMs of Dunk Scores

Fixed Effects	Post-Hoc Model I				Post-Hoc Model II			
	Coef	SE	<i>t</i>	<i>p</i>	Coef	SE	<i>t</i>	<i>p</i>
Constant	-1.63	4.21	-0.39	0.70	-2.83	4.16	-0.68	0.50
Attempts	-0.10	0.15	-0.68	0.50	-0.04	0.15	-0.26	0.80
Replacements	-0.22	0.26	-0.83	0.41	-0.16	0.26	-0.62	0.53
Won Previous SDC	-1.51	1.44	-1.05	0.30	-1.69	1.42	-1.19	0.23
Sequence	0.66	0.68	0.96	0.34	0.59	0.67	0.88	0.38
Round, Middle	0.61	0.68	0.90	0.37	0.92	0.67	1.37	0.17
Round, Final	0.42	0.56	0.76	0.45	1.34	0.62	2.17	0.03
Judge Experience	-0.09	0.04	-2.22	0.03	-0.10	0.05	-1.99	0.06
Sequence × WPS	2.20	1.99	1.10	0.27	2.21	1.96	1.13	0.26
Sequence × Middle	-0.12	1.10	-0.11	0.91	-0.02	1.09	-0.01	0.99
Sequence × Final	-0.14	0.90	-0.15	0.88	-0.05	0.88	-0.05	0.96
2-Round SDC					1.19	0.67	1.78	0.08
2-Round SDC × Final Rnd.					-2.00	0.60	-3.33	0.00
Home	0.81	0.50	1.64	0.11	0.99	0.49	2.01	0.05
Popularity	0.17	0.07	2.32	0.02	0.16	0.07	2.23	0.03
Height	0.02	0.05	0.44	0.66	0.03	0.05	0.64	0.53
Histrionics	2.90	0.87	3.32	0.00	2.84	0.86	3.30	0.00
Dunk Novelty	-0.01	0.02	-0.87	0.38	-0.01	0.02	-0.70	0.49

Sequence, Popularity, Home Court in SDC Initial Rounds, 1984–2016

