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The 2015 KillerSports.com
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The 2015 NFL Annual

The 2015 KillerSports.com NFL Handicapping Annual contains information that you can use to become a confident, informed and successful football bettor.

There are several different trend sets, including unbelievable teaser trends provided by MTi Sports and fantastic NFL player-based trends sets from SportsBook Breakers. Also included are a sampling college trends and systems from SportsBook Breakers.

The main trend set includes 12 trends in past performance for each team. There are five play-on trends, five play-against trends, one play-under trend and one play-over trend.

ALL of the trends come with the Sports Data Query Language (SDQL) that generates the trend. With the SDQL text, you can not only verify the accuracy of the trend now, you can see how the trend is performing anytime during the season and to see if it is active for an upcoming game. To check any trend, type (or paste) the SDQL text into the query text box at:

killersports.com/nfl/query

and then simply click on the query button. The results should appear in a second or two.

For the self-starters, there is a quick overview of the SDQL text on page 6 and a detailed SDQL Manual on page 97 to get your exploring started.

If you have any questions about the SDQL, post them at the Google Group for the SDQL at:

groups.google.com/group/SportsDataBase

The group has many expert members, including MTi Sports Forecasting and the genius behind the Sports Data Query Language, Dr. Joe Meyer. Feel free to post any questions/comments about this publication there as well. You can also visit sdqlconsultancy.com where you can interact with SDQL experts, watch FREE How-To and Query of the Day Videos, and see videos answering questions from former SDQL Masters Tests.

You can also find the Daily Query Demo Videos, along with other great SDQL-based information, tweeted daily by following the @Killer_Trends Twitter account.

For those looking to find even more trends and systems from a slew of SDQL experts, visit the brand new Killersports.com Trends Mart at:

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Finally, keep up on the latest trends and currently evolving systems DURING the season, consider subscribing to the *KillerSports.com 2015 NFL Weekly Report*.

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QUICK SDQL OVERVIEW

SDQL stands for Sports Data Query Language. It is a language that allows the investigation of past sports results over the internet using your home computing device. It is easy, it is fast and it is FREE. If you can perform a search on Google, you can query the past results of professional sports games.

Like the Google search, there is a text query box in which you enter what you would like to search. Unlike Google, the search has to be specific and you must use the Sports Data Query Language. The advantage of the SDQL is that you get one hit, which is exactly what you asked for—not a billion hits, most of which are not what you are looking for.

For example, if you want to see all the shutouts in the NFL since 1989 (the start of the database), simply enter:

> **points=0** `query`

into the query text box and then click on the query button. It is as simple as that! There are SDQL query text boxes at many internet sites. The most developed is currently at:

> **killersports.com/nfl.py/query**

To see all the NFL games in which a team committed at least five turnovers and won the game, enter

> **TO>=5 and W** `query`

The SDQL allows access to billions of situations that are of interest to sports historians, the sports media, fantasy league participants and serious sports bettors.

The ability to quickly and efficiently interrogate historical data in the NFL (as well as the NBA and MLB) will provide the SDQL user a terrific advantage over those that just pore over box scores and read other people's interpretations of the results.

Perhaps the best way to grasp the SDQL is to simply try the hundreds of examples in this book using query page.

Basically, there are only a couple of key ideas that will get you well on your way to becoming an SDQL master.

The first is that a query consists of a number of conditions separated by the word "and." The second is grasping the difference between the team and the opponent. In sports, there are two combatants. To distinguish between them, SDQL calls one of these the **team** and the other the **opponent**. This allows access to results based on both the performance of the team and the performance of their opponent. For example, we can see how a team performs when they score at least 24 points and we can see how a team performs when their opponent scores at least 24 points.

For example, to see how the Patriots perform in games in which they scored at least 24 points, use:

> **team = Patriots and points>=24** `query`

When this query is run, the computer responds with a records summary and a game listing of all the games since 1989 in which the Patriots scored at least 24 points.

To see how the Patriots perform in games in which they allowed at least 24 points, use:

> **team = Patriots and o:points>=24** `query`

The o: game reference on the "points" directs the "points" parameter to the opponent.

To see how the Patriots perform in games AFTER they scored at least 24 points, use:

> **team = Patriots and p:points>=24** `query`

Here, the p: game reference on the "points" directs the parameter to the team's previous game.

Each one of these queries has two SDQL phrases. The first defines the team and the second gives a condition. There is no limit to the number of SDQL phrases that can be strung together with the word "and."

That's it! This is the basic structure of the SDQL. This structure will allow the thorough interrogation and investigation of historical sports data. Understanding this structure is the key to understanding the SDQL. Once you have a grasp of this structure, you will be able to perform your own investigations.

For a more detailed explanation of SDQL principles, read the SDQL manual located on page 97 which includes trends for you to practice yourself. If you have any questions about the SDQL during your exploration, address them to the sportsdatabase.com discussion group at:

> **groups.google.com/group/SportsDataBase**

This group is monitored by numerous SDQL masters who will be able to address all your well-posed questions.

Happy Hunting!

View the SDQL Manual on page 97 for a detailed overview!

SportsBook Breakers NFL Player-Based Trends

For years, the powerful SDQL has allowed the search of tens of thousands of situations leaguewide or focused on individual teams. However, there is benefit to digging into the situation even further and showing how players have performed on an individual level and how that affects their team's performance in that game, or going forward. The geniuses behind the SDQL have responded and there is now the ability to run queries at an individual player level.

Below are the following parameters available for player level queries:

Passing Parameters: completions, interceptions thrown, name, passes, passing conversions, passing touchdowns, passing yards

Rushing Parameters: longest rush, name, rushes, rushing conversions, rushing touchdowns, rushing yards

Receiving Parameters: longest reception, name, receiving conversions, receiving touchdowns, receiving yards, receptions

Fumbles Parameters: fumble yards, fumbles, fumbles lost, fumbles recovered, name

Defense Parameters: forced fumbles, fumble return touchdowns, interception return touchdowns, interceptions, name, sacks, safeties, tackle assists, tackles

Kicking Parameters: field goals, field goals attempted, kicking extra points, kicking extra points attempted, longest field goal, name

Punting Parameters: average punt yards, longest punt, name, punts, punts inside the twenty

Punt Returns Parameters: average punt return, longest punt return, name, punt return touchdowns, punt returns

Kickoff Returns Parameters: average kickoff return, kickoff return touchdowns, kickoff returns, longest kickoff return, name

Here is a sample SDQL of one of the player based trends:

0<Tom Brady:p:passing yards<=133 and REG

This trend searches all regular season games which Tom Brady threw for no more than 133 yards in his last game. All players are recorded by their full name.

One great feature of these player-based trends is that you combined them with team-based SDQL parameters as well:

36>=MattStafford:p:completions>=27 and p:L and p:points>=14

That query isolates games where Matt Stafford completed between 27 and 36 passes in a loss where Detroit scored at least 14 points.

There are several more subtleties to running player-based trends, some of which you'll see in the pages below where there are 10 quarterback trends, 10 running back trends and 10 receiver trends, as well as a featured player trend.

Don't be afraid to try running your own player-based trends at killersports.com. If you run into any issues — or have a great handicapping find — post your finding on the SportDatabase Google Group or save your trends to your KillerSports.com account.

FEATURED PLAYER TREND

SportsBook Breakers – Top RB Trend

The Seahawks are 14-0 ATS (12.0 ppg) since 2011 the week after a game where Marshawn Lynch ran for at least 113 yards and they ran for less than 350 yards as a team.

SDQL Text

Marshawn Lynch:p:rushing yards >= 113 and p:rushing yards<350 and NB and season >= 2011

System Analysis

One of the exciting things about the ability to run player trends using SDQL is being able to do isolate the affect that one player's performance has on his team. Using the team parameter of "rushing yards," you can get a sense of how an individual runner did. However, those figures also include the rushing totals of quarterbacks, secondary running backs and other ball carriers.

When you think of a running back who is most important to his team's success, Marshawn Lynch is the first player that should come to mind.

It is no surprise that getting Lynch going is something that leads to ongoing success for Seattle. The main parameter of this trend is when Lynch is coming off a game off rushing for more than 113 yards, with additional caveats of that being a significant chunk of the team's rushing game and that there was not a week off after the performance.

It comes as no surprise that Seattle's rushing attack is strong in these games, averaging 140.5 yards on the ground, led by Lynch who averages 89.3 yards rushing in these games with at least 109 yards in half the active instances.

With Lynch serving as the Seahawks' lead back again this season, expect this trend to be active multiple times in 2015.

KillerSports.com Query Output File

SU: 13-1-0 (15.21, 92.9%)
ATS: 14-0-0 (11.96, 100.0%)   avg line: -3.2
O/U: 6-7-1 (0.82, 46.2%)   avg total: 41.7

	Rushes	RY	Passes	COMP	PY	TO	Q1	Q2	Q3	Q4	Final
Team	33.9	140.5	25.6	16.8	213.4	0.9	5.8	7.1	6.9	9.1	28.9
Opp	22.7	100.1	33.7	18.9	174.9	2.4	2.9	5.1	2.9	2.8	13.6

Day	Wk	YR	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr	ot
Sunday	10	2011	Seahawks	Ravens	home	10-0	9-7	3-3	0-7	22-17	6.5	40.0	5	11.5	-1.0	5.2	-6.2	W	W	U	0
Monday	14	2011	Seahawks	Rams	home	10-0	0-3	10-3	10-7	30-13	-10.0	37.0	17	7.0	6.0	6.5	-0.5	W	W	O	0
Sunday	15	2011	Seahawks	Bears	away	7-7	0-7	17-0	14-0	38-14	3.5	36.0	24	27.5	16.0	21.8	-5.8	W	W	O	0
Monday	3	2012	Seahawks	Packers	home	0-0	7-0	0-6	7-6	14-12	3.0	44.0	2	5.0	-18.0	-6.5	-11.5	W	W	U	0
Sunday	5	2012	Seahawks	Panthers	away	3-0	3-3	7-7	3-2	16-12	2.0	42.5	4	6	-14.5	-4.2	-10.2	W	W	U	0
Sunday	10	2012	Seahawks	Jets	home	7-7	7-0	0-0	14-0	28-7	-5.5	39.0	21	15.5	-4	5.8	-9.8	W	W	U	0
Sunday	15	2012	Seahawks	Bills	away	14-7	17-10	16-0	3-0	50-17	-4.5	43.5	33	28.5	23.5	26.0	-2.5	W	W	O	0
Sunday	16	2012	Seahawks	Fortyniners	home	14-0	14-6	7-0	7-7	42-13	-2.0	40.0	29	27	15	21.0	-6.0	W	W	O	0
Sunday	19	2012	Seahawks	Falcons	away	0-10	0-10	7-7	21-3	28-30	2.5	46.5	-2	0.5	11.5	6.0	5.5	L	W	O	0
Sunday	10	2013	Seahawks	Falcons	away	3-0	20-3	3-7	7-0	33-10	-4.5	46.0	23	18.5	-3.0	7.8	-10.8	W	W	U	0
Sunday	11	2013	Seahawks	Vikings	home	10-3	14-10	0-0	17-7	41-20	-13.0	46.0	21	8.0	15.0	11.5	3.5	W	W	O	0
Sunday	20	2013	Seahawks	Fortyniners	home	0-3	3-7	10-7	10-0	23-17	-4.0	40.0	6	2.0	0.0	1.0	-1.0	W	W	P	0
Sunday	12	2014	Seahawks	Cardinals	home	3-0	6-3	10-0	0-0	19-3	-7.0	41.5	16	9.0	-19.5	-5.2	-14.2	W	W	U	0
Sunday	17	2014	Seahawks	Rams	home	0-3	0-3	6-0	14-0	20-6	-12.5	41.5	14	1.5	-15.5	-7.0	-8.5	W	W	U	0

PLAYER-BASED TRENDS: QBS

There is no player that controls a game more than the quarterback. They are the only player on the field with the ball in their hands in half of the plays every game. As such, it makes sense that quarterbacks have the best of the player-based trends, and that their performance in one game or against a certain team would have a great bearing on future games. Below are 10 quarterback trends from some of the elite signal callers in the NFL.

DESCRIPTION	SDQL TEXT
Tom Brady is 10-0 ATS (10.1 ppg) since 2004 in the regular season after a game where he completed less than 50% of his passes.	*Tom Brady:p:completions/Tom Brady:p:passes<=.5 and REG and season>=2004*
Jay Cutler is 0-11 ATS (-8.5 ppg) in his career after he threw for 136-185 yards and 1-3 touchdowns last game.	*3>=Jay Cutler:p:passing touchdowns>=1 and 185>=Jay Cutler:p:passing yards>=136*
Colin Kaepernick is 0-9-2 ATS (-8.2 ppg) since December 30, 2012 after a game where he had at least 18 completions and they scored more than 10 points.	*Colin Kaepernick:p:completions>=18 and p:points>10 and date>=20121230*
Andrew Luck is 13-0 ATS (8.7 ppg) in his career after a Sunday game where he threw between 35 and 50 passes and they scored less than 24 points.	*50 >= Andrew Luck:p:passes >= 35 and p:day = Sunday and p:points<24*
Eli Manning is 9-0 ATS (8.1 ppg) in his career after a game where he threw at least 45 passes for less than 350 yards.	*Eli Manning:p:passes>=45 and Eli Manning:p:passing yards < 350*
Philip Rivers is 15-0 ATS (15.6 ppg) since October 25, 2009 after a game where he threw 33-39 passes and they had between 210 and 300 team passing yards.	*39>=Philip Rivers:p:passes>=33 and 300>=p:passing yards>=210 and date>=20091025*
Aaron Rodgers is 7-0 ATS (12.6 ppg) in his career after a game where he threw for at least 34 passes and had less than 22 completions.	*Aaron Rodgers:p:passes>=34 and Aaron Rodgers:p:completions<22*
Tony Romo is 0-12 ATS (-8.8 ppg) since December 2007 in the first 16 weeks of the season if not an underdog, coming off a game where he completed at least 73% of his passes.	*Tony Romo:p:completions/Tony Romo:p:passes>=.73 and date>=20071201 and line<=0 and week<17*
Alex Smith is 8-0 ATS (12.4 ppg) since December 14, 2009 when he threw more than 38 passes last game and completed more than 57.5% of them.	*Alex Smith:p:passes>38 and Alex Smith:p:completions/Alex Smith:p:passes>.575 and date>=20091214*
Russell Wilson is 12-0 ATS (7.3 ppg) in his career after a game where he threw at least 25 passes and completed at least 68% of his them.	*Russell Wilson:p:completions/Russell Wilson:p:passes>=.68 and Russell Wilson:p:passes>=25*

WANT TO GET MORE GREAT PLAYER TRENDS INCLUDING 10 MORE OFFENSIVE PLAYER TRENDS THAT YOU CAN USE THIS SEASON?

Download the 2015 NFL Bible Bonus section later this month, included with a subscription to the 2015 NFL Newsletter, and check these highly valuable trends developed by SportsBook Breakers.

PLAYER-BASED TRENDS: RBS

While they don't affect a game to the same degree as a quarterback, running backs are important to the outcome, and can often be the key player in 20-25 plays a game. They are players that see their usage and success vary widely from one game to another, and can be very matchup dependent. In particular, previous usage volume is interesting in regards to running backs' performance. Below are 10 running back trends from some of the top ball carriers in the NFL.

DESCRIPTION	SDQL TEXT
LeVeon Bell is 9-0 ATS (9.1 ppg) in his career past week four of the season, when he carried the ball 20-32 times last game.	*32>=Leveon Bell:p:rushes>=20 and week>4*
Jamaal Charles is 0-7 ATS (-11.4 ppg) when between a four-point favorite and nine-point dog, after a game where he ran for at least 110 yards.	*Jamaal Charles:p:rushing yards>=110 and 9>=line>=-4*
Matt Forte is 0-10 ATS (-8.5 ppg) since November 2012 in non-Monday night games after a game where he had less than 15 carries.	*0<Matt Forte:p:rushes<15 and date>=20121101 and day!=Monday*
Arian Foster is 0-7 ATS (-8.2 ppg) when he had between nine and 14 rushes last game.	*14>=Arian Foster:p:rushes>=9*
Frank Gore is 0-10-2 ATS (-10.8 ppg) since 2012 after a game where he had less than 45 rushing yards and they did not win by 21+.	*0<Frank Gore:p:rushing yards<45 and p:margin<21 and season>=2012*
Eddie Lacy is 9-0 ATS (10.2 ppg) in his career when he had 14-20 rushes last game and at least two yards per carry.	*20>=Eddie Lacy:p:rushes>=14 and Eddie Lacy:p:rushing yards/Eddie Lacy:p:rushes>=2*
Ryan Mathews is 9-0 ATS (14.5 ppg) since December 2011 with less than 10 days rest after a 100-yard rushing game.	*Ryan Mathews:p:rushing yards>=100 and date>=20111201 and rest<10*
LeSean McCoy is 0-7 (-11.6 ppg) since 2011 after a game where he averaged over 6.2 yards per carry on at least 12 carries.	*Lesean Mccoy:p:rushes>=12 and Lesean Mccoy:p:rushing yards/Lesean Mccoy:p:rushes>6.2 and season>=2011*
DeMarco Murray is 0-8 ATS (-10.8 ppg) in his career after a game where he rushed for more than 6.7 yards per carry.	*DeMarco Murray:p:rushing yards/DeMarco Murray:p:rushes>6.7*
CJ Spiller is 0-7 ATS (-8.1 ppg) after a game where he had more than 15 carries for between 45 and 135 yards.	*CJ Spiller:p:rushes>15 and 135>=CSpiller:p:rushing yards>=45*

PLAYER-BASED TRENDS: WRS

While wide receivers don't get the volume of touches as quarterbacks or running backs do, they are some of the most skilled players in the game. Additionally, they have unique big play ability. It is also a position with some of the clear-cut top players at the position from year-to-year. Below are 10 wide receiver trends from some of the best pass catchers in the NFL.

DESCRIPTION	SDQL TEXT
Dwayne Bowe is 10-0 ATS (11.2 ppg) in his career coming off an away loss as no more than a 14 point dog where he had at least six receptions.	*Dwayne Bowe:p:receptions>=6 and p:AL and p:line<=14*
Eric Decker is 10-0 ATS (13.1 ppg) with at least five days rest coming off a game where he had at least 90 receiving yards.	*Eric Decker:p:receiving yards>=90 and rest>=5*
Julian Edelman is 14-0 ATS (17.9 ppg) in his career after a game where he averaged less than eight yards per catch with at least two catches.	*Julian Edelman:p:receiving yards/Julian Edelman:p:receptions<8 and Julian Edelman:p:receptions>1*
AJ Green is 13-0 ATS (14.3 ppg) since November 2012 with 4-8 days rest after a game where they had at least 90 receiving yards on less than 12 receptions.	*AJ Green:p:receiving yards>=90 and AJ Green:p:receptions<12 and 8>=rest>=4 and date>=20121101*
Vincent Jackson is 8-0 ATS (9.9 ppg) in his career after a game where he had at least one catch but less than 15 yards.	*0<Vincent Jackson:p:receiving yards<15*
Andre Johnson is 0-10 ATS (-10.3 ppg) since 2008 after a game where he had at least 10 catches for at least 143 yards.	*Andre Johnson:p:receiving yards>=143 and Andre Johnson:p:receptions>=10 and season>=2008*
Calvin Johnson is 0-15-1 ATS (-6.6 ppg) in his career past week one when not a double digit favorite after he caught at least seven passes in a loss the last time he faced this team.	*Calvin Johnson:P:receptions>=7 and P:L and week>1 and line>-10*
Brandon Marshall is 0-14-1 ATS (-12.3 ppg) in his career following a game where he had at least 10 catches in a game where he had less than 12 days rest.	*Brandon Marshall:p:receptions>=10 and p:rest<12*
Jordy Nelson is 8-0 ATS (11.8 ppg) after a game where he had just one catch for 18 or fewer yards.	*Jordy Nelson:p:receiving yards<=18 and Jordy Nelson:p:receptions=1*
Roddy White is 13-0 ATS (9.6 ppg) in his career after a game where he had at least seven receptions for between 76 and 111 yards.	*Roddy White:p:receptions>=7 and 111>=Roddy White:p:receiving yards>=76*

If you like what you are seeing with these 30 player trends, you are not going to want to miss the 2015 Killersports.com NFL Newsletter. Each week the 12-page Newsletter will include Player-Based NFL Trends active that week. Subscribe now at killersports.com

It is easy to get sucked into betting on a bad team, but there are also many, many times when that makes sense. In fact, when looking at all betting situations, in general you are better off betting on teams having losing seasons, as they cover in 50.8% games. However, the key to betting on all teams, particularly those who are not of a playoff caliber, is value. What we've uncovered is a situation where the value has been sucked completely dry.

We are curious about when non-elite, non-playoff caliber teams are given expectations they don't usually face. What happens when these teams are favored, and potentially as a significant favorite?

This is an easy subject to investigate with the power of the Sports Data Query Language (SDQL). To explore the subject, we need to use just two parameters, "line" and "WP," an easy shortcut for winning percentage. For an easy and quick way to explore the subject, we will look at how teams perform in the SDQL using the grouping feature. We defined the winning percentage to investigate as teams winning less than 62.5% of their games at the current time, the equivalent as a 10-win team, the number it generally takes to make the playoffs. The SDQL text "WP<62.5 and line<0, -2, -3, -4, -6,-7, -9" produces the following result, grouped together by lines larger than the given number. NOTE: Results date back to the beginning of the NFL database in 1989.

Line	ATS	SU	# of Games
line < 0	1452-1578-88 (-0.12, 47.9%)	2023-1091-4 (4.77, 65.0%)	3118
line < -2	1212-1350-83 (-0.05, 47.3%)	1767-874-4 (5.45, 66.9%)	2645
line < -3	856-968-29 (0.06, 46.9%)	1317-533-3 (6.69, 71.2%)	1853
line < -4	644-755-26 (-0.04, 46.0%)	1037-385-3 (7.47, 72.9%)	1425
line < -6	392-522-21 (-0.38, 42.9%)	695-239-1 (8.30, 74.4%)	935
line < -7	240-343-11 (-0.69, 41.2%)	462-131-1 (9.07, 77.9%)	594
line < -9	131-174-6 (-0.80, 43.0%)	244-67-0 (10.44, 78.5%)	311

These results above are exactly what we like to see to back up such a hypothesis. From the top, when looking at all favorites in this situation, they cover only 47.9% of time. While that is not a beatable number in itself, considering it accounts for over 3,000 active instances, it is statistically significant. As the lines get larger, the results get steadily worse until reaching a play against point. To find that exact point we use an open-ended parameter with the SDQL text "*WP<62.5 and line*"

Line	ATS	SU	# of Games
-5.0	51-54-3 (-0.69, 48.6%)	70-37-1 (4.31, 65.4%)	108
-5.5	65-58-0 (1.52, 52.8%)	89-33-1 (7.02, 73.0%)	123
-6.0	80-61-2 (1.58, 56.7%)	108-35-0 (7.58, 75.5%)	143
-6.5	65-87-0 (-1.28, 42.8%)	98-54-0 (5.22, 64.5%)	152
-7.0	87-92-10 (1.33, 48.6%)	135-54-0 (8.33, 71.4%)	189
-7.5	28-67-0 (-2.35, 29.5%)	67-28-0 (5.15, 70.5%)	95
-8.0	31-38-3 (1.22, 44.9%)	60-12-0 (9.22, 83.3%)	72
-8.5	19-31-0 (-0.60, 38.0%)	41-9-0 (7.90, 82.0%)	50
-9.0	31-33-2 (0.02, 48.4%)	50-15-1 (9.02, 76.9%)	66
-9.5	25-32-0 (-0.18, 43.9%)	41-16-0 (9.32, 71.9%)	57
-10.0	27-36-3 (-1.15, 42.9%)	51-15-0 (8.85, 77.3%)	66
-10.5	17-29-0 (-1.28, 37.0%)	36-10-0 (9.22, 78.3%)	46

This data shows that the sweet spot for where this becomes a play against system is between 6.5 and 7.5 points. We'll play it conservatively here, taking the more than TD spreads. Since 1989, teams that have won less than 62.5% of their games are more than TD-favorites are an underwhelming 240-343-11 ATS (**SDQL:** *WP<62.5 and line<-7*)

Other factors to consider:

- Since winning percentage is a far more accurate measure later in the season than in the early weeks, it would seem this should make a different on the results. When adding the SDQL parameter week, we find that this is not a major factor. From weeks 2-4, when winning percentage is the least accurate, teams are 48-66-3 ATS (42.1%) in this spot. From weeks 15-17, when winning percentage is best representation of a team's ability, the system has gone 52-77-2 ATS (40.2%)

- Looking at various winning percentages along this range, there is no significant different in the ATS result based on winning percentages below the 62.5% standard.

- It is obviously quite rare for these teams to be road favorites of more than a TD, but when they are, the result is a brutal 21-43-2 ATS (32.2%) (**SDQL:** *A and WP<62.5 and line<-7*)

- This system has not performed particularly well when facing a winning team. While you might that that would be an even greater advantage to play against, these large favorites are actually 50-48-2 ATS against teams that have won at least half their games on the season.

- This system is active most often when these average or worse teams are facing terrible teams and the results are quite juicy. When facing a team that is winless, or has won no more than 10% of their games, these teams have gone 46-93-5 ATS (33.1%) (**SDQL:** *line<-7 and WP<62.5 and o:WP<=10*)

Summary:

When you are evaluating a team that does not normally play at an elite level, there is just too much that can go wrong to expect an elite performance, even when the matchup sets up well on paper. Do not trust non-playoff caliber teams with big lines.

Introduction to NFL Teaser Wagering

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There are many events upon which one can wager on the outcome. There are horse races, dog races, lotteries, dice games, card games, sporting events and much more. Some of these are pure luck whereas others involve a certain degree of skill and intelligence. The "luck" games include the lottery, craps, keno and roulette. The "skill" games include poker, blackjack, horse racing and, of course, betting on sporting events. In the luck events, no person has an advantage over any other -- anyone can win the lottery. In the skill games the bad players lose their money fast and the good players can win money, or at least lose it more slowly.

If you want to see someone lose their money fast, watch a bad poker player, a bad blackjack player or a bad deuces wild video poker player. Conversely, you can step up to the roulette table and have as good a chance of getting a RED 3 as anyone else at the table. The casinos and sportsbooks will only continue to offer wagering on games of skill if they make money on them. That is, as long as the betting public -- on the average -- does not get skilled enough to beat the game the casino will continue to provide their customers the opportunity to bet on it. If all the blackjack players played perfectly the casino would have to stop providing blackjack or at least adjust the rules so they are more favorable for the casino. In this manner, blackjack and NFL teasers are very much alike.

There are enough bad NFL teaser players to provide the both the sportsbooks and the skilled players ample profit. In other words, betting NFL teasers is a beatable game of skill. If you become a skilled NFL teaser player and the rest of the betting public remains bad, you have a tremendous money making opportunity.

A teaser bet is one where you move the line a given number of points in a number of games. For the bet to be a winner, all the teams you used in the bet must cover the adjusted spread for the bet to be successful (wins and a push in multiple team teasers can be winners as well). For example, in a six-point, two-team teaser you get to move the line six points in two games and both teams you select must cover the adjusted spread for your teaser to win. At most sportsbooks a push and a win in a two-team teaser is a push. Similarly, in a three-team, ten-point teaser, you get to move the line ten points in three separate games. If all three teams selected cover the adjusted spread, your teaser is a winner. The typical price for a 3-team, 10-point teaser is 120-for-100.

The team of PhD scientists at MTi Sports Forecasting have been MURDERING NFL teasers for about 25 years now.

In 1990, Dr Ed Meyer, the chief handicapper at MTi Sports Forecasting, was the author of a six-part series for the Card Player Magazine on how to beat NFL teasers. In fact, the vulnerability of NFL teasers to intelligent betting strategies was the reason that the PhD physicists started MTi Sports Forecasting.

The New Yorker magazine's lead cover story of the April/May 1999 issue was "Brainiacs Build Money Machine." The article mentions the success of Meyer's computer program to uncover inefficiencies in the NFL betting market. In the 1990s MTi hit about 65% of their 6-point teasers and they were even-money back then!

Over the past 25 seasons, MTi's 6-pointers have continued to make money, and recently, their 10-point, three-teamers have been nothing short of spectacular.

In this article, we will start by describing the teaser bet, then provide some general rules for teaser betting. Finally we will present 10-point teaser trends that are all better than 25-0!

1.0 The Edge You Need To Win

The sportsbook's take from unskilled teaser players is much higher than their take from unskilled straight bettors. An unskilled straight bettor will win about 50% of his plays (ignoring pushes) whereas an unskilled 6-point, 2-team teaser player will win only 47.8% of his plays (again, ignoring pushes). So, just as an unskilled casino gambler is better off playing craps than blackjack, an unskilled football bettor is better off playing straight bets rather than teasers. However, just as skilled card players can beat blackjack, skilled teaser players can beat teasers -- and it's a lot easier to pick teaser winners than count a six-deck shoe.

To qualify for a good six-point teaser play, the extra six points should increase a team's chance of covering by about one-fourth and an extra ten points should increase a team's chance of covering by about one-third. In this statement we find the key to successful teaser wagering. The trick to beating teasers is to make your extra points count. You want the probability that the extra points will turn an ATS loser into a teaser winner to be as high as possible. For a six-point teaser it should be at least 25% and for a ten-point teaser it should be at least 33%. For example, when teasing a team from +6' to +12', there should be at least a 25% chance that the will team lose by 7, 8, 9, 10, 11 or 12 points. The losing margins from 7 to 12 points turn an ATS loser into a teaser winner.

Similarly, when teasing a team from –2' to +7' in a ten point teaser, there should be at least a 33% chance that the team wins by 1 or 2 points, ties, or loses by fewer than 7 points – thus turning an ATS loser into a teaser winner. Because all games in which the result falls with the teaser point range are teaser winners, it is important to use games whose actual result will very likely fall close to the Vegas line. This is the over arching theme of teaser success. There are a number of ways to identify and isolate such games.

2.0 General Teaser Betting Strategy

When playing teasers, it is better to use teams that will keep it close to the line -- they won't get blown out. Teams that are good candidates to use in teaser plays are teams that play sound defense and don't turn the ball over on offense. They have a veteran quarterback who does not throw risky passes. Good teaser teams have veteran coaches who preach sound fundamentals. Good teaser teams play the entire 60 minutes. They do not get discouraged and "mail in" the fourth quarter if they find themselves down by double digits. Good teaser teams are reliable and consistent. The reason why the most teaser players lose money is that they try to pick the ATS winner and then play it in a teaser. Note that all the proper strategies do not involve picking the side winner. The major downfall of many teaser players is that they handicap the sides first and then use the sides they selected in teaser plays. Picking a good team to use in a teaser is completely different from picking a team that will cover the spread. To handicap teasers, you should not try to pick the ATS winner of the game. If you think you have the ATS winner, don't play a teaser, play a straight bet. After all, the other team(s) in the teaser may lose making your entire teaser bet a loser. The rule of teaser betting is simple -- If you think that the result will be close to the line, play a teaser. If you think the result will be far from the line, play a straight bet.

3.0 Teaser Dos and Don'ts

Here we present a number of general teaser better Dos and Don'ts. These are general rules-of-thumb. It is challenging to find a teaser play in which all of the Dos and none of the Don'ts are adhered to. The key is to understand the philosophy behind these general guidelines when selecting teaser plays. We'll start with the Dos.

DO use teams that play the entire 60 minutes. Teams that get discouraged when trailing at the half and effectively "throw in the towel" are not good teams to use in teaser plays. Select a team that gives 100% the entire game on both sides of the ball. This is especially true near the end of the season when some teams might have given up altogether.

DO use teams with good, fresh defenses. With an extra six points the key is not to allow the opponent to score a ton of points. If the defense was on the field a lot in a close game last week they might be a bit nicked up and not fully recovered. This is especially true if the game last week was a key divisional match-up.

DO tease the OPPONENT of a favorite that plays conservatively with a lead. Some coaches play very conservatively with a lead – especially on the road. They run the ball almost exclusively in an attempt to keep the clock moving. This will keep the game from getting out of hand. For example, taking a 9 point dog to +15 is a good play when the favorite is going to play conservatively with a lead.

DO take the underdog in games that have a low total. When the final score is expected to be something like 14-13, 20-17, 17-14, 20-14 etc., taking the dog plus the extra points is a good strategy.

DO take a home favorite that has the personnel and the mindset to secure the victory if not the cover. These teams do not like to get embarrassed in front of their home fans. The Ravens have been a terrific team to tease at home. They are disciplined and they are well coached.

DO know the current teaser records of every team in the league. There are good teaser teams and there are poor teaser teams. Knowing which are which is key to successful teaser handicapping. Remember, the teaser rating of a team can be a strong function of whether they are playing at home and whether they are favored.

DO follow the teaser trends. One of the reasons that trend handicapping is scoffed at by some is that the linesmakers know the trends and adjust the line accordingly. However, very few people use teaser trends

and there is no teaser-specific line – the line for the side is used in teaser bets. That is, the linesmakers can't adjust the line for teasers without adjusting the line for the side. This gives teaser players a significant advantage.

DO use teams that can protect their quarterback. A quarterback that is continually under pressure has the potential to fumble and throw interceptions. Remember, if your team does not have a bad turnover margin, they are very likely to cover with extra points.

DO tease divisional match-ups. Teams within the same division know each other well and the linesmakers know how the teams match-up against each other. Hence the line for these games are, in general, more precise than the lines for inter-conference match-ups. This makes divisional match-ups better teaser plays, in general, than inter-conference match-ups.

Now let's examine some teaser No-Nos.

DO NOT tease the dog vs a high scoring team. Teasing the dog against high powered offenses like those of the Saints or Patriots is not a good idea as they can easily get over the extra points you are getting with a teaser.

DO NOT tease a team with an inexperienced quarterback. Fumbles and interceptions are the bane of teasers. Veteran quarterbacks run out of bounds, slide feet first and throw the ball into the stands when necessary. This might prevent a first down but it also prevents the dreaded interception or fumble return for a touchdown – the evil killers of teaser plays.

DO NOT handicap a side and then use it in a teaser for "insurance." Teaser handicapping is very different than side handicapping. When handicapping a side, NY Jets –2 over Chicago for example, you ask yourself, is the Jets –2 or is Chicago +2 better than 52.4% to win. When handicapping teasers, the questions you ask yourself are: is the Jets +4 better than a 72.4% play and are the Chicago +8 better than a 72.4% play. It's completely different. In general, the reason why you play a side is that you feel the line is inaccurate and the reason you play a teaser is that the line is accurate.

DO NOT use road dogs vs a non-divisional opponent when they host a key divisional opponent the following week. Here we have a possible look-ahead situation. If the team gets down vs a non-divisional opponent on the road they may begin to look-ahead to next week's divisional game and not concentrate on the task at hand. It would be frustrating to have teased a team from +3' to +9' and watch them lackadaisically go out on offense inside of two minutes trailing 10-21.

DO NOT tease teams that were eliminated from the playoffs the week before. It is sometimes difficult to predict the effect of being eliminated from post-season play will have on a team. If you are a good enough handicapper to tell, play the team in a straight bet – not in a teaser.

DO NOT tease a team that has a key player injured. Teasers should be played in games where the result will be close to the line. It is difficult to predict how teams will respond to a key injury. If you think you know how the team will respond to the injury – play the side rather than use it in a teaser.

DO NOT tease a game where the weather is expected to be bad. Rain, wind and snow introduce intangibles that make the result more unpredictable. Remember, if the game goes as forecast, all teaser plays are winners. Only when the result is far away from the line does a teaser play potentially lose. Bad weather increases the chance of this occurring.

DO NOT tease a game in which a coach is trying out a new tactic or strategy. A new tactic may work very well or it may be a disaster. If you think you know, play the side. Do not use it in a teaser, as the extra points you get are not likely to make a difference and the extra points is why you are playing a teaser.

DO NOT tease a game in which a team is desperate. Desperate teams often employ drastic measures. They will go for it on fourth down in their own territory, try a fake punt, a double reverse, flea flickers, the halfback option, onside kicks, the statue of liberty and perhaps even the fumblerooski. All this leads to unpredictable results.

4.0 Team Teaser Records

One of the teaser Dos was to know the good teaser teams. Here we present a table of teaser results for each team in the league over the 2014 regular season. The table on this page is for 6-point teasers and the second table is for ten-point teasers. The results given are for overall, home and away. Only regular season results are included and the teams are ranked in each category by record. In the 6-point teaser table we see that four teams were tied for the best record with an extra six-points in 2014, the Broncos, Chiefs, Vikings and Texans -- all at 13-3 ATSp6. At the bottom of this column we find the Titans

and Bears who boith 8-8 ATSp6 in 2014. At the top of the next column, we find that Broncos were the lone perfect teaser team at home last season going 8-0 ATSp6. The Bucs, Bears and Saints were under 500 v the number even with an extra six points at home in 2014.

In the Away column, we see that the Cowboys were the only perfect teaser team on the road over the 2014 regular season and the packers, Panthers and Titans were 4-4 ATSp6 away from home in 2014, tied for the worst in the league.

The team with the biggest home away dichotomy in 2014 was the Saints, who were a poor 3-5 ATSp6 at home, but a solid 6-2 ATSp6 on the road. These dichotomies can provide good betting opportunities for the astute handicapper.

2014 ATSp6 Regular Season Records

Team	ATSp6	Team	ATSp6 Home	Team	ATSp6 Away
Broncos	13-3-0	Broncos	8-0-0	Cowboys	8-0-0
Chiefs	13-3-0	Cardinals	7-1-0	Vikings	7-1-0
Vikings	13-3-0	Packers	7-1-0	Chiefs	7-1-0
Texans	13-3-0	Lions	6-1-1	Texans	7-1-0
Seahawks	12-4-0	Colts	6-1-1	Bills	6-2-0
Bills	12-4-0	Seahawks	6-2-0	Colts	6-2-0
Colts	12-3-1	Chiefs	6-2-0	Saints	6-2-0
Cowboys	12-4-0	Eagles	6-2-0	Browns	6-2-0
Eagles	12-4-0	Falcons	6-2-0	Jets	6-2-0
Ravens	12-4-0	Ravens	6-2-0	Redskins	6-2-0
Browns	12-4-0	Steelers	6-2-0	Chargers	6-2-0
Cardinals	12-4-0	Texans	6-2-0	Dolphins	6-2-0
Chargers	12-4-0	Bills	6-2-0	Eagles	6-2-0
Packers	11-5-0	Browns	6-2-0	Buccaneers	6-2-0
Dolphins	11-5-0	Chargers	6-2-0	Ravens	6-2-0
Jets	11-5-0	Panthers	6-2-0	Rams	6-2-0
Steelers	11-5-0	Vikings	6-2-0	Seahawks	6-2-0
Lions	11-4-1	Dolphins	5-3-0	Broncos	5-3-0
Panthers	10-6-0	Jets	5-3-0	Raiders	5-3-0
Fortyniners	10-6-0	Bengals	5-3-0	Bengals	5-3-0
Patriots	10-6-0	Fortyniners	5-3-0	Giants	5-3-0
Falcons	10-5-1	Giants	5-3-0	Steelers	5-3-0
Rams	10-6-0	Patriots	5-3-0	Fortyniners	5-3-0
Bengals	10-6-0	Cowboys	4-4-0	Patriots	5-3-0
Redskins	10-6-0	Rams	4-4-0	Bears	5-3-0
Giants	10-6-0	Raiders	4-4-0	Cardinals	5-3-0
Buccaneers	9-7-0	Redskins	4-4-0	Lions	5-3-0
Saints	9-7-0	Titans	4-4-0	Jaguars	4-2-2
Raiders	9-7-0	Jaguars	4-4-0	Falcons	4-3-1
Jaguars	8-6-2	Bears	3-5-0	Packers	4-4-0
Bears	8-8-0	Buccaneers	3-5-0	Panthers	4-4-0
Titans	8-8-0	Saints	3-5-0	Titans	4-4-0

For the 10-pointers, we will expand the results to include the past *two* seasons. The first column reveals that the Chargers have been an excellent 10-point teaser team over the past two seasons, going 30-2 ATSp10. Other good 10-point teaser teams have been the Patriots, Bills, Chiefs, Seahawks and Cardinals. Teams with poor 10-point teaser records include the Titans, Eagles, Texans, Eagles and Giants.

At home, we see that only the Chargers are perfect with an extra ten points over the past two seasons, with a record of 16-0. Note that the Chargers were 0-5 ATS their last five home games last season, but stayed within ten points of the number each time. The Redskins and Browns are at the bottom, with each suffering six double-digit ATS losses at home over the last two seasons.

On the road, it is the Chiefs, Seahawks and Jaguars that have been the best road 10-point teaser plays over the past two seasons. The Jaguars secret to covering 10-point teasers on the road is being such a big dog that their opponent lets up before covering the extra points. The only team to run up the score on the Jags over the past two seasons, was the Redskins, who beat them 41-10 laying 5.5.

Now let's look at some teaser-specific team trends.

2013-14 ATSp10 Regular Season Records

Team	ATSp10	Team	ATSp10 Home	Team	ATSp10 Away
Chargers	30-2-0	Chargers	16-0-0	Chiefs	15-1-0
Patriots	29-3-0	Patriots	15-1-0	Seahawks	15-1-0
Bills	28-3-1	Cardinals	15-1-0	Jaguars	15-1-0
Chiefs	28-4-0	Ravens	15-1-0	Patriots	14-2-0
Seahawks	28-4-0	Broncos	14-1-1	Raiders	14-2-0
Cardinals	28-4-0	Bills	14-2-0	Chargers	14-2-0
Ravens	27-5-0	Colts	14-2-0	Bills	14-1-1
Broncos	26-5-1	Lions	14-2-0	Vikings	13-3-0
Bengals	26-6-0	Panthers	14-2-0	Cardinals	13-3-0
Colts	26-6-0	Packers	14-2-0	Cowboys	13-3-0
Cowboys	26-6-0	Bengals	14-2-0	Browns	13-3-0
Jaguars	26-6-0	Bears	13-3-0	Ravens	12-4-0
Lions	26-6-0	Cowboys	13-3-0	Bengals	12-4-0
Raiders	25-7-0	Jets	13-3-0	Dolphins	12-4-0
Packers	25-6-1	Steelers	13-2-1	Buccaneers	12-4-0
Buccaneers	25-7-0	Buccaneers	13-3-0	Titans	12-3-1
Vikings	25-7-0	Chiefs	13-3-0	Eagles	12-4-0
Steelers	25-6-1	Seahawks	13-3-0	Saints	12-4-0
Bears	24-8-0	Fortyniners	12-4-0	Lions	12-4-0
Dolphins	24-8-0	Saints	12-3-1	Rams	12-3-1
Fortyniners	24-8-0	Falcons	12-4-0	Broncos	12-4-0
Panthers	24-8-0	Dolphins	12-4-0	Redskins	12-4-0
Saints	24-7-1	Vikings	12-4-0	Fortyniners	12-4-0
Browns	23-9-0	Jaguars	11-5-0	Steelers	12-4-0
Jets	23-9-0	Rams	11-5-0	Colts	12-4-0
Rams	23-8-1	Eagles	11-4-1	Packers	11-4-1
Falcons	23-9-0	Giants	11-5-0	Falcons	11-5-0
Titans	23-8-1	Raiders	11-5-0	Texans	11-4-1
Eagles	23-8-1	Texans	11-5-0	Bears	11-5-0
Texans	22-9-1	Titans	11-5-0	Giants	10-6-0
Redskins	22-10-0	Browns	10-6-0	Jets	10-6-0
Giants	21-11-0	Redskins	10-6-0	Panthers	10-6-0

10-POINT TEAM TEASER TRENDS

5.0 Teaser Trends

In this section, we'll present some impressive 10-point teaser trends. As far as we know, no other handicapper uses teaser-specific trends when handicapping teasers -- most teaser bettors handicap the game like they normally would and then use the same games in their teaser plays.

This strategy should not be successful, as teaser handicapping is very different than handicapping sides. When handicapping teasers, you don't need the team to win, all you need is a team that will give an honest effort; a team that won't commit four-plus turnovers and a well-coached team that will not give up in the second half.

For example, the Ravens just don't get embarrassed as a home favorite (see the first trend below). This first trend is just one of the many reasons why MTi 10-point teasers have done so well season after season It was published in this spot for many season now. In 2014, it was 5-0 ATSp10.

Also, Packers don't get embarrassed at home after November -- over the past TWENTY YEARS. This is just a sampling of THOUSANDS of teaser trends we have available to us with the powerful Sports Data Query Language (SDQL).

DESCRIPTION	SDQL TEXT
The Ravens are 81-0 ATSp10 in franchise history as a home favorite of fewer than 13 points during the regular season as long as they had at least 25:05 of possession time in their last game and it was not an overtime game.	*team = Ravens and H and -13 < line < 0 and p:TOP > 1505 and REG and p:overtime=0*
The Steelers are 52-0 ATSp10 since October, 1992 after a game in which their completion percentage was at least 9.5 points higher than their season-to-date average.	*team = Steelers and p:CP - tA(p:CP) >= 9.5 and date >= 19921000*
The Titans are 43-0 ATSp10 in franchise history when they are off a win as a favorite in which they had at least 2:10 more possession time than their season-to-date average.	*team = Titans and p:WF and p:TOP - tA(p:TOP) >= 130*
The Packers are 45-0 ATSp10 since 1994 in regular season games in December and January as a home favorite.	*team=Packers and month in [12,1] and HF and playoffs=0 and season>=1994*
The Chiefs are 39-0 ATSp10 since 1989 with at least three days rest vs a team that had force and average of six punts per game season-to-date.	*team = Chiefs and oA(o:punts) >= 6.0 and rest > 3*
The Jets are 40-0 ATSp10 since 1993 as a dog when facing a team that has allowed an average of fewer than 287.5 yards of offense per game season-to-date.	*team=Jets and D and oA(o:TY)<287.5 and season>=1993*
The Steelers are 37-0 ATSp10 since 1993 when they are off a win in which their completion percentage was at least ten points higher than their season-to-date average.	*team=Steelers and p:W and p:CP-tA(p:CP)>10 and season>=1993*
The Ravens are 37-0 ATSp10 in franchise history at home when their DPS was positive in their last two games.	*team=Ravens and H and 0<p:dps and 0<pp:dps*
The Lions are 36-0 ATSp10 since October 29th, 1989 after a home game in which they had at least 2.5 penalties fewer than their season-to-date average.	*team = Lions and p:H and tA(p:PEN) - p:PEN >= 2.5 and date >= 19891029*

Would You Like to be Alerted When Any of these Amazing Teaser Trends Are Active?
If so, save them in your personal "My NFL Trends" file at Killersports.com.

DESCRIPTION	SDQL TEXT
The Ravens are 37-0 ATSp10 in franchise history at home when they are off a win in which they had a rushing TD.	team=Ravens and H and p:RTD>0 and p:W
The Ravens are 36-0 ATSp10 in franchise history on the road the week after a game in which they got a first down on less than 25% of their offensive plays.	team=Ravens and A and p:FDP<25 and NB
The Lions are 36-0 ATSp10 since October 29th, 1989 after a home game in which they had at least 2.5 penalties fewer than their season-to-date average.	team = Lions and p:H and tA(p:PEN) - p:PEN >= 2.5 and date >= 19891029
The Bears are 35-0 ATSp10 since 2005 as a favorite when facing a team that has allowed more than 4.3 yards per carry season-to-date	team = Bears and F and oA(o:YPRA) > 4.3 and season >= 2005
The Patriots are 34-0 ATSp10 the week following a game in which they held their opponent to at least 95 fewer passing yards that their season-to-date average.	team=Patriots and tA(po:PY)-po:PY>95 and NB and date>=19931200
The Falcons are 34-0 ATSp10 since 1997 as a favorite when facing a team that has completed less than 55% of their passes season-to-date.	team=Falcons and F and oS(COMP)/oS(passes)<0.55 and season>=1997
The Chargers are 34-0 ATSp10 since 2004 the week after a home game in which they stopped their opponent on at least two red zone attempts.	po:RZF>1 and team=Chargers and p:H and NB and season>=2004
The Patriots are 34-0 ATSp10 since October 15th 1995 as a dog vs a team that has averaged at least 33.5 passes per game.	t:team=Patriots and D and oA(passes)>=33.5 and date>=19951015
The Giants are 33-0 ATSp10 since November 1996 as a dog vs a divisional opponent before playing at home.	team=Giants and D and DIV and n:H and 19961101<=date
The Packers are 33-0 ATSp10 when they are off a road game in which their completion percentage was at least ten percentage points below their season-to-date average.	team=Packers and p:A and p:CP+10<tA(p:CP) and season>=1990
The Colts are 33-0 ATSp10 since November 2000 as a favorite the week after a win in which their DPS was negative.	team=Colts and F and p:W and p:dps<0 and NB and date>=20001101
The Chiefs are 32-0 ATSp10 since October 17th 1993 as a regular season favorite when they are off a win in which they had four-plus sacks.	team=Chiefs and F and 4<=p:sacks and REG and p:W and date>=19931017
The Jets are 32-0 ATSp10 as a dog on artificial surface off a loss as a dog.	team=Jets and D and surface=artificial and p:LD and date>=19961214

DESCRIPTION	SDQL TEXT
The Ravens are 31-0 ATSp10 in franchise history as a home favorite when their next two games are on the road.	*team=Ravens and HF and n:A and nn:A*
The Packers are 30-0 ATSp10 since 1994 after a road game in which they had at least 3 fewer penalties than their season-to-date average.	*team=Packers and p:A and p:PEN+3<=tA(p:PEN) and season>=1994*
The Broncos are 30-0 ATSp10 since 1989 when they are off a loss and hosting a team with more wins on the season.	*team=Broncos and H and o:wins>wins and p:L*
The Cardinals are 30-0 ATSp10 since December 2002 at home vs a team that has averaged more than 34 passes per game season-to-date, as long as they are not laying more than a field goal.	*team = Cardinals and H and oA(passes) > 34 and line >= -3 and date >= 20021201*
The Chargers are 30-0 ATSp10 when their ATS margin dropped in each of their past two games.	*team=Chargers and p:ats margin<pp:ats margin<ppp:ats margin and season>=2000*
The Colts are 30-0 ATSp10 on artificial surface vs a divisional opponent when they have another divisional opponent next.	*team=Colts and surface=artificial and DIV and n:DIV and season >= 1994*
The Buccaneers are 29-0 ATSp10 when the line is within 3 of pick vs a team that has averaged 25 or fewer rushes per game season-to-date.	*team = Buccaneers and -3 <= line <= 3 and oA(rushes) <= 25 and season >= 1993*
The Cowboys are 29-0 ATSp10 since Dec 20, 1998 as a regular season favorite after a loss as a dog.	*team=Cowboys and F and p:LD and REG and date>=19981220*
The Giants are 29-0 ATSp10 as a road dog vs a divisional opponent when they are at home next.	*team=Giants and AD and DIV and n:H and season>=1996*
The Dolphins are 29-0 ATSp10 after a game in which they had at least three more minutes of possession time than their season-to-date avearge as a dog.	*team=Dolphins and p:D and p:TOP - tA(p:TOP) > 180 and date>=19931004*
The Redskins are 28-0 ATSp10 as a road dog when they play at home in each of the next two weeks.	*team=Redskins and AD and n:H and nn:H and n:NB and nn:NB*
The Panthers are 28-0 ATSp10 in franchise history on the road on grass off a loss.	*team=Panthers and A and surface=grass and p:L*
The Patriots are 27-0 ATSp10 since November 1995 on the road when on a 1 game SU and ATS losing streak	*team=Patriots and A and streak=-1 and ats streak=-1 and date>19951101*
The Packers are 27-0 ATSp10 off a game as a road dog.	*team=Packers and p:AD and date>=20061217*

DESCRIPTION	SDQL TEXT
The Chargers are 27-0 ATSp10 as a road dog when they lost their lat two road games.	*team=Chargers and AD and Sum(L@team and season and site=away,N=2)=2 and date>=19981227*
The Dolphins are 27-0 ATSp10 since 2009 as a dog on grass vs a non-divisional opponent.	*team=Dolphins and D and surface=grass and NDIV and season>=2009*
The Cardinals are 26-0 ATSp10 at home vs a non-divisional opponent.	*team=Cardinals and H and NDIV and date>=20100110*
The Steelers are 26-0 ATSp10 since 1989 at home during the regular season after a game in which they benefited from at least four turnovers.	*team=Steelers and H and REG and po:TO>=4*
The 49ers are 26-0 ATSp10 when hosting a team that has averaged fewer than five rushing first downs season-to-date.	*team=Fortyniners and H and oA(RFD)<5 and season>=2001*
The Eagles are 26-0 ATSp10 as a road dog on artificial turf vs a divisional opponent when they play at home next.	*team=Eagles and AD and surface=artificial and DIV and n:H*

6.0 Conclusions

So, a ten-point teaser record of 25-0 is not good enough to make our list.

Recall that Dr Ed Meyer, the chief teaser handicapper at MTi Sports Forecasting wrote a six-part article for Card Player magazine back in 1990. They have been beating teasers ever since.

The key to beating teaser is the handicap the adjusted teaser lines -- not the standard lines for the game. The way to handicap the teaser lines is by thoroughly examining the historical results while understanding that the past does not always forecast the future.

We hope that this report has provided a general introduction to teaser handicapping.

Finally, if you are looking for thoroughly researched teaser plays from PhD scientists, consider purchasing MTi's teaser plays at KillerCappers.com. If they're not perfect, you don't pay.

The PhD scientists at MTi Sports Forecasting will be releasing their SIX-POINT and TEN-POINT NFL Teaser Plays EXCLUSIVELY at KillerCappers.com in 2015. If you purchase them each week, they are guaranteed to be PERFECT or you pay nothing! That is, the money is returned to your debit account.

MTi's teasers can also be purchased as a season package for $599 in web debit value, see the ad below for more information.

One of Bob Dylan's classic tunes, "The Times They Are A Changin'" could well serve as a modern day catch phrase for the NFL. From their new point-after rules, to stricter limits on practice, to the countless 'player protection' implements — the sport of football makes more adjustments than Bill Belichick in a revenge game!

It's all made in an effort to keep this league on top of the sports chain, and while media can spend hours debating the league's evolution, bettors need to stay ahead of the curve. SDQL helps serve as a compass for those looking to take an educated risk on some of this year's top matchups and in the next few paragraphs, you'll find techniques we used in several spots last year to identify totals that were consistently posted well below the team's offensive potential.

Oh and by the way, Belichick is 14-4-1 ATS (78%) in non-divisional, road revenge games — The best record in football since 2000 when he took over the Patriots. This situation is "live" in Week 10 against the Giants. Track it with this code!

SDQL: *team = Patriots and A and P:L and NDIV and season >= 2000*

PRE-BYE FIREWORKS

Given the NFL's 53-man roster, the transient nature of coaching staffs and a proven tendency of players getting into trouble with too much time, money (or both) on their hands, it seems that tracking profiles 'before' a team's bye can be more stable than post-bye week angles. When you find a team who is averaging more than 24 points per game through the first couple months of their season, consider circling the "Over" for an early play on the game ahead of that team's bye week. Since 1989, this group is hitting 59% to the over (51-36-1 O/U) and in more recent years, the record improves to 30-13-1 O/U (70%).

SDQL: *tA(points) > 24 and week + 2 = tn:week and 6 < week < 17 and season >= 2008*

To get a clearer picture of this situation and eliminate games where both teams have a bye on-deck, we made a couple simple adjustments and on the way discovered that the past two years, even teams in the 21- to 23-point range were getting in on the act (8-1 O/U). Take into account what our opponents are capable of (scoring average of at least

19 points) and the combined record since 2008 is 32 overs, 11 unders and a push (74%).

SDQL: *tA(points) >= 21 and week + 2 = tn:week and 6 < week < 17 and season >= 2008 and on:NB and oA(points) >= 19*

Site wasn't a factor, with 'home' and 'away' games each producing a hit-rate greater than 70-percent. This profile shows a record of 15 overs and 3 unders the past two seasons (83-percent OVER) compared to the league's overall record of 250-253-9 O/U (49.6-percent OVER). It's a small sample size and by no means an auto-play but certainly one worth tracking.

Note: To get a clear look at the league's scoring average anytime use the SDQL: tA(points) @ team,1 and REG and season=2015

SCORED WELL OVER PREVIOUS SEASON AVERAGE

The 2015 byes don't begin until Week 4 but here's something to look out for in September that's cashed 13 of 17 times, clearing the total by an average of nearly 12 points per game.

SDQL: *tpA(points) + 20 <= p:points and week < 5 and p:A and NB*

Early in the season, if a road team scores 20 or more points greater than its previous season average, the books are going to jack the total for their next game. In most cases, the adjustments just aren't enough.

One school of thought is that an opponent who saw a team's offense open things up might try and design a strong defensive gameplan. Instead, it seems like the opponents are seeing this as a good opportunity to unleash the offensive weaponry they've been developing through the off-season. The evidence is in a 11-6 SU and 12-4-1 ATS record.

SDQL: *tpA(points) + 17 <= p:points and week < 5 and p:A and NB and total < 48*

By adjusting the 'points' parameter to 17 and installing a set 'total' we get a record of 22 overs, 8 unders and a push (73-percent).

Good luck with your handicapping this season and please feel free to contact me anytime with questions about these or other NFL betting systems.

SDQL CONSULTANCY GROUP FEATURED QUERY

The SDQL Consultancy Group provides an opportunity to learn about the SDQL by watching videos and discussing the SDQL with certified masters. There are two general types of videos on the site, general how-to videos and videos with specific trends and system that apply to upcoming games. These specific trends and systems are a great ways to learn the intricacies of the SDQL while discovering a winning situation. To watch the Query of the Day in the NFL, click on the NFL link and then on NFL QOD.

Featured Trend: The Eagles are 0-15 ATS after a home loss in which a receiver had a reception of more than 25 yards.

SDQL: *team=Eagles and max:p:longest reception>25 and p:HL and date>=20110101*

This video trend of the day was featured by the SDQL Consultancy Group on December 20, as the Eagles went into Washington with their playoff chances on the line in a spotlight Saturday afternoon matchup.

Philadelphia was coming off a disappointing 38-27 home loss to Dallas the week prior. With Mark Sanchez behind center, the Eagles did hit a pair of big pass plays in that loss with a 72-yard bomb to Jeremy Maclin and a 44-yard strike to Josh Huff.

This trend moved to 0-15 SU and ATS in that December 20 game as Philadelphia's playoff hopes were dashed in at 27-24 outright loss as a 7.5-point favorite.

2015 NFL FUTURES PLAY

This future play is just one of approximately six full futures plays SBB will release for this NFL season. SBB will also have several futures quick picks as well. Get these picks exclusively in August at Killercappers.com.

4-STAR Miami Under 9 -115 (Sportsbook) – Last season, our NFL Annual future selection was one of the easiest winners on the board, taking Tennessee Under 7 wins. It was pretty clear by about week three that the factors we pointed to in that selection – quarterback injuries, a terrible defense and an improved division – were going to lead to their undoing.

This year's selection is not quite as obvious because we see why the betting public is being allured by the Dolphins in 2015 – star power. While Tennessee was a team that had lost its stars heading into last year, Miami has added one of the biggest in the game in Ndamukong Suh along with several other sexy offseason additions, even though Jordan Cameron is a major injury risk and Kenny Stills is going from to the best deep ball thrower in the game to possibly the worst.

The real problem with Miami's offseason moves is the opportunity cost and for the Dolphins the opportunity costs is depth. This stars and scrubs strategy has been in place in Miami for several seasons and where it flares up most is on special teams. Last season, Miami was dead last in

the league in special teams efficiency according to Football Outsiders DVOA and while it would not make sense things don't look much better in this department for 2015.

Miami's team building approach goes a step further in its top-heavy approach as they lack starting caliber players in several positions, particularly on defense. The Dolphins linebackers are unequivocally the worst set in the league and they have just one starting caliber cornerback. Now the counterargument for this is that when you sign a player like Suh, it covers up these weaknesses. While having Suh around certainly doesn't hurt his teammates, the reality is he has not been the kind of defensive transforming one-man wrecking crew that a player like J.J. Watt is. In Suh's five seasons, Detroit ranked 22, 8, 24, 13 and 3 in defensive efficiency, for an average of 15th best defense in the league. While Suh helps a defense, Miami had a very strong defensive line last season as well and managed to finish just 17th in defensive efficiency.

Now we've gone thus far without talking about the two biggest question marks people have with the Dolphins – their quarterback and their coach. Those are not exactly two spots you want to have question marks. We actually think Ryan Tannehill is a perfectly fine quarterback, with two major flaws, one of which that doesn't often show up in his statistics. Tannehill has a propensity to take sacks, finishing among the bottom three in sacks taken and sack yards lost each of the last two years. That's not all on Tannehill obviously, as he's suffered from questionable pass protection, but those same issues flare up with his major inability to connect on the deep ball.

If you aren't asking Tannehill to do too much, and build a scheme around his strengths you can be fine. The main issue here is that by adding downfield threats in Stills and Cameron, the Dolphins are not playing to his strengths at all. Joe Philbin's offense does not seem to understand Tannehill's strengths beyond running the ball, and it would not shock us to see Philbin let go during the season in a move possibly long overdue.

Let's look at the Dolphins 2015 schedule, broken down with preseason lines and expected win percentages for each game based on the lines and site each game, along with 25 years of historical winning percentages associated with those line and site combinations, provided after just a few clicks at killersports.com:

NFL FUTURES PLAY continued

SportsBook Breakers

Week	Opp	Site	Line	Win Expectancy
1	Redskins	away	-2.5	0.543
2	Jaguars	away	-4	0.691
3	Bills	home	-2	0.567
4	Jets	home	-3.5	0.633
6	Titans	away	-3	0.608
7	Texans	home	-3	0.576
8	Patriots	away	5.5	0.291
9	Bills	away	2	0.433
10	Eagles	away	3.5	0.367
11	Cowboys	home	-1	0.500
12	Jets	away	-1.5	0.480
13	Ravens	home	0	0.496
14	Giants	home	-3	0.576
15	Chargers	away	3	0.424
16	Colts	home	0	0.496
17	Patriots	home	2*	0.457

These winning percentages are drawn by a simple method of historic home and road winning percentages based on the early lines already released for each of Miami's games this season (*week 17 is an estimated line, with no early lines available for week 17.) These historic winning percentages are easily generated using the open-ended SDQL text H and line as well as A and line.

What these lines show is that Miami is being significantly overvalued with this win total. Based on these lines, Miami is expected to win just 8.13 games this year. The biggest reason is that they are just not favored significantly in any game this year. While they are favored nine times, none of those are by more than four points. And based off the percentages, that leaves them expected to win at least 60% of the time just three times and more than 50% of the time in just seven of the 16 games. Things significantly take a turn for the Dolphins after week 7, with a three-game road trip to New England, Buffalo and Philadelphia.

It is particularly important to note how the schedule lays out for Miami because of what we noted about the Dolphins earlier – their lack of depth. As the season goes on, the importance of depth becomes far greater and having backloaded difficulty becomes even a bigger concern for a team with this makeup. This team also suffered a late season collapse in 2014, and does not have the kind of coaching personality needed to stop a late season spiral were one to begin to develop again.

The AFC East looks to be strong again this season and has loaded up with pass rushers, with each team having multiple elite threats. That hurts the Dolphins more than most teams and without a strong divisional record, we don't see their path to 10 wins of the playoffs.

SPORTSBOOK BREAKERS PREDICTION: Miami 7-9

NCAA STUDY: REVENGE ON THE MIND

There are a number of factors that make college football a different animal than the pro game. A major one of those factors is the way that emotion and motivation impact preparation and performance in each game. When looking at betting lines there are several ways to take advantage of these key differences.

In pro football, the idea of revenge from year-to-year is a bit of a dubious one. Besides divisional opponents, NFL teams rarely play the same opponents for several consecutive seasons. And with those three divisional opponents, the opportunity to play a team for a second time during the same season lends itself to a revenge opportunity far better during that second matchup than during the next season ,when much of the team has turned over.

In the college game, rivalries are a far bigger deal. Beyond traditional major rivalries, almost every opponent is a rival to some degree, as teams play the same conference opponents, and often the same non-conference opponents, year-after-year.

For these 18-22 year olds playing at the same school for 3-4 seasons, what they did against a team the last time they faced them is a huge deal and will affect the importance they place on a game to a far greater extent than a seasoned pro.

What we want to look at in this study is how teams perform when they were blown out by this squad in their last meeting. For the first time in 2015, we can run NCAA football queries to answer this question right on Killersports.com.

The SDQL to generate this chart is *P:margin*. The uppercase "P" in SDQL signifies the last meeting versus the opponent. So where *p:margin* would look at the margin in a team's last game, *P:margin* looks at the result of the last meeting against a particular opponent.

While this SDQL generates results for all margins, we are going to focus on losses by 40 points or more.

Margin Last Meeting	ATS	# of Games
-40	34-35-1 (1.59, 49.3%)	73
-41	61-62-2 (-0.82, 49.6%)	131
-42	79-86-3 (-0.88, 47.9%)	178
-43	23-25-0 (0.74, 47.9%)	50
-44	27-28-0 (0.14, 49.1%)	59
-45	62-63-2 (-0.27, 49.6%)	135
-46	29-29-0 (-3.47, 50.0%)	64
-47	16-16-1 (2.24, 50.0%)	34
-48	47-33-1 (0.54, 58.8%)	90
-49	49-36-2 (2.29, 57.6%)	91
-50	16-14-1 (-0.05, 53.3%)	32
-51	11-19-1 (-6.19, 36.7%)	33
-52	31-25-3 (0.94, 55.4%)	62
-53	20-9-2 (8.35, 69.0%)	33
-54	9-10-0 (0.18, 47.4%)	21
-55	13-16-0 (-1.07, 44.8%)	33
-56+	93-90-1 (0.66, 50.8%)	184

Looking at this chart, we see that there is a bit of an uptick in performance when a team was blowout last meeting, starting with losses of -48 or worse. But is that advantage enough to be significant for bettors? Running the SDQL *P:margin<=-48* produces a result of 289-252-11 ATS, a significant factor but not enough of an edge to bet on with the 53.4% winning percentage.

The query that has been run so far fails to consider one very big factor — when that last meeting between these teams took place. While using the "*p*" prefix looks back at the last game that took place during this same season, this

"*P*" prefix back at the previous matchup between these teams, no matter how long ago it took place up to the beginning of the college football database in 1980. When this last meeting took place would seem to be very important for the basis of motivation.

There are a few ways to generate query with SDQL, and our favorite in this case is to use a parameter of *season-P:season*. This will determine how many seasons ago that last matchup took place, by using a simple subtraction function when looking at the year which each game took place.

SDQL: *P:margin<=-48 and season-P:season*

Seasons Ago	ATS	# of Games
1	214-170-8 (1.01, 55.7%)	409
2	11-16-2 (-2.79, 40.7%)	39
3	26-13-0 (7.53, 66.7%)	40
4	7-13-1 (-4.38, 35.0%)	23
5	6-7-0 (-3.04, 46.2%)	14
6	2-6-0 (-4.81, 25.0%)	8
7	1-2-0 (1.33, 33.3%)	5
8	0-5-0 (-6.30, 0.0%)	7
9	4-2-0 (2.25, 66.7%)	6
10+	18-18 (0.99, 50.0%)	36

The first thing you notice about this chart that indeed college teams generally do play in consecutive seasons, even teams where there was a blowout in the last meeting. As far as the system goes, this chart shows exactly what we were hoping – that this system performance is only relevant if the matchup happened in the last three seasons, when there are players on the team that were there for that previous beat down. When isolating those previous three seasons, using the SDQL *P:margin<=-48 and season-P:season<=3*, the results are 251-199-10 ATS, a worthy play on with a 55.8% success rate.

Other factors to consider:

- Considering this system is all about value, with an average line of +20.6 points, teams have done better in this situation with bigger lines. When teams are underdogs of more than 30-point dogs they are 66-37-5 ATS (64.1%). (**SDQL:** *P:margin<=-48 and season-P:season<=3 and line>30*)

- Teams have done better in this spot when they did not fail to meet expectations in that last game as miserably as possible, considering the final margin. When the ATS margin was not -25 or worse in the last meeting, teams are 97-61-4 ATS (61.4%). **(SDQL:** *P:margin<=-48 and season-P:season<=3 and P:ats margin>-25*)

- Teams that are having a bad season particularly get up for these revenge games. Teams that have won less than 30% of their games on the season are 111-61-5 ATS (64.5%) (**SDQL:** *P:margin<=-48 and season-P:season<=3 and WP<=30*)

Summary:

The best part about previous matchup systems is we know exactly when they will be active during the upcoming season well before week one. Run this system yourself and mark the calendars for the 10 times during 2015 when this winning system will be active.

12 NCAA TRENDS TO WATCH

SportsBook Breakers

These 12 trends and valuable SDQL are just a sampling of what SportsBook Breakers has to offer for NCAA Football. SBB is one of the foremost experts in trend handicapping for college football with its college plays along with NFL selections available at KillerCappers.com each week. The 12 trends below include both a description of the trend in the left hand column and the SDQL text used to run the trend in the right hand column. These queries, along with all your college football trends, can be now be run at KillerSports.com for the first time in 2015, right along with your winning pro trends!

DESCRIPTION	SDQL TEXT
Oklahoma St. is 15-0-1 ATS (13.0 ppg) since 2007 when between a 5 and 9 point favorite.	*team=OKST and season>=2007 and -9<=line<=-5*
Duke is 15-0 ATS (10.3 ppg) since 2000 on the road when not more than a TD dog, if they are not undefeated on the season.	*team=DUKE and season>=2000 and A and line<=7 and tS(L)>0*
Ohio State is 14-0 ATS (14.9 ppg) since January 2009 as a dog vs. a team which is over .500 on the season. This trend went an amazing 4-0 in 2014, covering by an average of 30.3 ppg. including wins in both playoff games!	*team=OHST and date>=20090101 and D and o:WP>50*
Boise State is 11-0-1 ATS (14.5 ppg) since 1997 off a 14+ point loss where they allowed 34-62 points.	*team=BOIS and season>=1997 and p:margin<=-14 and 62>=po:points>=34*
Oklahoma is 10-0 ATS (16.7 ppg) since September 1999 coming off a loss as an underdog.	*team=OKLA and date>=19991023 and p:DL*
Idaho is 0-15 ATS (-11.0 ppg) since October 2002, when they are three games under .500.	*team=IDA and date>=20021001 and wins-losses=-3*
Penn St. is 0-12-1 ATS (-10.0 ppg) since 2006 as a regular season dog of at least three points coming off a win.	*team=PNST and season>=2006 and line>=3 and game type=RS and p:W*
Arkansas is 0-11 ATS (-13.9 ppg) since October when facing a team that won by 34-47 points last game while allowing less than 13.	*team=ARK and date>=20041001 and 47>=op:margin>=34 and opo:points<13*
Kentucky is 0-10 ATS (-13.0 ppg) when facing a team scoring at least 45 points per game and allowing less than 26 points per game while having given up a point.	*team=KTKY and oA(points)>=45 and 0<oA(o:points)<26*
Georgia is 0-10 ATS (-11.4 ppg) since 2005 in regular season SEC games when they scored less than 17 points last game.	*team=GEO and season>=2005 and p:points<17 and conference=o:conference and game type= RS*
Fresno St. is 13-0 OU (20.6 ppg) since September 30, 2006 in the first 10 games of the season with a total under 71, when they won by less than a FG or lost by less than 10 last game.	*team=FRES and date >= 20060930 and -10<p:margin <3 and total < 71 and game number<10*
Stanford is 0-15 OU (-10.1 ppg) in database history since 2006 when coming off back-to-back losses, if they allowed less than 45 points last game.	*team=STAN and season>=2006 and p:L and pp:L and po:points<45*

2014 TRENDS ROUND UP

Trends found in the NFL Annual are unique because of the 16-game NFL schedule. While team trends in the MLB or NBA maybe be active a dozen times in a single season alone, strong NFL trends can go the entire season without being active, as will end up being the case with this season's book.

However, there were several quality trends in the 2014 book that did produce winners for those that tracked them. Below are some of those spotlight trends from the 2014 NFL Bible that you can again find front and center in this year's trend sets.

TREND: The Raiders are 0-17 ATS as a dog when they covered by 7+ points last week.

SDQL: *team=Raiders and D and p:ats margin>=7 and season >= 2009*

This is shining trend of the 2014 NFL Annual and one of the best trends among the NFL Team Trends in this book.

Going into 2014, this trend was a strong 0-12, having been active an average of 2.4 times per season over its lifespan. In 2014, the results were absolutely incredible as this trend went an amazing 5-0 playing against. And these weren't just your standard non-covers. The five games failed to cover by an average of 20.3 points, with the Raiders losing each of the five games straight up by 18+ points and failing to cover by more than a TD in each game. The real standout game was in week 13, where Oakland went to St. Louis as a seven-point dog, with their previous week's 24-20 win over Kansas City on Thursday night fresh in everyone's mind. They proceeded to fall behind 38-0 by halftime and lost, 52-0. It was the worst margin of loss any team suffered all season by 10 points.

TREND: The Cardinals are 14-0 ATS since October 30, 2011 after a game where they allowed at least 22 first downs.

SDQL: *team = Cardinals and po:first downs>=22 and date>=20111030*

The other 5-0 trend produced for the 2014 season was not found in this NFL Annual, but in the NFL Annual Bonus Content, available exclusively for Killersports.com Newsletter subscribers. This one looks at how the Cardinals respond after having a poor defensive game where they are letting the opponent consistently move the ball. As a team that has been built around their defense for the last few years, time-and-time again they have come up with bounceback games in this spot, allowing an average of just 15.1 points per game and 18.1 first downs in these active games. Particularly impressive in 2014 was the Cardinals winning three games straight up as underdogs in this spot.

There were several ATS trends to produce 2-0 marks during the 2014 season so we will isolate a couple of our favorites.

TREND: The Vikings are 14-0 ATS as a dog the week after a road game in which they had at least three more minutes of possession time than their season-to-date average and committed fewer than five turnovers.

SDQL: *team=Vikings and D and p:A and NB and p:TOP - tA(p:TOP)>=180 and p:TO<5*

It seems that for years Minnesota has been a middling team that can get in trouble trying to control the ball on the road with a stable of inconsistent quarterbacks. Their game results have shown something to that, winning 55% of their home games the past five seasons (league average: 57.4%) while coming out on top of a mere 22.5% of road games (league average: 42.6%). This trend has been active six times over the past three seasons alone, and last season saw Minnesota cover in a road win over Tampa Bay and in a wild shootout against Miami.

TREND: The Patriots are 13-0 ATS on the road off a SU and ATS loss vs a team that is off a SU and ATS win.

SDQL: *team=Patriots and A and p:L and p:ATSL and op:W and op:ATSW and date>=20001001*

This is a classic Belichick and Brady trap trend, as we see from this trend dating back to October 2000, and even after all this time bettors are still able to take advantage of the public writing off the Pats. In week two last season, there were already doubts about the Pats creeping up after a week one loss in Miami. Facing a Minnesota team fresh off a week one upset win, they cruised to a 30-7 win. In week 14, New England faced some doubt after losing in Green Bay the week prior, but picked up a relatively easy 23-14 win over the Chargers.

NFL Team Trends & Stats

This section contains a page of trends for each of the 32 NFL teams and a facing page with a long list of stats for the team from 2005 through 2014. There is also a column which gives the cumulative 2005-2014 results.

There are five play-ON trends, five play-AGAINST trends, one play-OVER trend and one play-UNDER trend. All trends are perfect and all were provided by the researchers at Killersports.com. Professional bettors utilize these and thousands in handicapping each week's games

The trends provided here are presented in three columns. The first is simply the trend ID. The play-ON trends are numbered 1-5, the play-AGAINST trends are numbered 6-10, the play-OVER trends are all numbered 11 and the play-UNDER trends are all numbered 12. The second column gives a description of the trend. Included is the exact trend details and the record of the trend.

The third column gives the SDQL text of the trend. With the SDQL text you can get the complete record of the trend anytime with a query text box. You can check the trend right now, or anytime during the season. You will also notice in the SDQL

if how far back the trend dates using either the *date* or season parameters. If the search-from date is 1989, then the record might be even better than what is published because the database at sportsdatabase.com only goes back to 1989. Since the database at KillerSports.com is updated daily, the record will be up-to-date.

You can follow when these trends will be active each week by tracking them at Killersports.com. A sampling of all the trends in this section that are ACTIVE for games being played the upcoming week will be available in the KillerSports.com Weekly NFL Report. The active trend listing will save hours of entering SDQL text to see if a particular trend is active. For subscription information, visit KillerSports.com.

If you have questions or comments about any of the information presented in this section, please feel free to e-mail us at support@KillerSports.com.

ARIZONA CARDINALS

PLAY ON	ARZ001	The Cardinals are 22-0 ATS at home when their line is between a 3-point favorite and a 5-point dog inclusive when they suffered a positive turnover margin in each of their last two games and they had less than 31 minutes of possession time in their last game.	team=Cardinals and H and -3<=line<=5 and 0<p:TOM and 0<pp:TOM and p:TOP<=31*60 and date>=19891020
	ARZ002	The Cardinals are 15-0 ATS at home on Sunday with the line is within 3 of pick and they lost and failed to cover their last two games.	team=Cardinals and H and -3<=line<=3 and p:L and pp:L and p:ATSL and pp:ATSL and day=Sunday
	ARZ003	The Cardinals are 13-0 ATS after a road game in which no player had double-digit rushing attempts, winning every game straight up.	team=Cardinals and max:p:rushes<10 and p:A and date>=20051101
	ARZ004	The Cardinals are 10-0 ATS the week after winning as a favorite.	team=Cardinals and p:WF and NB and season>=2013
	ARZ005	The Cardinals are 8-0 ATS as a dog after scoring a defensive touchdown on the road.	team=Cardinals and D and p:DTD>0 and p:A and date>=20020101
PLAY AGAINST	ARZ006	The Cardinals are 0-11 ATS as a favorite when they are 500 on the season and their last game was decided by less than two TDs.	team=Cardinals and WP=50 and F and -14<p:margin<14 and season >= 1998
	ARZ007	The Cardinals are 0-9 ATS on the road when they are off a game in which they rushed for 150-plus yards and lost fewer than two fumbles.	team=Cardinals and A and p:RY>=150 and p:FUML<2 and season>=2002
	ARZ008	The Cardinals are 0-8 ATS as a favorite when they had three-plus sacks in each of the last two weeks while forcing a total of at least three turnovers in the two games.	team=Cardinals and F and NB and p:NB and 3<=p:sacks and 3<=pp:sacks and po:TO + ppo:TO >=3 and season>=2007
	ARZ009	The Cardinals are 0-8 ATS on the road when their passing yards increased in each of the last two weeks.	team=Cardinals and A and ppp:PY<pp:PY<p:PY and NB and p:NB and season>=2008
	ARZ010	The Cardinals are 0-8 ATS as a home favorite off a game in which they had a defensive TD.	team=Cardinals and HF and p:DTD>0
PLAY OVER	ARZ011	The Cardinals are 13-0 OU as a dog the week after a loss as a dog in which they suffered a two-plus turnover margin.	team=Cardinals and D and p:LD and NB and 2<=p:TOM and date>=20041200
PLAY UNDER	ARZ012	The Cardinals are 0-15 OU when the line is within three of pick and they allowed more than 296 yards passing in their last game.	team=Cardinals and -3<=line<=3 and po:PY>296

ARIZONA CARDINALS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	5-11-0	5-11-0	8-8-0	9-7-0	10-6-0	5-11-0	8-8-0	5-11-0	10-6-0	11-5-0	76-84-0
Straight Up Home	3-5-0	3-5-0	6-2-0	6-2-0	4-4-0	4-4-0	6-2-0	4-4-0	6-2-0	7-1-0	49-31-0
Straight Up Away	2-6-0	2-6-0	2-6-0	3-5-0	6-2-0	1-7-0	2-6-0	1-7-0	4-4-0	4-4-0	27-53-0
Average Line	2.22	3.56	0.44	-1.44	-3.41	3.41	2.62	5.47	1.41	1.31	1.56
Average O/U Line	42.56	43.25	43.03	45.72	45.72	41.94	42.28	40.56	43.38	43.16	43.16
Against the Spread Record	6-10-0	8-8-0	8-7-1	9-7-0	8-7-1	5-11-0	9-7-0	7-9-0	11-4-1	11-5-0	82-75-3
Six Point Teaser Record	10-5-1	10-6-0	12-4-0	12-4-0	10-5-1	7-7-2	12-2-2	10-6-0	14-1-1	12-4-0	109-44-7
Seven Point Teaser Record	11-5-0	11-5-0	12-4-0	12-4-0	11-5-0	9-7-0	14-2-0	10-6-0	15-1-0	12-4-0	117-43-0
Ten Point Teaser Record	11-4-1	11-5-0	13-3-0	12-4-0	11-4-1	10-6-0	15-1-0	12-4-0	15-1-0	13-3-0	123-35-2
ATS Home	3-5-0	4-4-0	5-3-0	5-3-0	4-4-0	3-5-0	5-3-0	3-5-0	5-2-1	6-2-0	43-36-1
ATS Away	3-5-0	4-4-0	3-4-1	4-4-0	4-3-1	2-6-0	4-4-0	4-4-0	6-2-0	5-3-0	39-39-2
Over/Under Record	10-6-0	11-5-0	10-5-1	11-5-0	5-11-0	10-5-1	7-9-0	7-9-0	8-8-0	5-10-1	84-73-3
Over/Under Home	4-4-0	5-3-0	4-3-1	7-1-0	2-6-0	6-2-0	5-3-0	4-4-0	4-4-0	3-5-0	44-35-1
Over/Under Away	6-2-0	6-2-0	6-2-0	4-4-0	3-5-0	4-3-1	2-6-0	3-5-0	4-4-0	2-5-1	40-38-2
ATS as Favorite	4-2-0	1-3-0	3-4-0	7-2-0	3-7-0	1-3-0	3-2-0	0-4-0	5-1-1	4-2-0	31-30-1
ATS as Underdog	2-8-0	7-5-0	5-3-1	2-5-0	5-0-1	4-8-0	6-5-0	7-5-0	6-3-0	7-3-0	51-45-2
ATS as Home Favorite	3-1-0	1-2-0	3-3-0	4-2-0	3-4-0	0-3-0	3-1-0	0-3-0	3-1-1	3-1-0	23-21-1
ATS as a Home Dog	0-4-0	3-2-0	2-0-0	1-1-0	1-0-0	3-2-0	2-2-0	3-2-0	2-1-0	3-1-0	20-15-0
ATS Away Favorite	1-1-0	0-1-0	0-1-0	3-0-0	0-3-0	1-0-0	0-1-0	0-1-0	2-0-0	1-1-0	8-9-0
ATS Away Dog	2-4-0	4-3-0	3-3-1	1-4-0	4-0-1	1-6-0	4-3-0	4-3-0	4-2-0	4-2-0	31-30-2
vs Division	3-3-0	3-3-0	2-3-1	5-1-0	3-3-0	1-5-0	4-2-0	2-4-0	3-3-0	4-2-0	30-29-1
ATS after 10+ ATS Win	0-2-0	1-1-0	0-2-0	2-2-0	2-3-0	0-2-0	1-1-0	1-2-0	2-2-1	3-2-0	12-19-1
ATS after 10+ ATS Loss	2-3-0	3-2-0	2-1-0	3-1-0	3-1-0	1-4-0	0-1-0	2-2-0	1-0-0	3-0-0	20-15-0
ATS in games 1-4	1-3-0	0-4-0	3-0-1	2-2-0	2-2-0	1-3-0	2-2-0	3-1-0	3-1-0	2-2-0	19-20-1
ATS in games 5-8	1-3-0	2-2-0	1-3-0	4-0-0	3-1-0	2-2-0	2-2-0	0-4-0	2-2-0	4-0-0	21-19-0
ATS in games 9-12	2-2-0	3-1-0	3-1-0	1-3-0	2-1-1	0-4-0	3-1-0	2-2-0	3-0-1	2-2-0	21-17-2
ATS in games 13-16	2-2-0	3-1-0	1-3-0	2-2-0	1-3-0	2-2-0	2-2-0	2-2-0	3-1-0	3-1-0	21-19-0
Points Scored per Game	19.44	19.62	25.25	26.69	23.44	18.06	19.50	15.62	23.69	19.38	21.07
Points Allowed per Game	24.19	24.31	24.94	26.62	20.31	27.12	21.75	22.31	20.25	18.69	23.05
Yds Offense per Game	348.44	312.50	344.06	365.75	344.38	268.69	324.50	263.06	346.38	319.75	323.75
Yds Allowed per Game	295.56	349.44	330.19	331.50	346.75	373.56	355.12	337.81	317.44	368.19	340.56
Yds Passing per Game	277.31	228.88	253.56	292.12	251.00	181.94	222.94	187.81	250.12	238.00	238.37
Opp. Yds Passing per Game	193.56	230.88	232.25	221.25	234.00	228.38	231.00	200.81	233.00	259.50	226.46
Percent Completions	62.5	59.1	60.4	66.3	66.0	50.8	55.8	55.4	63.2	56.3	59.8
Opp Percent Completions	61.7	61.5	63.3	62.5	58.3	60.8	58.8	54.3	58.7	63.0	60.3
Yds per Pass Attempt	6.62	6.72	6.86	7.42	6.76	5.19	6.49	4.94	6.97	6.70	6.47
Opp Yds per Pass Attempt	6.35	7.08	6.52	6.85	6.31	6.86	6.39	6.46	5.96	7.17	6.59
Yds Rushing per Game	71.12	83.62	90.50	73.62	93.38	86.75	101.56	75.25	96.25	81.75	85.38
Opp Yds Rushing per Game	102.00	118.56	97.94	110.25	112.75	145.19	124.12	137.00	84.44	108.69	114.09
Yds per Rush Attempt	3.16	3.19	3.61	3.46	4.09	4.34	4.18	3.42	3.65	3.29	3.63
Opp Yds per Rush Attempt	3.97	4.14	3.85	3.96	4.49	4.42	4.18	4.33	3.65	4.37	4.15
Turnovers per Game	2.31	1.88	2.25	1.88	2.25	2.19	2.00	2.12	1.94	1.06	1.99
Takeaways per Game	1.62	2.06	1.81	1.88	1.81	1.88	1.19	2.06	1.88	1.56	1.77
Sacks per Game	2.31	2.38	2.25	1.94	2.69	2.06	2.62	2.38	2.94	2.19	2.38
Sacks Allowed per Game	2.81	2.19	1.50	1.75	1.62	3.12	3.38	3.62	2.56	1.75	2.43
Average Possession Time	31:19	29:58	30:39	30:10	29:52	26:22	28:43	29:19	30:59	29:48	29:43
Punts per Game	4.62	4.25	5.00	3.75	5.38	5.88	5.75	7.00	4.88	5.75	5.22
Opp Punts per Game	5.31	3.62	4.56	3.81	5.25	4.00	5.75	5.81	5.50	4.88	4.85
Percent Rushes	33.5	41.9	39.5	34.1	37.1	34.4	39.2	34.6	40.7	40.0	37.5
Opp Percent Rushes	43.9	45.0	40.2	44.8	38.7	48.2	43.4	48.6	35.5	39.3	42.8

ATLANTA FALCONS

<table>
<tr><td rowspan="5">PLAY ON</td><td>ATL001</td><td>The Falcons are 10-0 ATS when they are anywhere from a 7-point favorite to a 3-point dog when they lost as a favorite last week.</td><td>team=Falcons and -7<=line<=3 and NB and p:LF and date>=20051124</td></tr>
<tr><td>ATL002</td><td>The Falcons are 9-0 ATS when hosting a team that has averaged fewer than five rushing first downs per game season-to-date and they are not a six-plus point favorite.</td><td>team=Falcons and H and oA(RFD)<5 and line>-6 and season >= 2007</td></tr>
<tr><td>ATL003</td><td>The Falcons are 8-0 ATS at home off a road game in which they had at least 100 more yards of offense than their season-to-date average and they are not an underdog.</td><td>team=Falcons and H and line<=0 and p:A and p:TY-tA(p:TY) >=100 and date >= 20021117</td></tr>
<tr><td>ATL004</td><td>The Falcons are 7-0 ATS when visiting a team on a three-plus game losing streak.</td><td>team=Falcons and A and o:streak<=-3 and season>=2002</td></tr>
<tr><td>ATL005</td><td>The Falcons are 7-0 ATS as a favorite after a win as a favorite in which they were losing at the half.</td><td>team=Falcons and F and p:WF and p:M2<0</td></tr>
<tr><td rowspan="5">PLAY AGAINST</td><td>ATL006</td><td>The Falcons are 0-12 ATS as a home dog after a win as a favorite.</td><td>team=Falcons and HD and p:WF and season>=1992</td></tr>
<tr><td>ATL007</td><td>The Falcons are 0-11 ATS when they are off two TD-plus wins and they are not off a bye.</td><td>team=Falcons and p:margin>=7 and pp:margin>=7 and NB and season>=2005</td></tr>
<tr><td>ATL008</td><td>The Falcons are 0-8 ATS as a dog the week after a win in which they scored a defensive touchdown.</td><td>team=Falcons and D and p:DTD>0 and p:W and NB and season>=2003</td></tr>
<tr><td>ATL009</td><td>The Falcons are 0-8 ATS on the road the week after a game in which they had fewer than 50 rushing yards.</td><td>team=Falcons and A and NB and p:RY<50 and season>=2003</td></tr>
<tr><td>ATL010</td><td>The Falcons are 0-8 ATS when the line is within 3 of pick and they are off a 20-plus point defeat.</td><td>team=Falcons and -3<=line<=3 and p:margin<=-20 and season >= 1999</td></tr>
<tr><td rowspan="1">PLAY OVER</td><td>ATL011</td><td>The Falcons are 9-0 OU as a home favorite vs any team that averages at least thirty rushes per game.</td><td>team=Falcons and HF and oA(rushes)>=30 and season >= 2004</td></tr>
<tr><td rowspan="1">PLAY UNDER</td><td>ATL012</td><td>The Falcons are 0-12 OU after a win as a dog in which they rushed the ball at least 10 times more than their season-to-date average.</td><td>team=Falcons and p:WD and p:rushes - tA(p:rushes) >=10 and date>=19931101</td></tr>
</table>

ATLANTA FALCONS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	8-8-0	7-9-0	4-12-0	11-5-0	9-7-0	13-3-0	10-6-0	13-3-0	4-12-0	6-10-0	85-75-0
Straight Up Home	4-4-0	3-5-0	3-5-0	7-1-0	6-2-0	7-1-0	6-2-0	7-1-0	3-5-0	3-5-0	49-31-0
Straight Up Away	4-4-0	4-4-0	1-7-0	4-4-0	3-5-0	6-2-0	4-4-0	6-2-0	1-7-0	3-5-0	36-44-0
Average Line	-1.91	-1.31	5.53	0.72	0.16	-4.03	-2.78	-3.19	1.75	1.44	-0.36
Average O/U Line	40.50	41.56	39.06	43.75	44.50	43.78	46.00	48.75	47.09	49.84	44.48
Against the Spread Record	7-8-1	8-8-0	8-8-0	9-7-0	11-5-0	11-5-0	8-7-1	9-6-1	7-9-0	8-8-0	86-71-3
Six Point Teaser Record	11-5-0	8-7-1	9-7-0	12-4-0	11-5-0	14-2-0	13-3-0	12-2-2	10-6-0	10-5-1	110-46-4
Seven Point Teaser Record	11-5-0	9-7-0	10-6-0	12-3-1	11-5-0	14-1-1	13-3-0	14-2-0	10-6-0	11-5-0	115-43-2
Ten Point Teaser Record	13-3-0	9-6-1	11-5-0	14-0-2	12-3-1	15-1-0	14-2-0	15-1-0	11-5-0	12-4-0	126-30-4
ATS Home	4-4-0	3-5-0	3-5-0	5-3-0	6-2-0	5-3-0	5-2-1	4-4-0	4-4-0	4-4-0	43-36-1
ATS Away	3-4-1	5-3-0	5-3-0	4-4-0	5-3-0	6-2-0	3-5-0	5-2-1	3-5-0	4-4-0	43-35-2
Over/Under Record	9-7-0	4-12-0	9-7-0	7-9-0	7-9-0	9-6-1	7-9-0	5-11-0	9-7-0	6-9-1	72-86-2
Over/Under Home	6-2-0	3-5-0	6-2-0	5-3-0	2-6-0	4-4-0	3-5-0	1-7-0	5-3-0	4-4-0	39-41-0
Over/Under Away	3-5-0	1-7-0	3-5-0	2-6-0	5-3-0	5-2-1	4-4-0	4-4-0	4-4-0	2-5-1	33-45-2
ATS as Favorite	5-3-0	4-6-0	1-0-0	4-3-0	6-2-0	10-4-0	6-3-1	7-6-1	2-3-0	2-4-0	47-34-2
ATS as Underdog	2-5-1	4-2-0	6-8-0	5-4-0	5-3-0	1-1-0	2-3-0	2-0-0	5-6-0	5-4-0	37-36-1
ATS as Home Favorite	3-2-0	2-4-0	1-0-0	3-3-0	5-1-0	5-3-0	4-0-1	4-4-0	2-3-0	1-3-0	30-23-1
ATS as a Home Dog	1-2-0	1-1-0	1-5-0	2-0-0	1-1-0	---	1-1-0	---	2-1-0	3-1-0	12-12-0
ATS Away Favorite	2-1-0	2-2-0	---	1-0-0	1-1-0	5-1-0	2-3-0	3-2-1	---	1-1-0	17-11-1
ATS Away Dog	1-3-1	3-1-0	5-3-0	3-4-0	4-2-0	1-1-0	1-2-0	2-0-0	3-5-0	2-3-0	25-24-1
vs Division	1-4-1	3-3-0	2-4-0	2-4-0	4-2-0	4-2-0	3-3-0	1-4-1	3-3-0	5-1-0	28-30-2
ATS after 10+ ATS Win	1-2-0	1-1-0	1-1-0	2-5-0	2-0-0	3-1-0	1-2-0	3-1-0	---	1-2-0	15-15-0
ATS after 10+ ATS Loss	1-1-0	4-3-0	3-2-0	1-0-0	4-0-0	1-0-0	2-0-0	1-0-0	2-3-0	1-2-0	20-11-0
ATS in games 1-4	3-1-0	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	1-3-0	3-1-0	1-3-0	2-2-0	22-18-0
ATS in games 5-8	2-2-0	2-2-0	3-1-0	3-1-0	3-1-0	2-2-0	3-1-0	3-1-0	1-3-0	1-3-0	23-17-0
ATS in games 9-12	1-3-0	1-3-0	1-3-0	3-1-0	1-3-0	4-0-0	1-2-1	1-2-1	2-2-0	3-1-0	18-20-2
ATS in games 13-16	1-2-1	2-2-0	2-2-0	1-3-0	4-0-0	3-1-0	3-1-0	2-2-0	3-1-0	2-2-0	23-16-1
Points Scored per Game	21.94	18.25	16.19	24.44	22.69	25.88	25.12	26.19	22.06	23.81	22.66
Points Allowed per Game	21.31	20.50	25.88	20.31	20.31	18.00	21.88	18.69	27.69	26.06	22.06
Yds Offense per Game	326.56	331.88	300.81	361.19	340.44	341.12	376.62	369.12	343.12	378.19	346.91
Yds Allowed per Game	325.00	332.81	355.50	348.25	348.88	332.44	333.62	365.56	379.38	398.25	351.97
Yds Passing per Game	167.44	148.19	205.81	208.50	223.19	222.94	262.00	281.81	265.19	284.56	226.96
Opp. Yds Passing per Game	196.06	229.25	227.94	220.38	241.94	226.56	236.62	242.38	243.56	279.44	234.41
Percent Completions	54.8	53.4	60.5	61.1	58.2	62.6	61.4	68.6	67.5	66.1	62.0
Opp Percent Completions	60.8	62.3	62.8	59.2	62.5	65.0	60.7	61.2	66.1	63.4	62.4
Yds per Pass Attempt	5.94	5.70	5.93	7.69	6.26	6.18	7.06	7.33	6.44	7.20	6.60
Opp Yds per Pass Attempt	5.96	7.12	6.79	6.42	7.22	6.47	6.76	7.04	7.55	7.90	6.93
Yds Rushing per Game	159.12	183.69	95.00	152.69	117.25	118.19	114.62	87.31	77.94	93.62	119.94
Opp Yds Rushing per Game	128.94	103.56	127.56	127.88	106.94	105.88	97.00	123.19	135.81	118.81	117.56
Yds per Rush Attempt	4.79	5.47	3.95	4.36	4.16	3.80	4.05	3.70	3.88	4.03	4.28
Opp Yds per Rush Attempt	4.71	3.75	4.25	4.93	3.95	4.63	4.17	4.80	4.78	4.23	4.41
Turnovers per Game	1.81	1.25	1.50	1.31	1.56	1.06	1.31	1.12	1.75	1.44	1.41
Takeaways per Game	1.81	1.62	1.75	1.12	1.75	1.94	1.81	1.94	1.31	1.75	1.68
Sacks per Game	2.31	2.31	1.56	2.12	1.75	1.94	2.06	1.81	2.00	1.44	1.93
Sacks Allowed per Game	2.44	2.94	2.94	1.06	1.69	1.44	1.62	1.75	2.75	1.94	2.06
Average Possession Time	30:25	30:01	28:43	31:10	29:53	32:47	32:18	30:52	30:20	29:27	30:35
Punts per Game	4.88	4.88	5.50	4.06	3.94	4.69	4.44	3.88	4.38	4.19	4.48
Opp Punts per Game	4.94	4.81	4.62	4.75	3.88	4.56	4.69	4.00	3.88	3.50	4.36
Percent Rushes	52.0	53.7	39.0	55.4	43.0	45.3	42.2	37.0	31.3	35.9	43.5
Opp Percent Rushes	43.8	44.5	46.1	41.6	43.4	38.2	38.5	41.5	45.4	43.3	42.7

BALTIMORE RAVENS

PLAY ON	BAL001	The Ravens are 11-0 ATS on the road after a loss in which they attempted at least ten fewer rushes than their season-to-date average.	team=Ravens and A and p:L and tA(p:rushes)-p:rushes >= 10 and season>=2001
	BAL002	The Ravens are 10-0 ATS as a road favorite after a game in which they had fewer than 26 minutes of possession time.	team=Ravens and A and p:RY<pp:RY<ppp:RY and season>=2008
	BAL003	The Ravens are 9-0 ATS on the road the week after a game in which they got a first down on less than 25% of their offensive plays as a favorite.	team=Ravens and A and p:FDP<25 and p:F and season>=2008
	BAL004	The Ravens are 9-0 ATS as a home favorite off a road game when their opponent has more wins on the season.	team=Ravens and HF and p:A and o:wins>wins and season >= 2003
	BAL005	The Ravens are 8-0 ATS at home the week after a game in which they allowed fewer than 50 yards rushing.	team=Ravens and H and po:RY<50 and NB
PLAY AGAINST	BAL006	The Ravens are 0-13 ATS on the road off a win as a favorite by more than a field goal in which they had at least three more minutes of possession time than their season-to-date average.	team=Ravens and A and p:W and p:line<-3 and p:TOP - tA(p:TOP) >=180 and season >= 2003
	BAL007	The Ravens are 0-10 ATS when their opponent is on a two-plus game winning streak, winning last week by double digits, as long as they Ravens are not a dog of more than 3 points.	team=Ravens and line<=3 and op:W and opp:margin>=10 and o:NB and season>=2002
	BAL008	The Ravens are 0-9 ATS on the road after playing as a home dog.	team=Ravens and A and p:HD and season>=2005
	BAL009	The Ravens are 0-9 ATS when hosting a team with same-season revenge.	team=Ravens and H and P:W and P:season=season and season>=2001
	BAL010	The Ravens are 0-8 ATS in franchise history as a road favorite off a win that got them one game above 500 on the season, losing every game straight up.	team=Ravens and AF and p:W and wins-losses=1
PLAY OVER	BAL011	The Ravens are 10-0 OU in franchise history off a home loss to a divisional opponent in which they were winning at the half.	team=Ravens and p:HL and p:DIV and p:M2>0 and NB
PLAY UNDER	BAL012	The Ravens are 0-13 OU at home when the line is within 4 of pick and their	team=Ravens and F and p:W and p:ATSW and p:W and pp:ATSW and date>=20070101

BALTIMORE RAVENS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	6-10-0	13-3-0	5-11-0	11-5-0	9-7-0	12-4-0	12-4-0	10-6-0	8-8-0	10-6-0	96-64-0
Straight Up Home	6-2-0	7-1-0	4-4-0	6-2-0	6-2-0	7-1-0	8-0-0	6-2-0	6-2-0	6-2-0	62-18-0
Straight Up Away	0-8-0	6-2-0	1-7-0	5-3-0	3-5-0	5-3-0	4-4-0	4-4-0	2-6-0	4-4-0	34-46-0
Average Line	1.16	-2.75	1.50	-0.50	-5.19	-4.59	-6.28	-1.97	0.41	-3.59	-2.18
Average O/U Line	35.47	36.62	39.12	37.41	41.09	40.31	40.62	44.84	43.84	44.94	40.43
Against the Spread Record	7-9-0	10-6-0	3-13-0	12-4-0	8-8-0	8-8-0	8-7-1	6-9-1	7-8-1	8-8-0	77-80-3
Six Point Teaser Record	9-7-0	14-0-2	8-8-0	13-3-0	13-3-0	13-2-1	10-5-1	13-3-0	11-4-1	12-4-0	116-39-5
Seven Point Teaser Record	9-5-2	16-0-0	8-8-0	13-2-1	13-3-0	14-1-1	11-5-0	13-3-0	12-4-0	13-3-0	122-34-4
Ten Point Teaser Record	12-4-0	16-0-0	12-4-0	14-2-0	14-2-0	15-0-1	12-4-0	13-3-0	13-3-0	14-2-0	135-24-1
ATS Home	5-3-0	6-2-0	3-5-0	6-2-0	5-3-0	3-5-0	4-3-1	3-5-0	5-3-0	4-4-0	44-35-1
ATS Away	2-6-0	4-4-0	0-8-0	6-2-0	3-5-0	5-3-0	4-4-0	3-4-1	2-5-1	4-4-0	33-45-2
Over/Under Record	6-10-0	6-9-1	9-7-0	8-8-0	7-9-0	7-9-0	9-7-0	9-6-1	8-8-0	7-9-0	76-82-2
Over/Under Home	2-6-0	3-4-1	5-3-0	2-6-0	3-5-0	4-4-0	4-4-0	6-1-1	3-5-0	2-6-0	34-44-2
Over/Under Away	4-4-0	3-5-0	4-4-0	6-2-0	4-4-0	3-5-0	5-3-0	3-5-0	5-3-0	5-3-0	42-38-0
ATS as Favorite	4-3-0	6-4-0	1-7-0	6-1-0	6-4-0	6-6-0	7-7-1	4-5-1	2-4-0	6-6-0	48-47-2
ATS as Underdog	3-6-0	4-2-0	2-6-0	6-3-0	2-4-0	2-2-0	1-0-0	2-4-0	4-3-1	2-2-0	28-32-1
ATS as Home Favorite	4-1-0	6-2-0	1-3-0	5-1-0	5-2-0	3-5-0	4-3-1	2-4-0	2-2-0	4-4-0	36-27-1
ATS as a Home Dog	1-2-0	---	2-2-0	1-1-0	0-1-0	---	---	1-1-0	2-0-0	---	7-7-0
ATS Away Favorite	0-2-0	0-2-0	0-4-0	1-0-0	1-2-0	3-1-0	3-4-0	2-1-1	0-2-0	2-2-0	12-20-1
ATS Away Dog	2-4-0	4-2-0	0-4-0	5-2-0	2-3-0	2-2-0	1-0-0	1-3-0	2-3-1	2-2-0	21-25-1
vs Division	3-3-0	3-3-0	1-5-0	5-1-0	2-4-0	2-4-0	4-1-1	2-3-1	2-4-0	2-4-0	26-32-2
ATS after 10+ ATS Win	2-1-0	4-2-0	0-1-0	7-1-0	1-3-0	0-2-0	2-1-0	1-1-1	0-2-0	2-4-0	19-18-1
ATS after 10+ ATS Loss	3-1-0	---	0-4-0	2-0-0	2-0-0	1-0-0	1-2-1	2-1-0	1-1-0	1-1-0	13-10-1
ATS in games 1-4	1-3-0	3-1-0	0-4-0	3-1-0	3-1-0	2-2-0	3-1-0	2-2-0	2-2-0	3-1-0	22-18-0
ATS in games 5-8	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	2-2-0	2-2-0	1-3-0	2-2-0	2-2-0	19-21-0
ATS in games 9-12	1-3-0	2-2-0	1-3-0	3-1-0	1-3-0	1-3-0	2-1-1	2-1-1	2-1-1	2-2-0	17-20-3
ATS in games 13-16	3-1-0	3-1-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	1-3-0	1-3-0	1-3-0	19-21-0
Points Scored per Game	16.56	22.06	17.19	24.06	24.44	22.31	23.62	24.88	20.00	25.56	22.07
Points Allowed per Game	18.69	12.56	24.00	15.25	16.31	16.88	16.62	21.50	22.00	18.88	18.27
Yds Offense per Game	293.31	317.00	302.00	324.00	351.19	322.88	338.69	352.50	307.38	364.69	327.36
Yds Allowed per Game	284.31	264.06	301.56	261.06	300.50	318.88	288.88	350.94	335.50	336.31	304.20
Yds Passing per Game	193.00	214.69	189.69	175.50	213.69	208.44	213.94	233.69	224.38	238.69	210.57
Opp. Yds Passing per Game	184.88	188.19	221.94	179.69	207.25	224.94	196.25	228.12	230.06	248.31	210.96
Percent Completions	59.6	62.6	61.2	60.3	62.9	62.7	57.7	59.6	58.6	62.0	60.7
Opp Percent Completions	56.4	54.8	59.8	52.3	58.4	58.6	53.8	60.2	56.9	64.2	57.6
Yds per Pass Attempt	5.49	6.56	5.45	6.48	6.70	6.79	6.29	6.68	5.80	6.88	6.29
Opp Yds per Pass Attempt	5.63	5.92	7.25	5.45	6.33	6.04	5.87	6.54	6.67	6.68	6.24
Yds Rushing per Game	100.31	102.31	112.31	148.50	137.50	114.44	124.75	118.81	83.00	126.00	116.79
Opp Yds Rushing per Game	99.44	75.88	79.62	81.38	93.25	93.94	92.62	122.81	105.44	88.00	93.24
Yds per Rush Attempt	3.55	3.44	4.03	4.01	4.70	3.76	4.35	4.28	3.14	4.50	3.98
Opp Yds per Rush Attempt	3.69	3.31	2.86	3.56	3.43	3.91	3.54	4.00	3.84	3.62	3.58
Turnovers per Game	2.25	1.44	2.50	1.31	1.38	1.25	1.50	1.00	1.81	1.25	1.57
Takeaways per Game	1.62	2.50	1.44	2.12	2.00	1.69	1.62	1.56	1.50	1.38	1.74
Sacks per Game	2.62	3.75	2.06	2.12	2.00	1.69	3.00	2.31	2.56	3.12	2.52
Sacks Allowed per Game	2.62	1.06	2.44	2.06	2.25	2.50	2.06	2.38	3.00	1.19	2.16
Average Possession Time	30:42	32:48	31:10	33:22	29:33	31:20	30:35	28:39	30:20	29:39	30:49
Punts per Game	5.38	5.38	4.94	5.25	4.62	5.06	4.56	5.19	5.69	3.75	4.98
Opp Punts per Game	5.56	5.38	4.75	5.75	4.94	5.56	5.38	5.56	6.12	4.75	5.38
Percent Rushes	42.8	46.8	42.8	56.0	46.2	47.8	44.3	42.6	38.8	43.8	45.2
Opp Percent Rushes	43.2	39.2	46.0	39.4	43.9	38.1	41.8	45.2	42.5	37.6	41.7

BUFFALO BILLS

PLAY ON	BUF001	The Bills are 14-0 ATS off a road loss vs a team that is not undefeated on the season.	team=Bills and p:AL and o:losses>0 and season>=2012
	BUF002	The Bills are 11-0 ATS as a 7+ dog when they lost and failed to cover their last two games	team=Bills and line>=7 and p:L and p:ATSL and pp:L and pp:ATSL
	BUF003	The Bills are 8-0 ATS at home the week after a win at home in which they were losing at the half.	team=Bills and p:HW and H and p:M2<0 and NB
	BUF004	The Bills are 8-0 ATS as a dog when one game under 500 after a road loss.	team=Bills and D and p:AL and losses=wins+1 and season>=1998
	BUF005	The Bills are 7-0 ATS after a loss in which they punted at least eight times.	team=Bills and D and p:WF and tA(p:passes) - p:passes >= 10 and season>=2002
PLAY AGAINST	BUF006	The Bills are 0-12 ATS on grass vs a non-divisional opponent before playing on the road	team=Bills and surface=grass and NDIV and n:A and date>=20031001
	BUF007	The Bills are 0-10 ATS after beaing the Dolphins.	team=Bills and p:W and po:team=Dolphins and season>=2006
	BUF008	The Bills are 0-9 ATS on the road off a home loss in which a receiver had more than five receptions.	team=Bills and A and 5<=max:p:receptions and p:HL and date>=20101205
	BUF009	The Bills are 0-8 ATS as a dog when they are 500 after a win at home	team=Bills and D and p:HW and WP=50 and season>=2002
	BUF010	The Bills are 0-7 ATS vs any team that has allowed at least 4.5 yards per carry season-to-date.	team=Bills and oA(o:YPRA)>4.5 and date>=20120000
PLAY OVER	BUF011	The Bills are 11-0 OU as a dog off a loss as a dog in which they had at least three fewer penalties than their season-to-date average.	team=Bills and D and p:LD and NB and tA(p:PEN) - p:PEN>=3 and date>=20011125
PLAY UNDER	BUF012	The Bills are 0-14 OU when their line is within three of pick and they are facing a team that has averaged fewer than five rushing first downs season-to-date.	team=Bills and -3<=line<=3 and oA(RFD)<5 and season>=2006

BUFFALO BILLS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	5-11-0	7-9-0	7-9-0	7-9-0	6-10-0	4-12-0	6-10-0	6-10-0	6-10-0	9-7-0	63-97-0
Straight Up Home	4-4-0	4-4-0	4-4-0	3-5-0	3-5-0	2-6-0	5-3-0	4-4-0	4-4-0	5-3-0	38-42-0
Straight Up Away	1-7-0	3-5-0	3-5-0	4-4-0	3-5-0	2-6-0	1-7-0	2-6-0	2-6-0	4-4-0	25-55-0
Average Line	2.66	3.28	5.22	-0.62	3.53	5.44	2.56	2.09	3.69	1.41	2.92
Average O/U Line	38.03	37.72	38.97	41.25	40.25	41.34	45.72	44.91	43.75	43.62	41.56
Against the Spread Record	7-8-1	10-6-0	9-6-1	7-9-0	8-7-1	8-7-1	7-9-0	7-9-0	8-8-0	9-7-0	80-76-4
Six Point Teaser Record	10-6-0	13-3-0	11-5-0	7-9-0	10-6-0	10-6-0	8-7-1	10-5-1	10-5-1	12-4-0	101-56-3
Seven Point Teaser Record	10-6-0	13-3-0	11-5-0	8-6-2	10-6-0	10-6-0	9-5-2	11-5-0	12-3-1	12-4-0	106-49-5
Ten Point Teaser Record	10-6-0	13-3-0	11-5-0	12-4-0	11-5-0	10-6-0	11-5-0	12-4-0	14-1-1	14-2-0	118-41-1
ATS Home	4-3-1	5-3-0	6-2-0	2-6-0	3-4-1	3-4-1	4-4-0	4-4-0	6-2-0	4-4-0	41-36-3
ATS Away	3-5-0	5-3-0	3-4-1	5-3-0	5-3-0	5-3-0	3-5-0	3-5-0	2-6-0	5-3-0	39-40-1
Over/Under Record	9-6-1	7-9-0	7-9-0	9-7-0	6-10-0	7-9-0	10-6-0	8-8-0	10-6-0	3-13-0	76-83-1
Over/Under Home	4-3-1	4-4-0	5-3-0	4-4-0	3-5-0	2-6-0	5-3-0	5-3-0	4-4-0	1-7-0	37-42-1
Over/Under Away	5-3-0	3-5-0	2-6-0	5-3-0	3-5-0	5-3-0	5-3-0	3-5-0	6-2-0	2-6-0	39-41-0
ATS as Favorite	4-2-0	3-3-0	2-0-1	3-5-0	3-1-0	2-1-0	1-4-0	5-2-0	1-1-0	3-3-0	27-22-1
ATS as Underdog	3-6-1	7-3-0	7-6-0	3-3-0	5-6-1	6-6-1	6-4-0	2-7-0	7-7-0	6-3-0	52-51-3
ATS as Home Favorite	4-1-0	3-2-0	2-0-0	1-5-0	2-1-0	2-1-0	1-3-0	4-2-0	0-1-0	3-2-0	22-18-0
ATS as a Home Dog	0-2-1	2-1-0	4-2-0	0-1-0	1-3-1	1-3-1	3-0-0	0-2-0	6-1-0	1-1-0	18-16-3
ATS Away Favorite	0-1-0	0-1-0	0-0-1	2-0-0	1-0-0	---	0-1-0	1-0-0	1-0-0	0-1-0	5-4-1
ATS Away Dog	3-4-0	5-2-0	3-4-0	3-2-0	4-3-0	5-3-0	3-4-0	2-5-0	1-6-0	5-2-0	34-35-0
vs Division	4-2-0	4-2-0	3-2-1	1-5-0	3-2-1	2-4-0	2-4-0	3-3-0	4-2-0	4-2-0	30-28-2
ATS after 10+ ATS Win	0-1-0	3-2-0	1-1-1	1-2-0	2-2-0	2-0-0	0-4-0	1-1-0	0-2-0	2-3-0	12-18-1
ATS after 10+ ATS Loss	2-3-1	2-1-0	3-2-0	2-2-0	2-3-0	3-2-0	1-3-0	2-2-0	2-0-0	0-2-0	19-20-1
ATS in games 1-4	1-3-0	3-1-0	2-2-0	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	3-1-0	2-2-0	21-19-0
ATS in games 5-8	3-1-0	1-3-0	4-0-0	1-3-0	2-2-0	2-1-1	3-1-0	1-3-0	2-2-0	2-2-0	21-18-1
ATS in games 9-12	2-1-1	4-0-0	1-2-1	1-3-0	2-2-0	3-1-0	1-3-0	3-1-0	1-3-0	2-2-0	20-18-2
ATS in games 13-16	1-3-0	2-2-0	2-2-0	2-2-0	2-1-1	2-2-0	1-3-0	1-3-0	2-2-0	3-1-0	18-21-1
Points Scored per Game	16.94	18.75	15.75	21.00	16.12	17.69	23.25	21.50	21.19	21.44	19.36
Points Allowed per Game	22.94	19.44	22.12	21.38	20.38	26.56	27.12	27.19	24.25	18.06	22.94
Yds Offense per Game	257.62	266.94	277.12	305.12	273.88	304.88	351.50	342.88	338.12	318.50	303.66
Yds Allowed per Game	343.50	329.56	363.00	326.06	340.56	361.62	371.12	362.88	333.38	311.75	344.34
Yds Passing per Game	157.19	169.94	164.62	190.00	157.19	197.38	231.44	204.31	193.94	225.88	189.19
Opp. Yds Passing per Game	205.69	188.69	238.38	204.44	184.25	192.00	232.12	217.06	204.44	205.19	207.22
Percent Completions	58.6	62.2	59.1	64.5	58.0	57.0	61.6	60.5	57.3	62.7	60.2
Opp Percent Completions	62.4	63.2	62.4	61.2	56.8	62.2	63.3	57.1	55.3	60.3	60.3
Yds per Pass Attempt	5.48	6.31	5.92	6.35	5.70	6.08	6.41	6.40	5.94	6.24	6.10
Opp Yds per Pass Attempt	6.54	5.88	6.73	6.65	5.68	6.49	7.33	6.48	5.83	5.87	6.34
Yds Rushing per Game	100.44	97.00	112.50	115.12	116.69	107.50	120.06	138.56	144.19	92.62	114.47
Opp Yds Rushing per Game	137.81	140.88	124.62	121.62	156.31	169.62	139.00	145.81	128.94	106.56	137.12
Yds per Rush Attempt	3.75	3.70	4.02	4.20	4.40	4.29	4.91	5.02	4.23	3.69	4.22
Opp Yds per Rush Attempt	4.51	4.74	4.38	4.28	4.67	4.75	4.76	4.96	4.37	4.09	4.56
Turnovers per Game	1.62	1.81	1.31	1.88	1.88	2.44	1.88	2.12	1.69	1.44	1.81
Takeaways per Game	1.88	1.50	1.88	1.38	2.06	1.38	1.94	1.31	1.88	1.88	1.71
Sacks per Game	2.38	2.50	1.56	1.50	2.00	1.69	1.81	2.25	3.50	3.25	2.24
Sacks Allowed per Game	2.69	2.94	1.62	2.38	2.88	2.12	1.44	1.88	3.00	2.44	2.34
Average Possession Time	29:03	28:04	28:50	30:03	28:11	28:35	30:10	30:11	28:43	29:44	29:09
Punts per Game	4.44	5.75	5.06	3.62	5.62	4.69	4.56	5.00	6.00	5.38	5.01
Opp Punts per Game	3.88	5.38	3.81	4.00	4.88	4.44	4.25	4.50	5.88	5.50	4.65
Percent Rushes	46.0	46.8	48.7	45.9	46.5	42.0	39.4	45.0	48.9	39.4	44.8
Opp Percent Rushes	47.5	46.3	43.5	46.9	49.3	53.3	46.6	45.1	43.3	40.6	46.2

CAROLINA PANTHERS

PLAY ON	CAR001	The Panthers are 12-0 ATS when they benefitted from a positive takeaway margin in each of their last three games and they have at least normal rest.	team=Panthers and ppp:TOM<0 and pp:TOM<0 and p:TOM<0 and rest>=6 and season>=2002
	CAR002	The Panthers are 11-0 ATS the week after a loss in which they outgained their opponent.	team=Panthers and p:L and po:TY < p:TY and NB and season>=2011
	CAR003	The Panthers are 10-0 ATS as a favorite over a team that has completed less than 55% of their passes season-to-date.	team=Panthers and F and oS(COMP)/oS(passes)<0.55 and date>=20061101
	CAR004	The Panthers are 9-0 ATS at home when they played on the road last week and they have a road game next week.	team=Panthers and p:A and H and n:A and NB and n:NB and date>=20111224
	CAR005	The Panthers are 7-0 ATS in franchise history as a home favorite with same-season revenge.	team=Panthers and HF and P:L and P:season=season
PLAY AGAINST	CAR006	The Panthers are 0-10 ATS as a favorite the week after they had at least 3 fewer penalties than their season-to-date average as a favorite.	team=Panthers and F and p:F and tA(p:PEN) - p:PEN >= 3 and NB and season>=2000
	CAR007	The Panthers are 0-10 ATS as a favorite the week before a bye.	team=Panthers and F and n:week = 2 + week and season>=1998
	CAR008	The Panthers are 0-8 ATS in each of the last four seasons after facing the Saints.	team=Panthers and po:team=Saints and season>=2010
	CAR009	The Panthers are 0-8 ATS as a favorite when they are off a loss by 1-3 points.	team=Panthers and F and -3 <= p:margin < 0 and season>=2001
	CAR010	The Panthers are 0-8 when their line is within 3 or pick vs a non-divisional opponent when they visit a divisional opponent next.	team=Panthers and -3<=line<=3 and NDIV and n:A and n:DIV and season >=2003
PLAY OVER	CAR011	Since Ron Rivera became their coach in 2011, the Panthers are 12-0 OU as a dog of more than six points -- hence the nickname Riverboat Ron.	team=Panthers and line>6 and season>=2011
PLAY UNDER	CAR012	The Panthers are 0-14 OU as a home favorite when facing a divisional opponent for the first time of the season.	team=Panthers and HF and DIV and season=P:season + 1 and season >= 1998

CAROLINA PANTHERS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	11-5-0	8-8-0	7-9-0	12-4-0	8-8-0	2-14-0	6-10-0	7-9-0	12-4-0	7-8-1	80-79-1
Straight Up Home	5-3-0	4-4-0	2-6-0	8-0-0	5-3-0	2-6-0	3-5-0	3-5-0	7-1-0	4-4-0	43-37-0
Straight Up Away	6-2-0	4-4-0	5-3-0	4-4-0	3-5-0	0-8-0	3-5-0	4-4-0	5-3-0	3-4-1	37-42-1
Average Line	-4.41	-2.12	2.47	-2.62	2.72	6.03	1.97	0.94	-2.84	2.16	0.43
Average O/U Line	40.28	38.59	39.03	40.84	42.56	38.50	46.38	46.59	43.88	44.72	42.14
Against the Spread Record	8-7-1	5-9-2	8-8-0	8-8-0	9-7-0	4-12-0	9-7-0	9-7-0	9-6-1	7-9-0	76-80-4
Six Point Teaser Record	11-4-1	10-5-1	9-7-0	13-3-0	12-4-0	4-12-0	11-5-0	11-4-1	14-2-0	10-6-0	105-52-3
Seven Point Teaser Record	12-4-0	11-5-0	9-7-0	14-2-0	12-4-0	5-9-2	12-3-1	12-4-0	14-2-0	10-6-0	111-46-3
Ten Point Teaser Record	13-2-1	12-4-0	10-6-0	14-2-0	13-2-1	8-6-2	14-2-0	13-3-0	14-2-0	10-6-0	121-35-4
ATS Home	4-4-0	2-5-1	3-5-0	5-3-0	4-4-0	2-6-0	5-3-0	3-5-0	6-2-0	3-5-0	37-42-1
ATS Away	4-3-1	3-4-1	5-3-0	3-5-0	5-3-0	2-6-0	4-4-0	6-2-0	3-4-1	4-4-0	39-38-3
Over/Under Record	9-7-0	7-9-0	6-10-0	8-7-1	6-10-0	6-9-1	10-5-1	9-7-0	4-11-1	8-8-0	73-83-4
Over/Under Home	4-4-0	3-5-0	2-6-0	3-4-1	2-6-0	2-5-1	5-3-0	4-4-0	2-6-0	2-6-0	29-49-2
Over/Under Away	5-3-0	4-4-0	4-4-0	5-3-0	4-4-0	4-4-0	5-2-1	5-3-0	2-5-1	6-2-0	44-34-2
ATS as Favorite	7-7-1	3-6-1	3-3-0	6-4-0	3-3-0	1-2-0	5-2-0	2-4-0	6-4-1	2-3-0	38-38-3
ATS as Underdog	1-0-0	2-3-1	5-5-0	2-4-0	6-4-0	3-10-0	4-5-0	7-3-0	3-2-0	5-5-0	38-41-1
ATS as Home Favorite	3-4-0	2-3-1	1-3-0	5-3-0	2-3-0	1-2-0	3-2-0	1-2-0	5-1-0	2-3-0	25-26-1
ATS as a Home Dog	1-0-0	0-2-0	2-2-0	---	2-1-0	1-4-0	2-1-0	2-3-0	1-1-0	1-1-0	12-15-0
ATS Away Favorite	4-3-1	1-3-0	2-0-0	1-1-0	1-0-0	---	2-0-0	1-2-0	1-3-1	---	13-12-2
ATS Away Dog	---	2-1-1	3-3-0	2-4-0	4-3-0	2-6-0	2-4-0	5-0-0	2-1-0	4-4-0	26-26-1
vs Division	4-2-0	3-3-0	3-3-0	3-3-0	5-1-0	1-5-0	3-3-0	4-2-0	4-2-0	3-3-0	33-27-0
ATS after 10+ ATS Win	2-3-0	1-0-0	1-3-0	1-4-0	3-1-0	0-1-0	1-3-0	2-2-0	3-2-0	0-2-0	14-21-0
ATS after 10+ ATS Loss	2-0-1	2-2-0	4-2-0	2-0-0	1-2-0	4-4-0	0-1-0	2-1-0	1-1-0	3-3-0	21-16-1
ATS in games 1-4	1-3-0	0-4-0	2-2-0	2-2-0	0-4-0	1-3-0	3-1-0	2-2-0	1-3-0	2-2-0	14-26-0
ATS in games 5-8	3-1-0	1-1-2	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	2-2-0	4-0-0	3-2-0	23-16-2
ATS in games 9-12	2-1-1	2-2-0	1-3-0	2-2-0	2-2-0	1-3-0	2-2-0	1-3-0	3-0-1	1-3-0	17-21-2
ATS in games 13-16	2-2-0	2-2-0	3-1-0	2-2-0	4-0-0	1-3-0	2-2-0	4-0-0	1-3-0	1-2-0	22-17-0
Points Scored per Game	24.44	16.88	16.69	25.88	19.69	12.25	25.38	22.31	22.88	21.19	20.76
Points Allowed per Game	16.19	19.06	21.69	20.56	19.25	25.50	26.81	22.69	15.06	23.38	21.02
Yds Offense per Game	309.38	307.69	283.94	349.69	331.06	258.44	389.81	360.69	316.19	346.50	325.34
Yds Allowed per Game	282.62	296.06	324.81	331.19	315.81	335.88	377.62	333.06	301.25	339.81	323.81
Yds Passing per Game	204.44	204.00	169.94	197.38	174.94	143.06	239.31	230.19	190.06	219.44	197.28
Opp. Yds Passing per Game	191.06	187.50	214.12	211.69	191.00	212.06	246.81	223.00	214.31	227.81	211.94
Percent Completions	59.9	60.3	56.4	59.4	56.8	52.9	60.1	58.0	61.7	60.0	58.6
Opp Percent Completions	57.8	58.2	62.8	59.8	61.6	62.0	64.9	66.8	66.6	64.8	62.6
Yds per Pass Attempt	7.29	6.06	5.38	7.63	6.02	4.73	7.38	7.52	6.43	6.44	6.46
Opp Yds per Pass Attempt	5.79	6.00	6.38	6.08	6.17	6.45	8.06	6.43	6.09	6.49	6.38
Yds Rushing per Game	104.94	103.69	114.00	152.31	156.12	115.38	150.50	130.50	126.12	127.06	128.06
Opp Yds Rushing per Game	91.56	108.56	110.69	119.50	124.81	123.81	130.81	110.06	86.94	112.00	111.88
Yds per Rush Attempt	3.45	3.92	4.04	4.84	4.76	4.31	5.41	4.52	4.20	4.28	4.38
Opp Yds per Rush Attempt	3.59	3.87	3.75	4.43	4.44	3.94	4.64	4.23	3.95	4.51	4.13
Turnovers per Game	1.62	1.69	1.81	1.19	1.94	2.31	1.44	1.38	1.19	1.44	1.60
Takeaways per Game	2.62	1.38	1.88	1.56	2.31	1.81	1.50	1.44	1.88	1.62	1.80
Sacks per Game	2.81	2.56	1.44	2.31	1.94	1.94	1.94	2.44	3.75	2.50	2.36
Sacks Allowed per Game	1.75	2.00	2.06	1.25	2.06	3.12	2.19	2.25	2.75	2.62	2.21
Average Possession Time	30:48	30:26	28:44	29:28	30:12	27:24	30:15	29:51	31:53	32:17	30:08
Punts per Game	4.56	6.25	5.75	4.75	4.81	5.94	4.12	4.81	4.38	4.62	5.00
Opp Punts per Game	4.94	6.12	4.75	5.00	4.62	4.75	3.25	4.19	4.56	4.50	4.67
Percent Rushes	50.5	42.6	45.6	53.7	51.3	44.5	44.5	46.8	48.2	44.7	47.2
Opp Percent Rushes	41.6	45.4	45.7	42.1	46.1	47.5	46.4	41.2	36.1	39.7	43.2

CHICAGO BEARS

PLAY ON	CHI001	The Bears are 11-0 ATS at home when they benefitted from a positive takeaway margin in each of their last three games.	team=Bears and H and p:TOM>0 and pp:TOM>0 and ppp:TOM>0
	CHI002	The Bears are 9-0 ATS as a dog when they had fewer than 12 incompletions as a road dog in their last game.	team=Bears and D and p:INC<12 and p:AD and date>=20031000
	CHI003	The Bears are 8-0 ATS after a win as a dog in which they had at least 3 fewer penalties than their season-to-date average.	team=Bears and p:WD and tA(p:PEN) - p:PEN >= 3 and date>=19991101
	CHI004	The Bears are 8-0 ATS on the road when they lost by more than four points in each of the last two weeks.	team=Bears and A and p:margin<-4 and tpp:margin<-4 and NB and p:NB and season>=2007
	CHI005	The Bears are 7-0 ATS at home after two road losses and they are not off their bye.	team=Bears and H and p:AL and pp:AL and NB and season>=2002
PLAY AGAINST	CHI006	The Bears are 0-11 ATS vs a non-divisional opponent when their next two opponents are divisional.	team=Bears and NDIV and n:DIV and nn:DIV and season>=2006
	CHI007	The Bears are 0-11 ATS at home when they allowed 3-plus sacks in each of the last two weeks.	team=Bears and H and 3<=po:sacks and 3<=ppo:sacks and NB and p:NB and date>=20071200
	CHI008	The Bears are 0-10 when hosting a team that has scored less than 1/6 of their total points from field goals.	team=Bears and H and Sum(o:field goals*3@ o:team and o:season)<Sum(o:points/6.@ o:team and o:season) and date>=20101200
	CHI009	The Bears are 0-10 ATS when they won last week as a favorite while benefiting from a takeaway margin of at least +2.	team=Bears and p:WF and p:TOM<=-2 and NB and date>=20111127
	CHI010	The Bears are 0-9 ATS as a home 7+ favorite when their opponent is on a 3+ game losing streak.	team=Bears and H and op:L and opp:L and oppp:L and line<=-7 and season >= 1995
PLAY OVER	CHI011	The Bears are 11-0 OU at home when one game above 500 on the season.	team=Bears and H and wins-losses=1 and season >=2006
PLAY UNDER	CHI012	The Bears are 0-27 OU the week after a road loss by more than a field goal in which they suffered a two-plus turnover margin while committing at least two penalties.	team=Bears and p:A and p:TOM>=2 and p:margin<-3 and NB and p:PEN>=2 and season>=1993

CHICAGO BEARS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	11-5-0	13-3-0	7-9-0	9-7-0	7-9-0	11-5-0	8-8-0	10-6-0	8-8-0	5-11-0	89-71-0
Straight Up Home	7-1-0	6-2-0	4-4-0	6-2-0	5-3-0	5-3-0	5-3-0	5-3-0	5-3-0	2-6-0	50-30-0
Straight Up Away	4-4-0	7-1-0	3-5-0	3-5-0	2-6-0	6-2-0	3-5-0	5-3-0	3-5-0	3-5-0	39-41-0
Average Line	-0.38	-6.81	0.59	-0.84	0.62	0.06	1.28	-3.00	-0.09	2.53	-0.60
Average O/U Line	33.22	37.16	40.38	41.47	42.38	40.31	42.25	41.69	46.97	48.56	41.44
Against the Spread Record	9-5-2	9-5-2	7-9-0	7-8-1	6-10-0	9-6-1	8-8-0	7-8-1	4-10-2	7-9-0	73-78-9
Six Point Teaser Record	12-3-1	12-4-0	12-4-0	12-3-1	12-4-0	12-3-1	13-3-0	10-6-0	13-3-0	8-8-0	116-41-3
Seven Point Teaser Record	13-2-1	12-4-0	12-4-0	13-3-0	12-4-0	13-3-0	13-3-0	11-5-0	13-2-1	8-8-0	120-38-2
Ten Point Teaser Record	14-2-0	12-3-1	13-3-0	14-2-0	12-4-0	14-2-0	13-3-0	14-1-1	14-2-0	10-6-0	130-28-2
ATS Home	6-2-0	5-3-0	3-5-0	3-4-1	4-4-0	4-4-0	4-4-0	3-4-1	1-5-2	3-5-0	36-40-4
ATS Away	3-3-2	4-2-2	4-4-0	4-4-0	2-6-0	5-2-1	4-4-0	4-4-0	3-5-0	4-4-0	37-38-5
Over/Under Record	4-11-1	12-4-0	9-7-0	7-8-1	6-10-0	6-9-1	9-7-0	9-7-0	12-4-0	7-8-1	81-75-4
Over/Under Home	1-7-0	7-1-0	5-3-0	5-3-0	3-5-0	4-4-0	6-2-0	3-5-0	6-2-0	2-6-0	42-38-0
Over/Under Away	3-4-1	5-3-0	4-4-0	2-5-1	3-5-0	2-5-1	3-5-0	6-2-0	6-2-0	5-2-1	39-37-4
ATS as Favorite	4-1-2	8-5-1	2-5-0	4-4-1	4-2-0	2-4-1	4-3-0	6-5-1	2-3-2	2-2-0	38-34-8
ATS as Underdog	5-4-0	1-0-1	5-4-0	3-4-0	2-7-0	7-2-0	4-5-0	1-3-0	1-5-0	5-7-0	34-41-1
ATS as Home Favorite	4-1-0	5-3-0	1-4-0	2-3-1	2-2-0	1-3-0	3-3-0	3-3-1	1-2-2	2-2-0	24-26-4
ATS as a Home Dog	2-1-0	---	2-1-0	1-1-0	2-2-0	3-1-0	1-1-0	0-1-0	0-2-0	1-3-0	12-13-0
ATS Away Favorite	0-0-2	3-2-1	1-1-0	2-1-0	2-0-0	1-1-1	1-0-0	3-2-0	1-1-0	---	14-8-4
ATS Away Dog	3-3-0	1-0-1	3-3-0	2-3-0	0-5-0	4-1-0	3-4-0	1-2-0	1-3-0	4-4-0	22-28-1
vs Division	4-1-1	3-2-1	3-3-0	2-4-0	3-3-0	4-2-0	3-3-0	1-4-1	1-5-0	3-3-0	27-30-3
ATS after 10+ ATS Win	2-1-0	3-3-0	1-1-0	1-2-0	1-2-0	4-1-0	3-1-0	1-3-1	1-2-0	1-1-0	18-17-1
ATS after 10+ ATS Loss	0-1-0	2-0-1	2-1-0	2-0-0	2-2-0	2-0-0	1-2-0	1-1-0	0-2-0	2-4-0	14-13-1
ATS in games 1-4	2-2-0	3-1-0	0-4-0	3-1-0	3-1-0	2-2-0	1-3-0	3-1-0	1-2-1	2-2-0	20-19-1
ATS in games 5-8	3-0-1	2-2-0	2-2-0	2-2-0	1-3-0	1-2-1	3-1-0	2-1-1	1-3-0	1-3-0	18-19-3
ATS in games 9-12	3-1-0	3-0-1	2-2-0	1-3-0	0-4-0	3-1-0	2-2-0	1-3-0	0-3-1	2-2-0	17-21-2
ATS in games 13-16	1-2-1	1-2-1	3-1-0	1-2-1	2-2-0	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	18-19-3
Points Scored per Game	16.25	26.69	20.88	23.44	20.44	20.88	22.06	23.44	27.81	19.94	22.18
Points Allowed per Game	12.62	15.94	21.75	21.88	23.44	17.88	21.31	17.31	29.88	27.62	20.96
Yds Offense per Game	256.31	324.94	293.25	295.88	310.31	289.44	314.19	310.56	381.81	327.06	310.38
Yds Allowed per Game	281.81	294.12	354.69	334.69	337.75	314.31	350.44	315.62	394.56	377.12	335.51
Yds Passing per Game	125.12	205.06	210.12	191.31	217.06	188.44	188.19	187.44	267.56	236.56	201.69
Opp. Yds Passing per Game	179.50	194.75	231.75	241.19	211.38	224.25	254.06	213.94	233.00	264.38	224.82
Percent Completions	52.4	54.9	57.5	57.6	60.4	59.2	56.7	59.2	64.4	65.0	59.0
Opp Percent Completions	56.9	56.5	63.4	61.6	64.2	62.4	60.7	59.1	62.1	66.8	61.3
Yds per Pass Attempt	4.79	6.38	5.91	5.80	6.17	6.47	6.37	6.18	7.39	6.22	6.20
Opp Yds per Pass Attempt	5.22	5.36	6.85	6.20	6.37	6.16	6.44	5.78	7.35	7.72	6.33
Yds Rushing per Game	131.19	119.88	83.12	104.56	93.25	101.00	126.00	123.12	114.25	90.50	108.69
Opp Yds Rushing per Game	102.31	99.38	122.94	93.50	126.38	90.06	96.38	101.69	161.56	112.75	110.69
Yds per Rush Attempt	4.30	3.81	3.14	3.85	4.00	3.90	4.42	4.19	4.52	4.09	4.03
Opp Yds per Rush Attempt	3.70	3.96	4.33	3.42	4.33	3.73	4.02	4.19	5.36	4.27	4.15
Turnovers per Game	1.75	2.25	2.12	1.69	2.12	1.94	1.81	1.50	1.44	1.81	1.84
Takeaways per Game	2.12	2.75	2.06	2.00	1.75	2.19	1.94	2.75	1.75	1.50	2.08
Sacks per Game	2.56	2.50	2.56	1.75	2.19	2.12	2.06	2.56	2.00	2.44	2.27
Sacks Allowed per Game	1.94	1.56	2.69	1.81	2.19	3.50	3.06	2.75	1.88	2.62	2.40
Average Possession Time	28:52	30:55	28:28	28:36	28:36	29:30	30:25	31:47	31:02	30:13	29:50
Punts per Game	6.12	4.81	5.88	6.00	4.81	5.19	5.56	5.06	4.31	4.50	5.22
Opp Punts per Game	6.06	6.25	5.88	5.19	4.44	5.50	5.31	5.56	3.62	3.06	5.09
Percent Rushes	52.1	48.3	40.9	43.8	38.4	44.2	46.6	47.0	39.9	35.2	43.6
Opp Percent Rushes	42.8	39.3	43.8	40.2	45.2	38.5	36.6	38.0	47.2	41.8	41.4

CINCINNATI BENGALS

PLAY ON	CIN001	The Bengals are 11-0 ATS the week after a home loss in which they were ahead by at least a TD at the end of the first quarter.	team=Bengals and p:L and p:H and p:M1>=7 and NB and date>19891201
	CIN002	The Bengals are 11-0 ATS on the road after a road game in which a receiver had a reception of 30+ yards.	team=Bengals and A and max:p:longest reception>=30 and p:A and season>=2004
	CIN003	The Bengals are 10-0 ATS after a win in which they had at least 100 more yards of offense than their season-to-date average.	team=Bengals and p:W and p:TY - tA(p:TY) >= 100 and date>=20031115
	CIN004	The Bengals are 10-0 ATS as a dog when they are off a game in which they covered by at least 13 points.	team=Bengals and D and p:ats margin>=13 and season >= 2008
	CIN005	The Bengals are 9-0 ATS at home after a game in which AJ Green had more than 5 receptions.	team=Bengals and H and Bengals:AJ Green:p:receptions>5 and date>=20121215
PLAY AGAINST	CIN006	The Bengals are 0-14 ATS when hosting a team that has rushed the ball on at least 50% of their offensive plays and committed fewer than 2.5 turnovers per game season-to-date.	team=Bengals and H and o:STDPR>50 and oA(TO)<2.5 and date>=20041101
	CIN007	The Bengals are 0-13 ATS at home off a loss in which they passed for at least 90 more yards than their season-to-date average.	team=Bengals and H and p:L and p:PY - tA(p:PY) > 90 and season>=1999
	CIN008	The Bengals are 0-10 ATS as a TD-plus road dog after they allowed at least 10 points fewer than their season-to-date average.	team=Bengals and A and line>=7 and po:points - tA(po:points) <= -10 and NB and season>=1994
	CIN009	The Bengals are 0-8 ATS when the line is within 3 of pick vs a divisional opponent with the same record.	team=Bengals and -3<=line<=3 and DIV and wins=o:wins and losses=o:losses and week>1 and season>=1995
	CIN010	The Bengals are 0-7 ATS as a road favorite vs a divisional opponent.	team=Bengals and AF and DIV and season >= 2007
PLAY OVER	CIN011	The Bengals are 8-0 OU as a TD-plus favorite over a divisional opponent when they play on the road next.	team=Bengals and line<=-7 and DIV and n:A
PLAY UNDER	CIN012	The Bengals are 0-9 OU on the road the week following a double-digit cover.	team=Bengals and A and p:ats margin>=10 and NB and date>=20111100

CINCINNATI BENGALS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	11-5-0	8-8-0	7-9-0	4-11-1	10-6-0	4-12-0	9-7-0	10-6-0	11-5-0	10-5-1	84-74-2
Straight Up Home	5-3-0	4-4-0	5-3-0	3-4-1	6-2-0	3-5-0	4-4-0	4-4-0	8-0-0	5-2-1	47-31-2
Straight Up Away	6-2-0	4-4-0	2-6-0	1-7-0	4-4-0	1-7-0	5-3-0	6-2-0	3-5-0	5-3-0	37-43-0
Average Line	-3.72	-2.09	-0.66	6.56	-0.62	3.00	0.25	-0.84	-2.97	-1.38	-0.25
Average O/U Line	42.81	44.66	45.69	39.81	40.72	41.88	39.66	44.78	44.06	45.94	43.00
Against the Spread Record	8-7-1	8-7-1	7-8-1	7-9-0	7-9-0	7-9-0	8-6-2	9-6-1	10-5-1	8-8-0	79-74-7
Six Point Teaser Record	12-4-0	12-4-0	8-8-0	7-7-2	10-5-1	10-6-0	14-2-0	12-3-1	14-2-0	10-6-0	109-47-4
Seven Point Teaser Record	12-4-0	12-3-1	9-6-1	9-7-0	11-5-0	11-4-1	15-1-0	13-3-0	14-2-0	11-4-1	117-39-4
Ten Point Teaser Record	13-3-0	13-3-0	11-5-0	10-5-1	12-4-0	15-1-0	15-1-0	14-2-0	14-2-0	12-4-0	129-30-1
ATS Home	2-6-0	3-4-1	4-3-1	4-4-0	3-5-0	4-4-0	3-5-0	3-4-1	8-0-0	4-4-0	38-39-3
ATS Away	6-1-1	5-3-0	3-5-0	3-5-0	4-4-0	3-5-0	5-1-2	6-2-0	2-5-1	4-4-0	41-35-4
Over/Under Record	8-8-0	7-9-0	7-9-0	5-10-1	7-9-0	8-8-0	9-6-1	6-10-0	10-6-0	6-10-0	73-85-2
Over/Under Home	4-4-0	4-4-0	3-5-0	2-5-1	2-6-0	5-3-0	4-3-1	2-6-0	6-2-0	5-3-0	37-41-2
Over/Under Away	4-4-0	3-5-0	4-4-0	3-5-0	5-3-0	3-5-0	5-3-0	4-4-0	4-4-0	1-7-0	36-44-0
ATS as Favorite	7-5-0	4-4-1	3-4-1	1-2-0	0-7-0	2-3-0	4-3-1	5-3-1	7-4-0	2-6-0	35-41-4
ATS as Underdog	1-2-1	3-3-0	3-4-0	6-6-0	6-2-0	5-5-0	4-3-1	4-3-0	2-0-1	6-2-0	40-30-3
ATS as Home Favorite	2-5-0	3-3-1	2-1-1	1-1-0	0-5-0	1-2-0	2-3-0	2-2-1	6-0-0	2-4-0	21-26-3
ATS as a Home Dog	0-1-0	0-1-0	1-2-0	3-2-0	2-0-0	3-1-0	1-2-0	1-2-0	1-0-0	2-0-0	14-11-0
ATS Away Favorite	5-0-0	1-1-0	1-3-0	0-1-0	0-2-0	1-1-0	2-0-1	3-1-0	1-4-0	0-2-0	14-15-1
ATS Away Dog	1-1-1	3-2-0	2-2-0	3-4-0	4-2-0	2-4-0	3-1-1	3-1-0	1-0-1	4-2-0	26-19-3
vs Division	4-2-0	4-2-0	3-3-0	1-5-0	4-2-0	3-3-0	1-4-1	2-3-1	3-3-0	3-3-0	28-30-2
ATS after 10+ ATS Win	2-3-0	3-1-0	0-2-0	2-1-0	3-2-0	1-1-0	2-0-0	5-1-0	2-1-0	2-3-0	22-15-0
ATS after 10+ ATS Loss	0-2-0	1-1-0	4-1-0	4-2-0	2-1-0	0-1-0	0-1-0	0-1-1	2-0-0	3-1-0	16-11-1
ATS in games 1-4	3-1-0	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	3-1-0	2-1-1	2-1-1	3-1-0	23-15-2
ATS in games 5-8	1-2-1	0-3-1	1-3-0	1-3-0	3-1-0	0-4-0	4-0-0	0-4-0	3-1-0	1-4-0	14-25-2
ATS in games 9-12	3-1-0	3-1-0	2-2-0	2-3-0	1-3-0	2-2-0	0-3-1	4-0-0	2-2-0	2-2-0	21-19-1
ATS in games 13-16	1-3-0	2-2-0	2-1-1	3-0-0	1-3-0	3-1-0	1-2-1	3-1-0	3-1-0	2-1-0	21-15-2
Points Scored per Game	26.31	23.31	23.75	12.75	19.06	20.12	21.50	24.44	26.88	22.81	22.09
Points Allowed per Game	21.88	20.69	24.06	22.75	18.19	24.69	20.19	20.00	19.06	21.50	21.30
Yds Offense per Game	358.12	341.38	347.94	245.38	309.12	330.56	319.88	332.69	368.38	348.00	330.14
Yds Allowed per Game	338.69	355.06	348.69	325.50	301.38	332.00	316.25	319.69	305.50	359.12	330.19
Yds Passing per Game	238.75	239.56	250.69	150.38	180.62	235.44	208.75	223.62	258.69	213.81	220.03
Opp. Yds Passing per Game	223.06	238.62	230.38	205.44	203.06	216.81	211.56	212.50	209.00	243.00	219.34
Percent Completions	67.3	62.5	64.9	59.1	60.0	61.9	57.6	62.0	62.0	64.1	62.2
Opp Percent Completions	62.4	62.9	65.4	62.3	58.1	63.4	59.2	61.8	59.0	60.0	61.4
Yds per Pass Attempt	7.10	7.33	6.98	4.69	6.06	6.38	6.24	6.63	7.05	6.79	6.54
Opp Yds per Pass Attempt	6.88	6.88	6.83	6.50	5.94	6.75	6.28	6.07	5.45	6.39	6.38
Yds Rushing per Game	119.38	101.81	97.25	95.00	128.50	95.12	111.12	109.06	109.69	134.19	110.11
Opp Yds Rushing per Game	115.62	116.44	118.31	120.06	98.31	115.19	104.69	107.19	96.50	116.12	110.84
Yds per Rush Attempt	4.16	3.74	3.74	3.62	4.07	3.56	3.91	4.06	3.65	4.36	3.90
Opp Yds per Rush Attempt	4.31	4.16	4.22	3.92	3.94	4.43	3.94	4.04	4.01	4.23	4.12
Turnovers per Game	1.25	1.50	1.88	1.62	1.56	2.12	1.38	1.62	1.88	1.62	1.64
Takeaways per Game	2.75	1.94	2.19	1.50	1.56	1.62	1.38	1.88	1.94	1.62	1.84
Sacks per Game	1.75	2.19	1.38	1.06	2.12	1.69	2.81	3.12	2.69	1.25	2.01
Sacks Allowed per Game	1.31	2.25	1.06	3.19	1.81	1.75	1.56	2.88	1.81	1.44	1.91
Average Possession Time	30:51	28:36	29:24	29:17	32:28	31:13	30:18	30:26	32:49	30:31	30:35
Punts per Game	3.81	4.81	3.69	6.31	5.38	4.50	5.69	4.75	4.69	4.56	4.82
Opp Punts per Game	3.12	4.50	3.62	4.94	5.19	4.75	6.12	5.38	5.62	4.69	4.79
Percent Rushes	45.1	43.8	41.3	42.7	50.0	40.9	44.8	42.3	43.8	48.3	44.3
Opp Percent Rushes	44.0	43.2	44.4	48.4	40.7	43.5	42.1	41.0	36.9	41.1	42.5

CLEVELAND BROWNS

PLAY ON	CLE001	The Browns are 11-0 ATS as a 7+ dog the week after a game in which they punted at least eight times.	team=Browns and 7<=line and 8<=p:punts and NB and date>=20001210
	CLE002	The Browns are 10-0 ATS as a 6-plus point dog after a game in which they committed no turnovers.	team=Browns and line>=6 and p:TO=0 and date>20001101
	CLE003	The Browns are 9-0 ATS as a dog vs a divisional opponent with non-divisional opponents in each of the next two weeks	team=Browns and D and DIV and n:NDIV and nn:NDIV and n:NB and nn:NB and season>=2006
	CLE004	The Browns are 9-0 ATS as a home dog when facing a team that has benefited from an average of less than 1.25 turnovers per game season-to-date.	team=Browns and HD and oA(o:TO)<1.25 and season>=1999
	CLE005	The Browns are 8-0 ATS as a home dog when one game below 500.	team=Browns and HD and losses-wins=1 and season>=1993
PLAY AGAINST	CLE006	The Browns are 0-9 ATS when their line is within 3.5 points of pick and they allowed fewer points than expected for three games straight.	team=Browns and -3.5<=line<=3.5 and p:dpa<0 and pp:dpa<0 and ppp:dpa<0 and date>=20011014
	CLE007	The Browns are 0-8 ATS when they are off a home game and one game above 500.	team=Browns and p:H and wins-losses=1 and season>=1999
	CLE008	The Browns are 0-8 ATS at home the week after a game as a dog in which they had at least 3 fewer penalties than their season-to-date average.	team=Browns and H and p:D and tA(p:PEN) - p:PEN >=3 and date>=20051201
	CLE009	The Browns are 0-8 ATS at home when they play on the road in their next two games.	team=Browns and H and n:A and nn:A and date>=20111200
	CLE010	The Browns are 0-8 ATS when the line is within 3 of pick after scoring a defensive touchdown.	team=Browns and -3<=line<=3 and p:DTD>0 and season>=2006
PLAY OVER	CLE011	The Browns are 10-0 OU as a TD-plus underdog off a game in which they had at least three times as many passing yards as rushing yards and punted fewer than 8 times.	team=Browns and line>=7 and p:PY/p:RY>3 and p:punts<8 and date>=20061200
PLAY UNDER	CLE012	The Browns are 0-15 OU at home when their line is within 3.5 of pick, the week after a game as a dog in which they got a first down on less than 25% of their offensive plays.	team=Browns and H and p:D and -3.5<=line<=3.5 and NB and p:FDP<25 and season>=2000

CLEVELAND BROWNS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	6-10-0	4-12-0	10-6-0	4-12-0	5-11-0	5-11-0	4-12-0	5-11-0	4-12-0	7-9-0	54-106-0
Straight Up Home	4-4-0	2-6-0	7-1-0	1-7-0	3-5-0	3-5-0	3-5-0	4-4-0	3-5-0	4-4-0	34-46-0
Straight Up Away	2-6-0	2-6-0	3-5-0	3-5-0	2-6-0	2-6-0	1-7-0	1-7-0	1-7-0	3-5-0	20-60-0
Average Line	3.75	4.97	0.47	4.81	7.09	3.75	4.03	4.19	3.06	1.19	3.73
Average O/U Line	37.81	37.00	44.28	41.34	38.56	39.53	38.47	41.28	42.25	44.31	40.48
Against the Spread Record	8-8-0	7-7-2	12-4-0	7-9-0	10-6-0	5-11-0	8-7-1	8-7-1	6-10-0	10-6-0	81-75-4
Six Point Teaser Record	11-4-1	11-5-0	14-2-0	8-7-1	11-5-0	11-4-1	12-4-0	12-4-0	8-8-0	12-4-0	110-47-3
Seven Point Teaser Record	12-3-1	11-4-1	14-2-0	9-7-0	11-5-0	13-2-1	12-2-2	13-2-1	8-7-1	12-4-0	115-38-7
Ten Point Teaser Record	14-2-0	13-3-0	15-1-0	10-6-0	11-4-1	15-1-0	14-2-0	14-1-1	11-5-0	12-4-0	129-29-2
ATS Home	4-4-0	3-4-1	7-1-0	3-5-0	5-3-0	2-6-0	3-4-1	5-3-0	3-5-0	4-4-0	39-39-2
ATS Away	4-4-0	4-3-1	5-3-0	4-4-0	5-3-0	3-5-0	5-3-0	3-4-1	3-5-0	6-2-0	42-36-2
Over/Under Record	5-11-0	6-10-0	9-7-0	5-10-1	7-9-0	9-7-0	5-11-0	5-10-1	9-7-0	5-11-0	65-93-2
Over/Under Home	2-6-0	2-6-0	4-4-0	3-5-0	4-4-0	5-3-0	2-6-0	2-5-1	5-3-0	2-6-0	31-48-1
Over/Under Away	3-5-0	4-4-0	5-3-0	2-5-1	3-5-0	4-4-0	3-5-0	3-5-0	4-4-0	3-5-0	34-45-1
ATS as Favorite	3-1-0	2-2-0	8-1-0	0-4-0	2-0-0	0-2-0	2-2-1	2-1-0	1-3-0	2-4-0	22-20-1
ATS as Underdog	5-7-0	5-5-2	4-3-0	7-5-0	8-6-0	5-9-0	5-4-0	6-6-1	5-6-0	7-2-0	57-53-3
ATS as Home Favorite	3-1-0	1-2-0	5-0-0	0-4-0	2-0-0	0-2-0	1-2-1	1-1-0	1-3-0	2-3-0	16-18-1
ATS as a Home Dog	1-3-0	2-2-1	2-1-0	3-1-0	3-3-0	2-4-0	1-1-0	4-2-0	2-1-0	2-1-0	22-19-1
ATS Away Favorite	---	1-0-0	3-1-0	---	---	---	1-0-0	1-0-0	---	0-1-0	6-2-0
ATS Away Dog	4-4-0	3-3-1	2-2-0	4-4-0	5-3-0	3-5-0	4-3-0	2-4-1	3-5-0	5-1-0	35-34-2
vs Division	2-4-0	2-3-1	4-2-0	2-4-0	4-2-0	2-4-0	4-2-0	3-2-1	2-4-0	4-2-0	29-29-2
ATS after 10+ ATS Win	0-1-0	0-0-1	1-1-0	2-1-0	2-0-0	1-1-0	---	0-2-0	2-0-0	0-2-0	8-8-1
ATS after 10+ ATS Loss	2-0-0	2-1-0	1-0-0	3-2-0	1-4-0	---	1-1-0	0-2-0	1-4-0	4-0-0	15-14-0
ATS in games 1-4	3-1-0	2-2-0	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	2-1-1	2-2-0	3-1-0	22-17-1
ATS in games 5-8	1-3-0	2-1-1	3-1-0	3-1-0	2-2-0	2-2-0	0-3-1	2-2-0	2-2-0	2-2-0	19-19-2
ATS in games 9-12	1-3-0	2-1-1	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	3-1-0	1-3-0	2-2-0	20-19-1
ATS in games 13-16	3-1-0	1-3-0	3-1-0	0-4-0	4-0-0	0-4-0	4-0-0	1-3-0	1-3-0	3-1-0	20-20-0
Points Scored per Game	14.50	14.88	25.12	14.50	15.31	16.94	13.62	18.88	19.25	18.69	17.17
Points Allowed per Game	18.81	22.25	23.88	21.88	23.44	20.75	19.19	23.00	25.38	21.06	21.96
Yds Offense per Game	284.38	264.56	351.25	249.06	260.19	289.75	288.81	314.25	338.94	324.56	296.57
Yds Allowed per Game	316.81	344.81	359.56	356.50	389.31	350.06	332.38	363.81	332.44	365.25	351.09
Yds Passing per Game	190.44	181.12	232.44	148.75	129.75	186.81	193.12	214.69	252.50	217.81	194.74
Opp. Yds Passing per Game	179.19	202.62	230.06	204.56	244.69	220.69	184.94	245.19	221.12	224.00	215.71
Percent Completions	59.8	62.1	56.0	48.8	49.4	61.9	56.1	58.0	55.7	54.8	56.3
Opp Percent Completions	59.2	56.7	58.8	64.1	59.5	60.9	56.5	63.0	60.0	57.1	59.6
Yds per Pass Attempt	6.13	5.66	6.82	4.88	4.69	6.25	5.42	6.07	5.93	6.91	5.90
Opp Yds per Pass Attempt	6.09	6.50	6.37	7.34	7.44	6.96	6.31	6.54	5.85	6.11	6.53
Yds Rushing per Game	93.94	83.44	118.81	100.31	130.44	102.94	95.69	99.56	86.44	106.75	101.83
Opp Yds Rushing per Game	137.62	142.19	129.50	151.94	144.62	129.38	147.44	118.62	111.31	141.25	135.39
Yds per Rush Attempt	3.81	3.59	4.33	3.92	4.19	3.98	3.69	4.02	3.99	3.59	3.92
Opp Yds per Rush Attempt	4.18	4.43	4.50	4.49	4.57	4.10	4.42	4.15	3.85	4.52	4.33
Turnovers per Game	1.88	2.62	1.81	1.62	1.94	1.81	1.19	1.62	1.81	1.44	1.77
Takeaways per Game	1.44	1.69	1.69	1.94	1.19	1.75	1.25	1.81	1.31	1.81	1.59
Sacks per Game	1.44	1.75	1.75	1.06	2.50	1.81	2.00	2.38	2.50	1.94	1.91
Sacks Allowed per Game	2.88	3.38	1.25	1.50	1.88	2.19	2.44	2.25	3.12	1.88	2.27
Average Possession Time	27:59	29:34	29:30	27:32	28:54	28:21	29:14	28:14	28:41	28:12	28:37
Punts per Game	5.00	5.19	4.31	4.75	5.88	4.88	5.56	5.62	5.38	5.81	5.24
Opp Punts per Game	4.50	4.81	4.31	3.69	4.81	4.00	4.75	5.50	5.50	5.38	4.72
Percent Rushes	42.1	39.7	43.7	44.4	51.3	44.7	40.5	39.7	32.2	47.1	42.4
Opp Percent Rushes	51.6	49.4	43.2	53.9	47.2	48.5	51.6	41.7	41.7	44.7	47.2

DALLAS COWBOYS

PLAY ON	DAL001	The Cowboys are 13-0 ATS the week after a loss as a dog in which they had at least 2.5 more penalties than their season-to-date average.	team=Cowboys and p:LD and p:PEN - tA(p:PEN) >= 2.5 and season>=2000
	DAL002	The Cowboys are 10-0 ATS after a road game in which they allowed at least 10 points fewer than their season-to-date average.	team=Cowboys and tA(po:points) - po:points >= 10 and p:A and date>=20031201
	DAL003	The Cowboys are 10-0 ATS as a dog when facing a team that has allowed at least 65% completions season-to-date.	team=Cowboys and D and oS(o:COMP)/ oS(o:passes) >= 0.65 and season>=2000
	DAL004	The Cowboys are 10-0 ATS as a dog when facing a team that has allowed less than 3.8 yards per carry season-to-date.	team=Cowboys and D and oS(o:RY)/ oS(o:rushes)<3.8 and season>=2009
	DAL005	The Cowboys are 9-0 ATS when they are off a win, on the road vs a team with the same record.	team=Cowboys and A and p:W and wins=o:wins and losses=o:losses and season>=2004
PLAY AGAINST	DAL006	The Cowboys are 0-26 ATS the week after they attempted at least eight more passes than their season-to-date average and completed less than 68% of them as a favorite.	team = Cowboys and p:F and p:passes - tA(p:passes) >= 8 and NB and p:CP<68 and date >= 19931101
	DAL007	The Cowboys are 0-11 ATS after they had at least three times as many passing yards as rushing yards as an away favorite.	team=Cowboys and p:AF and p:PY/ p:RY>=3 and season>=2005
	DAL008	The Cowboys are 0-10 ATS as a favorite the week after a win in which they allowed more points than expected.	team=Cowboys and F and p:W and 0<p:dpa and NB and season>=2009
	DAL009	The Cowboys are 0-8 ATS as a home favorite off a win last week that got them to one game above 500.	team=Cowboys and HF and wins-losses=1 and p:W and NB and season>=2005
	DAL010	The Cowboys are 0-8 ATS as a favorite the week after playing an overtime game	team=Cowboys and F and p:OT>0 and NB and season >=2002
PLAY OVER	DAL011	The Cowboys are 11-0 OU at home after a home win in which they had a rushing TD.	team=Cowboys and H and p:HW and p:RTD>0 and date>=20031127
PLAY UNDER	DAL012	The Cowboys are 0-9 OU after a road game in which they rushes the ball at least 10 times	team=Cowboys and p:A and p:rushes - tA(p:rushes) <= -10 and season >=2000

DALLAS COWBOYS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	9-7-0	9-7-0	13-3-0	9-7-0	11-5-0	6-10-0	8-8-0	8-8-0	8-8-0	12-4-0	93-67-0
Straight Up Home	5-3-0	4-4-0	6-2-0	6-2-0	6-2-0	2-6-0	5-3-0	4-4-0	5-3-0	4-4-0	47-33-0
Straight Up Away	4-4-0	5-3-0	7-1-0	3-5-0	5-3-0	4-4-0	3-5-0	4-4-0	3-5-0	8-0-0	46-34-0
Average Line	-1.00	-5.22	-5.75	-4.66	-4.59	-0.59	-3.12	-1.19	-0.41	-1.69	-2.82
Average O/U Line	41.28	42.53	46.19	44.75	45.41	45.06	46.28	45.81	50.44	49.41	45.72
Against the Spread Record	7-8-1	8-8-0	9-7-0	7-9-0	9-7-0	7-9-0	5-10-1	6-10-0	9-7-0	10-6-0	77-81-2
Six Point Teaser Record	13-3-0	9-6-1	11-5-0	9-7-0	11-4-1	9-7-0	9-5-2	12-4-0	12-4-0	12-4-0	107-49-4
Seven Point Teaser Record	13-2-1	10-6-0	11-5-0	9-7-0	12-4-0	9-7-0	11-4-1	12-3-1	13-3-0	13-3-0	113-44-3
Ten Point Teaser Record	14-2-0	11-5-0	13-3-0	10-6-0	14-1-1	12-4-0	12-4-0	13-3-0	13-3-0	13-3-0	125-34-1
ATS Home	3-4-1	4-4-0	5-3-0	4-4-0	5-3-0	3-5-0	2-6-0	1-7-0	5-3-0	3-5-0	35-44-1
ATS Away	4-4-0	4-4-0	4-4-0	3-5-0	4-4-0	4-4-0	3-4-1	5-3-0	4-4-0	7-1-0	42-37-1
Over/Under Record	8-8-0	9-5-2	10-6-0	9-7-0	6-10-0	13-3-0	6-10-0	8-8-0	9-6-1	9-6-1	87-69-4
Over/Under Home	3-5-0	4-3-1	4-4-0	5-3-0	3-5-0	8-0-0	3-5-0	6-2-0	4-3-1	2-5-1	42-35-3
Over/Under Away	5-3-0	5-2-1	6-2-0	4-4-0	3-5-0	5-3-0	3-5-0	2-6-0	5-3-0	7-1-0	45-34-1
ATS as Favorite	2-4-1	6-7-0	8-5-0	7-6-0	7-7-0	1-7-0	3-7-1	2-7-0	3-5-0	6-5-0	45-60-2
ATS as Underdog	5-3-0	1-1-0	1-2-0	0-3-0	2-0-0	6-2-0	2-2-0	4-3-0	6-2-0	4-1-0	31-19-0
ATS as Home Favorite	2-3-1	3-4-0	5-2-0	4-4-0	5-3-0	1-5-0	2-5-0	0-6-0	3-3-0	2-4-0	27-39-1
ATS as a Home Dog	1-1-0	---	0-1-0	---	---	2-0-0	---	1-1-0	2-0-0	1-1-0	7-4-0
ATS Away Favorite	0-1-0	3-3-0	3-3-0	3-2-0	2-4-0	0-2-0	1-2-1	2-1-0	0-2-0	4-1-0	18-21-1
ATS Away Dog	4-2-0	1-1-0	1-1-0	0-3-0	2-0-0	4-2-0	2-2-0	3-2-0	4-2-0	3-0-0	24-15-0
vs Division	2-4-0	1-5-0	3-3-0	2-4-0	3-3-0	3-3-0	0-6-0	2-4-0	5-1-0	3-3-0	24-36-0
ATS after 10+ ATS Win	1-1-0	2-4-0	4-1-0	0-2-0	4-0-0	1-1-0	0-2-0	0-2-0	1-1-0	4-1-0	17-15-0
ATS after 10+ ATS Loss	1-0-0	3-1-0	1-1-0	2-3-0	0-2-0	2-2-0	0-3-0	1-2-0	2-1-0	2-1-0	14-16-0
ATS in games 1-4	1-3-0	2-2-0	4-0-0	2-2-0	2-2-0	1-3-0	1-2-1	1-3-0	3-1-0	3-1-0	20-19-1
ATS in games 5-8	3-1-0	2-2-0	2-2-0	1-3-0	3-1-0	0-4-0	2-2-0	2-2-0	4-0-0	2-2-0	21-19-0
ATS in games 9-12	2-2-0	3-1-0	3-1-0	3-1-0	1-3-0	4-0-0	1-3-0	1-3-0	1-3-0	1-3-0	20-20-0
ATS in games 13-16	1-2-1	1-3-0	0-4-0	1-3-0	3-1-0	2-2-0	1-3-0	2-2-0	1-3-0	4-0-0	16-23-1
Points Scored per Game	20.31	26.56	28.44	22.62	22.56	24.62	23.06	23.50	27.44	29.19	24.83
Points Allowed per Game	19.25	21.88	20.31	22.81	15.62	27.25	21.69	25.00	27.00	22.00	22.28
Yds Offense per Game	325.12	360.75	365.50	344.50	399.38	364.25	375.50	374.62	341.19	382.31	363.31
Yds Allowed per Game	300.88	322.81	307.62	294.31	315.88	351.75	343.19	355.44	415.31	355.06	336.23
Yds Passing per Game	208.81	239.75	256.56	236.81	267.94	252.62	262.56	295.56	247.00	235.50	250.31
Opp. Yds Passing per Game	192.69	219.12	213.06	187.69	225.38	243.38	244.12	230.25	286.81	251.94	229.44
Percent Completions	60.0	61.3	64.4	60.0	63.1	65.8	66.0	66.0	64.0	68.9	64.0
Opp Percent Completions	54.7	58.9	58.9	60.6	60.1	64.4	61.7	62.6	64.7	66.5	61.4
Yds per Pass Attempt	6.68	7.58	7.73	6.93	7.79	7.02	7.37	7.19	6.74	7.92	7.28
Opp Yds per Pass Attempt	6.23	6.86	5.87	5.91	6.30	7.21	7.17	7.21	7.37	7.22	6.74
Yds Rushing per Game	116.31	121.00	108.94	107.69	131.44	111.62	112.94	79.06	94.19	146.81	113.00
Opp Yds Rushing per Game	108.19	103.69	94.56	106.62	90.50	108.38	99.06	125.19	128.50	103.12	106.78
Yds per Rush Attempt	3.57	4.10	4.16	4.30	4.82	4.17	4.43	3.56	4.49	4.62	4.22
Opp Yds per Rush Attempt	4.18	3.87	3.97	4.24	3.97	4.31	4.12	4.54	4.70	4.21	4.22
Turnovers per Game	1.94	1.88	1.50	2.06	1.19	1.88	1.31	1.81	1.25	1.56	1.64
Takeaways per Game	1.62	1.94	1.81	1.38	1.31	1.88	1.56	1.00	1.75	2.00	1.62
Sacks per Game	2.31	2.12	2.88	3.69	2.62	2.19	2.62	2.12	2.12	1.75	2.44
Sacks Allowed per Game	3.12	2.31	1.56	1.94	2.12	1.94	2.44	2.25	2.19	1.94	2.18
Average Possession Time	32:34	31:02	30:33	30:02	32:16	31:24	31:24	31:01	29:01	32:50	31:13
Punts per Game	5.12	3.50	3.94	4.88	4.50	4.12	4.44	4.31	4.81	3.62	4.33
Opp Punts per Game	5.94	4.50	4.56	4.62	5.75	4.38	4.50	4.62	3.81	4.19	4.69
Percent Rushes	48.6	46.5	43.0	41.0	42.7	41.4	40.1	33.8	35.1	50.0	42.3
Opp Percent Rushes	43.8	44.0	37.8	41.5	37.3	41.1	39.6	44.7	39.9	40.1	41.0

DENVER BRONCOS

PLAY ON	DEN001	The Broncos are 12-0 ATS on the road on grass as long as their opponent is not eight-plus games under 500 on the season.	team=Broncos and A and surface=grass and o:wins-o:losses>-8 and date>=20111023
	DEN002	The Broncos are 10-0 ATS on the road when the line is within 3 of pick and they are off a win in which they rushed the ball at least ten more times than their season-to-date average.	team=Broncos and A and -3 <= line <= 3 and p:W and p:rushes - tA(p:rushes) >=10 and season >= 1996
	DEN003	The Broncos are 8-0 ATS on the road vs a divisional foe when they play on the road next.	team=Broncos and A and DIV and n:A and season >= 2009
	DEN004	The Broncos are 7-0 ATS as a favorite the week before their bye.	team=Broncos and F and n:week = 2 + week and season >= 2004
	DEN005	The Broncos are 7-0 ATS at home when they are off double-digit wins in each of the previous two weeks.	team=Broncos and H and NB and p:NB and p:margin>=10 and pp:margin>=10 and season >=2009
PLAY AGAINST	DEN006	The Broncos are 0-19 ATS with more than three days rest when hosting a team that has completed at least 64% of their passes and averaged at least 170 passing yards per game season-to-date.	team=Broncos and H and oS(COMP)/oS(passes)>0.64 and oA(PY)>170 and rest>3 and season>=2006
	DEN007	The Broncos are 0-13 ATS at home off a 1-4 point win.	team=Broncos and H and 0<p:margin<=4 and season>=2006
	DEN008	The Broncos are 0-13 ATS as a home favorite the week after a road game in which the allowed at least 80 more yards than their season-to-date average.	team=Broncos and HF and p:A and NB and po:TY - tA(po:TY) >= 80 and date>=19891000
	DEN009	The Broncos are 0-9 ATS on the road on artificial turf when their last two games were at home.	team=Broncos and A and surface=artificial and p:H and pp:H and season>=2007
	DEN010	The Broncos are 0-8 ATS as a TD-plus favorite off a win as a road dog.	team=Broncos and line<=-7 and p:WAD and season >= 1996
PLAY OVER	DEN011	The Broncos are 11-0 OU on the road when their ATS margin got worse in each of their last two games.	team=Broncos and A and p:ats margin<pp:ats margin<ppp:ats margin and date>=20061200
PLAY UNDER	DEN012	The Broncos are 0-10 OU on the road on grass after playing as a home favorite.	team=Broncos and A and surface=grass and p:HF and season >= 2009

DENVER BRONCOS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	13-3-0	9-7-0	7-9-0	8-8-0	8-8-0	4-12-0	8-8-0	13-3-0	13-3-0	12-4-0	95-65-0
Straight Up Home	8-0-0	4-4-0	5-3-0	4-4-0	4-4-0	3-5-0	3-5-0	7-1-0	7-1-0	8-0-0	53-27-0
Straight Up Away	5-3-0	5-3-0	2-6-0	4-4-0	4-4-0	1-7-0	5-3-0	6-2-0	6-2-0	4-4-0	42-38-0
Average Line	-3.94	-3.41	0.19	-0.97	0.56	2.66	2.50	-5.00	-9.69	-7.12	-2.42
Average O/U Line	42.12	39.16	41.16	47.34	40.56	44.16	41.78	47.66	53.44	49.47	44.68
Against the Spread Record	11-4-1	5-11-0	5-11-0	5-11-0	9-7-0	5-11-0	7-9-0	11-5-0	11-5-0	8-8-0	77-82-1
Six Point Teaser Record	14-2-0	9-7-0	7-9-0	8-8-0	10-6-0	8-6-2	10-5-1	16-0-0	13-3-0	13-3-0	108-49-3
Seven Point Teaser Record	14-2-0	9-6-1	8-8-0	8-8-0	10-6-0	11-5-0	12-4-0	16-0-0	13-3-0	13-3-0	114-45-1
Ten Point Teaser Record	14-2-0	12-4-0	10-6-0	8-8-0	10-6-0	13-3-0	12-4-0	16-0-0	13-2-1	13-3-0	121-38-1
ATS Home	5-2-1	1-7-0	4-4-0	1-7-0	4-4-0	3-5-0	1-7-0	6-2-0	6-2-0	4-4-0	35-44-1
ATS Away	6-2-0	4-4-0	1-7-0	4-4-0	5-3-0	2-6-0	6-2-0	5-3-0	5-3-0	4-4-0	42-38-0
Over/Under Record	9-7-0	8-8-0	11-5-0	8-7-1	6-9-1	11-5-0	9-7-0	10-6-0	11-5-0	9-6-1	92-65-3
Over/Under Home	3-5-0	5-3-0	6-2-0	3-5-0	2-6-0	6-2-0	5-3-0	5-3-0	6-2-0	5-2-1	46-33-1
Over/Under Away	6-2-0	3-5-0	5-3-0	5-2-1	4-3-1	5-3-0	4-4-0	5-3-0	5-3-0	4-4-0	46-32-2
ATS as Favorite	8-4-1	3-9-0	2-5-0	1-8-0	3-3-0	1-3-0	1-5-0	10-2-0	11-5-0	8-7-0	48-51-1
ATS as Underdog	3-0-0	2-2-0	3-5-0	3-3-0	6-4-0	4-8-0	6-4-0	1-3-0	---	0-1-0	28-30-0
ATS as Home Favorite	5-2-1	1-7-0	2-3-0	0-7-0	1-2-0	1-2-0	0-4-0	6-1-0	6-2-0	4-4-0	26-34-1
ATS as a Home Dog	---	---	2-0-0	---	3-2-0	2-3-0	1-3-0	0-1-0	---	---	8-9-0
ATS Away Favorite	3-2-0	2-2-0	0-2-0	1-1-0	2-1-0	0-1-0	1-1-0	4-1-0	5-3-0	4-3-0	22-17-0
ATS Away Dog	3-0-0	2-2-0	1-5-0	3-3-0	3-2-0	2-5-0	5-1-0	1-2-0	---	0-1-0	20-21-0
vs Division	4-1-1	0-6-0	2-4-0	2-4-0	3-3-0	2-4-0	3-3-0	4-2-0	5-1-0	5-1-0	30-29-1
ATS after 10+ ATS Win	4-1-0	1-2-0	1-2-0	1-2-0	4-2-0	0-3-0	3-0-0	4-3-0	4-2-0	2-2-0	24-19-0
ATS after 10+ ATS Loss	1-0-1	1-2-0	4-2-0	2-5-0	2-3-0	0-3-0	1-3-0	---	2-1-0	2-1-0	15-20-1
ATS in games 1-4	2-1-1	2-2-0	0-4-0	2-2-0	4-0-0	2-2-0	1-3-0	2-2-0	4-0-0	1-3-0	20-19-1
ATS in games 5-8	3-1-0	2-2-0	1-3-0	0-4-0	2-2-0	0-4-0	2-2-0	3-1-0	1-3-0	3-1-0	17-23-0
ATS in games 9-12	3-1-0	0-4-0	2-2-0	3-1-0	2-2-0	2-2-0	4-0-0	2-2-0	3-1-0	2-2-0	23-17-0
ATS in games 13-16	3-1-0	1-3-0	2-2-0	0-4-0	1-3-0	1-3-0	0-4-0	4-0-0	3-1-0	2-2-0	17-23-0
Points Scored per Game	24.69	19.94	20.00	23.12	20.38	21.50	19.31	30.06	37.88	30.12	24.70
Points Allowed per Game	16.12	19.06	25.56	28.00	20.25	29.44	24.38	18.06	24.94	22.12	22.79
Yds Offense per Game	360.38	309.44	346.31	395.81	341.44	348.88	316.62	397.94	457.31	402.88	367.70
Yds Allowed per Game	312.88	326.44	336.00	374.56	315.00	390.81	357.81	290.81	356.00	305.19	336.55
Yds Passing per Game	201.69	174.94	224.00	279.44	226.69	252.38	152.12	283.38	340.25	291.31	242.62
Opp. Yds Passing per Game	227.69	213.12	193.38	228.50	186.31	236.25	231.50	199.69	254.38	225.44	219.62
Percent Completions	60.0	56.4	63.3	62.3	61.1	57.6	50.6	68.4	68.3	65.7	61.9
Opp Percent Completions	56.1	60.8	60.9	67.3	58.4	59.2	62.4	57.4	58.2	62.1	60.2
Yds per Pass Attempt	6.94	6.17	6.96	7.21	6.50	6.96	5.67	7.71	8.07	7.68	7.07
Opp Yds per Pass Attempt	5.94	6.34	6.76	7.39	5.85	7.53	6.94	5.72	6.64	5.62	6.43
Yds Rushing per Game	158.69	134.50	122.31	116.38	114.75	96.50	164.50	114.56	117.06	111.56	125.08
Opp Yds Rushing per Game	85.19	113.31	142.62	146.06	128.69	154.56	126.31	91.12	101.62	79.75	116.92
Yds per Rush Attempt	4.68	4.41	4.56	4.81	4.17	3.88	4.82	3.81	4.06	4.02	4.34
Opp Yds per Rush Attempt	3.96	4.06	4.55	4.98	4.50	4.66	4.14	3.61	3.87	3.66	4.24
Turnovers per Game	1.00	1.88	1.81	1.88	1.44	1.69	1.88	1.56	1.62	1.25	1.60
Takeaways per Game	2.25	1.88	1.88	0.81	1.88	1.12	1.12	1.50	1.62	1.56	1.56
Sacks per Game	1.75	2.19	2.06	1.62	2.44	1.44	2.56	3.25	2.56	2.56	2.24
Sacks Allowed per Game	1.44	1.94	2.00	0.75	2.12	2.50	2.62	1.31	1.25	1.06	1.70
Average Possession Time	32:39	30:24	29:34	28:43	30:11	28:09	29:42	31:16	30:31	30:45	30:11
Punts per Game	4.56	5.00	3.75	2.88	4.88	5.38	6.31	4.19	4.12	4.31	4.54
Opp Punts per Game	5.06	4.62	3.75	3.25	4.75	4.56	5.75	5.88	5.56	5.50	4.87
Percent Rushes	52.6	50.2	44.0	38.0	42.6	39.1	53.7	44.1	39.9	41.6	44.5
Opp Percent Rushes	34.9	43.8	50.5	47.4	45.5	50.3	45.9	39.8	39.1	33.8	43.1

DETROIT LIONS

PLAY ON	DET001	The Lions are 12-0 ATS as a home dog when facing a team that has an average turnover margin of at least +0.6 per game, season-to-date.	team=Lions and HD and oA(TOM)>=0.6 and season>=1998
	DET002	The Lions are 9-0 ATS at home when they won and covered their last three games	team=Lions and H and streak>=3 and ats streak>=3
	DET003	The Lions are 8-0 ATS after a loss as an away dog in which they had at least 95 more yards of offense than their season-to-date average.	team=Lions and p:LAD and p:TY-tA(p:TY)>=95 and date>=19891101
	DET004	The Lions are 8-0 ATS vs a non-divisional opponent off two divisional opponents.	team=Lions and NDIV and p:DIV and pp:DIV and date>=20061201
	DET005	The Lions are 7-0 ATS as a home favorite after a win in which they allowed at least 300 yards passing.	team=Lions and HF and p:W and po:PY>=300
PLAY AGAINST	DET006	The Lions are 0-12 ATS as a dog the week after a loss as a favorite.	team=Lions and D and p:LF and NB and date>=20041101
	DET007	The Lions are 0-11 ATS as a 7+ dog when facing a team that has an average takeaway margin of at least +1 per game, season-to-date.	team=Lions and line>=7 and oA(TOM)<=-1 and date>=20041101
	DET008	The Lions are 0-11 ATS on grass when the line is within 3 of pick and they are off a multiple-point win.	team=Lions and -3<=line<=3 and surface=grass and p:margin>1 and season>=1998
	DET009	The Lions are 0-9 ATS on the road the week after a loss in which they outgained their opponent.	team=Lions and A and p:L and p:TY>po:TY and NB and season>=2004
	DET010	The Lions are 0-9 ATS on the road the week after a loss in which they had a rushing TD.	team=Lions and A and p:L and NB and p:RTD>0 and season>=2009
PLAY OVER	DET011	The Lions are 12-0 OU as a dog vs a non-divisional opponent when they face another non-divisional opponent next.	team=Lions and D and NDIV and n:H and n:NDIV and date>=20071100
PLAY UNDER	DET012	The Lions are 0-10 OU after a loss in which they returned an interception for a touchdown.	team=Lions and p:interception touchdowns>0 and p:L

DETROIT LIONS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	5-11-0	3-13-0	7-9-0	0-16-0	2-14-0	6-10-0	10-6-0	4-12-0	7-9-0	11-5-0	55-105-0
Straight Up Home	3-5-0	2-6-0	5-3-0	0-8-0	2-6-0	4-4-0	5-3-0	2-6-0	4-4-0	7-1-0	34-46-0
Straight Up Away	2-6-0	1-7-0	2-6-0	0-8-0	0-8-0	2-6-0	5-3-0	2-6-0	3-5-0	4-4-0	21-59-0
Average Line	2.94	4.06	2.72	8.41	9.50	4.81	-2.03	-0.06	-2.25	-2.31	2.58
Average O/U Line	37.62	42.25	44.78	44.41	43.78	44.31	46.94	47.38	48.88	45.00	44.53
Against the Spread Record	9-7-0	5-10-1	6-8-2	6-9-1	4-12-0	12-4-0	7-9-0	5-10-1	6-10-0	7-9-0	67-88-5
Six Point Teaser Record	11-5-0	11-5-0	9-7-0	8-8-0	10-6-0	14-2-0	11-4-1	10-6-0	11-5-0	11-4-1	106-52-2
Seven Point Teaser Record	11-5-0	11-5-0	9-7-0	8-8-0	10-6-0	14-2-0	12-4-0	11-5-0	11-4-1	12-4-0	109-50-1
Ten Point Teaser Record	12-4-0	11-5-0	11-5-0	8-7-1	10-6-0	15-1-0	13-3-0	13-3-0	12-4-0	14-2-0	119-40-1
ATS Home	4-4-0	3-4-1	4-2-2	1-7-0	3-5-0	7-1-0	4-4-0	3-5-0	3-5-0	5-3-0	37-40-3
ATS Away	5-3-0	2-6-0	2-6-0	5-2-1	1-7-0	5-3-0	3-5-0	2-5-1	3-5-0	2-6-0	30-48-2
Over/Under Record	7-8-1	9-7-0	11-5-0	10-6-0	8-8-0	10-5-1	10-6-0	10-5-1	8-8-0	5-11-0	88-69-3
Over/Under Home	4-3-1	3-5-0	5-3-0	4-4-0	4-4-0	5-2-1	3-5-0	5-3-0	5-3-0	4-4-0	42-36-2
Over/Under Away	3-5-0	6-2-0	6-2-0	6-2-0	4-4-0	5-3-0	7-1-0	5-2-1	3-5-0	1-7-0	46-33-1
ATS as Favorite	3-2-0	0-3-0	2-0-2	0-1-0	0-2-0	3-0-0	5-6-0	2-6-0	5-7-0	5-6-0	25-33-2
ATS as Underdog	6-5-0	5-7-1	4-8-0	6-8-1	4-10-0	9-4-0	2-3-0	3-4-1	0-2-0	0-3-0	39-54-3
ATS as Home Favorite	3-1-0	0-3-0	2-0-2	---	0-2-0	3-0-0	4-3-0	1-3-0	3-5-0	5-3-0	21-20-2
ATS as a Home Dog	1-3-0	3-1-1	2-2-0	1-7-0	3-3-0	4-1-0	0-1-0	2-2-0	---	---	16-20-1
ATS Away Favorite	0-1-0	---	---	0-1-0	---	---	1-3-0	1-3-0	2-2-0	0-3-0	4-13-0
ATS Away Dog	5-2-0	2-6-0	2-6-0	5-1-1	1-7-0	5-3-0	2-2-0	1-2-1	0-2-0	0-3-0	23-34-2
vs Division	2-4-0	0-5-1	2-3-1	3-2-1	0-6-0	5-1-0	1-5-0	1-4-1	4-2-0	3-3-0	21-35-4
ATS after 10+ ATS Win	1-1-0	0-1-0	1-2-1	1-0-0	0-1-0	4-0-0	0-3-0	0-1-0	0-2-0	2-2-0	9-13-1
ATS after 10+ ATS Loss	3-1-0	1-4-0	3-0-1	3-4-1	3-2-0	1-0-0	2-1-0	1-2-0	1-3-0	2-0-0	20-17-2
ATS in games 1-4	3-1-0	1-3-0	2-1-1	0-4-0	1-3-0	3-1-0	3-1-0	0-4-0	3-1-0	3-1-0	19-20-1
ATS in games 5-8	2-2-0	2-2-0	3-1-0	3-1-0	1-3-0	4-0-0	2-2-0	3-0-1	1-3-0	1-3-0	22-17-1
ATS in games 9-12	1-3-0	1-3-0	0-4-0	1-3-0	1-3-0	1-3-0	1-3-0	1-3-0	2-2-0	2-2-0	11-29-0
ATS in games 13-16	3-1-0	1-2-1	1-2-1	2-1-1	1-3-0	4-0-0	1-3-0	1-3-0	0-4-0	1-3-0	15-22-3
Points Scored per Game	15.88	19.06	21.62	16.75	16.38	22.62	29.62	23.25	24.69	20.06	20.99
Points Allowed per Game	21.56	24.88	27.75	32.31	30.88	23.06	24.19	27.31	23.50	17.62	25.31
Yds Offense per Game	269.94	309.31	322.94	268.25	299.00	338.94	396.06	408.75	391.94	340.12	334.52
Yds Allowed per Game	322.38	345.62	377.62	404.38	392.12	343.56	367.56	341.19	346.62	300.94	354.20
Yds Passing per Game	178.00	238.75	242.44	185.00	198.00	238.12	300.88	307.94	279.62	251.25	242.00
Opp. Yds Passing per Game	194.88	220.00	258.19	232.25	265.56	218.62	239.44	223.06	246.88	231.62	233.05
Percent Completions	57.1	62.4	62.6	55.2	54.0	60.5	63.5	60.1	58.5	60.4	59.6
Opp Percent Completions	60.6	66.3	70.1	68.4	68.1	63.7	62.3	63.6	59.1	64.7	64.7
Yds per Pass Attempt	5.48	6.41	6.60	5.82	5.42	6.02	7.23	6.66	7.06	6.66	6.37
Opp Yds per Pass Attempt	6.40	6.89	6.86	8.39	7.80	6.75	6.34	6.56	6.91	6.26	6.88
Yds Rushing per Game	91.94	70.56	80.50	83.25	101.00	100.81	95.19	100.81	112.31	88.88	92.53
Opp Yds Rushing per Game	127.50	125.62	119.44	172.12	126.56	124.94	128.12	118.12	99.75	69.31	121.15
Yds per Rush Attempt	3.64	3.71	3.98	3.78	3.95	3.99	4.28	4.13	4.05	3.59	3.91
Opp Yds per Rush Attempt	4.18	4.09	4.27	5.14	4.42	4.51	5.00	4.49	4.23	3.17	4.38
Turnovers per Game	1.88	2.44	2.25	1.81	2.56	1.56	1.44	2.06	2.12	1.25	1.94
Takeaways per Game	1.94	1.88	2.19	1.25	1.44	1.81	2.12	1.06	1.38	1.69	1.68
Sacks per Game	1.94	1.88	2.31	1.88	1.62	2.75	2.56	2.06	2.06	2.62	2.17
Sacks Allowed per Game	1.94	3.94	3.31	3.25	2.69	1.69	2.25	1.81	1.50	2.81	2.52
Average Possession Time	29:33	27:41	27:43	26:59	28:56	29:47	30:09	32:05	32:21	31:41	29:41
Punts per Game	5.25	4.12	4.25	5.62	4.62	5.62	5.12	4.75	4.56	4.25	4.82
Opp Punts per Game	4.50	4.25	3.81	3.69	4.12	5.19	4.88	4.94	5.25	5.12	4.58
Percent Rushes	42.3	31.6	33.6	38.6	39.4	38.0	33.6	33.7	40.3	37.9	36.9
Opp Percent Rushes	48.5	47.6	41.2	53.1	44.5	44.1	38.9	42.2	38.4	35.6	43.4

GREEN BAY PACKERS

PLAY ON	GB001	The Packers are 10-0 ATS as a favorite when they completed a season sweep in their last game.	team=Packers and F and pP:W and p:AW and pP:season=season
	GB002	The Packers are 10-0 ATS after scoring more than 20 points and losing.	team=Packers and p:points>20 and p:L and date>=20091115
	GB003	The Packers are 9-0 ATS as a dog when their ATS margin decreased over each of their past two games.	team=Packers and D and p:ats margin<pp:ats margin<ppp:ats margin and date>=20011014
	GB004	The Packers are 9-0 ATS as a home 7+ favorite the week after a game in which their completion percentage was at least nine points lower than their season-to-date average	team=Packers and H and line<=-7 and 100*tS(COMP)/tS(passes) - p:CP >= 9 and season>=2001
	GB005	The Packers are 9-0 ATS as a home favorite over a team that has averaged fewer than 1.3 turnovers per game season-to-date.	team=Packers and HF and oA(TO)<1.3 and date>=20091200
PLAY AGAINST	GB006	The Packers are 0-12 ATS when the line is within 3 of pick the week after a game in which they benefitted from at least four turnovers.	team=Packers and -3<=line<=3 and po:TO>=4 and NB and date>=19891200
	GB007	The Packers are 0-9 ATS as a road favorite by more than six points when the opponent suffered four-plus sacks in their last game.	team=Packers and A and line<-6 and 4<=opo:sacks and season>=1997
	GB008	The Packers are 0-8 ATS when they are from pick to a four-point favorite and they are off a game in which they allowed 300-plus yards passing.	team=Packers and -4<=line<=0 and po:passing yards>=300 and season >= 2008
	GB009	The Packers are 0-8 ATS on the road the week after a game at home in which they allowed at least 100 more yards of offense than their season-to-date average	team=Packers and A and p:H and po:TY - tA(po:TY) >= 100 and season >= 2001
	GB010	The Packers are 0-7 ATS on an artificial surface when the line is within 3 of pick.	team=Packers and -3<=line<=3 and surface=artificial and season >=2012
PLAY OVER	GB011	The Packers are 12-0 OU when they get a team off a Monday Night game the previous week.	team=Packers and op:day=Monday and o:NB and date>=20101205
PLAY UNDER	GB012	The Packers are 0-13 OU during the regular season when they forced at least four turnovers last game.	team=Packers and 4<=po:TO and date>=20091200 and REG

GREEN BAY PACKERS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	4-12-0	8-8-0	13-3-0	6-10-0	11-5-0	10-6-0	15-1-0	11-5-0	8-7-1	12-4-0	98-61-1
Straight Up Home	3-5-0	3-5-0	7-1-0	4-4-0	6-2-0	7-1-0	8-0-0	7-1-0	4-3-1	8-0-0	57-22-1
Straight Up Away	1-7-0	5-3-0	6-2-0	2-6-0	5-3-0	3-5-0	7-1-0	4-4-0	4-4-0	4-4-0	41-39-0
Average Line	2.06	3.12	-2.34	-1.25	-5.00	-3.75	-8.81	-5.31	-2.41	-5.09	-2.88
Average O/U Line	39.97	41.66	41.78	44.38	44.22	44.47	48.25	47.44	47.78	50.81	45.08
Against the Spread Record	6-9-1	7-9-0	12-3-1	8-7-1	11-5-0	9-7-0	11-5-0	9-7-0	6-10-0	9-7-0	88-69-3
Six Point Teaser Record	11-4-1	11-5-0	14-2-0	9-7-0	13-3-0	12-2-2	15-1-0	11-4-1	10-6-0	11-5-0	117-39-4
Seven Point Teaser Record	12-4-0	11-5-0	14-2-0	10-5-1	13-3-0	14-2-0	15-1-0	13-3-0	11-4-1	12-4-0	125-33-2
Ten Point Teaser Record	14-2-0	11-5-0	14-2-0	15-1-0	13-3-0	14-2-0	15-1-0	14-2-0	13-3-0	12-3-1	135-24-1
ATS Home	3-4-1	2-6-0	6-1-1	3-4-1	5-3-0	5-3-0	7-1-0	5-3-0	3-5-0	6-2-0	45-32-3
ATS Away	3-5-0	5-3-0	6-2-0	5-3-0	6-2-0	4-4-0	4-4-0	4-4-0	3-5-0	3-5-0	43-37-0
Over/Under Record	6-9-1	7-8-1	11-4-1	9-7-0	8-8-0	6-9-1	11-5-0	8-8-0	9-7-0	11-5-0	86-70-4
Over/Under Home	3-4-1	3-5-0	5-3-0	5-3-0	4-4-0	5-3-0	7-1-0	4-4-0	3-5-0	7-1-0	46-33-1
Over/Under Away	3-5-0	4-3-1	6-1-1	4-4-0	4-4-0	1-6-1	4-4-0	4-4-0	6-2-0	4-4-0	40-37-3
ATS as Favorite	2-3-0	2-1-0	7-2-1	4-4-1	8-4-0	7-6-0	10-5-0	8-6-0	5-5-0	9-4-0	62-40-2
ATS as Underdog	4-6-1	5-8-0	5-1-0	4-3-0	3-1-0	2-1-0	1-0-0	1-1-0	1-3-0	0-3-0	26-27-1
ATS as Home Favorite	2-3-0	2-1-0	4-1-1	2-3-1	4-3-0	5-3-0	6-1-0	5-3-0	3-3-0	6-2-0	39-23-2
ATS as a Home Dog	1-1-1	0-5-0	2-0-0	1-1-0	1-0-0	---	1-0-0	---	---	---	6-7-1
ATS Away Favorite	---	---	3-1-0	2-1-0	4-1-0	2-3-0	4-4-0	3-3-0	2-2-0	3-2-0	23-17-0
ATS Away Dog	3-5-0	5-3-0	3-1-0	3-2-0	2-1-0	2-1-0	---	1-1-0	1-3-0	0-3-0	20-20-0
vs Division	0-5-1	4-2-0	4-2-0	5-0-1	4-2-0	2-4-0	5-1-0	5-1-0	3-3-0	4-2-0	36-22-2
ATS after 10+ ATS Win	0-2-0	2-3-0	5-1-0	1-2-0	3-3-0	2-3-0	1-2-0	1-1-0	0-1-0	3-2-0	18-20-0
ATS after 10+ ATS Loss	0-1-1	2-3-0	1-0-1	0-1-0	2-1-0	1-1-0	1-0-0	2-0-0	0-3-0	3-1-0	12-11-2
ATS in games 1-4	2-2-0	1-3-0	4-0-0	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	1-3-0	20-20-0
ATS in games 5-8	2-2-0	2-2-0	2-1-1	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	2-2-0	3-1-0	23-16-1
ATS in games 9-12	1-3-0	1-3-0	3-1-0	2-2-0	3-1-0	3-1-0	2-2-0	3-1-0	0-5-0	3-1-0	21-20-0
ATS in games 13-16	1-2-1	3-1-0	3-1-0	1-2-1	4-0-0	2-2-0	3-1-0	3-1-0	2-1-0	2-2-0	24-13-2
Points Scored per Game	18.62	18.81	27.19	26.19	28.81	24.25	35.00	27.06	26.06	30.38	26.24
Points Allowed per Game	21.50	22.88	18.19	23.75	18.56	15.00	22.44	21.00	26.75	21.75	21.18
Yds Offense per Game	319.88	341.12	370.81	351.12	379.06	358.12	405.12	359.44	400.25	386.12	367.11
Yds Allowed per Game	293.12	320.88	313.31	334.31	284.44	309.06	411.56	336.75	372.25	346.31	332.20
Yds Passing per Game	235.38	237.19	271.00	238.31	261.25	257.75	307.75	253.56	266.75	266.31	259.52
Opp. Yds Passing per Game	167.50	206.81	210.38	202.75	201.12	194.19	299.75	218.25	247.25	226.44	217.44
Percent Completions	61.2	55.6	66.3	63.4	64.6	65.1	68.1	67.1	64.2	65.1	63.9
Opp Percent Completions	58.6	55.5	55.2	55.4	54.4	56.2	61.2	55.1	61.6	59.0	57.3
Yds per Pass Attempt	6.02	6.02	7.50	7.05	7.56	7.62	8.92	7.26	7.49	7.95	7.30
Opp Yds per Pass Attempt	6.23	6.43	6.30	6.26	5.96	5.90	7.53	6.15	7.34	6.42	6.48
Yds Rushing per Game	84.50	103.94	99.81	112.81	117.81	100.38	97.38	105.88	133.50	119.81	107.58
Opp Yds Rushing per Game	125.62	114.06	102.94	131.56	83.31	114.88	111.81	118.50	125.00	119.88	114.76
Yds per Rush Attempt	3.40	3.86	4.12	4.13	4.30	3.81	3.94	3.92	4.65	4.40	4.06
Opp Yds per Rush Attempt	3.99	4.14	3.88	4.60	3.59	4.65	4.67	4.54	4.63	4.27	4.29
Turnovers per Game	2.81	2.06	1.50	1.31	1.00	1.38	0.88	1.00	1.56	0.81	1.43
Takeaways per Game	1.31	2.06	1.75	1.75	2.50	2.00	2.38	1.44	1.38	1.69	1.82
Sacks per Game	2.19	2.88	2.25	1.69	2.31	2.94	1.81	2.94	2.75	2.56	2.43
Sacks Allowed per Game	1.69	1.50	1.19	2.12	3.19	2.38	2.56	3.19	2.81	1.88	2.25
Average Possession Time	30:58	30:45	30:19	31:37	33:02	32:01	30:29	30:26	30:52	30:32	31:06
Punts per Game	4.38	5.25	3.88	4.06	4.19	4.44	3.44	4.44	4.00	3.19	4.12
Opp Punts per Game	5.31	5.19	5.00	4.75	4.62	4.88	3.62	4.69	4.38	3.88	4.63
Percent Rushes	37.9	39.7	39.4	43.2	42.0	42.1	40.0	41.5	42.7	43.5	41.2
Opp Percent Rushes	52.0	44.0	42.7	45.7	39.1	40.8	36.5	40.5	42.6	42.6	42.6

HOUSTON TEXANS

PLAY ON	HOU001	The Texans are 12-0 ATS on the road on grass when they were favored in their last game.	team=Texans and A and surface=grass and p:F and date>=20091200
	HOU002	The Texans are 9-0 ATS off a road game in which they allowed at least ten points more than their season-to-date average.	team=Texans and p:A and po:points-tA(po:points)>=10 and date>20071100
	HOU003	The Texans are 7-0 ATS on the road when they lost by 7+ points in each of the last two weeks.	team=Texans and A and p:margin<=-7 and pp:margin<=-7 and pp:week+2=week
	HOU004	The Texans are 7-0 ATS as a dog after a loss on the road in which they were winning at the half.	team=Texans and D and p:AL and p:M2>0 and season >= 2004
	HOU005	The Texans are 6-0 ATS at home when one game below 500 after game eight.	team=Texans and H and wins>=4 and losses-wins=1 and season>=2007
PLAY AGAINST	HOU006	The Texans are 0-12 ATS as a dog when facing a team that has averaged at least 385 yards of offense per game season-to-date.	team=Texans and D and oA(TY)>385 and date>=20091129
	HOU007	The Texans are 0-9 ATS as a dog when they are 500 and off a home game.	team=Texans and D and WP=50 and p:H
	HOU008	The Texans are 0-9 ATS at home after a game in which they had a TD pass and did not lose by double digits.	team=Texans and H and p:PTD>0 and p:margin>-10 and date>=20121118
	HOU009	The Texans are 0-8 ATS when visiting a team that has averaged at least 13 passing first downs per game, season-to-date.	team=Texans and A and oA(PFD)>=13 and date>=20110925
	HOU010	The Texans are 0-7 ATS when hosting a team that has rushed the ball on at least 54% of their offensive plays, season-to-date	team=Texans and H and o:STDPR > 54
PLAY OVER	HOU011	The Texans are 14-0 OU in franchise history off a loss in which they scored fewer than 28 points and were turnover-free.	team=Texans and p:L and p:TO=0 and p:points<28
PLAY UNDER	HOU012	The Texans are 0-10 OU in franchise history as a TD-plus dog vs a team that just held their opponent to under 250 total yards of offense.	team=Texans and line>=7 and opo:TY<250

HOUSTON TEXANS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	2-14-0	6-10-0	8-8-0	8-8-0	9-7-0	6-10-0	10-6-0	12-4-0	2-14-0	9-7-0	72-88-0
Straight Up Home	2-6-0	4-4-0	6-2-0	6-2-0	4-4-0	4-4-0	5-3-0	6-2-0	1-7-0	5-3-0	43-37-0
Straight Up Away	0-8-0	2-6-0	2-6-0	2-6-0	5-3-0	2-6-0	5-3-0	6-2-0	1-7-0	4-4-0	29-51-0
Average Line	6.47	5.78	1.78	0.66	-1.62	0.19	-2.75	-6.69	0.41	-0.41	0.38
Average O/U Line	40.97	40.09	42.75	45.62	45.69	47.38	43.31	44.91	44.09	43.72	43.85
Against the Spread Record	7-9-0	7-9-0	7-8-1	8-8-0	7-8-1	5-10-1	10-5-1	9-7-0	3-12-1	9-7-0	72-83-5
Six Point Teaser Record	10-6-0	10-6-0	11-4-1	12-4-0	12-4-0	11-4-1	12-4-0	11-5-0	8-8-0	13-3-0	110-48-2
Seven Point Teaser Record	10-6-0	10-5-1	12-4-0	12-4-0	12-3-1	12-4-0	12-4-0	11-5-0	8-8-0	13-3-0	112-46-2
Ten Point Teaser Record	11-5-0	12-3-1	12-4-0	12-4-0	13-2-1	13-3-0	14-2-0	12-4-0	8-7-1	14-2-0	121-36-3
ATS Home	2-6-0	4-4-0	5-2-1	4-4-0	2-5-1	3-5-0	5-2-1	5-3-0	1-7-0	4-4-0	35-42-3
ATS Away	5-3-0	3-5-0	2-6-0	4-4-0	5-3-0	2-5-1	5-3-0	4-4-0	2-5-1	5-3-0	37-41-2
Over/Under Record	8-8-0	8-8-0	9-7-0	10-6-0	6-10-0	11-5-0	6-10-0	7-9-0	9-7-0	7-8-1	81-78-1
Over/Under Home	6-2-0	4-4-0	4-4-0	5-3-0	4-4-0	5-3-0	2-6-0	4-4-0	6-2-0	3-4-1	43-36-1
Over/Under Away	2-6-0	4-4-0	5-3-0	5-3-0	2-6-0	6-2-0	4-4-0	3-5-0	3-5-0	4-4-0	38-42-0
ATS as Favorite	1-1-0	1-2-0	4-3-0	3-4-0	3-5-1	3-4-1	6-3-1	8-6-0	0-7-0	6-2-0	35-37-3
ATS as Underdog	6-8-0	6-7-0	3-5-1	5-4-0	4-2-0	2-6-0	4-2-0	1-1-0	3-5-1	3-4-0	37-44-2
ATS as Home Favorite	1-1-0	1-2-0	4-2-0	3-3-0	2-4-1	2-3-0	3-2-1	5-3-0	0-4-0	3-2-0	24-26-2
ATS as a Home Dog	1-5-0	3-2-0	1-0-1	1-1-0	0-1-0	1-2-0	2-0-0	---	1-3-0	1-2-0	11-16-1
ATS Away Favorite	---	---	0-1-0	0-1-0	1-1-0	1-1-1	3-1-0	3-3-0	0-3-0	3-0-0	11-11-1
ATS Away Dog	5-3-0	3-5-0	2-5-0	4-3-0	4-1-0	1-4-0	2-2-0	1-1-0	2-2-1	2-2-0	26-28-1
vs Division	3-3-0	3-3-0	1-4-1	4-2-0	2-4-0	3-3-0	4-1-1	4-2-0	1-5-0	3-3-0	28-30-2
ATS after 10+ ATS Win	0-1-0	1-3-0	3-2-1	2-1-0	1-2-1	0-1-1	2-0-1	2-1-0	---	1-4-0	12-15-4
ATS after 10+ ATS Loss	1-4-0	4-0-0	2-2-0	3-1-0	3-0-0	1-2-0	0-2-0	2-1-0	3-5-0	2-0-0	21-17-0
ATS in games 1-4	1-3-0	1-3-0	2-1-1	1-3-0	2-2-0	2-1-1	3-1-0	4-0-0	0-4-0	3-1-0	19-19-2
ATS in games 5-8	2-2-0	2-2-0	0-4-0	1-3-0	2-1-1	0-4-0	1-2-1	2-2-0	1-3-0	2-2-0	13-25-2
ATS in games 9-12	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	4-0-0	2-2-0	1-2-1	2-2-0	21-18-1
ATS in games 13-16	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	1-3-0	2-2-0	1-3-0	1-3-0	2-2-0	19-21-0
Points Scored per Game	16.25	16.69	23.69	22.88	24.25	24.38	23.81	26.00	17.25	23.25	21.84
Points Allowed per Game	26.94	22.88	24.00	24.62	20.81	26.69	17.38	20.69	26.75	19.19	22.99
Yds Offense per Game	253.31	279.06	333.56	382.06	383.06	386.56	372.12	372.12	347.25	344.25	345.34
Yds Allowed per Game	364.00	337.50	344.19	336.56	324.88	376.94	285.69	323.25	317.56	348.19	335.88
Yds Passing per Game	139.81	173.62	234.44	266.69	290.88	258.94	219.12	239.38	238.31	208.94	227.01
Opp. Yds Passing per Game	220.06	215.25	230.12	213.94	217.94	267.50	189.69	225.56	195.19	243.56	221.88
Percent Completions	60.1	68.4	65.4	66.1	67.3	63.6	61.7	63.9	58.6	60.8	63.6
Opp Percent Completions	64.8	65.0	66.1	62.4	62.8	64.7	51.9	53.0	59.3	58.7	60.7
Yds per Pass Attempt	4.98	5.78	7.09	7.69	7.85	7.22	7.51	6.91	6.02	6.89	6.83
Opp Yds per Pass Attempt	7.51	6.82	6.74	7.27	6.36	7.82	5.64	6.21	6.45	6.29	6.69
Yds Rushing per Game	113.50	105.44	99.12	115.38	92.19	127.62	153.00	132.75	108.94	135.31	118.33
Opp Yds Rushing per Game	143.94	122.25	114.06	122.62	106.94	109.44	96.00	97.69	122.38	104.62	113.99
Yds per Rush Attempt	4.16	3.91	3.80	4.27	3.47	4.83	4.48	4.18	4.21	3.94	4.13
Opp Yds per Rush Attempt	4.55	4.39	4.38	4.47	4.32	4.04	4.06	4.02	4.31	3.99	4.26
Turnovers per Game	1.50	1.56	2.38	2.00	1.75	1.12	1.25	1.06	1.94	1.38	1.59
Takeaways per Game	1.00	1.38	1.56	1.38	1.69	1.12	1.69	1.81	0.69	2.12	1.44
Sacks per Game	2.31	1.75	1.94	1.56	1.88	1.88	2.75	2.81	2.00	2.31	2.12
Sacks Allowed per Game	4.25	2.69	1.38	2.00	1.56	2.00	2.06	1.75	2.62	1.69	2.20
Average Possession Time	28:40	29:21	29:41	32:04	31:53	29:32	32:40	33:46	31:30	31:06	31:01
Punts per Game	4.81	4.75	3.44	3.31	4.19	3.94	4.62	5.50	5.50	5.25	4.53
Opp Punts per Game	3.94	4.06	3.69	4.19	4.75	4.19	5.19	5.75	5.69	5.19	4.66
Percent Rushes	45.8	45.1	43.1	42.4	40.7	41.1	52.2	46.6	38.0	51.8	44.7
Opp Percent Rushes	50.0	45.6	42.0	47.0	40.7	42.9	39.4	38.3	46.8	39.0	43.1

INDIANAPOLIS COLTS

PLAY ON	IND001	The Colts are 15-0 ATS after a SU and ATS loss.	team=Colts and p:L and p:ATSL and date>=20111201
	IND002	The Colts are 13-0 ATS as a FG-plus road favorite over a team that is less than 500 and has a season-to-date average rushing attempts per game is fewer than 25.	team=Colts and A and line<=-3 and oA(rushes)<25 and o:WP<50 and date>=20011001
	IND003	The Colts are 13-0 ATS vs a divisional opponent.	team=Colts and DIV and date>=20121230
	IND004	The Colts are 11-0 ATS as a road favorite over a team that has averaged fewer than 280 yards offense per game season-to-date.	team=Colts and AF and oA(TY)<280 and season>= 2004
	IND005	The Colts are 9-0 ATS at home the week after a win as an away dog in which they had at least a minute and a half more possession time than their season-to-date average.	team=Colts and H and p:WAD and p:TOP - tA(p:TOP) >= 90 and NB and season>=1995
PLAY AGAINST	IND006	The Colts are 0-13 ATS on the road off a win in which they were behind by more than four points after the first quarter, as long as their opponent is not winless.	team=Colts and A and p:W and p:M1<-4 and o:wins>0 and season>=1995
	IND007	The Colts are 0-10 ATS at home off a home win in which they scored fewer points than expected when they are a three-point dog through a seven-point favorite.	team=Colts and H and -7<=line<=3 and p:HW and p:dps<0
	IND008	The Colts are 0-8 ATS the week after a win in which they were outgained and allowed less than 500 yards of offense.	team=Colts and NB and p:W and p:TY<po:TY and po:TY<500 and season>=2012
	IND009	The Colts are 0-7 ATS on the road when they won their last two road games, losing every game by double digits.	team=Colts and A and Sum(W@team and season and A,N=2)=2 and date>=20100100
	IND010	The Colts are 0-6 ATS as a dog when they have had a positive dpa in each of their last two games.	team=Colts and D and 0<p:dpa and 0<pp:dpa and date>=20111001
PLAY OVER	IND011	The Colts are 19-0 OU on the road off a game in which they committed four-plus turnovers, as long as that game was not the season opener.	team=Colts and A and p:TO>=4 and p:week>1 and date>=19900930
PLAY UNDER	IND012	The Colts are 0-11 OU on the road after a game as a dog in which they allowed at least 100 more yards of offense than their season-to-date average.	team=Colts and A and p:D and po:TY - tA(po:TY) >= 100

INDIANAPOLIS COLTS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	14-2-0	12-4-0	13-3-0	12-4-0	14-2-0	10-6-0	2-14-0	11-5-0	11-5-0	11-5-0	110-50-0
Straight Up Home	7-1-0	8-0-0	6-2-0	6-2-0	7-1-0	6-2-0	2-6-0	7-1-0	6-2-0	6-2-0	61-19-0
Straight Up Away	7-1-0	4-4-0	7-1-0	6-2-0	7-1-0	4-4-0	0-8-0	4-4-0	5-3-0	5-3-0	49-31-0
Average Line	-8.62	-6.47	-6.41	-4.09	-4.62	-3.81	8.00	2.38	-1.28	-3.97	-2.89
Average O/U Line	46.75	46.22	45.84	43.78	44.66	47.53	41.81	46.19	45.53	50.03	45.83
Against the Spread Record	9-7-0	7-8-1	9-6-1	8-8-0	10-6-0	8-7-1	6-10-0	10-6-0	10-6-0	11-5-0	88-69-3
Six Point Teaser Record	14-2-0	10-6-0	15-1-0	11-4-1	13-3-0	12-4-0	11-5-0	12-4-0	10-4-2	12-3-1	120-36-4
Seven Point Teaser Record	15-1-0	10-5-1	15-1-0	13-2-1	13-3-0	12-4-0	11-5-0	12-4-0	12-3-1	13-3-0	126-31-3
Ten Point Teaser Record	15-1-0	11-5-0	15-1-0	14-2-0	14-2-0	13-2-1	12-4-0	13-2-1	13-3-0	13-3-0	133-25-2
ATS Home	3-5-0	4-3-1	5-3-0	3-5-0	3-5-0	4-4-0	3-5-0	6-2-0	5-3-0	6-2-0	42-37-1
ATS Away	6-2-0	3-5-0	4-3-1	5-3-0	7-1-0	4-3-1	3-5-0	4-4-0	5-3-0	5-3-0	46-32-2
Over/Under Record	6-10-0	8-8-0	7-9-0	8-8-0	8-7-1	10-6-0	7-8-1	6-10-0	8-8-0	8-7-1	76-81-3
Over/Under Home	2-6-0	4-4-0	4-4-0	3-5-0	3-4-1	3-5-0	3-4-1	2-6-0	4-4-0	4-4-0	32-46-2
Over/Under Away	4-4-0	4-4-0	3-5-0	5-3-0	5-3-0	7-1-0	4-4-0	4-4-0	4-4-0	4-3-1	44-35-1
ATS as Favorite	9-6-0	5-7-1	8-5-1	5-7-0	9-5-0	6-7-1	0-1-0	4-2-0	6-4-0	10-4-0	62-48-3
ATS as Underdog	0-1-0	2-0-0	1-1-0	3-1-0	1-1-0	2-0-0	6-9-0	6-4-0	4-2-0	1-1-0	26-20-0
ATS as Home Favorite	3-5-0	4-3-1	4-2-0	2-5-0	3-5-0	4-4-0	0-1-0	2-2-0	3-3-0	6-2-0	31-32-1
ATS as a Home Dog	---	---	1-1-0	1-0-0	---	---	3-4-0	4-0-0	2-0-0	---	11-5-0
ATS Away Favorite	6-1-0	1-4-0	4-3-1	3-2-0	6-0-0	2-3-1	---	2-0-0	3-1-0	4-2-0	31-16-2
ATS Away Dog	0-1-0	2-0-0	---	2-1-0	1-1-0	2-0-0	3-5-0	2-4-0	2-2-0	1-1-0	15-15-0
vs Division	3-3-0	1-4-1	2-3-1	3-3-0	4-2-0	2-4-0	2-4-0	3-3-0	6-0-0	6-0-0	32-26-2
ATS after 10+ ATS Win	3-3-0	0-3-0	2-3-0	0-2-0	2-1-0	1-0-0	2-0-0	0-1-0	5-0-0	2-3-0	17-16-0
ATS after 10+ ATS Loss	0-1-0	2-3-0	1-0-0	1-1-0	0-1-0	2-1-0	0-4-0	3-0-0	3-0-0	3-0-0	15-11-0
ATS in games 1-4	2-2-0	2-1-1	2-1-1	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	2-2-0	3-1-0	22-16-2
ATS in games 5-8	4-0-0	3-1-0	4-0-0	1-3-0	2-2-0	3-0-1	0-4-0	3-1-0	3-1-0	3-1-0	26-13-1
ATS in games 9-12	3-1-0	1-3-0	1-3-0	2-2-0	3-1-0	1-3-0	1-3-0	3-1-0	2-2-0	3-1-0	20-20-0
ATS in games 13-16	0-4-0	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	3-1-0	2-2-0	20-20-0
Points Scored per Game	27.44	26.69	28.12	23.56	26.00	27.19	15.19	22.31	24.44	28.62	24.96
Points Allowed per Game	15.44	22.50	16.38	18.62	19.19	24.25	26.88	24.19	21.00	23.06	21.15
Yds Offense per Game	362.44	379.38	358.69	335.50	363.06	380.75	286.81	362.44	341.75	406.00	357.68
Yds Allowed per Game	307.06	332.25	279.69	310.94	339.19	341.56	370.94	374.25	357.06	342.56	335.55
Yds Passing per Game	256.00	269.25	252.06	255.88	282.19	288.06	187.19	258.00	233.00	305.88	258.75
Opp. Yds Passing per Game	196.94	159.25	172.75	188.06	212.69	214.56	227.00	237.25	231.94	229.56	207.00
Percent Completions	67.4	65.0	64.4	67.2	66.9	66.2	56.6	54.0	60.2	62.0	63.0
Opp Percent Completions	67.4	64.1	65.3	68.4	63.8	66.5	71.2	62.5	60.3	59.0	64.7
Yds per Pass Attempt	7.95	7.73	7.32	7.00	7.51	6.78	5.61	6.57	6.39	7.40	7.02
Opp Yds per Pass Attempt	6.19	6.14	5.55	6.26	5.84	6.42	7.37	7.08	6.91	6.75	6.45
Yds Rushing per Game	106.44	110.12	106.62	79.62	80.88	92.69	99.62	104.44	108.75	100.12	98.93
Opp Yds Rushing per Game	110.12	173.00	106.94	122.88	126.50	127.00	143.94	137.00	125.12	113.00	128.55
Yds per Rush Attempt	3.66	4.01	3.83	3.44	3.54	3.77	4.17	3.80	4.26	3.85	3.84
Opp Yds per Rush Attempt	4.43	5.33	3.77	4.17	4.33	4.57	4.26	5.13	4.47	4.26	4.48
Turnovers per Game	1.19	1.19	1.19	1.06	1.50	1.56	1.81	1.69	0.88	1.94	1.40
Takeaways per Game	1.94	1.62	2.31	1.62	1.62	1.31	1.06	0.94	1.69	1.62	1.57
Sacks per Game	2.88	1.56	1.75	1.88	2.12	1.88	1.81	2.00	2.56	2.56	2.10
Sacks Allowed per Game	1.25	0.94	1.44	0.88	0.81	1.00	2.19	2.56	2.00	1.81	1.49
Average Possession Time	30:21	29:31	29:49	28:38	27:40	29:54	26:13	30:45	29:41	31:54	29:27
Punts per Game	3.25	3.00	3.25	3.31	4.00	4.31	5.56	4.62	4.81	4.31	4.04
Opp Punts per Game	4.19	2.94	3.50	3.31	4.06	4.19	4.62	4.44	4.69	5.62	4.16
Percent Rushes	46.5	43.4	43.7	38.2	37.3	36.1	40.2	39.7	39.9	37.6	40.2
Opp Percent Rushes	41.8	54.1	46.3	48.0	43.1	44.1	50.8	42.9	43.7	42.0	45.7

JACKSONVILLE JAGUARS

PLAY ON	JAC001	The Jaguars are 11-0 ATS as a single-digit road dog with same-season revenge.	team=Jaguars and A and 0<line<10 and P:L and P:season=season
	JAC002	The Jaguars are 9-0 ATS at home off a road game when the line is within 3.5 of pick versus any team with fewer wins.	team=Jaguars and H and -3.5<=line<=3.5 and p:A and wins>o:wins
	JAC003	The Jaguars are 8-0 ATS vs a divisional opponent when they host a divisional opponent next.	team=Jaguars and DIV and n:H and n:DIV and season>=2004
	JAC004	The Jaguars are 6-0 ATS at home after a game in which they had fewer than 100 yards passing.	team=Jaguars and H and p:PY<100
	JAC005	The Jaguars are 6-0 ATS at home when they got same-season revenge last week.	team=Jaguars and H and pP:L and p:W and pP:season=season
PLAY AGAINST	JAC006	The Jaguars are 0-15 ATS at home when they are facing a team that has allowed less than 10.25 yards per completion season-to-date.	team=Jaguars and H and oS(o:PY)/oS(o:COMP)<10.25 and date>=20071022
	JAC007	The Jaguars are 0-9 ATS as a dog vs a team that has averaged at least six punts per game season-to-date.	team=Jaguars and D and oA(punts)>=6 and date>=20091100
	JAC008	The Jaguars are 0-9 ATS as a dog when they are off a game in which they had fewer than ten incompletions as a road dog.	team=Jaguars and p:AD and p:INC<10 and D and season>=2003
	JAC009	The Jaguars are 0-9 ATS (-8.44 ppg) since Nov 17, 2002 as a favorite when one game under 500	team=Jaguars and F and losses - wins = 1 and season>=2002
	JAC010	The Jaguars are 0-8 ATS after scoring a defensive touchdown as a dog.	team=Jaguars and p:D and p:DTD>0 and season>=2005
PLAY OVER	JAC011	The Jaguars are 12-0 OU as a road dog when their opponent is on a three-plus game winning streak and they scored fewer than 28 points in their last game.	team=Jaguars and AD and o:streak>=3 and p:points<28 and season >=1998
PLAY UNDER	JAC012	The Jaguars are 0-8 OU as a dog after a game in which they had at least 34 minutes of possession time.	team=Jaguars and D and p:TOP>2040 and date>=20091129

JACKSONVILLE JAGUARS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	12-4-0	8-8-0	11-5-0	5-11-0	7-9-0	8-8-0	5-11-0	2-14-0	4-12-0	3-13-0	65-95-0
Straight Up Home	6-2-0	6-2-0	6-2-0	2-6-0	5-3-0	5-3-0	4-4-0	1-7-0	1-7-0	3-5-0	39-41-0
Straight Up Away	6-2-0	2-6-0	5-3-0	3-5-0	2-6-0	3-5-0	1-7-0	1-7-0	3-5-0	0-8-0	26-54-0
Average Line	-2.88	-1.81	-1.72	-0.12	0.78	2.44	4.81	6.31	9.81	7.19	2.48
Average O/U Line	37.84	38.44	38.59	41.56	43.06	44.09	39.44	42.34	43.03	44.12	41.25
Against the Spread Record	10-5-1	8-7-1	11-5-0	4-12-0	5-11-0	9-7-0	6-8-2	7-9-0	6-10-0	7-9-0	73-83-4
Six Point Teaser Record	12-3-1	10-4-2	12-4-0	6-10-0	10-6-0	10-6-0	12-4-0	8-8-0	10-6-0	8-6-2	98-57-5
Seven Point Teaser Record	13-2-1	12-4-0	12-3-1	7-8-1	11-5-0	10-6-0	12-4-0	8-8-0	10-6-0	10-4-2	105-50-5
Ten Point Teaser Record	14-2-0	13-3-0	13-2-1	12-2-2	11-5-0	10-5-1	13-3-0	8-7-1	12-4-0	14-2-0	120-35-5
ATS Home	4-3-1	6-2-0	5-3-0	1-7-0	2-6-0	5-3-0	3-4-1	2-6-0	2-6-0	3-5-0	33-45-2
ATS Away	6-2-0	2-5-1	6-2-0	3-5-0	3-5-0	4-4-0	3-4-1	5-3-0	4-4-0	4-4-0	40-38-2
Over/Under Record	11-5-0	8-7-1	12-4-0	6-9-1	8-8-0	11-4-1	4-11-1	7-9-0	9-7-0	7-8-1	83-72-5
Over/Under Home	5-3-0	5-3-0	5-3-0	4-4-0	5-3-0	5-3-0	3-5-0	2-6-0	4-4-0	3-5-0	41-39-0
Over/Under Away	6-2-0	3-4-1	7-1-0	2-5-1	3-5-0	6-1-1	1-6-1	5-3-0	5-3-0	4-3-1	42-33-5
ATS as Favorite	6-5-1	3-6-0	6-2-0	1-7-0	0-5-0	4-1-0	2-0-1	0-1-0	---	1-0-0	23-27-2
ATS as Underdog	4-0-0	4-1-1	5-3-0	3-5-0	4-6-0	5-6-0	4-8-1	7-8-0	6-10-0	6-9-0	48-56-2
ATS as Home Favorite	3-3-1	3-2-0	5-2-0	0-5-0	0-5-0	4-1-0	1-0-1	0-1-0	---	1-0-0	17-19-2
ATS as a Home Dog	1-0-0	3-0-0	0-1-0	1-2-0	1-1-0	1-2-0	2-4-0	2-5-0	2-6-0	2-5-0	15-26-0
ATS Away Favorite	3-2-0	0-4-0	1-0-0	1-2-0	---	---	1-0-0	---	---	---	6-8-0
ATS Away Dog	3-0-0	1-1-1	5-2-0	2-3-0	3-5-0	4-4-0	2-4-1	5-3-0	4-4-0	4-4-0	33-30-2
vs Division	4-2-0	2-3-1	3-3-0	1-5-0	4-2-0	3-3-0	3-1-2	3-3-0	4-2-0	3-3-0	30-27-3
ATS after 10+ ATS Win	1-1-0	2-4-1	5-2-0	0-2-0	1-1-0	3-1-0	0-2-1	---	2-3-0	0-1-0	14-17-2
ATS after 10+ ATS Loss	1-0-1	2-1-0	2-1-0	0-4-0	2-3-0	2-3-0	2-1-0	4-3-0	1-3-0	0-2-0	16-21-1
ATS in games 1-4	3-1-0	2-1-1	2-2-0	1-3-0	3-1-0	2-2-0	0-3-1	2-2-0	0-4-0	0-4-0	15-23-2
ATS in games 5-8	1-2-1	3-1-0	2-2-0	1-3-0	0-4-0	2-2-0	2-1-1	2-2-0	1-3-0	2-2-0	16-22-2
ATS in games 9-12	3-1-0	2-2-0	4-0-0	1-3-0	2-2-0	4-0-0	1-3-0	2-2-0	3-1-0	2-2-0	24-16-0
ATS in games 13-16	3-1-0	1-3-0	3-1-0	1-3-0	0-4-0	1-3-0	3-1-0	1-3-0	2-2-0	3-1-0	18-22-0
Points Scored per Game	22.56	23.19	25.69	18.88	18.12	22.06	15.19	15.94	15.44	15.56	19.26
Points Allowed per Game	16.81	17.12	19.00	22.94	23.75	26.19	20.56	27.75	28.06	25.75	22.79
Yds Offense per Game	321.81	338.94	357.44	319.12	336.88	341.25	259.31	299.25	293.81	289.56	315.74
Yds Allowed per Game	290.94	283.62	313.81	330.94	352.31	371.81	313.00	380.50	379.31	370.75	338.70
Yds Passing per Game	199.38	180.12	208.00	208.25	210.06	191.56	136.19	213.69	215.06	187.50	194.98
Opp. Yds Passing per Game	184.12	192.38	213.75	224.12	235.88	250.25	208.81	239.50	247.81	243.44	224.01
Percent Completions	58.1	59.6	61.4	62.4	60.7	62.0	51.2	56.0	59.0	58.3	58.9
Opp Percent Completions	59.1	56.2	58.8	63.9	67.6	65.0	63.5	63.7	64.3	65.6	62.8
Yds per Pass Attempt	6.55	6.46	7.10	6.20	6.48	6.54	4.65	5.83	5.81	5.39	6.08
Opp Yds per Pass Attempt	6.11	5.89	6.29	7.71	7.40	7.91	6.51	7.16	7.18	7.20	6.93
Yds Rushing per Game	122.44	158.81	149.44	110.88	126.81	149.69	123.12	85.56	78.75	102.06	120.76
Opp Yds Rushing per Game	106.81	91.25	100.06	106.81	116.44	121.56	104.19	141.00	131.50	127.31	114.69
Yds per Rush Attempt	3.90	4.95	4.58	4.16	4.54	4.68	4.03	3.82	3.33	4.52	4.29
Opp Yds per Rush Attempt	3.94	3.48	4.12	3.99	4.07	4.68	3.83	4.14	4.15	4.09	4.05
Turnovers per Game	1.06	1.44	1.31	1.50	1.44	2.06	1.44	1.62	1.69	1.62	1.52
Takeaways per Game	1.75	1.50	1.88	1.06	1.56	1.12	1.75	1.44	1.31	1.25	1.46
Sacks per Game	2.94	2.19	2.31	1.81	0.88	1.62	1.94	1.25	1.94	2.88	1.98
Sacks Allowed per Game	2.00	1.88	1.94	2.62	2.75	2.38	2.75	3.12	3.12	4.44	2.70
Average Possession Time	31:52	32:14	32:07	31:29	30:20	31:48	30:01	28:02	27:22	27:11	30:15
Punts per Game	5.19	4.56	3.38	4.19	4.50	3.56	6.19	5.75	5.94	6.00	4.92
Opp Punts per Game	5.50	5.62	4.12	4.19	3.88	4.00	5.56	4.25	4.75	4.69	4.66
Percent Rushes	49.2	51.9	51.1	42.4	44.3	50.2	48.8	36.0	37.1	36.5	44.8
Opp Percent Rushes	45.1	42.9	40.1	46.4	46.6	43.9	44.4	49.5	46.5	45.9	45.2

KANSAS CITY CHIEFS

PLAY ON	KC001	The Chiefs are 13-0 ATS as a dog vs a team that has less than 55% of their season-to-date first downs through the air.	team=Chiefs and D and oS(PFD)/oS(FD)<0.55 and date>=20080928
	KC002	The Chiefs are 13-0 ATS as a 6-plus point dog when facing a team that has allowed at least 64% completions season-to-date	team=Chiefs and line>=6 and oS(o:COMP)/oS(o:passes)>0.64 and season>=2007
	KC003	The Chiefs are 11-0 ATS on the road when the line is within 3 of pick and their opponent has averaged less than 28.5 minutes of possession time season-to-date.	team=Chiefs and A and -3<=line<=3 and oA(TOP)<28.5*60 and season>=2002
	KC004	The Chiefs are 8-0 ATS when the line is within 3 of pick on the road and their opponent is off a Monday Night game.	team=Chiefs and A and -3<=line<=3 and op:day=Monday
	KC005	The Chiefs are 8-0 ATS as a road favorite over a team that has benefited from an average of at least 2.25 turnovers per game season-to-date.	team=Chiefs and AF and oA(o:TO)>=2.25 and season>=1992
PLAY AGAINST	KC006	The Chiefs are 0-11 ATS at home after a game in which they allowed at least 300 yards passing.	team=Chiefs and H and po:PY>=300 and season>=2007
	KC007	The Chiefs are 0-10 ATS at home when the line is within 4 of pick the week following a double-digit ATS loss.	team=Chiefs and H and -4<=line<=4 and NB and p:ats margin<=-10 and season>=2000
	KC008	The Chiefs are 0-10 ATS when they threw for between 95 and 115 yards last game.	team=Chiefs and season>=2001 and 115>=p:PY>=95
	KC009	The Chiefs are 0-10 ATS when they are anywhere from a 7-point favorite and a 3-point dog vs a divisional opponent in their first match-up of the season, losing every game straight up.	team=Chiefs and -7<=line<=3 and DIV and season=P:season + 1 and date>=20071100
	KC010	The Chiefs are 0-9 ATS as a home favorite when they play their next two on the road.	team=Chiefs and HF and n:A and nn:A and date>=20061201
PLAY OVER	KC011	The Chiefs are 9-0 OU as a road favorite off a game as a favorite in which they had fewer than ten incompletions.	team=Chiefs and AF and p:INC<10 and p:F and season >= 1999
PLAY UNDER	KC012	The Chiefs are 0-10 OU as a favorite after a game in which they returned an interception for a TD.	team=Chiefs and F and p:interception touchdowns>0 and date>=20030928

KANSAS CITY CHIEFS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	10-6-0	9-7-0	4-12-0	2-14-0	4-12-0	10-6-0	7-9-0	2-14-0	11-5-0	9-7-0	68-92-0
Straight Up Home	7-1-0	6-2-0	2-6-0	1-7-0	1-7-0	7-1-0	3-5-0	1-7-0	5-3-0	6-2-0	39-41-0
Straight Up Away	3-5-0	3-5-0	2-6-0	1-7-0	3-5-0	3-5-0	4-4-0	1-7-0	6-2-0	3-5-0	29-51-0
Average Line	-0.97	-0.47	3.84	7.06	6.75	-0.59	4.84	6.09	-2.09	-0.62	2.38
Average O/U Line	47.03	39.69	37.53	41.59	39.88	43.12	41.28	42.91	43.94	44.19	42.12
Against the Spread Record	9-5-2	8-8-0	6-8-2	8-8-0	7-9-0	9-7-0	9-7-0	5-11-0	9-7-0	11-5-0	81-75-4
Six Point Teaser Record	12-4-0	12-4-0	9-7-0	10-6-0	11-5-0	13-3-0	10-6-0	6-10-0	14-2-0	13-3-0	110-50-0
Seven Point Teaser Record	12-3-1	12-4-0	9-7-0	10-6-0	11-5-0	13-3-0	10-6-0	6-10-0	14-1-1	13-3-0	110-48-2
Ten Point Teaser Record	15-1-0	13-3-0	12-4-0	11-5-0	12-4-0	13-3-0	10-5-1	6-9-1	15-1-0	13-3-0	120-38-2
ATS Home	6-1-1	5-3-0	1-6-1	3-5-0	2-6-0	5-3-0	4-4-0	3-5-0	2-6-0	6-2-0	37-41-2
ATS Away	3-4-1	3-5-0	5-2-1	5-3-0	5-3-0	4-4-0	5-3-0	2-6-0	7-1-0	5-3-0	44-34-2
Over/Under Record	6-10-0	7-8-1	8-8-0	7-8-1	10-5-1	7-8-1	4-12-0	6-9-1	7-9-0	5-11-0	67-88-5
Over/Under Home	3-5-0	4-4-0	5-3-0	5-2-1	5-2-1	3-4-1	1-7-0	3-4-1	3-5-0	3-5-0	35-41-4
Over/Under Away	3-5-0	3-4-1	3-5-0	2-6-0	5-3-0	4-4-0	3-5-0	3-5-0	4-4-0	2-6-0	32-47-1
ATS as Favorite	7-1-1	5-4-0	0-3-1	0-1-0	0-2-0	4-4-0	0-4-0	0-1-0	7-5-0	5-3-0	28-28-2
ATS as Underdog	2-4-1	3-3-0	6-5-1	8-7-0	7-7-0	5-2-0	9-3-0	5-10-0	2-2-0	5-2-0	52-45-2
ATS as Home Favorite	5-1-1	4-2-0	0-3-1	0-1-0	0-2-0	3-3-0	0-4-0	0-1-0	2-5-0	5-1-0	19-23-2
ATS as a Home Dog	1-0-0	1-0-0	1-3-0	3-4-0	2-4-0	2-0-0	4-0-0	3-4-0	0-1-0	1-1-0	18-17-0
ATS Away Favorite	2-0-0	1-2-0	---	---	---	1-1-0	---	---	5-0-0	0-2-0	9-5-0
ATS Away Dog	1-4-1	2-3-0	5-2-1	5-3-0	5-3-0	3-2-0	5-3-0	2-6-0	2-1-0	4-1-0	34-28-2
vs Division	3-2-1	4-2-0	2-4-0	5-1-0	2-4-0	1-5-0	4-2-0	1-5-0	3-3-0	4-2-0	29-30-1
ATS after 10+ ATS Win	3-1-0	0-2-0	0-2-0	1-2-0	0-2-0	3-4-0	2-2-0	0-2-0	3-2-0	3-0-0	15-19-0
ATS after 10+ ATS Loss	0-1-0	2-1-0	2-2-0	3-2-0	1-3-0	2-0-0	3-3-0	4-5-0	1-0-0	1-2-0	19-19-0
ATS in games 1-4	2-2-0	2-2-0	2-1-1	2-2-0	0-4-0	3-1-0	2-2-0	1-3-0	3-1-0	3-1-0	20-19-1
ATS in games 5-8	2-1-1	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	4-0-0	24-15-1
ATS in games 9-12	3-1-0	1-3-0	1-3-0	2-2-0	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	19-21-0
ATS in games 13-16	2-1-1	2-2-0	1-2-1	2-2-0	2-2-0	2-2-0	2-2-0	0-4-0	3-1-0	2-2-0	18-20-2
Points Scored per Game	25.19	20.69	14.12	18.19	18.38	22.88	13.25	13.19	26.88	22.06	19.48
Points Allowed per Game	20.31	19.69	20.94	27.50	26.50	20.38	21.12	26.56	19.06	17.56	21.96
Yds Offense per Game	387.00	321.44	276.81	308.69	302.00	349.69	310.81	319.25	337.25	319.12	323.21
Yds Allowed per Game	328.06	328.88	319.44	393.19	388.19	330.19	333.31	356.50	367.81	330.50	347.61
Yds Passing per Game	238.12	187.50	198.81	195.56	182.62	185.50	192.50	169.56	208.75	200.12	195.91
Opp. Yds Passing per Game	229.94	208.38	188.88	234.25	231.69	219.94	201.31	220.81	247.38	203.25	218.58
Percent Completions	62.5	60.4	59.5	57.3	55.2	57.7	59.8	57.6	60.9	64.9	59.6
Opp Percent Completions	58.1	62.1	59.7	66.7	59.3	54.9	56.6	60.1	56.4	58.3	59.1
Yds per Pass Attempt	7.51	6.67	5.65	5.78	5.45	6.25	6.16	5.70	6.11	6.49	6.16
Opp Yds per Pass Attempt	6.58	6.59	6.54	7.18	7.28	6.06	7.09	7.61	6.69	5.97	6.73
Yds Rushing per Game	148.88	133.94	78.00	113.12	119.38	164.19	118.31	149.69	128.50	119.00	127.30
Opp Yds Rushing per Game	98.12	120.50	130.56	158.94	156.50	110.25	132.00	135.69	120.44	127.25	129.03
Yds per Rush Attempt	4.58	4.18	3.25	4.78	4.36	4.72	3.89	4.79	4.64	4.53	4.39
Opp Yds per Rush Attempt	4.10	4.18	4.34	5.00	4.72	4.32	4.16	4.50	4.51	4.70	4.47
Turnovers per Game	1.44	1.62	2.06	1.50	1.69	0.88	1.75	2.31	1.12	1.06	1.54
Takeaways per Game	1.94	1.88	1.38	1.81	1.75	1.44	1.62	0.81	2.25	0.88	1.57
Sacks per Game	1.81	2.00	2.31	0.62	1.38	2.44	1.81	1.69	3.00	2.88	1.99
Sacks Allowed per Game	2.00	2.56	3.38	2.31	2.81	2.00	2.12	2.44	2.50	3.06	2.52
Average Possession Time	32:08	30:30	30:01	28:03	28:00	31:38	29:32	30:19	31:05	29:59	30:08
Punts per Game	4.06	4.50	6.00	5.12	6.06	5.62	5.56	5.19	5.56	4.44	5.21
Opp Punts per Game	4.31	4.69	5.25	3.12	4.94	5.56	5.19	4.62	5.44	4.88	4.80
Percent Rushes	49.1	51.1	38.4	39.6	43.0	52.3	47.7	49.3	43.0	43.7	45.8
Opp Percent Rushes	39.4	46.1	49.1	48.9	50.0	39.7	51.3	49.5	40.0	42.3	45.6

MIAMI DOLPHINS

PLAY ON	MIA001	The Dolphins are 12-0 ATS as a road dog on grass the week after a home win in which their opponent committed fewer than four turnovers.	team=Dolphins and AD and surface=grass and p:HW and NB and po:TO<4
	MIA002	The Dolphins are 10-0 ATS as a road dog after a win in which their dps was negative.	team=Dolphins and AD and p:W and p:dps<0 and season>=2003
	MIA003	The Dolphins are 10-0 ATS after a win by more than a TD in which they did not score in the first quarter.	team=Dolphins and p:margin>7 and p:S1=0 and season>=2000
	MIA004	The Dolphins are 9-0 ATS on the road when facing a team that has averaged fewer than four punts per game season-to-date and they are not getting more than a field goal.	team=Dolphins and A and line<=3 and oA(punts)<4 and season>=1997
	MIA005	The Dolphins are 9-0 ATS on the road after a win after they were losing at the end of the third quarter.	team=Dolphins and A and p:M3<0 and p:W and season>=1993
PLAY AGAINST	MIA006	The Dolphins are 0-14 ATS as a favorite the week after a game in which they got a first down on less than 25% of their offensive plays on the road.	team=Dolphins and F and p:FDP<25 and p:A and NB and season>=2000
	MIA007	The Dolphins are 0-13 ATS as a home favorite with more than three days rest after a game in which they had at least three times as many passing yards as rushing yards.	team=Dolphins and HF and p:PY/p:RY>=3 and rest>3 and season>=2004
	MIA008	The Dolphins are 0-12 ATS when favored over a team that held their previous opponent to under 250 total yards of offense.	team=Dolphins and F and opo:TY<250 and date>=20020000
	MIA009	The Dolphins are 0-9 ATS as a road favorite over a team with same-season revenge.	team=Dolphins and AF and P:W and P:season=season and season>=1991
	MIA010	The Dolphins are 0-7 ATS when they allowed revenge last week at home.	team=Dolphins and pP:W and pP:season==season and p:HL
PLAY OVER	MIA011	The Dolphins are 10-0 OU at home off a game as a road dog in which their time of possession was at least two minutes fewer than their season-to-date average, as long as they are not laying more than a field goal.	team=Dolphins and H and line>=-3 and p:AD and tA(p:TOP) - p:TOP >= 120 and date>=20050925
PLAY UNDER	MIA012	The Dolphins are 0-13 OU off a loss in which they had at least three fewer penalties than their season-to-date average.	team=Dolphins and p:L and tA(p:PEN) - p:PEN >= 3 and date>=20051030

MIAMI DOLPHINS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	9-7-0	6-10-0	1-15-0	11-5-0	7-9-0	7-9-0	6-10-0	7-9-0	8-8-0	8-8-0	70-90-0
Straight Up Home	5-3-0	4-4-0	1-7-0	5-3-0	4-4-0	1-7-0	4-4-0	5-3-0	4-4-0	4-4-0	37-43-0
Straight Up Away	4-4-0	2-6-0	0-8-0	6-2-0	3-5-0	6-2-0	2-6-0	2-6-0	4-4-0	4-4-0	33-47-0
Average Line	2.38	0.28	6.47	0.12	2.31	0.56	2.53	2.06	0.41	-0.72	1.64
Average O/U Line	38.66	37.31	41.31	41.44	42.94	41.19	43.12	42.09	43.06	44.28	41.54
Against the Spread Record	7-9-0	6-10-0	5-8-3	8-8-0	8-8-0	8-8-0	8-7-1	7-8-1	8-7-1	7-9-0	72-82-6
Six Point Teaser Record	13-3-0	10-6-0	11-5-0	11-4-1	11-4-1	8-8-0	12-4-0	13-3-0	12-4-0	11-5-0	112-46-2
Seven Point Teaser Record	13-3-0	10-6-0	11-5-0	12-4-0	12-4-0	8-8-0	12-2-2	13-3-0	12-4-0	11-5-0	114-44-2
Ten Point Teaser Record	13-2-1	12-4-0	11-4-1	13-3-0	15-1-0	10-5-1	14-2-0	14-2-0	13-3-0	11-5-0	126-31-3
ATS Home	3-5-0	3-5-0	2-5-1	2-6-0	3-5-0	2-6-0	3-4-1	4-3-1	4-3-1	3-5-0	29-47-4
ATS Away	4-4-0	3-5-0	3-3-2	6-2-0	5-3-0	6-2-0	5-3-0	3-5-0	4-4-0	4-4-0	43-35-2
Over/Under Record	8-7-1	6-10-0	9-7-0	6-10-0	10-6-0	7-9-0	4-12-0	5-11-0	7-9-0	8-8-0	70-89-1
Over/Under Home	5-3-0	2-6-0	6-2-0	2-6-0	7-1-0	5-3-0	2-6-0	3-5-0	3-5-0	5-3-0	40-40-0
Over/Under Away	3-4-1	4-4-0	3-5-0	4-4-0	3-5-0	2-6-0	2-6-0	2-6-0	4-4-0	3-5-0	30-49-1
ATS as Favorite	1-3-0	3-5-0	0-2-0	1-5-0	1-3-0	1-5-0	3-1-1	2-3-0	2-5-0	4-5-0	18-37-1
ATS as Underdog	6-6-0	3-4-0	5-6-3	6-3-0	7-5-0	5-3-0	4-5-0	5-5-1	5-2-1	3-4-0	49-43-5
ATS as Home Favorite	1-3-0	2-4-0	0-2-0	0-4-0	1-2-0	0-5-0	3-1-1	2-2-0	2-3-0	2-4-0	13-30-1
ATS as a Home Dog	2-2-0	1-0-0	2-3-1	1-2-0	2-3-0	1-1-0	0-3-0	2-1-1	2-0-1	1-1-0	14-16-3
ATS Away Favorite	---	1-1-0	---	1-1-0	0-1-0	1-0-0	---	0-1-0	0-2-0	2-1-0	5-7-0
ATS Away Dog	4-4-0	2-4-0	3-3-2	5-1-0	5-2-0	4-2-0	4-2-0	3-4-0	3-2-0	2-3-0	35-27-2
vs Division	1-5-0	1-5-0	1-3-2	4-2-0	5-1-0	2-4-0	3-2-1	2-3-1	2-4-0	2-4-0	23-33-4
ATS after 10+ ATS Win	0-4-0	1-2-0	0-1-0	2-2-0	1-1-0	0-2-0	2-1-0	1-2-0	2-0-0	1-3-0	10-18-0
ATS after 10+ ATS Loss	2-1-0	2-2-0	2-1-1	2-1-0	1-0-0	3-2-0	1-1-0	0-1-0	0-2-0	1-3-0	14-14-1
ATS in games 1-4	2-2-0	0-4-0	0-2-2	2-2-0	1-3-0	2-2-0	0-4-0	2-2-0	3-1-0	2-2-0	14-24-2
ATS in games 5-8	1-3-0	1-3-0	2-2-0	3-1-0	3-1-0	3-1-0	2-2-0	2-2-0	1-3-0	3-1-0	21-19-0
ATS in games 9-12	1-3-0	3-1-0	1-2-1	0-4-0	2-2-0	2-2-0	4-0-0	1-2-1	2-1-1	2-2-0	18-19-3
ATS in games 13-16	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	1-3-0	2-1-1	2-2-0	2-2-0	0-4-0	19-20-1
Points Scored per Game	19.88	16.25	16.69	21.56	22.50	17.06	20.56	18.00	19.81	24.25	19.66
Points Allowed per Game	19.81	17.69	27.31	19.81	24.38	20.81	19.56	19.81	20.94	23.31	21.34
Yds Offense per Game	324.88	310.00	287.50	345.56	337.56	323.12	317.38	311.50	312.50	350.06	322.01
Yds Allowed per Game	317.38	289.06	342.19	329.00	349.31	309.31	345.12	356.75	359.38	343.38	334.09
Yds Passing per Game	206.25	205.44	190.06	227.00	198.12	220.25	193.19	198.69	222.50	232.69	209.42
Opp. Yds Passing per Game	206.69	187.94	188.69	227.75	234.62	209.25	249.50	248.38	234.50	222.31	220.96
Percent Completions	52.3	57.9	57.0	67.2	60.7	60.2	59.7	58.1	60.1	66.2	59.9
Opp Percent Completions	58.8	56.1	59.2	58.1	57.5	57.4	59.3	58.8	59.3	62.9	58.8
Yds per Pass Attempt	5.94	5.56	5.45	7.40	5.82	6.32	6.59	6.31	5.99	6.26	6.14
Opp Yds per Pass Attempt	6.02	6.05	7.38	6.61	7.68	6.67	6.77	6.62	6.47	6.62	6.67
Yds Rushing per Game	118.62	104.56	97.44	118.56	139.44	102.88	124.19	112.81	90.00	117.38	112.59
Opp Yds Rushing per Game	110.69	101.12	153.50	101.25	114.69	100.06	95.62	108.38	124.88	121.06	113.12
Yds per Rush Attempt	4.27	4.16	4.00	4.23	4.38	3.71	4.24	4.11	4.14	4.72	4.20
Opp Yds per Rush Attempt	3.69	3.51	4.51	4.18	4.22	3.58	3.71	4.02	4.13	4.28	3.99
Turnovers per Game	1.88	1.56	1.81	0.81	1.81	1.94	1.56	1.62	1.62	1.44	1.61
Takeaways per Game	1.94	1.69	1.38	1.88	1.31	1.19	1.19	1.00	1.50	1.56	1.46
Sacks per Game	3.06	2.94	1.88	2.50	2.75	2.44	2.56	2.62	2.62	2.44	2.58
Sacks Allowed per Game	1.62	2.56	2.56	1.62	2.12	2.38	3.25	2.38	3.69	2.94	2.51
Average Possession Time	27:24	30:01	29:27	31:03	32:01	30:53	30:37	28:59	28:42	30:07	29:55
Punts per Game	5.56	5.38	4.81	4.62	4.69	4.69	4.88	4.75	5.31	3.69	4.84
Opp Punts per Game	5.75	5.69	3.88	3.81	4.19	4.81	5.94	5.38	4.88	3.81	4.81
Percent Rushes	43.3	38.9	39.4	46.4	46.8	42.7	47.4	44.8	34.8	38.3	42.3
Opp Percent Rushes	44.5	45.9	55.3	39.6	44.9	45.2	39.5	40.2	43.8	44.0	44.2

MINNESOTA VIKINGS

PLAY ON	MIN001	The Vikings are 14-0 ATS as a dog the week after a road game in which they had at least three more minutes of possession time than their season-to-date average and committed fewer than five turnovers.	team=Vikings and D and p:A and NB and p:TOP - tA(p:TOP)>=180 and p:TO<5
	MIN002	The Vikings are 14-0 ATS as a home dog vs a team that has an average completion percentage of better than 65.4%, as long as that opponent is not eight-plus games ahead of them in the standings.	team=Vikings and HD and oA(CP)>65.4 and wins-o:wins>-8
	MIN003	The Vikings are 13-0 ATS as a dog when their opponent is off two double-digit wins and they are not off a double-digit win.	team=Vikings and D and op:margin>=10 and opp:margin>=10 and p:margin<10
	MIN004	The Vikings are 8-0 ATS on the road off a 1-3 point loss vs a non-divisional opponent.	team=Vikings and A and -3<=p:margin<0 and p:NDIV and season >= 1991
	MIN005	The Vikings are 6-0 ATS after a loss in which they had a 100-yard receiver.	team=Vikings and 100<=max:p:receiving yards and p:L and season>=2011
PLAY AGAINST	MIN006	The Vikings are 0-15 ATS on the road when their opponent's season-to-date average pass attempts per game is fewer than 30.	team=Vikings and A and oA(passes)<30 and date>=20041201
	MIN007	The Vikings are 0-13 ATS on the road after a home win by more than a TD in which they did not score in the first quarter.	team=Vikings and A and p:HW and p:margin>7 and p:S1=0 and season >= 1996
	MIN008	The Vikings are 0-12 ATS on grass the week following a home win.	team=Vikings and surface=grass and p:HW and season>=2008 and NB
	MIN009	The Vikings are 0-9 ATS when they are one game under 500 and the line is within 3 of pick.	team=Vikings and -3<=line<=3 and losses-wins=1 and date>=20011100
	MIN010	The Vikings are 0-8 ATS as a favorite after scoring a defensive touchdown as a favorite.	team=Vikings and F and p:F and p:DTD>0
PLAY OVER	MIN011	The Vikings are 9-0 OU as a dog the week after a game in which they had at least 100 more passing yards than their season-to-date average.	team=Vikings and D and tA(p:PY) - p:PY >= 100 and NB and season >= 2002
PLAY UNDER	MIN012	The Vikings are 0-11 OU as a home favorite the week after a game in which they rushed for at least 50 yards more than their season-to-date average.	team=Vikings and HF and NB and p:RY - tA(p:RY)>=50 and season>= 1998

MINNESOTA VIKINGS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	9-7-0	6-10-0	8-8-0	10-6-0	12-4-0	6-10-0	3-13-0	10-6-0	5-10-1	7-9-0	76-83-1
Straight Up Home	6-2-0	3-5-0	5-3-0	6-2-0	8-0-0	4-4-0	1-7-0	7-1-0	5-3-0	5-3-0	50-30-0
Straight Up Away	3-5-0	3-5-0	3-5-0	4-4-0	4-4-0	2-6-0	2-6-0	3-5-0	0-7-1	2-6-0	26-53-1
Average Line	0.69	0.59	0.28	-1.66	-6.38	1.06	4.00	1.31	4.00	2.84	0.68
Average O/U Line	41.75	38.47	40.03	42.31	44.69	42.69	44.31	42.62	46.31	45.00	42.82
Against the Spread Record	9-7-0	7-9-0	7-7-2	6-10-0	10-6-0	5-10-1	7-9-0	9-7-0	9-7-0	10-6-0	79-78-3
Six Point Teaser Record	10-6-0	11-5-0	11-2-3	12-3-1	13-3-0	11-5-0	10-5-1	12-3-1	11-5-0	13-3-0	114-40-6
Seven Point Teaser Record	10-6-0	11-5-0	14-2-0	13-3-0	13-3-0	11-5-0	12-3-1	13-3-0	11-5-0	13-3-0	121-38-1
Ten Point Teaser Record	10-6-0	11-4-1	14-2-0	13-1-2	13-3-0	12-4-0	13-3-0	13-3-0	12-4-0	13-3-0	124-33-3
ATS Home	6-2-0	3-5-0	4-4-0	3-5-0	6-2-0	3-5-0	3-5-0	6-2-0	5-3-0	5-3-0	44-36-0
ATS Away	3-5-0	4-4-0	3-3-2	3-5-0	4-4-0	2-5-1	4-4-0	3-5-0	4-4-0	5-3-0	35-42-3
Over/Under Record	5-10-1	8-7-1	8-8-0	9-7-0	8-8-0	7-9-0	10-6-0	7-9-0	11-3-2	6-10-0	79-77-4
Over/Under Home	3-5-0	4-3-1	6-2-0	3-5-0	4-4-0	4-4-0	6-2-0	4-4-0	5-2-1	4-4-0	43-35-2
Over/Under Away	2-5-1	4-4-0	2-6-0	6-2-0	4-4-0	3-5-0	4-4-0	3-5-0	6-1-1	2-6-0	36-42-2
ATS as Favorite	7-1-0	2-4-0	4-3-0	3-5-0	9-5-0	4-3-0	1-4-0	2-4-0	0-2-0	3-1-0	35-32-0
ATS as Underdog	2-6-0	5-5-0	3-4-2	3-5-0	1-1-0	1-7-1	6-4-0	7-3-0	7-5-0	7-4-0	42-44-3
ATS as Home Favorite	6-1-0	2-3-0	3-2-0	3-4-0	6-2-0	3-2-0	1-3-0	2-2-0	0-2-0	3-1-0	29-22-0
ATS as a Home Dog	0-1-0	1-2-0	1-2-0	0-1-0	---	0-3-0	2-1-0	4-0-0	3-1-0	2-1-0	13-12-0
ATS Away Favorite	1-0-0	0-1-0	1-1-0	0-1-0	3-3-0	1-1-0	0-1-0	0-2-0	---	---	6-10-0
ATS Away Dog	2-5-0	4-3-0	2-2-2	3-4-0	1-1-0	1-4-1	4-3-0	3-3-0	4-4-0	5-3-0	29-32-3
vs Division	5-1-0	4-2-0	2-3-1	1-5-0	5-1-0	1-5-0	3-3-0	4-2-0	4-2-0	2-4-0	31-28-1
ATS after 10+ ATS Win	2-1-0	0-2-0	2-2-1	1-2-0	3-3-0	0-2-0	0-2-0	5-2-0	0-1-0	1-2-0	14-19-1
ATS after 10+ ATS Loss	3-3-0	1-3-0	1-1-0	1-2-0	2-1-0	2-2-0	2-1-0	1-2-0	2-2-0	1-2-0	16-19-0
ATS in games 1-4	1-3-0	3-1-0	1-1-2	1-3-0	3-1-0	1-2-1	2-2-0	2-2-0	2-2-0	2-2-0	18-19-3
ATS in games 5-8	2-2-0	2-2-0	2-2-0	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	1-3-0	2-2-0	19-21-0
ATS in games 9-12	4-0-0	0-4-0	3-1-0	2-2-0	3-1-0	2-2-0	0-4-0	1-3-0	4-1-0	3-1-0	22-19-0
ATS in games 13-16	2-2-0	2-2-0	1-3-0	1-3-0	2-2-0	1-3-0	2-2-0	4-0-0	2-1-0	3-1-0	20-19-0
Points Scored per Game	19.12	17.62	22.81	23.69	29.38	17.56	21.25	23.69	24.44	20.31	21.99
Points Allowed per Game	21.50	20.44	19.44	20.81	19.50	21.75	28.06	21.75	30.00	21.44	22.47
Yds Offense per Game	288.31	308.94	336.19	330.88	379.62	314.94	329.69	336.56	344.25	314.88	328.43
Yds Allowed per Game	323.31	300.19	338.31	292.44	305.50	312.62	358.19	350.00	397.81	344.69	332.31
Yds Passing per Game	196.62	195.19	171.56	184.75	259.75	193.56	184.81	171.94	214.19	202.12	197.45
Opp. Yds Passing per Game	208.25	238.62	264.25	215.56	218.38	210.44	251.19	244.25	287.06	222.88	236.09
Percent Completions	63.3	61.5	57.6	59.1	68.2	60.4	56.1	62.1	59.5	62.3	61.1
Opp Percent Completions	59.8	59.3	64.0	61.1	63.7	62.9	68.2	63.9	64.7	66.2	63.4
Yds per Pass Attempt	6.17	5.78	6.35	6.54	7.52	6.13	5.80	5.70	6.28	6.26	6.26
Opp Yds per Pass Attempt	6.25	6.37	6.52	6.51	6.53	6.36	7.47	6.39	7.09	6.67	6.62
Yds Rushing per Game	91.69	113.75	164.62	146.12	119.88	121.38	144.88	164.62	130.06	112.75	130.97
Opp Yds Rushing per Game	115.06	61.56	74.06	76.88	87.12	102.19	107.00	105.75	110.75	121.81	96.22
Yds per Rush Attempt	3.85	4.12	5.33	4.50	4.11	4.40	5.17	5.42	4.92	4.38	4.64
Opp Yds per Rush Attempt	3.98	2.83	3.13	3.32	3.90	3.92	3.90	3.96	4.01	4.34	3.76
Turnovers per Game	1.88	2.00	1.88	1.94	1.12	2.31	1.62	1.44	2.00	1.25	1.74
Takeaways per Game	2.19	2.25	1.94	1.56	1.50	1.62	1.44	1.38	1.25	1.19	1.63
Sacks per Game	2.12	1.88	2.25	2.81	3.00	1.94	3.12	2.75	2.62	2.62	2.51
Sacks Allowed per Game	3.38	2.69	2.38	2.69	2.12	2.25	3.06	2.00	2.75	3.25	2.66
Average Possession Time	28:46	31:51	29:34	31:18	32:51	30:24	28:42	28:44	28:27	28:52	29:57
Punts per Game	5.06	5.88	5.06	4.62	4.56	5.19	4.81	4.50	4.69	4.75	4.91
Opp Punts per Game	4.50	4.94	5.12	5.00	5.56	5.31	4.19	4.75	4.81	4.75	4.89
Percent Rushes	40.3	43.1	51.2	51.2	44.3	44.9	44.5	48.6	41.8	42.0	45.2
Opp Percent Rushes	44.9	35.6	35.7	39.2	38.0	42.7	42.7	39.4	39.0	43.8	40.1

NEW ENGLAND PATRIOTS

PLAY ON	NE001	The Patriots are 19-0 ATS when they are off a loss and they are not laying more than a field goal.	team=Patriots and line>=-3 and p:L and date>=20021101
	NE002	The Patriots are 15-0 ATS on the road after a game in which they allowed at least 100 fewer passing yards than their season-to-date average.	team=Patriots and A and po:PY- tA(po:PY) <= -100 and season>=2000
	NE003	The Patriots are 14-0 ATS off a loss and facing a team with more wins on the season.	team=Patriots and p:L and wins<o:wins and date >= 20021100
	NE004	The Patriots are 13-0 ATS on the road off a SU and ATS loss vs a team that is off a SU and ATS win.	team=Patriots and A and p:L and p:ATSL and op:W and op:ATSW and date>=20001001
	NE005	The Patriots are 10-0 ATS as a 7+ favorite the week after a win in which they were outgained	team=Patriots and p:TY<po:TY and p:W and line<=-7 and date>=20111218
PLAY AGAINST	NE006	The Patriots are 0-10 ATS as a favorite off a game as a favorite in which their completion percentage was at least four percentage points higher than their season-to-date average.	team=Patriots and F and p:F and p:CP - tA(p:CP) > 4 and season >= 2011
	NE007	The Patriots are 0-9 ATS on the road on grass when they are off a home game.	team=Patriots and A and surface=grass and p:H and date>=20111030
	NE008	The Patriots are 0-9 ATS as a home favorite when their opponent is off their bye.	team=Patriots and HF and op:week + 2 = week
	NE009	The Patriots are 0-7 ATS the week following a win when they have more wins than their opponent.	team=Patriots and A and NB and p:W and wins>o:wins and date>=20131000
	NE010	The Patriots are 0-7 ATS as a TD-plus favorite off a game as a favorite in which they had at least 2.75 fewer penalties than their season-to-date average.	team=Patriots and line<=-7 and p:F and tA(p:PEN) - p:PEN >2.75 and date>=20071200
PLAY OVER	NE011	The Patriots are 16-0 OU when hosting a team that has averaged at least 16 rushing first downs per game.	team=Patriots and H and oA(RFD)>6 and date>=20101031
PLAY UNDER	NE012	The Patriots are 0-7 OU the week following a win as a favorite in which they committed at least 3 more penalties than their season-to-date average.	team=Patriots and p:WF and NB and p:PEN - tA(p:PEN) >= 3 and season>=2002

NEW ENGLAND PATRIOTS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	10-6-0	12-4-0	16-0-0	11-5-0	10-6-0	14-2-0	13-3-0	12-4-0	12-4-0	12-4-0	122-38-0
Straight Up Home	5-3-0	5-3-0	8-0-0	5-3-0	8-0-0	8-0-0	7-1-0	6-2-0	8-0-0	7-1-0	67-13-0
Straight Up Away	5-3-0	7-1-0	8-0-0	6-2-0	2-6-0	6-2-0	6-2-0	6-2-0	4-4-0	5-3-0	55-25-0
Average Line	-3.56	-4.94	-13.75	-4.25	-5.69	-4.34	-7.94	-7.44	-4.00	-4.03	-5.99
Average O/U Line	43.12	39.97	48.09	41.56	45.53	44.59	50.19	49.12	46.84	48.91	45.79
Against the Spread Record	8-8-0	9-6-1	10-6-0	9-7-0	8-7-1	11-5-0	9-7-0	9-6-1	8-8-0	9-7-0	90-67-3
Six Point Teaser Record	11-5-0	10-6-0	12-4-0	11-5-0	12-3-1	13-3-0	12-4-0	11-5-0	11-5-0	10-6-0	113-46-1
Seven Point Teaser Record	11-4-1	11-5-0	12-4-0	12-4-0	13-3-0	13-3-0	12-4-0	12-3-1	12-3-1	10-5-1	118-38-4
Ten Point Teaser Record	13-3-0	12-3-1	12-3-1	13-3-0	13-3-0	14-2-0	12-4-0	14-2-0	16-0-0	13-3-0	132-26-2
ATS Home	3-5-0	2-5-1	5-3-0	3-5-0	5-3-0	5-3-0	4-4-0	4-4-0	6-2-0	5-3-0	42-37-1
ATS Away	5-3-0	7-1-0	5-3-0	6-2-0	3-4-1	6-2-0	5-3-0	5-2-1	2-6-0	4-4-0	48-30-2
Over/Under Record	10-6-0	6-10-0	11-5-0	8-7-1	5-11-0	13-3-0	11-5-0	11-5-0	9-7-0	9-7-0	93-66-1
Over/Under Home	4-4-0	2-6-0	5-3-0	4-3-1	3-5-0	7-1-0	5-3-0	6-2-0	5-3-0	5-3-0	46-33-1
Over/Under Away	6-2-0	4-4-0	6-2-0	4-4-0	2-6-0	6-2-0	6-2-0	5-3-0	4-4-0	4-4-0	47-33-0
ATS as Favorite	7-5-0	6-6-1	10-6-0	7-6-0	6-6-1	9-5-0	8-7-0	8-6-1	5-5-0	6-6-0	72-58-3
ATS as Underdog	1-3-0	3-0-0	---	1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	2-2-0	3-1-0	16-8-0
ATS as Home Favorite	3-4-0	2-5-1	5-3-0	3-5-0	5-3-0	5-3-0	4-4-0	4-4-0	5-2-0	3-3-0	39-36-1
ATS as a Home Dog	0-1-0	---	---	---	---	---	---	---	1-0-0	2-0-0	3-1-0
ATS Away Favorite	4-1-0	4-1-0	5-3-0	4-1-0	1-3-1	4-2-0	4-3-0	4-2-1	0-3-0	3-3-0	33-22-2
ATS Away Dog	1-2-0	3-0-0	---	1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	1-2-0	1-1-0	13-7-0
vs Division	4-2-0	3-3-0	4-2-0	4-2-0	1-4-1	4-2-0	4-2-0	3-2-1	2-4-0	2-4-0	31-27-2
ATS after 10+ ATS Win	2-0-0	3-1-1	5-2-0	2-2-0	3-1-0	4-2-0	2-2-0	2-3-1	2-1-0	4-4-0	29-18-2
ATS after 10+ ATS Loss	3-0-0	3-1-0	1-2-0	2-1-0	1-2-0	1-1-0	2-2-0	1-1-0	---	2-0-0	16-10-0
ATS in games 1-4	2-2-0	2-2-0	4-0-0	2-2-0	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	1-3-0	23-17-0
ATS in games 5-8	1-3-0	3-1-0	4-0-0	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	2-2-0	3-1-0	23-17-0
ATS in games 9-12	2-2-0	1-2-1	1-3-0	2-2-0	2-2-0	3-1-0	3-1-0	2-1-1	2-2-0	3-1-0	21-17-2
ATS in games 13-16	3-1-0	3-1-0	1-3-0	3-1-0	2-1-1	3-1-0	2-2-0	2-2-0	2-2-0	2-2-0	23-16-1
Points Scored per Game	23.69	24.06	36.81	25.62	26.69	32.38	32.06	34.81	27.75	29.25	29.31
Points Allowed per Game	21.12	14.81	17.12	19.31	17.81	19.56	21.38	20.69	21.12	19.56	19.25
Yds Offense per Game	352.00	335.56	411.25	365.44	397.31	363.75	428.00	427.88	384.50	365.38	383.11
Yds Allowed per Game	330.19	294.38	288.31	309.00	320.19	366.50	411.06	373.25	373.06	344.12	341.01
Yds Passing per Game	257.50	212.50	295.69	223.06	277.25	240.44	317.75	291.38	255.44	257.56	262.86
Opp. Yds Passing per Game	231.44	200.19	190.06	201.38	209.69	258.31	293.94	271.38	239.00	239.81	233.52
Percent Completions	62.4	61.9	68.8	63.5	65.9	65.3	65.7	62.7	60.5	64.4	64.1
Opp Percent Completions	56.2	56.8	59.7	60.8	58.6	63.6	62.4	62.1	57.0	59.6	59.8
Yds per Pass Attempt	7.30	6.45	8.07	6.68	7.49	7.59	8.31	7.27	6.51	6.76	7.25
Opp Yds per Pass Attempt	7.03	6.18	5.78	6.80	6.55	6.75	7.60	7.31	6.49	6.68	6.74
Yds Rushing per Game	94.50	123.06	115.56	142.38	120.06	123.31	110.25	136.50	129.06	107.81	120.25
Opp Yds Rushing per Game	98.75	94.19	98.25	107.62	110.50	108.19	117.12	101.88	134.06	104.31	107.49
Yds per Rush Attempt	3.44	3.95	4.10	4.44	4.12	4.35	4.03	4.18	4.38	3.93	4.10
Opp Yds per Rush Attempt	3.62	3.88	4.37	4.15	4.44	4.24	4.63	3.93	4.46	3.97	4.17
Turnovers per Game	1.50	1.69	0.94	1.31	1.38	0.62	1.06	1.00	1.25	0.81	1.16
Takeaways per Game	1.12	2.19	1.94	1.38	1.75	2.38	2.12	2.56	1.81	1.56	1.88
Sacks per Game	2.06	2.75	2.94	1.94	1.94	2.25	2.50	2.31	3.00	2.50	2.42
Sacks Allowed per Game	1.75	1.81	1.31	3.00	1.12	1.56	2.00	1.69	2.44	1.62	1.83
Average Possession Time	30:19	31:35	32:35	32:25	33:05	29:24	28:47	30:55	30:20	29:36	30:54
Punts per Game	4.81	4.31	2.81	3.12	3.56	3.62	3.56	3.81	4.81	4.19	3.86
Opp Punts per Game	5.06	4.94	4.75	4.69	4.94	3.62	4.19	4.19	5.00	4.06	4.54
Percent Rushes	42.6	47.3	42.6	46.8	43.3	46.0	40.5	43.9	41.4	40.8	43.5
Opp Percent Rushes	43.8	40.8	38.6	45.1	42.3	38.6	38.1	39.7	43.0	40.6	41.0

NEW ORLEANS SAINTS

PLAY ON	NO001	The Saints are 14-0 ATS as a favorite after a loss as a dog.	team=Saints and p:LD and F and date>=20071101
	NO002	The Saints are 13-0 with more than three days rest when the line is within 3.5 of pick and they are off a home game in which their completion percentage was at least 10 percentage points below their season-to-date average.	team=Saints and -3.5<=line<=3.5 and p:H and tA(p:CP) - p:CP >= 10 and rest > 3
	NO003	The Saints are 11-0 ATS as a 6-plus point home favorite when they won their last two home games.	team=Saints and H and line<=-6 and H and Sum(W@team and season and H,N=2)=2 and season >= 2011
	NO004	The Saints are 9-0 ATS when facing an undefeated team after week 1.	team=Saints and week>1 and o:losses=0 and season>=2006
	NO005	The Saints are 8-0 ATS when visiting a team that has allowed an average of at least 370 yards per game season-to-date and their line is within 3 of pick.	team=Saints and A and -3<=line<=3 and oA(o:TY)>370 and season>=2000
PLAY AGAINST	NO006	The Saints are 0-9 ATS as a dog when they had fewer than ten incompletions last week on the road.	team=Saints and D and p:A and p:INC<10 and season>=1995
	NO007	The Saints are 0-9 ATS as a 4-plus point home favorite over a team that suffered a positive turnover margin in each of their last two games.	team=Saints and H and line<=-4 and 0<op:TOM and 0<opp:TOM and season >= 2006
	NO008	The Saints are 0-8 ATS as a road favorite on artificial turf after playing as a home favorite.	team=Saints and AF and surface=artificial and p:HF and date>=20091101
	NO009	The Saints are 0-8 ATS at home after any of their running backs had more than 20 carries -- losing every game straight up.	team=Saints and H and max:p:rushes>20 and season>=2006
	NO010	The Saints are 0-8 ATS in franchise history the week after a win on the road against the Panthers.	team=Saints and p:AW and po:team=Panthers and NB
PLAY OVER	NO011	The Saints are 8-0 OU when the line is within 3 of pick vs a team that has more wins on the season.	team=Saints and wins<o:wins and -3<=line<=3 and season >=2012
PLAY UNDER	NO012	The Saints are 0-12 OU as a home favorite the week after a win in which they scored fewer points than expected.	team=Saints and HF and p:W and p:dps<0 and NB and date>=19901231

NEW ORLEANS SAINTS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	3-13-0	10-6-0	7-9-0	8-8-0	13-3-0	11-5-0	13-3-0	7-9-0	11-5-0	7-9-0	90-70-0
Straight Up Home	1-6-0	4-4-0	3-5-0	6-2-0	6-2-0	5-3-0	8-0-0	4-4-0	8-0-0	3-5-0	48-31-0
Straight Up Away	2-7-0	6-2-0	4-4-0	2-6-0	7-1-0	6-2-0	5-3-0	3-5-0	3-5-0	4-4-0	42-39-0
Average Line	4.34	0.62	-2.56	-0.91	-7.47	-5.84	-6.50	-0.72	-4.06	-4.28	-2.74
Average O/U Line	41.28	42.72	44.09	47.69	49.62	45.62	50.38	52.78	49.03	51.06	47.43
Against the Spread Record	5-9-2	10-6-0	6-10-0	11-4-1	8-8-0	6-9-1	12-4-0	8-8-0	8-7-1	6-10-0	80-75-5
Six Point Teaser Record	9-7-0	12-4-0	7-8-1	13-2-1	12-4-0	11-5-0	14-2-0	8-8-0	13-3-0	9-7-0	108-50-2
Seven Point Teaser Record	9-7-0	12-4-0	8-7-1	14-2-0	12-3-1	11-4-1	14-2-0	9-7-0	13-3-0	9-6-1	111-45-4
Ten Point Teaser Record	12-4-0	13-3-0	10-6-0	14-2-0	14-2-0	12-4-0	14-2-0	10-5-1	13-3-0	11-4-1	123-35-2
ATS Home	2-4-1	3-5-0	2-6-0	7-1-0	4-4-0	3-4-1	8-0-0	4-4-0	7-0-1	2-6-0	42-34-3
ATS Away	3-5-1	7-1-0	4-4-0	4-3-1	4-4-0	3-5-0	4-4-0	4-4-0	1-7-0	4-4-0	38-41-2
Over/Under Record	7-9-0	8-8-0	10-6-0	10-4-2	7-9-0	8-8-0	9-7-0	10-5-1	5-10-1	10-6-0	84-72-4
Over/Under Home	2-5-0	4-4-0	5-3-0	6-1-1	3-5-0	3-5-0	5-3-0	5-3-0	4-4-0	5-3-0	42-36-1
Over/Under Away	5-4-0	4-4-0	5-3-0	4-3-1	4-4-0	5-3-0	4-4-0	5-2-1	1-6-1	5-3-0	42-36-3
ATS as Favorite	1-2-0	2-4-0	5-8-0	7-1-0	8-7-0	5-8-1	11-3-0	5-4-0	8-4-1	4-10-0	56-51-2
ATS as Underdog	4-7-2	8-2-0	1-2-0	4-2-1	0-1-0	1-1-0	0-1-0	3-4-0	0-3-0	2-0-0	23-23-3
ATS as Home Favorite	1-2-0	1-4-0	2-6-0	5-1-0	4-4-0	3-4-1	8-0-0	3-3-0	7-0-1	2-6-0	36-30-2
ATS as a Home Dog	1-2-1	2-1-0	---	2-0-0	---	---	---	1-1-0	---	---	6-4-1
ATS Away Favorite	---	1-0-0	3-2-0	2-0-0	4-3-0	2-4-0	3-3-0	2-1-0	1-4-0	2-4-0	20-21-0
ATS Away Dog	3-5-1	6-1-0	1-2-0	2-2-1	0-1-0	1-1-0	0-1-0	2-3-0	0-3-0	2-0-0	17-19-2
vs Division	2-3-1	4-2-0	2-4-0	4-2-0	1-5-0	3-3-0	4-2-0	3-3-0	3-3-0	1-5-0	27-32-1
ATS after 10+ ATS Win	0-2-0	3-3-0	2-3-0	2-1-0	4-1-0	1-1-0	4-1-0	2-1-0	2-1-1	1-2-0	21-16-1
ATS after 10+ ATS Loss	2-1-1	3-0-0	1-5-0	2-0-0	0-2-0	2-1-0	2-0-0	3-2-0	2-1-0	2-3-0	19-15-1
ATS in games 1-4	2-2-0	4-0-0	0-4-0	3-1-0	4-0-0	0-3-1	3-1-0	1-3-0	3-1-0	1-3-0	21-18-1
ATS in games 5-8	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	3-1-0	21-19-0
ATS in games 9-12	2-1-1	2-2-0	1-3-0	3-1-0	2-2-0	2-2-0	4-0-0	2-2-0	1-2-1	1-3-0	20-18-2
ATS in games 13-16	0-3-1	2-2-0	2-2-0	3-0-1	0-4-0	2-2-0	4-0-0	2-2-0	2-2-0	1-3-0	18-20-2
Points Scored per Game	14.69	25.81	23.69	28.94	31.88	24.00	34.19	28.81	25.88	25.06	26.29
Points Allowed per Game	24.88	20.12	24.25	24.56	21.31	19.19	21.19	28.38	19.00	26.50	22.94
Yds Offense per Game	314.44	391.50	361.81	410.69	403.81	372.50	467.12	410.88	399.44	411.38	394.36
Yds Allowed per Game	312.12	307.31	348.12	339.50	357.75	306.25	368.44	440.12	305.69	384.00	346.93
Yds Passing per Game	208.94	281.44	270.50	311.06	272.19	277.56	334.19	312.31	307.25	297.75	287.32
Opp. Yds Passing per Game	178.06	178.38	245.25	221.69	235.19	193.94	259.81	292.56	194.06	251.19	225.01
Percent Completions	55.7	64.1	67.6	64.9	69.5	68.1	71.3	63.0	68.5	69.2	66.3
Opp Percent Completions	57.7	56.3	62.4	56.8	57.5	61.9	57.8	61.5	60.0	62.5	59.5
Yds per Pass Attempt	6.05	7.76	6.61	7.83	8.01	6.72	8.08	7.45	7.55	7.23	7.33
Opp Yds per Pass Attempt	6.82	6.02	7.49	6.74	6.56	6.28	6.64	7.78	6.12	7.36	6.80
Yds Rushing per Game	105.50	110.06	91.31	99.62	131.62	94.94	132.94	98.56	92.19	113.62	107.04
Opp Yds Rushing per Game	134.06	128.94	102.88	117.81	122.56	112.31	108.62	147.56	111.62	132.81	121.92
Yds per Rush Attempt	3.99	3.73	3.75	4.01	4.50	4.00	4.94	4.26	3.78	4.48	4.15
Opp Yds per Rush Attempt	4.26	4.94	4.03	4.24	4.52	4.27	4.95	5.17	4.61	4.80	4.57
Turnovers per Game	2.69	1.44	1.88	1.62	1.75	1.94	1.19	1.50	1.19	1.88	1.71
Takeaways per Game	1.19	1.19	1.44	1.38	2.44	1.56	1.00	1.62	1.19	1.06	1.41
Sacks per Game	1.56	2.38	2.00	1.75	2.25	2.06	2.06	1.88	3.06	2.12	2.11
Sacks Allowed per Game	2.56	1.44	0.94	0.81	1.25	1.62	1.50	1.62	2.38	1.88	1.60
Average Possession Time	30:32	31:53	31:08	30:28	31:36	32:05	31:58	29:01	32:40	30:35	31:11
Punts per Game	4.44	4.81	3.94	3.31	3.62	3.56	2.94	4.62	3.81	3.62	3.87
Opp Punts per Game	4.75	6.00	4.19	4.12	4.44	4.19	4.44	3.94	5.19	3.94	4.52
Percent Rushes	41.6	43.9	36.8	38.0	45.3	35.6	38.6	34.7	36.1	37.1	38.7
Opp Percent Rushes	53.2	44.9	42.3	44.5	41.6	44.4	34.8	42.0	41.0	43.3	43.1

NEW YORK GIANTS

PLAY ON	NYG001	The Giants are 16-0 ATS on the after a win in which they had at least three more minutes of possession time than their season-to-date average.	team=Giants and A and p:W and p:TOP - tA(p:TOP) >= 180 and date>=20061001
	NYG002	The Giants are 15-0 ATS as a dog after a win in which they committed no turnovers.	team=Giants and D and p:TO=0 and p:W and season>=2000
	NYG003	The Giants are 12-0 ATS on the road on Sunday after two wins in which they threw no interceptions.	team=Giants and A and p:INT=pp:INT=0 and p:W and pp:W and day=Sunday and season>=1994
	NYG004	The Giants are 11-0 ATS after a home with that got them to 500 on the season.	team=Giants and p:HW and WP=50 and date>=19991024
	NYG005	The Giants are 10-0 ATS after hosting the Redskins.	team=Giants and p:H and po:team=Redskins and season>=2004
PLAY AGAINST	NYG006	The Giants are 0-9 ATS as a dog off a loss in which they attempted at least nine fewer passes than their season-to-date average.	team=Giants and D and p:L and tA(passes) - p:passes >= 9
	NYG007	The Giants are 0-8 ATS when hosting a team that has forced an average of at least six punts per game season-to-date.	team=Giants and H and oA(o:punts)>=6 and season>=2006
	NYG008	The Giants are 0-8 ATS as a dog vs a non-divisional opponent on Monday Night Football.	team=Giants and D and NDIV and day=Monday and season >= 1998
	NYG009	The Giants are 0-8 ATS at home when they won their last two home games and they are not laying more than a FG.	team=Giants and line>=-3 and H and Sum(W@team and season and H,N=2)=2 and date>=20060101
	NYG010	The Giants are 0-7 ATS as a favorite when they are off a 21-plus point loss.	team=Giants and F and p:margin<=-21 and season >= 2009
PLAY OVER	NYG011	The Giants are 8-0 OU as a road favorite vs a team that has averaged fewer than ten passing first downs per game season-to-date.	team=Giants and AF and oA(PFD)<10 and season >= 2006
PLAY UNDER	NYG012	The Giants are 0-23 OU with more than 3 days rest when they are off a home game in which they had at least ten more running plays than their season-to-date average and they did not lost by a field goal or more.	team=Giants and p:margin>-3 and p:H and p:rushes - tA(p:rushes) >= 10 and rest>3 and date>=19921100

NEW YORK GIANTS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	11-5-0	8-8-0	10-6-0	12-4-0	8-8-0	10-6-0	9-7-0	9-7-0	7-9-0	6-10-0	90-70-0
Straight Up Home	8-1-0	3-5-0	3-5-0	7-1-0	4-4-0	5-3-0	4-4-0	6-2-0	4-4-0	3-5-0	47-34-0
Straight Up Away	3-4-0	5-3-0	7-1-0	5-3-0	4-4-0	5-3-0	5-3-0	3-5-0	3-5-0	3-5-0	43-36-0
Average Line	-2.81	-1.38	-1.12	-4.28	-3.47	-3.12	-0.41	-2.84	1.44	1.56	-1.64
Average O/U Line	43.12	42.81	42.88	42.47	44.12	44.81	46.47	47.91	46.75	46.62	44.80
Against the Spread Record	11-5-0	8-8-0	10-6-0	12-4-0	6-10-0	7-9-0	8-8-0	8-8-0	7-9-0	7-9-0	84-76-0
Six Point Teaser Record	13-3-0	9-7-0	11-5-0	12-4-0	9-6-1	10-6-0	10-6-0	11-5-0	9-6-1	10-6-0	104-54-2
Seven Point Teaser Record	13-3-0	10-6-0	12-4-0	12-4-0	10-6-0	11-5-0	11-5-0	11-4-1	10-6-0	10-6-0	110-49-1
Ten Point Teaser Record	13-3-0	12-4-0	13-3-0	13-3-0	10-6-0	12-4-0	11-5-0	12-4-0	10-6-0	11-5-0	117-43-0
ATS Home	7-2-0	3-5-0	4-4-0	6-2-0	2-6-0	3-5-0	3-5-0	4-4-0	3-5-0	4-4-0	39-42-0
ATS Away	4-3-0	5-3-0	6-2-0	6-2-0	4-4-0	4-4-0	5-3-0	4-4-0	4-4-0	3-5-0	45-34-0
Over/Under Record	8-7-1	8-8-0	8-7-1	8-7-1	12-4-0	8-7-1	8-7-1	5-9-2	7-9-0	10-5-1	82-70-8
Over/Under Home	4-4-1	2-6-0	6-2-0	4-3-1	6-2-0	4-3-1	3-4-1	4-3-1	4-4-0	4-3-1	41-34-6
Over/Under Away	4-3-0	6-2-0	2-5-1	4-4-0	6-2-0	4-4-0	5-3-0	1-6-1	3-5-0	6-2-0	41-36-2
ATS as Favorite	9-3-0	4-5-0	6-4-0	9-3-0	4-6-0	5-6-0	3-6-0	5-7-0	3-4-0	3-3-0	51-47-0
ATS as Underdog	2-2-0	4-3-0	4-2-0	3-1-0	2-3-0	2-3-0	5-2-0	3-1-0	3-5-0	3-6-0	31-28-0
ATS as Home Favorite	7-2-0	2-4-0	2-3-0	6-2-0	1-5-0	3-5-0	2-5-0	4-4-0	3-3-0	2-2-0	32-35-0
ATS as a Home Dog	---	1-1-0	2-1-0	---	1-1-0	---	1-0-0	---	0-2-0	1-2-0	6-7-0
ATS Away Favorite	2-1-0	2-1-0	4-1-0	3-1-0	3-1-0	2-1-0	1-1-0	1-3-0	0-1-0	1-1-0	19-12-0
ATS Away Dog	2-2-0	3-2-0	2-1-0	3-1-0	1-2-0	2-3-0	4-2-0	3-1-0	3-3-0	2-4-0	25-21-0
vs Division	4-2-0	5-1-0	3-3-0	4-2-0	3-3-0	2-4-0	3-3-0	3-3-0	3-3-0	3-3-0	33-27-0
ATS after 10+ ATS Win	3-1-0	3-1-0	4-0-0	3-3-0	1-2-0	2-3-0	2-1-0	1-3-0	2-1-0	3-1-0	24-16-0
ATS after 10+ ATS Loss	3-0-0	1-3-0	3-0-0	2-1-0	1-4-0	1-3-0	3-2-0	2-2-0	2-4-0	1-4-0	19-23-0
ATS in games 1-4	3-1-0	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	3-1-0	2-2-0	0-4-0	2-2-0	22-18-0
ATS in games 5-8	3-1-0	3-1-0	3-1-0	3-1-0	1-3-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	24-16-0
ATS in games 9-12	3-1-0	1-3-0	2-2-0	4-0-0	1-3-0	1-3-0	1-3-0	1-3-0	2-2-0	1-3-0	17-23-0
ATS in games 13-16	2-2-0	2-2-0	3-1-0	2-2-0	1-3-0	1-3-0	3-1-0	2-2-0	2-2-0	3-1-0	21-19-0
Points Scored per Game	26.38	22.19	23.31	26.69	25.12	24.62	24.62	26.81	18.38	23.75	24.19
Points Allowed per Game	19.62	22.62	21.94	18.38	26.69	21.69	25.00	21.50	23.94	25.00	22.64
Yds Offense per Game	361.69	325.88	331.38	355.94	366.00	380.31	385.06	355.44	307.50	367.12	353.63
Yds Allowed per Game	327.50	342.44	305.00	292.00	323.69	310.75	376.38	383.38	332.25	375.75	336.91
Yds Passing per Game	223.62	191.12	197.12	198.56	251.19	242.81	295.88	239.06	224.25	267.00	233.06
Opp. Yds Passing per Game	224.00	228.06	207.94	196.19	214.06	209.50	255.12	254.25	223.31	240.62	225.31
Percent Completions	52.7	57.6	55.5	60.7	62.4	62.9	61.0	59.9	57.3	63.1	59.3
Opp Percent Completions	56.7	58.7	58.5	58.8	63.1	57.1	61.3	63.9	60.1	62.1	60.0
Yds per Pass Attempt	6.41	5.85	5.80	6.47	7.42	7.21	8.04	7.10	6.33	7.04	6.78
Opp Yds per Pass Attempt	6.18	6.44	6.36	6.24	6.88	6.22	6.93	7.62	5.95	7.38	6.61
Yds Rushing per Game	138.06	134.75	134.25	157.38	114.81	137.50	89.19	116.38	83.25	100.12	120.57
Opp Yds Rushing per Game	103.50	114.38	97.06	95.81	109.62	101.25	121.25	129.12	108.94	135.12	111.61
Yds per Rush Attempt	4.71	4.74	4.58	5.02	4.15	4.58	3.47	4.55	3.50	3.58	4.32
Opp Yds per Rush Attempt	3.87	4.00	3.80	3.97	4.15	4.16	4.46	4.60	3.84	4.94	4.18
Turnovers per Game	1.56	1.75	2.12	0.81	1.94	2.62	1.50	1.31	2.75	1.75	1.81
Takeaways per Game	2.31	1.75	1.56	1.38	1.50	2.44	1.94	2.19	1.81	1.62	1.85
Sacks per Game	2.56	2.00	3.25	2.62	2.00	2.88	3.00	2.06	2.12	2.94	2.54
Sacks Allowed per Game	1.75	1.56	1.75	1.75	2.00	1.00	1.75	1.25	2.50	1.88	1.72
Average Possession Time	31:17	29:56	31:21	33:19	31:41	32:32	29:29	29:10	29:16	30:44	30:52
Punts per Game	4.56	4.81	4.50	4.00	4.00	4.56	5.12	3.62	5.69	5.06	4.59
Opp Punts per Game	5.50	4.31	5.44	4.75	4.50	5.38	4.69	3.38	5.44	4.69	4.81
Percent Rushes	44.5	45.4	45.1	49.2	43.6	46.4	40.0	42.3	38.6	41.3	43.6
Opp Percent Rushes	40.8	43.3	41.6	41.5	44.4	39.9	40.6	44.2	41.7	43.5	42.1

NEW YORK JETS

PLAY ON	NYJ001	The Jets are 11-0 ATS as a favorite over a team that has suffered an average turnover margin of at least 0.6 per game, season-to-date.	team=Jets and F and oA(TOM)>0.6 and date>=20091025
	NYJ002	The Jets are 10-0 ATS as a home dog after a game in which they had fewer than 55 yards rushing.	team=Jets and HD and p:RY<55 and season>=1996
	NYJ003	The Jets are 9-0 ATS at home off a home loss in which they had at least three fewer lminutes of possession time than their season-to-date average.	team=Jets and H and p:HL and tA(p:TOP) - p:TOP > 3*60
	NYJ004	The Jets are 9-0 ATS as a dog by less than a TD the week after scoring fewer than 10 points.	team=Jets and 0<line<7 and p:points<10 and NB and date>=20071101
	NYJ005	The Jets are 8-0 ATS as a dog vs a divisional opponent when they are on the road next.	team=Jets and D and DIV and n:A and date>=20071200
PLAY AGAINST	NYJ006	The Jets are 0-14 ATS after a road game in which they allowed at least 7.5 points fewer than their season-to-date average and they are not a double-digit dog.	team=Jets and p:A and tA(po:points) - po:points >=7.5 and line<10 and date>=20071001
	NYJ007	The Jets are 0-12 ATS as a favorite over a team that has forced an average of fewer than 4.1 punts per game season-to-date.	team=Jets and F and oA(o:punts)<4.1 and date>=20081001
	NYJ008	The Jets are 0-10 ATS vs a team they beat as a dog in their previous same-season match-up.	team=Jets and P:WD and P:season=season and season>=2002
	NYJ009	The Jets are 0-8 ATS after a loss as an away favorite.	team=Jets and p:LAF and season >= 2007
	NYJ010	The Jets are 0-7 ATS at home the week after playing an overtime game.	team=Jets and H and p:OT>0 and NB and season>=1997
PLAY OVER	NYJ011	The Jets are 11-0 OU on the road the week after a game as a dog in which they had at least three fewer minutes of possession time than their season-to-date average.	team=Jets and A and p:D and tA(p:TOP) - p:TOP >= 180 and NB and season >= 2002
PLAY UNDER	NYJ012	The Jets are 0-9 OU off a 21-plus point loss vs a divisional opponent.	team=Jets and p:margin<=-21 and p:DIV and season>=2002

NEW YORK JETS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	4-12-0	10-6-0	4-12-0	9-7-0	9-7-0	11-5-0	8-8-0	6-10-0	8-8-0	4-12-0	73-87-0
Straight Up Home	4-4-0	4-4-0	3-5-0	5-3-0	4-4-0	5-3-0	6-2-0	3-5-0	6-2-0	2-6-0	42-38-0
Straight Up Away	0-8-0	6-2-0	1-7-0	4-4-0	5-3-0	6-2-0	2-6-0	3-5-0	2-6-0	2-6-0	31-49-0
Average Line	4.56	1.47	4.84	-2.34	-1.69	-2.28	-2.41	1.75	3.53	3.94	1.14
Average O/U Line	37.59	38.62	40.19	42.25	39.44	39.38	42.28	41.19	41.41	43.53	40.59
Against the Spread Record	6-10-0	11-5-0	6-9-1	7-9-0	9-7-0	9-7-0	6-9-1	7-9-0	10-6-0	7-9-0	78-80-2
Six Point Teaser Record	11-5-0	14-2-0	11-4-1	8-7-1	9-7-0	13-3-0	10-6-0	9-7-0	10-6-0	11-5-0	106-52-2
Seven Point Teaser Record	11-4-1	14-2-0	12-4-0	9-7-0	12-4-0	13-3-0	10-6-0	9-7-0	10-6-0	11-4-1	111-47-2
Ten Point Teaser Record	13-3-0	14-2-0	13-3-0	12-3-1	15-1-0	14-2-0	10-5-1	9-7-0	10-6-0	13-3-0	123-35-2
ATS Home	5-3-0	5-3-0	2-5-1	3-5-0	4-4-0	4-4-0	4-4-0	3-5-0	6-2-0	3-5-0	39-40-1
ATS Away	1-7-0	6-2-0	4-4-0	4-4-0	5-3-0	5-3-0	2-5-1	4-4-0	4-4-0	4-4-0	39-40-1
Over/Under Record	8-8-0	9-7-0	6-10-0	9-7-0	7-9-0	12-4-0	10-6-0	7-9-0	8-7-1	7-9-0	83-76-1
Over/Under Home	5-3-0	5-3-0	3-5-0	5-3-0	4-4-0	4-4-0	5-3-0	4-4-0	3-4-1	3-5-0	41-38-1
Over/Under Away	3-5-0	4-4-0	3-5-0	4-4-0	3-5-0	8-0-0	5-3-0	3-5-0	5-3-0	4-4-0	42-38-0
ATS as Favorite	1-2-0	5-1-0	0-3-1	4-7-0	6-5-0	6-5-0	5-6-0	4-3-0	3-1-0	1-3-0	35-36-1
ATS as Underdog	5-8-0	6-4-0	6-6-0	3-1-0	3-2-0	3-2-0	1-3-1	3-6-0	7-4-0	6-5-0	43-41-1
ATS as Home Favorite	1-2-0	4-1-0	0-2-1	3-4-0	3-4-0	3-4-0	4-4-0	2-3-0	3-0-0	0-3-0	23-27-1
ATS as a Home Dog	4-1-0	1-2-0	2-3-0	---	1-0-0	1-0-0	---	1-2-0	3-1-0	3-1-0	16-10-0
ATS Away Favorite	---	1-0-0	0-1-0	1-3-0	3-1-0	3-1-0	1-2-0	2-0-0	0-1-0	1-0-0	12-9-0
ATS Away Dog	1-7-0	5-2-0	4-3-0	3-1-0	2-2-0	2-2-0	1-3-1	2-4-0	4-3-0	3-4-0	27-31-1
vs Division	3-3-0	4-2-0	2-3-1	3-3-0	2-4-0	4-2-0	2-3-1	3-3-0	4-2-0	4-2-0	31-27-2
ATS after 10+ ATS Win	1-0-0	3-2-0	1-2-0	3-1-0	3-2-0	3-1-0	2-3-0	1-2-0	0-2-0	0-1-0	17-16-0
ATS after 10+ ATS Loss	1-2-0	2-0-0	3-0-0	1-3-0	1-0-0	0-2-0	0-5-1	3-3-0	4-2-0	1-2-0	16-19-1
ATS in games 1-4	1-3-0	3-1-0	1-2-1	2-2-0	3-1-0	3-1-0	1-3-0	2-2-0	3-1-0	1-3-0	20-19-1
ATS in games 5-8	2-2-0	2-2-0	0-4-0	2-2-0	1-3-0	2-2-0	3-1-0	3-1-0	2-2-0	1-3-0	18-22-0
ATS in games 9-12	0-4-0	3-1-0	3-1-0	3-1-0	2-2-0	2-2-0	1-3-0	1-3-0	1-3-0	2-2-0	18-22-0
ATS in games 13-16	3-1-0	3-1-0	2-2-0	0-4-0	3-1-0	2-2-0	1-2-1	1-3-0	4-0-0	3-1-0	22-17-1
Points Scored per Game	15.00	19.75	16.75	25.31	21.75	22.94	23.56	17.56	18.12	17.69	19.84
Points Allowed per Game	22.19	18.44	22.19	22.25	14.75	19.00	22.69	23.44	24.19	25.06	21.42
Yds Offense per Game	248.12	305.69	294.69	331.69	321.00	351.00	311.81	299.19	318.12	326.56	310.79
Yds Allowed per Game	308.75	331.62	331.88	329.38	252.31	291.50	312.06	323.38	334.94	327.19	314.30
Yds Passing per Game	165.12	197.06	188.38	206.44	148.75	202.62	206.06	180.69	183.25	184.12	186.25
Opp. Yds Passing per Game	172.19	201.38	197.12	234.50	153.69	200.56	201.00	189.75	246.69	234.12	203.10
Percent Completions	57.0	64.1	60.5	65.6	53.4	54.9	56.7	55.2	55.4	57.6	58.2
Opp Percent Completions	61.3	59.4	61.4	64.3	51.7	50.7	54.2	53.8	58.9	64.1	58.1
Yds per Pass Attempt	5.62	6.46	5.89	6.24	6.06	6.18	6.03	5.86	6.11	5.92	6.04
Opp Yds per Pass Attempt	5.95	6.06	6.70	6.56	4.91	6.04	6.34	6.15	6.74	6.96	6.26
Yds Rushing per Game	83.00	108.62	106.31	125.25	172.25	148.38	105.75	118.50	134.88	142.44	124.54
Opp Yds Rushing per Game	136.56	130.25	134.75	94.88	98.62	90.94	111.06	133.62	88.25	93.06	111.20
Yds per Rush Attempt	3.46	3.54	3.81	4.75	4.54	4.45	3.82	3.84	4.38	4.50	4.13
Opp Yds per Rush Attempt	3.94	4.60	4.17	3.73	3.76	3.57	3.94	4.32	3.35	3.79	3.94
Turnovers per Game	2.12	1.56	1.56	1.94	1.88	1.31	2.12	2.31	1.81	1.50	1.81
Takeaways per Game	1.75	1.56	1.31	1.88	1.94	1.88	1.94	1.44	0.94	0.81	1.54
Sacks per Game	1.88	2.19	1.81	2.56	2.00	2.50	2.19	1.88	2.56	2.81	2.24
Sacks Allowed per Game	3.31	2.12	3.31	1.88	1.88	1.75	2.50	2.94	2.94	2.94	2.56
Average Possession Time	26:47	31:02	29:06	31:06	32:07	32:37	30:49	30:26	30:13	31:01	30:31
Punts per Game	4.69	4.62	4.50	3.69	5.00	5.25	5.75	5.38	5.56	4.94	4.94
Opp Punts per Game	3.88	4.62	4.25	4.31	6.19	6.06	5.75	5.56	5.12	5.06	5.08
Percent Rushes	42.3	48.5	44.1	43.0	58.9	49.1	43.0	47.8	48.3	48.2	47.4
Opp Percent Rushes	52.9	44.4	50.8	39.9	44.1	41.7	45.4	48.6	40.2	40.3	44.9

OAKLAND RAIDERS

PLAY ON	OAK001	The Raiders are 10-0 ATS as a TD-plus dog after a game in which they scored ten points or fewer.	team=Raiders and line>=7 and p:points<=10 and date>=20091018
	OAK002	The Raiders are 9-0 ATS as a favorite after a win in which they allowed at least four sacks	team=Raiders and F and 4<=po:sacks and p:W and season>=1996
	OAK003	The Raiders are 9-0 ATS the week after a loss at home in which they had at least 3 fewer penalties than their season-to-date average	team=Raiders and p:HL and tA(p:PEN) - p:PEN >= 3 and season >= 2005
	OAK004	The Raiders are 9-0 ATS when seeking same season revenge for a loss in which they were ot the dog.	team=Raiders and P:L and P:line<=0 and P:season=season and date>=20000000
	OAK005	The Raiders are 8-0 ATS when they have same-season revenge for a loss as a favorite.	team=Raiders and P:LF and P:season=season and date>=20000101
PLAY AGAINST	OAK006	The Raiders are 0-17 ATS as a dog when they covered by 7+ points last week	team=Raiders and D and p:ats margin>=7 and season >= 2009
	OAK007	The Raiders are 0-13 ATS as a dog the week after a win in which they committed no turnovers	team=Raiders and D and p:TO=0 and p:W and season>=2002
	OAK008	The Raiders are 0-12 ATS when thee line is within 3 of pick when they suffered at least three sacks in each of the last two weeks	team=Raiders and -4<=line<=4 and 3<=po:sacks and 3<=ppo:sacks and NB and p:NB and season>=2002
	OAK009	The Raiders are 0-12 ATS as a favorite when facing a team that has averaged less than 28 minutes of possession time season-to-date	team=Raiders and F and oA(TOP)<28*60 and date>=20001201
	OAK010	The Raiders are 0-10 ATS after a home game in which no receiver had a 20+ yard reception	team=Raiders and max:p:longest reception<=20 and p:H and season>=2006
PLAY OVER	OAK011	The Raiders are 12-0 OU off a road loss to a non -divisional foe in which they were not trailing by more than a field goal at the half.	team=Raiders and p:AL and p:NDIV and p:M2>=-3 and date>=20071125
PLAY UNDER	OAK012	The Raiders are 0-8 OU on the road after committing four-plus turnovers.	team=Raiders and A and p:TO>=4 and season >= 2001

OAKLAND RAIDERS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	4-12-0	2-14-0	4-12-0	5-11-0	5-11-0	8-8-0	8-8-0	4-12-0	4-12-0	3-13-0	47-113-0
Straight Up Home	2-6-0	2-6-0	2-6-0	2-6-0	2-6-0	5-3-0	3-5-0	3-5-0	3-5-0	3-5-0	27-53-0
Straight Up Away	2-6-0	0-8-0	2-6-0	3-5-0	3-5-0	3-5-0	5-3-0	1-7-0	1-7-0	0-8-0	20-60-0
Average Line	2.62	6.94	4.97	6.53	8.56	3.12	1.53	3.78	6.00	8.38	5.24
Average O/U Line	45.53	37.47	39.97	40.62	38.56	41.84	45.06	45.94	44.69	43.66	42.33
Against the Spread Record	5-10-1	6-10-0	6-10-0	7-9-0	8-8-0	8-8-0	10-6-0	5-11-0	7-9-0	8-8-0	70-89-1
Six Point Teaser Record	10-5-1	8-7-1	11-5-0	9-7-0	9-7-0	13-3-0	11-5-0	9-7-0	10-6-0	9-7-0	99-59-2
Seven Point Teaser Record	11-5-0	9-7-0	11-5-0	9-7-0	9-7-0	13-3-0	11-5-0	9-7-0	11-4-1	9-7-0	102-57-1
Ten Point Teaser Record	11-5-0	12-4-0	12-3-1	9-6-1	10-6-0	13-3-0	11-5-0	10-6-0	14-2-0	11-5-0	113-45-2
ATS Home	2-6-0	3-5-0	2-6-0	2-6-0	4-4-0	4-4-0	4-4-0	2-6-0	3-5-0	4-4-0	30-50-0
ATS Away	3-4-1	3-5-0	4-4-0	5-3-0	4-4-0	4-4-0	6-2-0	3-5-0	4-4-0	4-4-0	40-39-1
Over/Under Record	6-10-0	3-12-1	10-6-0	6-10-0	7-9-0	10-6-0	10-6-0	6-8-2	7-8-1	10-6-0	75-81-4
Over/Under Home	4-4-0	2-6-0	4-4-0	3-5-0	4-4-0	6-2-0	5-3-0	3-4-1	2-5-1	6-2-0	39-39-2
Over/Under Away	2-6-0	1-6-1	6-2-0	3-5-0	3-5-0	4-4-0	5-3-0	3-4-1	5-3-0	4-4-0	36-42-2
ATS as Favorite	3-3-0	0-2-0	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-3-0	1-0-0	---	9-19-0
ATS as Underdog	2-7-1	6-8-0	6-6-0	7-8-0	8-7-0	5-6-0	7-3-0	4-7-0	6-8-0	8-8-0	59-68-1
ATS as Home Favorite	2-2-0	0-2-0	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-2-0	1-0-0	---	8-17-0
ATS as a Home Dog	0-4-0	3-3-0	2-2-0	2-5-0	4-3-0	1-2-0	2-1-0	1-3-0	2-4-0	4-4-0	21-31-0
ATS Away Favorite	1-1-0	---	---	---	---	---	0-1-0	---	---	---	1-2-0
ATS Away Dog	2-3-1	3-5-0	4-4-0	5-3-0	4-4-0	4-4-0	5-2-0	3-4-0	4-4-0	4-4-0	38-37-1
vs Division	0-5-1	4-2-0	3-3-0	2-4-0	4-2-0	6-0-0	3-3-0	3-3-0	1-5-0	3-3-0	29-30-1
ATS after 10+ ATS Win	1-0-0	1-1-0	0-2-0	2-1-0	0-4-0	2-2-0	2-1-0	0-2-0	0-2-0	0-2-0	8-17-0
ATS after 10+ ATS Loss	2-3-0	1-3-0	2-2-0	3-4-0	4-2-0	1-2-0	2-2-0	2-4-0	1-1-0	4-0-0	22-23-0
ATS in games 1-4	2-2-0	0-4-0	2-2-0	2-2-0	2-2-0	1-3-0	3-1-0	1-3-0	2-2-0	2-2-0	17-23-0
ATS in games 5-8	2-1-1	3-1-0	1-3-0	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	2-2-0	20-19-1
ATS in games 9-12	1-3-0	3-1-0	2-2-0	2-2-0	2-2-0	2-2-0	3-1-0	0-4-0	3-1-0	2-2-0	20-20-0
ATS in games 13-16	0-4-0	0-4-0	1-3-0	2-2-0	2-2-0	2-2-0	2-2-0	2-2-0	0-4-0	2-2-0	13-27-0
Points Scored per Game	18.12	10.50	17.69	16.44	12.31	25.62	22.44	18.12	20.12	15.81	17.72
Points Allowed per Game	23.94	20.75	24.88	24.25	23.69	23.19	27.06	27.69	28.31	28.25	25.20
Yds Offense per Game	309.44	246.19	294.81	272.25	266.12	354.62	379.50	344.00	333.75	282.19	308.29
Yds Allowed per Game	330.75	284.81	341.62	360.94	361.94	322.81	387.56	354.50	363.44	357.56	346.59
Yds Passing per Game	223.88	151.25	164.44	148.06	159.81	198.75	247.62	255.25	208.50	205.00	196.26
Opp. Yds Passing per Game	202.69	150.81	195.75	201.25	206.44	189.19	251.44	235.94	255.50	238.12	212.71
Percent Completions	53.5	54.5	57.6	52.7	52.6	56.7	60.1	59.8	57.4	58.0	56.5
Opp Percent Completions	60.9	59.8	59.5	56.5	59.1	53.0	53.9	66.0	68.2	63.8	60.2
Yds per Pass Attempt	6.06	5.01	5.83	5.63	5.27	6.46	7.56	6.49	6.43	5.21	6.01
Opp Yds per Pass Attempt	6.67	5.89	7.13	6.84	7.54	6.44	6.69	7.18	7.43	7.08	6.90
Yds Rushing per Game	85.56	94.94	130.38	124.19	106.31	155.88	131.88	88.75	125.25	77.19	112.03
Opp Yds Rushing per Game	128.06	134.00	145.88	159.69	155.50	133.62	136.12	118.56	107.94	119.44	133.88
Yds per Rush Attempt	3.79	3.86	4.11	4.33	4.15	4.95	4.53	3.78	4.60	3.65	4.22
Opp Yds per Rush Attempt	4.04	3.96	4.80	4.71	4.54	4.51	5.07	4.27	3.92	3.97	4.38
Turnovers per Game	1.44	2.88	2.31	1.44	2.06	1.62	1.88	1.62	1.88	1.81	1.89
Takeaways per Game	1.19	1.44	1.62	1.50	1.25	1.50	1.62	1.19	1.38	0.88	1.36
Sacks per Game	2.25	2.12	1.69	2.00	2.31	2.94	2.44	1.56	2.44	1.38	2.11
Sacks Allowed per Game	2.81	4.50	2.56	2.44	3.06	2.75	1.56	1.69	2.81	1.69	2.59
Average Possession Time	28:06	28:13	31:26	28:31	28:17	31:12	29:54	29:30	29:54	28:20	29:20
Punts per Game	5.12	4.88	4.56	5.62	6.00	4.88	4.88	5.12	5.38	6.81	5.33
Opp Punts per Game	4.75	4.25	4.44	4.62	4.81	5.88	4.25	4.31	4.81	5.19	4.73
Percent Rushes	36.2	41.5	50.8	49.9	43.4	48.5	45.9	36.4	43.6	34.0	43.0
Opp Percent Rushes	49.3	55.0	51.1	51.9	53.6	47.8	40.2	44.6	42.8	46.2	48.2

PHILADELPHIA EAGLES

PLAY ON	PHI001	The Eagles are 14-0 ATS as a road dog after scoring 33-plus points with less than 300 passing yards.	team=Eagles and AD and p:points>=33 and p:PY<300
	PHI002	The Eagles are 12-0 ATS when their line is within 3 of pick on the road the week after a game in which they committed no turnovers.	team=Eagles and A and -3<=line<=3 and NB and p:TO=0 and season>=1991
	PHI003	The Eagles are 12-0 ATS as a road dog by more than 4 points when seeking same-season revenge.	team=Eagles and A and line>4 and P:L and P:season=season
	PHI004	The Eagles are 12-0 ATS on the road when the lie is within 3 of pick vs a divisional opponent when they face a non-divisional opponent next week.	team=Eagles and A and -3<=line<=3 and DIV and n:NDIV and n:NB and season>=1995
	PHI005	The Eagles are 8-0 ATS on the road versus any team with more wins when they are off a win.	team=Eagles and A and p:W and o:wins>wins and season>=2006
PLAY AGAINST	PHI006	The Eagles are 0-15 ATS after a home loss in which a receiver had a reception of more than 25 yards.	team=Eagles and max:p:longest reception>25 and p:HL and date>=20110101
	PHI007	The Eagles are 0-12 ATS as a favorite when facing a team that has forced an average of at least 5.8 punts per game season-to-date.	team=Eagles and F and oA(o:punts)>5.8 and date>=20061015
	PHI008	The Eagles are 0-12 ATS as a favorite off a home loss.	team=Eagles and F and p:HL and season>=2010
	PHI009	The Eagles are 0-11 ATS when hosting a team that has averaged less than 1.2 turnovers per game season-to-date.	team=Eagles and H and oA(TO)<1.2 and season>=2011
	PHI010	The Eagles are 0-8 ATS off a home win in which they returned an interception for a TD.	team=Eagles and p:interception touchdowns>0 and p:HW and date>=20030000
PLAY OVER	PHI011	The Eagles are 16-0 OU on artificial surface after losing as a dog.	team=Eagles and surface=artificial and p:LD and date>=20081100
PLAY UNDER	PHI012	The Eagles are 0-9 as a home favorite after scoring 34-plus points on the road.	team=Eagles and HF and p:A and p:points>=34 and season >=2004

PHILADELPHIA EAGLES

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	6-10-0	10-6-0	8-8-0	9-6-1	11-5-0	10-6-0	8-8-0	4-12-0	10-6-0	10-6-0	86-73-1
Straight Up Home	4-4-0	5-3-0	3-5-0	6-2-0	6-2-0	4-4-0	3-5-0	2-6-0	4-4-0	6-2-0	43-37-0
Straight Up Away	2-6-0	5-3-0	5-3-0	3-4-1	5-3-0	6-2-0	5-3-0	2-6-0	6-2-0	4-4-0	43-36-1
Average Line	0.22	-3.06	-0.59	-3.88	-4.94	-2.88	-3.47	1.72	-2.09	-2.06	-2.10
Average O/U Line	42.00	42.84	42.91	42.47	43.56	44.75	46.78	45.31	51.78	50.47	45.29
Against the Spread Record	5-11-0	9-7-0	8-8-0	10-6-0	9-7-0	7-9-0	8-8-0	3-13-0	8-8-0	9-6-1	76-83-1
Six Point Teaser Record	13-3-0	10-5-1	9-5-2	10-6-0	10-6-0	12-4-0	8-7-1	7-9-0	10-6-0	12-4-0	101-55-4
Seven Point Teaser Record	13-3-0	11-5-0	11-4-1	10-5-1	11-3-2	12-4-0	9-7-0	7-8-1	10-6-0	12-4-0	106-49-5
Ten Point Teaser Record	13-3-0	13-3-0	13-3-0	13-3-0	13-3-0	13-2-1	10-5-1	9-7-0	10-5-1	13-3-0	120-37-3
ATS Home	3-5-0	4-4-0	2-6-0	6-2-0	4-4-0	3-5-0	3-5-0	0-8-0	3-5-0	5-3-0	33-47-0
ATS Away	2-6-0	5-3-0	6-2-0	4-4-0	5-3-0	4-4-0	5-3-0	3-5-0	5-3-0	4-3-1	43-36-1
Over/Under Record	8-8-0	8-6-2	7-9-0	8-8-0	10-6-0	10-5-1	7-8-1	9-7-0	9-7-0	11-5-0	87-69-4
Over/Under Home	4-4-0	3-4-1	3-5-0	4-4-0	6-2-0	3-4-1	4-4-0	7-1-0	3-5-0	6-2-0	43-35-2
Over/Under Away	4-4-0	5-2-1	4-4-0	4-4-0	4-4-0	7-1-0	3-4-1	2-6-0	6-2-0	5-3-0	44-34-2
ATS as Favorite	2-5-0	6-6-0	4-7-0	8-5-0	8-4-0	5-7-0	5-7-0	0-6-0	4-7-0	6-3-0	48-57-0
ATS as Underdog	3-6-0	3-1-0	4-1-0	2-1-0	0-3-0	2-2-0	2-1-0	3-7-0	2-1-0	3-3-1	24-26-1
ATS as Home Favorite	2-3-0	3-4-0	2-5-0	6-2-0	3-3-0	3-4-0	3-4-0	0-4-0	3-5-0	5-2-0	30-36-0
ATS as a Home Dog	1-2-0	1-0-0	0-1-0	---	0-1-0	0-1-0	0-1-0	0-4-0	---	0-1-0	2-11-0
ATS Away Favorite	0-2-0	3-2-0	2-2-0	2-3-0	5-1-0	2-3-0	2-3-0	0-2-0	1-2-0	1-1-0	18-21-0
ATS Away Dog	2-4-0	2-1-0	4-0-0	2-1-0	0-2-0	2-1-0	2-0-0	3-3-0	2-1-0	3-2-1	22-15-1
vs Division	1-5-0	5-1-0	2-4-0	3-3-0	3-3-0	3-3-0	5-1-0	1-5-0	3-3-0	3-3-0	29-31-0
ATS after 10+ ATS Win	0-1-0	2-3-0	2-3-0	3-1-0	2-2-0	1-2-0	3-3-Win	---	3-2-0	0-3-0	16-20-0
ATS after 10+ ATS Loss	1-2-0	2-1-0	3-0-0	3-0-0	2-0-0	1-2-0	2-4-0	0-6-0	3-3-0	2-1-0	19-19-0
ATS in games 1-4	2-2-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	1-3-0	0-4-0	1-3-0	2-1-1	17-22-1
ATS in games 5-8	0-4-0	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	1-3-0	2-2-0	3-1-0	18-22-0
ATS in games 9-12	1-3-0	2-2-0	3-1-0	2-3-0	2-2-0	3-1-0	1-3-0	1-3-0	3-1-0	3-1-0	21-20-0
ATS in games 13-16	2-2-0	3-1-0	2-2-0	2-1-0	2-2-0	1-3-0	4-0-0	1-3-0	2-2-0	1-3-0	20-19-0
Points Scored per Game	19.38	24.88	21.00	26.00	26.81	27.44	24.75	17.50	27.62	29.62	24.50
Points Allowed per Game	24.25	20.50	18.75	18.06	21.06	23.56	20.50	27.75	23.88	25.00	22.33
Yds Offense per Game	319.31	381.44	358.06	350.50	357.88	389.38	399.12	354.06	417.25	396.75	372.38
Yds Allowed per Game	325.38	328.06	311.38	274.31	321.06	327.19	324.88	343.19	394.00	375.50	332.49
Yds Passing per Game	229.81	257.44	234.69	244.44	255.19	244.12	256.88	236.94	256.62	272.25	248.84
Opp. Yds Passing per Game	207.69	191.69	215.88	182.06	216.38	216.81	212.31	216.88	289.56	264.88	221.41
Percent Completions	54.4	59.4	60.7	59.7	60.6	62.0	59.6	59.4	61.0	61.9	59.8
Opp Percent Completions	59.0	58.9	58.1	54.1	61.0	57.5	58.1	60.2	60.9	58.4	58.7
Yds per Pass Attempt	5.93	7.57	6.51	6.45	7.38	6.96	7.42	6.13	8.08	7.00	6.91
Opp Yds per Pass Attempt	6.61	5.84	6.37	5.55	5.97	6.46	6.56	7.15	6.91	7.17	6.47
Yds Rushing per Game	89.50	124.00	123.38	106.06	102.69	145.25	142.25	117.12	160.62	124.50	123.54
Opp Yds Rushing per Game	117.69	136.38	95.50	92.25	104.69	110.38	112.56	126.31	104.44	110.62	111.08
Yds per Rush Attempt	3.92	4.77	4.69	3.97	4.29	5.43	5.06	4.54	5.15	4.19	4.62
Opp Yds per Rush Attempt	3.72	4.46	3.82	3.51	4.06	4.17	4.35	4.22	3.77	3.74	3.98
Turnovers per Game	2.12	1.50	1.69	1.62	1.44	1.56	2.38	2.31	1.19	2.31	1.81
Takeaways per Game	1.69	1.81	1.19	1.81	2.38	2.12	1.50	0.81	1.94	1.75	1.70
Sacks per Game	1.81	2.50	2.31	3.00	2.75	2.44	3.12	1.88	2.31	3.06	2.52
Sacks Allowed per Game	2.62	1.75	3.06	1.44	2.44	3.06	2.00	3.00	2.94	2.00	2.43
Average Possession Time	28:41	28:58	30:56	31:24	28:14	31:14	31:20	29:43	26:24	26:40	29:21
Punts per Game	6.25	4.88	4.56	4.88	4.75	4.56	4.19	4.50	5.19	4.75	4.85
Opp Punts per Game	6.50	5.12	4.75	6.31	5.00	5.12	5.31	4.88	4.62	5.69	5.33
Percent Rushes	35.5	42.1	40.2	40.4	39.3	41.2	43.4	38.3	47.3	42.1	41.0
Opp Percent Rushes	48.7	46.4	40.9	42.4	39.8	42.3	42.2	48.2	38.5	42.5	43.1

PITTSBURGH STEELERS

PLAY ON	PIT001	The Steelers are 12-0 ATS at home off a win as a favorite in which their completion percentage was at least 8 percentage points higher than their season-to-date average.	team=Steelers and H and p:WF and p:CP - tA(CP) >= 8 and season >= 1991
	PIT002	The Steelers are 12-0 ATS as a home 7+ favorite when their dps was negative in their last two games	team=Steelers and H and line<=-6 and p:dps<0 and pp:dps<0 and date>=20031101
	PIT003	The Steelers are 10-0 ATS on the road with same-season revenge.	team=Steelers and A and P:L and P:season==season and season>=2000
	PIT004	The Steelers are 10-0 ATS when they get a team that is off a game with the Broncos.	team=Steelers and opo:team=Broncos and season>=1994
	PIT005	The Steelers are 9-0 ATS as a dog after they scored at least 10 points more than their season-to-date average.	team=Steelers and D and p:points - tA(p:points) >= 10 and season >= 2000
PLAY AGAINST	PIT006	The Steelers are 0-10 ATS as a road favorite when they had fewer than ten incompletions last week at home.	team=Steelers and AF and p:INC<10 and p:H and season>=2006
	PIT007	The Steelers are 0-9 ATS as a TD-plus favorite when they prevented same-season revenge in their last game.	team=Steelers and line<=-7 and pP:W and p:W and pP:season=season and season>=2001
	PIT008	The Steelers are 0-9 ATS as a road favorite with not more than normal rest vs a team that has allowed an average of at least 4.3 yards per carry season-to-date.	team=Steelers and AF and oA(o:YPRA)>4.3 and rest<=6 and date>=20071100
	PIT009	The Steelers are 0-8 ATS on the road off a loss vs a team with the same record.	team=Steelers and A and wins=o:wins and losses=o:losses and p:L
	PIT010	The Steelers are 0-7 ATS as a 7+ favorite when they covered by 10+ points last week	team=Steelers and line<=-7 and p:ats margin>=10 and date>=20071101
PLAY OVER	PIT011	The Steelers are 14-0 OU in the playoffs on grass when they were the favorite in their last game.	team=Steelers and playoffs=1 and surface=grass and p:F
PLAY UNDER	PIT012	The Steelers are 0-9 OU as a dog off a win in which they scored fewer points than expected.	team=Steelers and D and p:W and p:dps<0 and season >=2007

PITTSBURGH STEELERS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	11-5-0	8-8-0	10-6-0	12-4-0	9-7-0	12-4-0	12-4-0	8-8-0	8-8-0	11-5-0	101-59-0
Straight Up Home	5-3-0	5-3-0	7-1-0	6-2-0	6-2-0	5-3-0	7-1-0	5-3-0	5-3-0	6-2-0	57-23-0
Straight Up Away	6-2-0	3-5-0	3-5-0	6-2-0	3-5-0	7-1-0	5-3-0	3-5-0	3-5-0	5-3-0	44-36-0
Average Line	-4.28	-2.97	-6.06	-3.22	-5.81	-4.34	-5.72	-2.78	-0.31	-2.00	-3.75
Average O/U Line	38.25	38.66	41.22	38.34	39.69	39.03	40.53	42.03	42.06	47.09	40.69
Against the Spread Record	9-7-0	7-8-1	8-8-0	9-7-0	6-10-0	10-6-0	7-9-0	6-9-1	9-7-0	9-7-0	80-78-2
Six Point Teaser Record	10-5-1	9-7-0	8-8-0	13-3-0	11-5-0	13-3-0	10-6-0	9-7-0	11-5-0	11-5-0	105-54-1
Seven Point Teaser Record	11-4-1	10-6-0	10-6-0	13-3-0	12-4-0	13-3-0	12-4-0	10-4-2	11-5-0	12-4-0	114-43-3
Ten Point Teaser Record	13-1-2	10-5-1	12-3-1	14-1-1	12-4-0	14-2-0	14-2-0	14-1-1	13-3-0	12-3-1	128-25-7
ATS Home	3-5-0	5-3-0	5-3-0	4-4-0	3-5-0	5-3-0	5-3-0	3-4-1	5-3-0	5-3-0	43-36-1
ATS Away	6-2-0	2-5-1	3-5-0	5-3-0	3-5-0	5-3-0	2-6-0	3-5-0	4-4-0	4-4-0	37-42-1
Over/Under Record	9-7-0	9-7-0	8-8-0	8-8-0	10-6-0	7-9-0	5-10-1	6-9-1	8-8-0	9-7-0	79-79-2
Over/Under Home	7-1-0	6-2-0	4-4-0	4-4-0	5-3-0	3-5-0	2-6-0	1-7-0	4-4-0	6-2-0	42-38-0
Over/Under Away	2-6-0	3-5-0	4-4-0	4-4-0	5-3-0	4-4-0	3-4-1	5-2-1	4-4-0	3-5-0	37-41-2
ATS as Favorite	7-6-0	6-6-1	8-7-0	5-6-0	5-10-0	7-5-0	6-6-0	4-8-0	4-4-0	6-5-0	58-63-1
ATS as Underdog	2-1-0	1-2-0	0-1-0	4-1-0	1-0-0	3-1-0	1-3-0	2-1-1	4-3-0	3-2-0	21-15-1
ATS as Home Favorite	3-5-0	5-3-0	5-3-0	4-4-0	3-5-0	4-3-0	4-3-0	3-4-0	3-2-0	4-3-0	38-35-0
ATS as a Home Dog	---	---	---	---	---	1-0-0	1-0-0	0-0-1	2-1-0	1-0-0	5-1-1
ATS Away Favorite	4-1-0	1-3-1	3-4-0	1-2-0	2-5-0	3-2-0	2-3-0	1-4-0	1-2-0	2-2-0	20-28-1
ATS Away Dog	2-1-0	1-2-0	0-1-0	4-1-0	1-0-0	2-1-0	0-3-0	2-1-0	2-2-0	2-2-0	16-14-0
vs Division	3-3-0	2-3-1	4-2-0	4-2-0	2-4-0	5-1-0	2-4-0	3-2-1	5-1-0	3-3-0	33-25-2
ATS after 10+ ATS Win	2-3-0	1-2-0	2-3-0	1-3-0	0-1-0	2-2-0	0-5-0	1-2-0	5-0-0	2-2-0	16-23-0
ATS after 10+ ATS Loss	2-1-0	3-3-0	3-1-0	2-0-0	1-3-0	2-0-0	2-0-0	1-1-0	1-2-0	3-1-0	20-12-0
ATS in games 1-4	3-1-0	1-3-0	3-1-0	1-3-0	1-3-0	3-1-0	1-3-0	1-3-0	0-4-0	1-3-0	15-25-0
ATS in games 5-8	2-2-0	1-3-0	3-1-0	3-1-0	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	3-1-0	24-16-0
ATS in games 9-12	1-3-0	2-1-1	1-3-0	2-2-0	1-3-0	2-2-0	2-2-0	1-2-1	4-0-0	1-3-0	17-21-2
ATS in games 13-16	3-1-0	3-1-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	1-3-0	3-1-0	4-0-0	24-16-0
Points Scored per Game	24.31	22.06	24.56	21.69	23.00	23.44	20.31	21.00	23.69	27.25	23.13
Points Allowed per Game	16.12	19.69	16.81	13.94	20.25	14.50	14.19	19.62	23.12	23.00	18.12
Yds Offense per Game	321.81	357.81	327.44	311.94	371.31	345.31	372.31	332.75	337.56	410.25	348.85
Yds Allowed per Game	284.00	300.31	266.38	237.19	305.31	276.88	271.75	275.81	336.75	353.38	290.77
Yds Passing per Game	182.88	233.31	192.19	206.31	259.25	225.00	253.38	236.69	251.06	300.75	234.08
Opp. Yds Passing per Game	198.00	212.06	176.50	156.94	215.44	214.06	171.94	185.19	221.19	253.56	200.49
Percent Completions	60.2	59.7	63.9	59.9	65.5	62.2	63.3	61.7	64.3	67.2	62.9
Opp Percent Completions	57.4	60.3	54.5	56.5	58.2	61.2	54.5	57.2	57.8	64.5	58.3
Yds per Pass Attempt	7.72	7.14	6.94	6.52	7.74	7.52	7.52	6.60	6.85	7.86	7.23
Opp Yds per Pass Attempt	5.77	6.41	5.27	4.71	6.29	5.78	5.19	5.67	6.22	7.46	5.88
Yds Rushing per Game	138.94	124.50	135.25	105.62	112.06	120.31	118.94	96.06	86.50	109.50	114.77
Opp Yds Rushing per Game	86.00	88.25	89.88	80.25	89.88	62.81	99.81	90.62	115.56	99.81	90.29
Yds per Rush Attempt	4.05	4.25	4.24	3.67	4.19	4.09	4.38	3.73	3.51	4.15	4.04
Opp Yds per Rush Attempt	3.42	3.46	3.98	3.29	3.87	3.01	4.00	3.71	4.28	4.34	3.75
Turnovers per Game	1.44	2.31	1.38	1.56	1.62	1.12	1.75	1.88	1.50	1.31	1.59
Takeaways per Game	1.88	1.81	1.56	1.81	1.38	2.19	0.94	1.25	1.25	1.31	1.54
Sacks per Game	2.94	2.44	2.25	3.19	2.94	2.94	2.19	2.31	2.19	2.06	2.54
Sacks Allowed per Game	2.00	3.06	2.94	3.06	3.12	2.69	2.62	2.31	2.69	2.12	2.66
Average Possession Time	31:44	31:29	33:28	31:41	32:51	32:24	32:33	32:11	30:53	32:24	32:10
Punts per Game	4.31	4.06	4.25	4.88	4.50	4.62	3.75	4.94	4.75	3.88	4.39
Opp Punts per Game	5.00	5.38	5.12	5.69	5.38	5.06	5.44	5.50	4.94	4.25	5.17
Percent Rushes	57.2	45.1	51.0	45.3	42.2	47.4	42.8	40.3	38.5	39.5	44.8
Opp Percent Rushes	40.3	41.8	38.7	40.0	38.5	34.3	41.4	41.1	41.7	38.9	39.7

SAN DIEGO CHARGERS

PLAY ON	SD001	The Chargers are 11-0 ATS as a favorite versus any team with fewer wins after a home loss.	team=Chargers and p:HL and F and wins>o:wins and NB
	SD002	The Chargers are 10-0 ATS when visiting any team with more wins.	team=Chargers and A and wins<o:wins and date>=20120100
	SD003	The Chargers are 9-0 ATS as a dog when they won by 21+ points last week.	team=Chargers and D and p:margin>=21 and NB and date>=19901101
	SD004	The Chargers are 9-0 ATS the week following a game in which they had fewer than 50 yards rushing.	team=Chargers and p:RY<50 and NB and season>=2005
	SD005	The Chargers are 8-0 ATS on the road when seeking same-season revenge for a loss in which they committed at least three turnovers.	team=Chargers and A and P:L and 3<=P:TO and P:season=season
PLAY AGAINST	SD006	The Chargers are 0-11 ATS at home when facing a team that has averaged at least 2.25 turnovers per game season-to-date, as long as they are not laying more than a field goal.	team=Chargers and H and line>=-3 and oA(TO)>=2.25 and season>=1992
	SD007	The Chargers are 0-9 ATS at home after two straight road losses.	team=Chargers and H and p:AL and pp:AL and date>=20011101
	SD008	The Chargers are 0-8 ATS as a road favorite when they won by 21+ points last week	team=Chargers and AF and p:margin>=21 and season >= 2006
	SD009	The Chargers are 0-7 ATS as a favorite on artificial turf.	team=Chargers and F and surface=artificial and date>=20061200
	SD010	The Chargers are 0-7 ATS as a favorite after scoring a defensive touchdown.	team=Chargers and F and p:DTD>0 and season>=2009
PLAY OVER	SD011	The Chargers are 10-0 OU when they are off a loss and visiting a team with more wins on the season.	team=Chargers and A and p:L and o:wins>wins and season >= 2007
PLAY UNDER	SD012	The Chargers are 0-9 OU after a game in which they had at least 300 passing yards.	team=Chargers and p:PY>=300 and season >= 2013

SAN DIEGO CHARGERS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	9-7-0	14-2-0	11-5-0	8-8-0	13-3-0	9-7-0	8-8-0	7-9-0	9-7-0	9-7-0	97-63-0
Straight Up Home	4-4-0	8-0-0	7-1-0	5-3-0	6-2-0	6-2-0	5-3-0	3-5-0	5-3-0	5-3-0	54-26-0
Straight Up Away	5-3-0	6-2-0	4-4-0	3-5-0	7-1-0	3-5-0	3-5-0	4-4-0	4-4-0	4-4-0	43-37-0
Average Line	-3.44	-6.59	-5.09	-4.91	-4.38	-6.41	-2.34	-0.50	0.03	-0.47	-3.41
Average O/U Line	46.06	42.28	42.91	45.09	44.03	46.12	46.06	44.91	48.12	45.62	45.12
Against the Spread Record	9-6-1	9-7-0	11-5-0	7-9-0	8-8-0	9-7-0	6-10-0	7-9-0	9-6-1	7-9-0	82-76-2
Six Point Teaser Record	12-4-0	13-2-1	12-4-0	9-6-1	12-3-1	9-6-1	9-6-1	11-4-1	12-2-2	12-4-0	111-41-8
Seven Point Teaser Record	12-4-0	14-1-1	12-4-0	10-6-0	13-2-1	10-6-0	10-4-2	12-3-1	14-2-0	13-3-0	120-35-5
Ten Point Teaser Record	13-3-0	16-0-0	12-4-0	12-4-0	15-1-0	10-6-0	13-3-0	13-3-0	15-1-0	15-1-0	134-26-0
ATS Home	4-4-0	5-3-0	7-1-0	4-4-0	3-5-0	6-2-0	3-5-0	2-6-0	5-3-0	3-5-0	42-38-0
ATS Away	5-2-1	4-4-0	4-4-0	3-5-0	5-3-0	3-5-0	3-5-0	5-3-0	4-3-1	4-4-0	40-38-2
Over/Under Record	6-10-0	10-6-0	9-6-1	7-9-0	10-5-1	8-8-0	8-8-0	10-6-0	7-9-0	7-9-0	82-76-2
Over/Under Home	4-4-0	5-3-0	3-5-0	3-5-0	6-2-0	3-5-0	2-6-0	4-4-0	4-4-0	3-5-0	37-43-0
Over/Under Away	2-6-0	5-3-0	6-1-1	4-4-0	4-3-1	5-3-0	6-2-0	6-2-0	3-5-0	4-4-0	45-33-2
ATS as Favorite	6-5-0	8-6-0	8-3-0	5-7-0	5-7-0	8-7-0	4-5-0	3-5-0	3-3-0	2-4-0	52-52-0
ATS as Underdog	3-1-1	1-1-0	1-2-0	2-0-0	3-1-0	1-0-0	2-5-0	3-4-0	6-3-1	5-5-0	27-22-2
ATS as Home Favorite	4-4-0	5-3-0	6-1-0	4-4-0	3-5-0	6-2-0	2-4-0	2-4-0	2-1-0	2-3-0	36-31-0
ATS as a Home Dog	---	---	1-0-0	---	---	---	1-1-0	0-2-0	3-2-0	1-2-0	6-7-0
ATS Away Favorite	2-1-0	3-3-0	2-2-0	1-3-0	2-2-0	2-5-0	2-1-0	1-1-0	1-2-0	0-1-0	16-21-0
ATS Away Dog	3-1-1	1-1-0	0-2-0	2-0-0	3-1-0	1-0-0	1-4-0	3-2-0	3-1-1	4-3-0	21-15-2
vs Division	3-2-1	4-2-0	5-1-0	3-3-0	3-3-0	3-3-0	2-4-0	4-2-0	3-3-0	0-6-0	30-29-1
ATS after 10+ ATS Win	3-3-0	2-3-0	3-1-0	2-2-0	1-3-0	2-4-0	2-1-0	0-5-0	3-2-1	2-1-0	20-25-1
ATS after 10+ ATS Loss	1-1-0	---	2-2-0	3-1-0	1-0-0	4-2-0	2-1-0	2-1-0	1-0-0	0-1-0	16-9-0
ATS in games 1-4	2-1-1	3-1-0	1-3-0	2-2-0	1-3-0	2-2-0	1-3-0	3-1-0	3-0-1	4-0-0	22-16-2
ATS in games 5-8	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	1-3-0	1-3-0	1-3-0	2-2-0	1-3-0	17-23-0
ATS in games 9-12	3-1-0	2-2-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	1-3-0	1-3-0	1-3-0	19-21-0
ATS in games 13-16	1-3-0	2-2-0	4-0-0	3-1-0	2-2-0	3-1-0	3-1-0	2-2-0	3-1-0	1-3-0	24-16-0
Points Scored per Game	26.12	30.75	25.75	27.44	28.38	27.56	25.38	21.88	24.75	21.75	25.98
Points Allowed per Game	19.50	18.94	17.75	21.69	20.00	20.12	23.56	21.88	21.75	21.75	20.69
Yds Offense per Game	347.94	365.00	315.25	349.00	360.06	395.56	393.12	297.31	393.06	341.75	355.81
Yds Allowed per Game	309.25	301.56	320.25	349.94	327.00	270.88	346.69	326.50	366.38	338.25	325.67
Yds Passing per Game	218.44	203.88	187.81	241.12	271.12	282.44	276.62	206.00	270.50	256.19	241.41
Opp. Yds Passing per Game	224.94	200.75	213.25	247.38	209.25	177.12	224.44	230.06	258.56	214.12	219.99
Percent Completions	64.3	61.6	59.7	65.3	65.1	66.0	62.9	64.0	69.5	66.2	64.6
Opp Percent Completions	59.6	57.1	60.9	67.9	61.0	58.4	62.6	61.1	66.4	61.1	61.7
Yds per Pass Attempt	6.64	7.00	6.38	8.07	8.36	8.31	7.60	6.24	7.94	7.14	7.38
Opp Yds per Pass Attempt	6.35	5.97	6.15	6.54	6.27	5.81	7.51	6.48	7.55	6.54	6.51
Yds Rushing per Game	129.50	161.12	127.44	107.88	88.94	113.12	116.50	91.31	122.56	85.56	114.39
Opp Yds Rushing per Game	84.31	100.81	107.00	102.56	117.75	93.75	122.25	96.44	107.81	124.12	105.68
Yds per Rush Attempt	4.46	4.94	4.20	4.10	3.33	3.96	4.28	3.55	4.03	3.43	4.06
Opp Yds per Rush Attempt	3.49	4.18	4.11	4.02	4.46	3.71	4.37	3.80	4.59	4.52	4.13
Turnovers per Game	1.75	0.94	1.50	1.25	1.06	1.81	1.75	1.62	1.31	1.44	1.44
Takeaways per Game	1.25	1.75	3.00	1.50	1.62	1.44	1.31	1.75	1.06	1.12	1.58
Sacks per Game	2.88	3.81	2.56	1.75	2.19	2.94	2.00	2.38	2.19	1.62	2.43
Sacks Allowed per Game	1.94	1.75	1.50	1.56	1.62	2.38	1.88	3.06	1.88	2.25	1.98
Average Possession Time	31:34	31:38	30:03	28:53	29:58	33:02	32:26	31:37	33:35	30:58	31:22
Punts per Game	4.44	4.31	5.12	3.19	3.25	3.50	2.94	5.25	3.50	4.69	4.02
Opp Punts per Game	4.88	5.50	4.31	3.75	3.94	5.06	3.75	5.00	4.06	4.31	4.46
Percent Rushes	45.5	51.4	49.5	45.6	43.9	44.0	41.6	41.6	45.8	39.5	44.8
Opp Percent Rushes	38.6	39.2	41.2	39.2	42.6	43.0	46.8	40.1	39.2	44.4	41.4

SAN FRANCISCO 49ERS

PLAY ON	SF001	The 49ers are 10-0 ATS as a road favorite for the second straight game when they had at least two fewer minutes of possession time than their season-to-date average in their previous game.	team=49ers and AF and p:AF and tA(p:TOP) - p:TOP >= 120
	SF002	The 49ers are 9-0 ATS as a dog off a loss in which they outgained their opponent.	team=49ers and D and p:L and p:TY>po:TY and date>=20041200
	SF003	The 49ers are 8-0 ATS when visiting a team that has allowed an average of 375 yards of offense season-to-date.	team=49ers and A and oA(o:TY)>375 and date>=20100000
	SF004	The 49ers are 8-0 ATS as a dog vs a divisional opponent with non-divisional opponents in each of the next two weeks.	team=49ers and D and DIV and n:NDIV and nn:NDIV and n:NB and nn:NB and date>=20041201
	SF005	The 49ers are 7-0 ATS as a road favorite vs a team that has lost two straight.	team=49ers and AF and op:L and opp:L and season >=2012
PLAY AGAINST	SF006	The 49ers are 0-12 ATS as a dog after a win in which they scored fewer than 33 points and recorded at least four sacks.	team=49ers and D and 4<=p:sacks and p:W and p:points<33 and season >= 1998
	SF007	The 49ers are 0-9 ATS vs a team that has averaged fewer than 1.6 turnovers per game season-to-date.	team=49ers and oA(TO)<1.6 and date>=20140119
	SF008	The 49ers are 0-9 ATS as a home favorite after a game in which they had more than 290 yards passing.	team=49ers and HF and p:PY>290 and date>19951201
	SF009	The 49ers are 0-8 ATS as a road dog the week after a game in which they attempted at least ten more rushes than their season-to-date average	team=49ers and AD and p:rushes - tA(p:rushes) >= 10 and season>=2001
	SF010	The 49ers are 0-8 ATS on the road versus any team with fewer wins after a loss at home.	team=49ers and A and p:HL and wins>o:wins and season>=1999
PLAY OVER	SF011	The 49ers are 11-0 OU as a TD-plus favorite the week following a double-digit win in which they were up by at least a TD at the half.	team=49ers and line<=-7 and p:margin>=10 and p:M2>=7 and NB and season >= 1997
PLAY UNDER	SF012	The 49ers are 0-10 OU as a favorite without extra rest vs a team that has averaged at least 7 rushing first downs per game.	team=49ers and F and oA(RFD)>=7 and rest<=6

SAN FRANCISCO 49ERS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	4-12-0	7-9-0	5-11-0	7-9-0	8-8-0	6-10-0	13-3-0	11-4-1	12-4-0	8-8-0	81-78-1
Straight Up Home	3-5-0	4-4-0	3-5-0	4-4-0	6-2-0	5-3-0	7-1-0	6-1-1	6-2-0	4-4-0	48-31-1
Straight Up Away	1-7-0	3-5-0	2-6-0	3-5-0	2-6-0	1-7-0	6-2-0	5-3-0	6-2-0	4-4-0	33-47-0
Average Line	9.59	5.41	5.66	2.88	0.22	-0.50	-2.88	-5.75	-5.41	-2.84	0.64
Average O/U Line	40.84	42.91	39.41	43.06	41.84	40.53	39.84	42.06	43.75	44.22	41.85
Against the Spread Record	8-8-0	9-7-0	5-10-1	7-8-1	11-4-1	7-9-0	11-3-2	9-7-0	10-5-1	4-11-1	81-72-7
Six Point Teaser Record	10-6-0	9-7-0	9-7-0	12-4-0	13-2-1	8-5-3	15-0-1	11-5-0	13-3-0	10-6-0	110-45-5
Seven Point Teaser Record	10-6-0	9-7-0	9-7-0	12-4-0	14-2-0	11-5-0	16-0-0	11-5-0	13-2-1	10-6-0	115-44-1
Ten Point Teaser Record	11-4-1	11-5-0	10-6-0	15-1-0	14-2-0	12-4-0	16-0-0	11-4-1	14-2-0	10-6-0	124-34-2
ATS Home	5-3-0	4-4-0	3-4-1	3-4-1	6-2-0	5-3-0	7-0-1	4-4-0	4-4-0	0-7-1	41-35-4
ATS Away	3-5-0	5-3-0	2-6-0	4-4-0	5-2-1	2-6-0	4-3-1	5-3-0	6-1-1	4-4-0	40-37-3
Over/Under Record	8-7-1	9-7-0	6-10-0	8-6-2	5-11-0	9-7-0	7-9-0	9-6-1	8-8-0	4-11-1	73-82-5
Over/Under Home	3-5-0	5-3-0	2-6-0	5-3-0	2-6-0	5-3-0	4-4-0	5-2-1	3-5-0	1-6-1	35-43-2
Over/Under Away	5-2-1	4-4-0	4-4-0	3-3-2	3-5-0	4-4-0	3-5-0	4-4-0	5-3-0	3-5-0	38-39-3
ATS as Favorite	1-0-0	1-2-0	0-0-1	2-2-1	6-2-0	5-6-0	8-2-1	7-6-0	9-4-0	3-9-1	42-33-4
ATS as Underdog	7-8-0	8-5-0	5-10-0	5-6-0	5-1-1	2-3-0	3-1-1	2-1-0	1-1-1	1-2-0	39-38-3
ATS as Home Favorite	1-0-0	1-2-0	0-0-1	2-1-1	5-2-0	4-3-0	7-0-0	4-4-0	4-4-0	0-7-1	28-23-3
ATS as a Home Dog	4-3-0	3-2-0	3-4-0	1-3-0	1-0-0	1-0-0	0-0-1	---	---	---	13-12-1
ATS Away Favorite	---	---	---	0-1-0	1-0-0	1-3-0	1-2-1	3-2-0	5-0-0	3-2-0	14-10-1
ATS Away Dog	3-5-0	5-3-0	2-6-0	4-3-0	4-1-1	1-3-0	3-1-0	2-1-0	1-1-1	1-2-0	26-26-2
vs Division	3-3-0	5-1-0	2-3-1	3-3-0	5-1-0	3-3-0	3-2-1	1-5-0	4-2-0	1-5-0	30-28-2
ATS after 10+ ATS Win	2-2-0	2-3-0	1-1-0	3-2-0	2-3-0	0-2-0	3-1-2	3-3-0	4-2-0	0-1-0	20-20-2
ATS after 10+ ATS Loss	3-2-0	3-2-0	2-4-0	1-0-0	1-0-1	3-1-0	---	3-2-0	1-1-0	1-4-1	18-16-2
ATS in games 1-4	2-2-0	2-2-0	1-2-1	2-2-0	4-0-0	2-2-0	3-0-1	3-1-0	2-2-0	1-2-1	22-15-3
ATS in games 5-8	1-3-0	2-2-0	1-3-0	0-4-0	1-2-1	2-2-0	4-0-0	2-2-0	4-0-0	1-3-0	18-21-1
ATS in games 9-12	2-2-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	3-1-0	3-2-0	2-1-1	2-2-0	23-17-1
ATS in games 13-16	3-1-0	2-2-0	2-2-0	2-1-1	3-1-0	2-2-0	1-2-1	1-2-0	2-2-0	0-4-0	18-19-2
Points Scored per Game	14.94	18.62	13.69	21.19	20.62	19.06	23.75	24.81	25.38	19.12	20.12
Points Allowed per Game	26.75	25.75	22.75	23.81	17.56	21.62	14.31	17.06	17.00	21.25	20.79
Yds Offense per Game	224.19	303.75	237.44	311.12	290.75	313.31	310.88	361.81	323.75	327.56	300.46
Yds Allowed per Game	391.19	344.19	345.12	326.00	326.38	327.75	308.31	294.38	316.94	321.44	330.17
Yds Passing per Game	118.62	168.00	145.12	211.19	190.75	209.75	183.12	206.12	186.19	191.44	181.03
Opp. Yds Passing per Game	276.69	223.19	226.62	219.19	229.38	231.06	230.94	200.19	220.88	221.75	227.99
Percent Completions	52.4	57.9	53.3	60.7	59.1	56.4	61.4	66.3	58.5	59.8	58.6
Opp Percent Completions	64.9	63.9	63.5	60.7	60.7	65.1	57.5	59.4	59.0	58.9	61.3
Yds per Pass Attempt	4.88	6.05	4.52	6.64	5.78	6.71	6.50	7.56	7.14	6.28	6.19
Opp Yds per Pass Attempt	7.69	6.89	6.68	6.43	6.33	6.72	6.38	5.65	6.04	6.43	6.52
Yds Rushing per Game	105.56	135.75	92.31	99.94	100.00	103.56	127.75	155.69	137.56	136.12	119.42
Opp Yds Rushing per Game	114.50	121.00	118.50	106.81	97.00	96.69	77.38	94.19	96.06	99.69	102.18
Yds per Rush Attempt	3.95	4.95	4.14	4.03	4.31	4.13	4.10	5.06	4.36	4.62	4.38
Opp Yds per Rush Attempt	3.77	4.09	3.76	3.78	3.64	3.46	3.49	3.70	3.88	3.98	3.76
Turnovers per Game	2.19	2.00	2.12	2.19	1.50	1.44	0.62	1.00	1.12	1.38	1.56
Takeaways per Game	1.62	1.69	1.38	1.12	2.06	1.38	2.38	1.56	1.88	1.81	1.69
Sacks per Game	1.75	2.12	1.94	1.88	2.75	2.25	2.50	2.38	2.44	2.25	2.23
Sacks Allowed per Game	3.00	2.19	3.38	3.44	2.50	2.75	2.75	2.56	2.44	3.25	2.83
Average Possession Time	27:37	29:00	27:07	29:30	29:46	28:46	32:07	31:46	30:34	31:44	29:48
Punts per Game	6.75	5.06	6.56	4.19	6.19	5.69	4.94	4.19	4.94	4.56	5.31
Opp Punts per Game	4.44	4.12	5.56	4.50	5.94	5.25	5.44	4.94	5.44	4.62	5.03
Percent Rushes	49.5	47.8	38.6	41.3	39.5	42.4	50.2	50.8	52.5	46.6	45.9
Opp Percent Rushes	44.6	46.1	46.8	44.0	40.6	43.3	36.4	40.2	38.8	40.5	42.2

SEATTLE SEAHAWKS

PLAY ON	SEA001	The Seahawks are 15-0 ATS as a home favorite the week after a game in which they had at least 100 more yards of offense than their season-to-date average.	team=Seahawks and HF and p:TY - tA(p:TY) > 83 and season>=1998
	SEA002	The Seahawks are 13-0 ATS when they scored fewer points than expected in each of their last three games and they are off a road game.	team=Seahawks and p:A and p:dps<0 and pp:dps<0 and ppp:dps<0 and season >=1992
	SEA003	The Seahawks are 12-0 ATS as a road dog the week after a win after they were losing at the end of the third quarter.	team=Seahawks and AD and p:W and p:M3<0 and NB
	SEA004	The Seahawks are 12-0 ATS on the road after a home game in which a receiver had more than 75 receiving yards.	team=Seahawks and A and max:p:receiving yards>=75 and p:H and season>=2011
	SEA005	The Seahawks are 10-0 ATS at home when they lost and failed to cover their last two games	team=Seahawks and H and p:L and p:ATSL and pp:L and pp:ATSL and season>=2006
PLAY AGAINST	SEA006	The Seahawks are 0-8 ATS on the road after a double-digit home win in which they did not score in the first quarter.	team=Seahawks and A and p:H and p:margin>=10 and p:P1=0 and season>=2005
	SEA007	The Seahawks are 0-8 ATS as a dog off a 21-plus point win over a divisional opponent.	team=Seahawks and D and p:margin>=21 and p:DIV and p:W
	SEA008	The Seahawks are 0-7 ATS as a regular season road dog vs a team that has allowed less than 56% completions season-to-date.	team=Seahawks and AD and oS(o:COMP)/oS(o:passes)<0.56 and REG and season>=2001
	SEA009	The Seahawks are 0-7 ATS as a road dog after a loss in which they were winning at the half.	team=Seahawks and AD and p:L and p:M2>0 and season>=2004
	SEA010	The Seahawks are 0-6 ATS on the road when facing an undefeated team after week 1.	team=Seahawks and A and o:wins>0 and o:losses =0 and season>=2004
PLAY OVER	SEA011	The Seahawks are 17-0 OU as a road dog off a win vs a team with more wins on the season.	team=Seahawks and AD and p:W and o:wins>wins and date>=19971100
PLAY UNDER	SEA012	The Seahawks are 0-13 OU when the line is within 3 of pick vs a divisional opponent and they are on the road next.	team=Seahawks and -3<=line<=3 and DIV and n:A and date>=20021200

SEATTLE SEAHAWKS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	13-3-0	9-7-0	10-6-0	4-12-0	5-11-0	7-9-0	7-9-0	11-5-0	13-3-0	12-4-0	91-69-0
Straight Up Home	8-0-0	5-3-0	7-1-0	2-6-0	4-4-0	5-3-0	4-4-0	8-0-0	7-1-0	7-1-0	57-23-0
Straight Up Away	5-3-0	4-4-0	3-5-0	2-6-0	1-7-0	2-6-0	3-5-0	3-5-0	6-2-0	5-3-0	34-46-0
Average Line	-4.41	-2.72	-4.19	3.53	2.25	3.12	3.78	-1.25	-7.94	-6.31	-1.41
Average O/U Line	43.62	42.12	41.69	42.72	43.00	41.69	39.88	40.53	43.12	43.69	42.21
Against the Spread Record	9-7-0	7-9-0	9-7-0	8-8-0	6-10-0	7-9-0	9-5-2	11-5-0	11-5-0	10-6-0	87-71-2
Six Point Teaser Record	14-2-0	11-5-0	12-3-1	9-7-0	8-8-0	8-8-0	12-4-0	13-2-1	12-4-0	12-4-0	111-47-2
Seven Point Teaser Record	14-2-0	11-5-0	13-3-0	10-6-0	8-7-1	8-8-0	12-4-0	15-1-0	13-3-0	12-4-0	116-43-1
Ten Point Teaser Record	15-0-1	13-3-0	13-2-1	11-4-1	9-7-0	8-7-1	13-2-1	16-0-0	14-2-0	14-2-0	126-29-5
ATS Home	6-2-0	5-3-0	6-2-0	4-4-0	5-3-0	5-3-0	5-2-1	7-1-0	5-3-0	6-2-0	54-25-1
ATS Away	3-5-0	2-6-0	3-5-0	4-4-0	1-7-0	2-6-0	4-3-1	4-4-0	6-2-0	4-4-0	33-46-1
Over/Under Record	8-6-2	9-7-0	6-9-1	7-8-1	7-9-0	11-5-0	9-7-0	8-8-0	6-10-0	8-8-0	79-77-4
Over/Under Home	2-5-1	4-4-0	3-5-0	3-5-0	2-6-0	5-3-0	5-3-0	4-4-0	3-5-0	4-4-0	35-44-1
Over/Under Away	6-1-1	5-3-0	3-4-1	4-3-1	5-3-0	6-2-0	4-4-0	4-4-0	3-5-0	4-4-0	44-33-3
ATS as Favorite	8-4-0	4-7-0	8-4-0	2-1-0	4-2-0	2-1-0	1-1-0	5-4-0	10-5-0	9-5-0	53-34-0
ATS as Underdog	1-3-0	3-2-0	1-2-0	6-7-0	1-8-0	5-8-0	8-4-2	6-1-0	1-0-0	1-1-0	33-36-2
ATS as Home Favorite	6-2-0	4-3-0	6-2-0	1-1-0	3-2-0	2-0-0	1-1-0	4-1-0	5-3-0	6-2-0	38-17-0
ATS as a Home Dog	---	1-0-0	---	3-3-0	1-1-0	3-3-0	4-1-1	3-0-0	---	---	15-8-1
ATS Away Favorite	2-2-0	0-4-0	2-2-0	1-0-0	1-0-0	0-1-0	---	1-3-0	5-2-0	3-3-0	15-17-0
ATS Away Dog	1-3-0	2-2-0	1-2-0	3-4-0	0-7-0	2-5-0	4-3-1	3-1-0	1-0-0	1-1-0	18-28-1
vs Division	5-1-0	1-5-0	5-1-0	3-3-0	3-3-0	4-2-0	3-2-1	3-3-0	4-2-0	5-1-0	36-23-1
ATS after 10+ ATS Win	2-3-0	---	1-3-0	0-3-0	0-2-0	0-4-0	2-1-2	3-2-0	3-1-0	2-2-0	13-21-2
ATS after 10+ ATS Loss	0-1-0	1-2-0	2-1-0	3-2-0	3-4-0	5-3-0	2-1-0	---	2-0-0	1-1-0	19-15-0
ATS in games 1-4	2-2-0	2-2-0	2-2-0	1-3-0	1-3-0	2-2-0	2-2-0	2-2-0	4-0-0	3-1-0	21-19-0
ATS in games 5-8	3-1-0	1-3-0	1-3-0	2-2-0	2-2-0	2-2-0	2-1-1	3-1-0	1-3-0	0-4-0	17-22-1
ATS in games 9-12	2-2-0	2-2-0	4-0-0	2-2-0	2-2-0	2-2-0	3-1-0	3-1-0	3-1-0	3-1-0	26-14-0
ATS in games 13-16	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	1-3-0	2-1-1	3-1-0	3-1-0	4-0-0	23-16-1
Points Scored per Game	28.25	20.94	24.56	18.38	17.50	19.38	20.06	25.75	26.06	24.62	22.55
Points Allowed per Game	16.94	21.31	18.19	24.50	24.38	25.44	19.69	15.31	14.44	15.88	19.61
Yds Offense per Game	369.69	311.06	348.94	274.06	316.81	297.81	303.94	350.62	339.00	375.75	328.77
Yds Allowed per Game	316.81	330.31	321.81	378.00	356.44	368.56	332.19	306.19	273.00	267.12	325.04
Yds Passing per Game	216.12	190.88	247.75	163.56	218.94	208.81	194.06	189.44	202.25	203.12	203.49
Opp. Yds Passing per Game	222.44	203.50	219.06	259.31	245.44	249.62	219.88	203.12	172.00	185.62	218.00
Percent Completions	64.8	57.0	62.9	55.3	61.1	59.6	58.7	64.0	63.6	63.2	60.9
Opp Percent Completions	58.0	59.3	58.6	64.7	65.8	57.9	59.7	58.0	59.0	61.7	60.3
Yds per Pass Attempt	7.30	5.96	6.72	5.52	5.75	6.14	6.10	7.48	7.70	7.16	6.52
Opp Yds per Pass Attempt	6.23	6.46	6.17	7.33	6.91	6.83	6.48	5.76	5.25	5.86	6.34
Yds Rushing per Game	153.56	120.19	101.19	110.50	97.88	89.00	109.88	161.19	136.75	172.62	125.28
Opp Yds Rushing per Game	94.38	126.81	102.75	118.69	111.00	118.94	112.31	103.06	101.00	81.50	107.04
Yds per Rush Attempt	4.73	3.97	3.77	4.24	3.96	3.70	3.95	4.81	4.30	5.26	4.32
Opp Yds per Rush Attempt	3.60	4.60	3.90	4.16	4.15	4.21	3.80	4.48	3.84	3.42	4.02
Turnovers per Game	1.06	2.12	1.50	1.69	1.94	1.94	1.44	1.12	1.19	0.88	1.49
Takeaways per Game	1.69	1.62	2.12	1.25	1.44	1.38	1.94	1.94	2.44	1.50	1.73
Sacks per Game	3.12	2.56	2.81	2.19	1.75	2.31	2.06	2.25	2.75	2.31	2.41
Sacks Allowed per Game	1.69	3.06	2.25	2.25	2.56	2.19	3.06	2.06	2.75	2.62	2.45
Average Possession Time	29:49	29:48	29:59	26:37	27:30	27:32	28:22	31:50	30:32	32:22	29:26
Punts per Game	5.00	5.38	5.38	5.62	5.56	4.88	5.94	4.06	4.75	3.88	5.04
Opp Punts per Game	4.81	5.50	5.81	4.25	5.12	5.06	5.06	4.88	5.12	5.19	5.08
Percent Rushes	50.9	46.3	40.7	45.0	37.8	39.9	44.4	55.0	52.3	51.4	46.3
Opp Percent Rushes	40.3	44.7	40.8	43.2	41.8	42.1	45.1	38.0	42.6	41.2	42.0

ST LOUIS RAMS

PLAY ON	STL001	The Rams are 13-0 ATS as a favorite off a game in which they scored at least 8 points more than their season-to-date average.	team=Rams and F and p:points - tA(p:points) >= 8 and season>=2002
	STL002	The Rams are 10-0 ATS when hosting a team that has at least 2/3 of their first downs through the air season-to-date.	team=Rams and H and Sum(o:FD*0.667@ o:team and o:season)<Sum(o:PFD@ o:team and o:season) and date>=20091100
	STL003	The Rams are 7-0 ATS as a dog when they got a first down on fewer than 25% of their plays in their last game.	team=Rams and D and p:FDP<25 and date>=20120000
	STL004	The Rams are 7-0 ATS at home when facing a team with no wins after week 2.	team=Rams and H and o:wins=0 and week>2 and season>=1992
	STL005	The Rams are 7-0 ATS the week after a home loss to a divisional opponent in which they were winning at the end of the third quarter	team=Rams and p:HL and p:DIV and p:M3>0 and NB and season>=2000
PLAY AGAINST	STL006	The Rams are 0-11 ATS as a TD-plus dog after a game in which they allowed at least 84 more passing yards than their season-to-date average and fewer than 45 points.	team=Rams and line>=7 and p:L and po:PY-tA(po:PY) >=84 and po:points<45 and date>=19941100
	STL007	The Rams are 0-11 ATS as a home dog the week after a game in which they had at least 300 yards passing	team=Rams and HD and p:PY>=300
	STL008	The Rams are 0-10 ATS as a favorite over a team that is seeking same season revenge.	team=Rams and F and P:W and P:season==season and date>=20020127
	STL009	The Rams are 0-10 ATS when the line is within 3 of pick versus any team with the same record.	team=Rams and wins=o:wins and losses=o:losses and -3<=line<=3 and date>=20051001
	STL010	The Rams are 0-8 ATS after week 8 when they are off a road loss that dropped them one game under 500.	team=Rams and p:AL and losses-wins =1 and week>8
PLAY OVER	STL011	The Rams are 9-0 OU as a home dog off a game in which they passed for 300-plus yards.	team=Rams and HD and p:PY>=300 and season >=1991
PLAY UNDER	STL012	The Rams are 0-8 OU when one game under 500 after week 8.	team=Rams and wins - losses = -1 and week>8 and date>=20101200

ST LOUIS RAMS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	6-10-0	8-8-0	3-13-0	2-14-0	1-15-0	7-9-0	2-14-0	7-8-1	7-9-0	6-10-0	49-110-1
Straight Up Home	3-5-0	4-4-0	1-7-0	1-7-0	0-8-0	5-3-0	1-7-0	4-4-0	5-3-0	3-5-0	27-53-0
Straight Up Away	3-5-0	4-4-0	2-6-0	1-7-0	1-7-0	2-6-0	1-7-0	3-4-1	2-6-0	3-5-0	22-57-1
Average Line	0.19	0.66	4.78	8.22	9.62	2.12	7.16	4.41	3.75	3.06	4.40
Average O/U Line	45.94	44.19	43.19	44.09	42.38	41.25	41.00	41.34	43.38	43.75	43.05
Against the Spread Record	5-11-0	9-7-0	4-11-1	6-10-0	7-9-0	10-6-0	3-12-1	11-5-0	7-9-0	7-9-0	69-89-2
Six Point Teaser Record	8-8-0	11-5-0	8-8-0	7-9-0	7-8-1	11-5-0	8-7-1	12-4-0	12-4-0	10-6-0	94-64-2
Seven Point Teaser Record	8-7-1	11-5-0	8-8-0	7-9-0	9-7-0	11-5-0	9-6-1	12-4-0	12-4-0	10-6-0	97-61-2
Ten Point Teaser Record	12-4-0	13-2-1	10-5-1	9-7-0	9-7-0	12-4-0	10-6-0	13-3-0	13-3-0	10-5-1	111-46-3
ATS Home	2-6-0	4-4-0	2-6-0	3-5-0	3-5-0	5-3-0	2-5-1	4-4-0	5-3-0	3-5-0	33-46-1
ATS Away	3-5-0	5-3-0	2-5-1	3-5-0	4-4-0	5-3-0	1-7-0	7-1-0	2-6-0	4-4-0	36-43-1
Over/Under Record	9-7-0	8-7-1	6-9-1	7-8-1	7-9-0	6-10-0	5-9-2	8-8-0	9-7-0	8-8-0	73-82-5
Over/Under Home	5-3-0	5-2-1	4-3-1	3-4-1	5-3-0	3-5-0	4-3-1	5-3-0	5-3-0	5-3-0	44-32-4
Over/Under Away	4-4-0	3-5-0	2-6-0	4-4-0	2-6-0	3-5-0	1-6-1	3-5-0	4-4-0	3-5-0	29-50-1
ATS as Favorite	2-6-0	4-4-0	2-2-0	---	---	3-2-0	0-2-0	0-2-0	3-1-0	2-3-0	16-22-0
ATS as Underdog	3-5-0	5-3-0	2-9-1	6-10-0	7-9-0	7-4-0	3-10-1	11-3-0	4-8-0	5-6-0	53-67-2
ATS as Home Favorite	1-5-0	2-3-0	1-2-0	---	---	2-1-0	0-2-0	0-2-0	3-1-0	1-3-0	10-19-0
ATS as a Home Dog	1-1-0	2-1-0	1-4-0	3-5-0	3-5-0	3-2-0	2-3-1	4-2-0	2-2-0	2-2-0	23-27-1
ATS Away Favorite	1-1-0	2-1-0	1-0-0	---	---	1-1-0	---	---	---	1-0-0	6-3-0
ATS Away Dog	2-4-0	3-2-0	1-5-1	3-5-0	4-4-0	4-2-0	1-7-0	7-1-0	2-6-0	3-4-0	30-40-1
vs Division	1-5-0	3-3-0	2-4-0	1-5-0	1-5-0	4-2-0	1-5-0	6-0-0	1-5-0	2-4-0	22-38-0
ATS after 10+ ATS Win	---	1-1-0	1-0-0	2-0-0	1-1-0	2-1-0	0-1-0	4-1-0	2-2-0	2-2-0	15-9-0
ATS after 10+ ATS Loss	2-2-0	2-1-0	1-4-0	1-6-0	4-2-0	3-0-0	2-4-0	3-0-0	2-1-0	4-2-0	24-22-0
ATS in games 1-4	1-3-0	3-1-0	0-4-0	0-4-0	1-3-0	3-1-0	0-4-0	3-1-0	0-4-0	1-3-0	12-28-0
ATS in games 5-8	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	3-1-0	2-2-0	21-19-0
ATS in games 9-12	1-3-0	1-3-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	4-1-0	2-2-0	3-1-0	22-19-0
ATS in games 13-16	1-3-0	3-1-0	0-3-1	2-2-0	1-3-0	1-3-0	1-2-1	2-1-0	2-2-0	1-3-0	14-23-2
Points Scored per Game	22.69	22.94	16.44	14.50	10.94	18.06	12.06	18.69	21.75	20.25	17.83
Points Allowed per Game	26.81	23.81	27.38	29.06	27.25	20.50	25.44	21.75	22.75	22.12	24.69
Yds Offense per Game	348.19	360.44	297.50	287.25	279.38	302.88	283.56	329.06	304.81	314.69	310.77
Yds Allowed per Game	350.12	335.12	341.75	371.88	372.81	336.75	358.38	342.62	345.00	351.38	350.58
Yds Passing per Game	252.25	247.62	202.06	184.19	167.38	204.25	179.38	221.88	195.31	212.50	206.68
Opp. Yds Passing per Game	214.00	189.69	226.50	217.19	235.25	223.62	206.31	225.12	242.12	240.88	222.07
Percent Completions	65.4	62.7	58.0	56.2	57.4	60.0	53.2	59.6	59.5	63.5	59.6
Opp Percent Completions	61.9	59.0	60.8	62.6	64.2	57.4	60.5	66.2	68.1	68.0	62.9
Yds per Pass Attempt	6.74	6.69	5.63	5.67	4.94	5.54	5.23	6.37	6.18	6.60	5.96
Opp Yds per Pass Attempt	6.75	6.73	6.93	7.83	7.67	6.27	6.82	6.59	7.44	7.14	7.00
Yds Rushing per Game	95.94	112.81	95.44	103.06	112.00	98.62	104.19	107.19	109.50	102.19	104.09
Opp Yds Rushing per Game	136.12	145.44	115.25	154.69	137.56	113.12	152.06	117.50	102.88	110.50	128.51
Yds per Rush Attempt	4.04	4.26	3.78	3.95	4.35	3.68	4.08	4.17	4.11	4.14	4.06
Opp Yds per Rush Attempt	4.75	4.88	4.13	4.94	4.40	4.48	4.77	4.25	3.74	4.16	4.47
Turnovers per Game	2.31	1.12	2.31	1.94	2.06	1.31	1.44	1.38	1.31	1.69	1.69
Takeaways per Game	1.69	2.00	1.69	1.62	1.25	1.62	1.12	1.31	1.81	1.56	1.57
Sacks per Game	2.56	2.12	1.88	1.88	1.56	2.69	2.44	3.25	3.31	2.56	2.42
Sacks Allowed per Game	2.88	3.06	3.00	2.81	2.75	2.12	3.44	2.12	2.25	2.94	2.74
Average Possession Time	30:25	31:20	30:06	29:32	29:10	31:01	28:10	29:46	29:05	29:12	29:47
Punts per Game	4.56	4.75	4.88	5.19	5.62	5.88	6.62	5.12	4.88	5.06	5.26
Opp Punts per Game	4.25	4.19	4.12	4.19	4.69	5.12	5.06	4.56	4.62	4.75	4.56
Percent Rushes	37.1	39.8	39.4	42.5	41.3	40.7	40.4	41.0	44.0	41.3	40.7
Opp Percent Rushes	45.6	49.6	44.6	51.4	49.2	39.7	49.4	42.5	43.4	42.2	45.7

TAMPA BAY BUCCANEERS

PLAY ON	TB001	The Buccaneers are 10-0 ATS on the road after scoring 28+ points	team=Buccaneers and A and p:points>=28 and season>=2008
	TB002	The Buccaneers are 8-0 ATS on artificial turf after a win.	team=Buccaneers and surface=artificial and p:W and date>=20081100
	TB003	The Buccaneers are 7-0 ATS on the road when they are off a SU and ATS win and their opponent is off a SU and ATS loss.	team=Buccaneers and A and p:W and p:ATSW and op:L and op:ATSL and season >= 2008
	TB004	The Buccaneers are 7-0 ATS on the road after a win in which their completion percentage was at least 8.8 points higher than their season-to-date average.	team=Buccaneers and A and p:W and p:CP - 100*tS(COMP)/tS(passes) >= 8.8 and date>=20081101
	TB005	The Buccaneers are 6-0 ATS on the road versus any team with fewer wins after a win at home.	team=Buccaneers and A and p:HW and wins>o:wins and date>=20081101
PLAY AGAINST	TB006	The Buccaneers are 0-11 ATS as a home favorite after a game when they had more than 34 minutes of possession time on the road.	team=Buccaneers and HF and p:A and p:TOP>60*34 and NB
	TB007	The Buccaneers are 0-9 ATS at home after road losses in each of their last two games.	team=Buccaneers and H and p:AL and pp:AL and season>=1999
	TB008	The Buccaneers are 0-9 ATS as a favorite after a win as a home favorite in which they were up by more than a TD at the half.	team=Buccaneers and F and p:W and p:M2>7 and p:WHF and NB and date>=20020101
	TB009	The Buccaneers are 0-8 ATS as a home dog vs a team that has averaged at least seven rushing first downs per game season-to-date.	team=Buccaneers and HD and oA(RFD)>=7 and season >=2009
	TB010	The Buccaneers are 0-7 ATS on the road off a 1-3 point loss.	team=Buccaneers and A and -3<=p:margin<0 and season >= 2009
PLAY OVER	TB011	The Buccaneers are 8-0 OU on grass when they are off a win and they are not getting more than a field goal.	team=Buccaneers and A and line<=3 and surface=grass and p:W and date>=20071200
PLAY UNDER	TB012	The Buccaneers are 0-9 OU at home when their ATS margin got worse in each of the last two weeks.	team=Buccaneers and H and p:ats margin<pp:ats margin<ppp:ats margin and season >=2007

TAMPA BAY BUCCANEERS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	11-5-0	4-12-0	9-7-0	9-7-0	3-13-0	10-6-0	4-12-0	7-9-0	4-12-0	2-14-0	63-97-0
Straight Up Home	6-2-0	3-5-0	6-2-0	6-2-0	1-7-0	4-4-0	3-5-0	3-5-0	3-5-0	0-8-0	35-45-0
Straight Up Away	5-3-0	1-7-0	3-5-0	3-5-0	2-6-0	6-2-0	1-7-0	4-4-0	1-7-0	2-6-0	28-52-0
Average Line	-1.91	4.66	-0.66	-2.78	8.25	1.72	3.62	1.25	4.28	4.50	2.29
Average O/U Line	36.19	37.38	39.03	40.28	42.41	40.62	44.94	46.75	43.22	44.03	41.48
Against the Spread Record	6-7-3	7-9-0	9-7-0	8-8-0	6-10-0	10-5-1	4-12-0	9-6-1	6-10-0	7-9-0	72-83-5
Six Point Teaser Record	12-3-1	9-6-1	12-4-0	12-3-1	9-7-0	13-3-0	8-8-0	13-3-0	9-6-1	9-7-0	106-50-4
Seven Point Teaser Record	13-3-0	10-5-1	12-4-0	13-3-0	9-6-1	13-2-1	8-8-0	13-3-0	10-6-0	10-5-1	111-45-4
Ten Point Teaser Record	13-3-0	12-4-0	15-1-0	13-3-0	12-4-0	14-2-0	11-5-0	14-2-0	11-5-0	14-2-0	129-31-0
ATS Home	2-3-3	4-4-0	6-2-0	4-4-0	1-7-0	3-5-0	2-6-0	3-4-1	4-4-0	2-6-0	31-45-4
ATS Away	4-4-0	3-5-0	3-5-0	4-4-0	5-3-0	7-0-1	2-6-0	6-2-0	2-6-0	5-3-0	41-38-1
Over/Under Record	6-10-0	7-9-0	9-7-0	8-8-0	6-10-0	8-8-0	10-6-0	9-7-0	8-8-0	5-11-0	76-84-0
Over/Under Home	5-3-0	4-4-0	4-4-0	3-5-0	3-5-0	5-3-0	4-4-0	4-4-0	5-3-0	1-7-0	38-42-0
Over/Under Away	1-7-0	3-5-0	5-3-0	5-3-0	3-5-0	3-5-0	6-2-0	5-3-0	3-5-0	4-4-0	38-42-0
ATS as Favorite	3-5-3	1-3-0	6-3-0	5-5-0	---	3-2-1	1-3-0	3-3-0	2-2-0	0-3-0	24-29-4
ATS as Underdog	3-2-0	6-6-0	3-4-0	3-3-0	6-10-0	7-3-0	3-9-0	6-3-1	4-8-0	7-6-0	48-54-1
ATS as Home Favorite	2-2-3	1-3-0	5-1-0	4-4-0	---	3-2-0	1-2-0	2-3-0	2-1-0	0-3-0	20-21-3
ATS as a Home Dog	0-1-0	3-1-0	1-1-0	---	1-7-0	0-3-0	1-4-0	1-1-1	2-3-0	2-3-0	11-24-1
ATS Away Favorite	1-3-0	---	1-2-0	1-1-0	---	0-0-1	0-1-0	1-0-0	0-1-0	---	4-8-1
ATS Away Dog	3-1-0	3-5-0	2-3-0	3-3-0	5-3-0	7-0-0	2-5-0	5-2-0	2-5-0	5-3-0	37-30-0
vs Division	3-1-2	2-4-0	5-1-0	3-3-0	2-4-0	4-2-0	2-4-0	3-2-1	2-4-0	3-3-0	29-28-3
ATS after 10+ ATS Win	1-3-0	1-1-0	3-2-0	0-2-0	2-1-0	2-1-0	0-1-0	2-1-0	2-2-0	1-1-0	14-15-0
ATS after 10+ ATS Loss	0-1-2	0-3-0	1-0-0	1-1-0	4-0-0	1-1-0	2-3-0	1-1-0	2-2-0	1-1-0	13-13-2
ATS in games 1-4	2-2-0	2-2-0	3-1-0	3-1-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	1-3-0	21-19-0
ATS in games 5-8	1-3-0	2-2-0	1-3-0	2-2-0	1-3-0	2-2-0	1-3-0	3-1-0	1-3-0	2-2-0	16-24-0
ATS in games 9-12	2-1-1	1-3-0	4-0-0	2-2-0	2-2-0	3-1-0	1-3-0	2-1-1	3-1-0	2-2-0	22-16-2
ATS in games 13-16	1-1-2	2-2-0	1-3-0	1-3-0	2-2-0	2-1-1	0-4-0	1-3-0	1-3-0	2-2-0	13-24-3
Points Scored per Game	18.75	13.19	20.88	22.56	15.25	21.31	17.94	24.31	18.00	17.31	18.95
Points Allowed per Game	17.12	22.06	16.88	20.19	25.00	19.88	30.88	24.62	24.31	25.62	22.66
Yds Offense per Game	294.75	270.06	326.81	341.00	287.50	335.12	319.25	363.75	277.00	292.00	310.73
Yds Allowed per Game	277.75	329.44	278.19	306.12	365.56	332.69	394.44	379.88	348.00	368.81	338.09
Yds Passing per Game	180.62	174.88	209.81	226.19	185.81	210.06	228.12	248.94	176.25	206.06	204.68
Opp. Yds Passing per Game	183.06	209.62	170.31	187.31	207.38	201.00	238.38	297.38	237.88	255.62	218.79
Percent Completions	62.2	55.3	64.5	63.2	53.2	61.9	62.1	54.9	56.6	56.7	59.0
Opp Percent Completions	57.8	61.1	60.6	58.1	62.4	58.9	62.6	65.4	64.4	68.6	62.2
Yds per Pass Attempt	5.93	5.23	6.85	6.44	5.67	6.80	6.21	7.04	5.49	6.21	6.19
Opp Yds per Pass Attempt	6.15	6.80	5.56	6.31	6.88	6.17	7.93	7.59	6.96	7.25	6.79
Yds Rushing per Game	114.12	95.19	117.00	114.81	101.69	125.06	91.12	114.81	100.75	85.94	106.05
Opp Yds Rushing per Game	94.69	119.81	107.88	118.81	158.19	131.69	156.06	82.50	110.12	113.19	119.29
Yds per Rush Attempt	4.00	3.77	4.17	4.07	4.03	4.64	4.21	4.42	3.84	3.88	4.11
Opp Yds per Rush Attempt	3.46	3.86	3.80	4.31	4.78	4.75	5.01	3.50	4.02	3.86	4.16
Turnovers per Game	1.44	2.00	1.25	1.62	2.12	1.19	2.50	1.44	1.31	2.06	1.69
Takeaways per Game	1.88	1.25	2.19	1.88	1.81	1.75	1.50	1.62	1.94	1.56	1.74
Sacks per Game	2.25	1.56	2.06	1.81	1.75	1.62	1.44	1.69	2.19	2.19	1.86
Sacks Allowed per Game	2.56	2.06	2.25	2.00	2.06	1.88	2.00	1.62	2.94	3.25	2.26
Average Possession Time	31:13	28:25	30:27	32:14	28:43	30:48	29:01	30:16	29:36	27:16	29:48
Punts per Game	5.62	5.81	4.88	4.81	5.44	4.75	4.19	4.81	5.44	4.94	5.07
Opp Punts per Game	5.00	5.06	5.19	5.06	4.50	4.50	3.62	4.94	4.25	4.00	4.61
Percent Rushes	46.4	41.6	46.1	43.2	42.0	45.1	35.8	41.3	42.8	37.8	42.2
Opp Percent Rushes	46.1	49.0	46.5	46.7	50.9	44.8	49.7	36.6	42.9	43.9	45.7

TENNESSEE TITANS

PLAY ON	TEN001	The Titans are 9-0 ATS on the road when their opponent had a positive takeaway margin for two straight games and they are not a dog by more than three points.	team=Titans and A and line<=3 and op:TOM<0 and opp:TOM<0 and season >=2000
	TEN002	The Titans are 9-0 ATS as a favorite the week following a win in which ther threw for at least 125 yards but their completion percentage was at least 7 percentage points lower than their season-to-date average.	team=Titans and F and p:W and tA(p:CP) - p:CP >= 7 and NB and p:PY>125 and date>=20021200
	TEN003	The Titans are 7-0 ATS at home the week after a game as a favorite in which their completion percentage was at least six points lower than their season-to-date average	team=Titans and H and p:F and NB and 100*tS(COMP)/tS(passes) - p:CP >= 6 and date>=20021101
	TEN004	The Titans are 7-0 ATS after a win as a dog in which they were losing at the half	team=Titans and p:WD and p:M2<0 and season>=2006
	TEN005	The Titans are 6-0 ATS after a road game in which they did not have a 25-plus yard rusher.	team=Titans and max:p:rushing yards<25 and p:A and season>=2006
PLAY AGAINST	TEN006	The Titans are 0-13 ATS after a game in which they had at least 300 yards passing.	team=Titans and p:PY>=300 and date>=20041201
	TEN007	The Titans are 0-11 ATS vs a divisional opponent.	team=Titans and DIV and date >=20131100
	TEN008	The Titans are 0-11 ATS when facing a team that suffered four-plus quarterback sacks in their last game.	team=Titans and 4<=opo:sacks and date>=20101200
	TEN009	The Titans are 0-11 ATS at home after a game at home in which they had at least three more minutes of possession time than their season-to-date average.	team=Titans and H and p:H and p:TOP - tA(p:TOP)>= 180 and season>=1998
	TEN010	The Titans are 0-8 ATS as a home favorite when one game under 500.	team=Titans and HF and losses - wins = 1 and season >= 2000
PLAY OVER	TEN011	The Titans are 10-0 OU as a FG-plus dog when facing a team that just allowed 275 yards or fewer of offense.	team=Titans and line>=3 and opo:TY<=275 and date>=20061001
PLAY UNDER	TEN012	The Titans are 0-8 off a home game and facing a team with fewer wins.	team=Titans and p:H and wins-o:wins>0 and date>=20101100

TENNESSEE TITANS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
Straight Up Record	4-12-0	8-8-0	10-6-0	13-3-0	8-8-0	6-10-0	9-7-0	6-10-0	7-9-0	2-14-0	73-87-0
Straight Up Home	3-5-0	4-4-0	5-3-0	7-1-0	5-3-0	3-5-0	5-3-0	4-4-0	3-5-0	1-7-0	40-40-0
Straight Up Away	1-7-0	4-4-0	5-3-0	6-2-0	3-5-0	3-5-0	4-4-0	2-6-0	4-4-0	1-7-0	33-47-0
Average Line	3.69	6.34	-1.31	-3.97	-0.69	0.06	-0.97	4.09	1.19	4.28	1.27
Average O/U Line	42.84	40.53	39.81	38.53	42.59	43.66	41.91	44.94	42.78	44.59	42.22
Against the Spread Record	6-10-0	11-5-0	8-8-0	12-4-0	6-9-1	8-8-0	6-8-2	7-9-0	6-9-1	3-13-0	73-83-4
Six Point Teaser Record	10-6-0	11-5-0	12-3-1	14-2-0	11-5-0	9-7-0	12-4-0	7-9-0	12-3-1	8-8-0	106-52-2
Seven Point Teaser Record	10-6-0	11-5-0	13-3-0	14-2-0	11-5-0	9-7-0	12-4-0	7-9-0	13-3-0	8-8-0	108-52-0
Ten Point Teaser Record	12-4-0	12-4-0	13-3-0	14-2-0	12-4-0	9-6-1	13-3-0	10-6-0	13-2-1	10-6-0	118-40-2
ATS Home	4-4-0	5-3-0	3-5-0	6-2-0	3-4-1	4-4-0	3-5-0	4-4-0	1-6-1	1-7-0	34-44-2
ATS Away	2-6-0	6-2-0	5-3-0	6-2-0	3-5-0	4-4-0	3-3-2	3-5-0	5-3-0	2-6-0	39-39-2
Over/Under Record	9-7-0	11-3-2	5-10-1	7-8-1	9-7-0	9-7-0	5-10-1	9-7-0	9-6-1	6-10-0	79-75-6
Over/Under Home	5-3-0	6-1-1	2-5-1	5-2-1	5-3-0	5-3-0	2-5-1	4-4-0	6-2-0	3-5-0	43-33-4
Over/Under Away	4-4-0	5-2-1	3-5-0	2-6-0	4-4-0	4-4-0	3-5-0	5-3-0	3-4-1	3-5-0	36-42-2
ATS as Favorite	1-1-0	1-2-0	4-4-0	9-4-0	3-5-1	4-4-0	2-6-0	2-2-0	3-3-1	0-2-0	29-33-2
ATS as Underdog	5-9-0	10-3-0	4-2-0	2-0-0	3-4-0	4-3-0	3-2-2	5-7-0	3-6-0	3-10-0	42-46-2
ATS as Home Favorite	1-1-0	1-2-0	2-4-0	4-2-0	3-3-1	3-4-0	2-4-0	2-1-0	1-2-1	0-2-0	19-25-2
ATS as a Home Dog	3-3-0	4-1-0	1-0-0	2-0-0	0-1-0	1-0-0	1-1-0	2-3-0	0-4-0	1-4-0	15-17-0
ATS Away Favorite	---	---	2-0-0	5-2-0	0-2-0	1-0-0	0-2-0	0-1-0	2-1-0	---	10-8-0
ATS Away Dog	2-6-0	6-2-0	3-2-0	---	3-3-0	3-3-0	2-1-2	3-4-0	3-2-0	2-6-0	27-29-2
vs Division	2-4-0	5-1-0	5-1-0	4-2-0	2-4-0	4-2-0	1-4-1	2-4-0	1-5-0	0-6-0	26-33-1
ATS after 10+ ATS Win	1-1-0	5-0-0	1-1-0	6-1-0	3-1-0	2-4-0	0-2-1	0-1-0	1-1-0	0-1-0	19-13-1
ATS after 10+ ATS Loss	2-1-0	3-0-0	1-2-0	1-0-0	1-3-0	4-3-0	1-2-0	4-2-0	1-2-0	0-6-0	18-21-0
ATS in games 1-4	2-2-0	1-3-0	3-1-0	4-0-0	1-3-0	2-2-0	2-1-1	1-3-0	3-0-1	1-3-0	20-18-2
ATS in games 5-8	1-3-0	3-1-0	2-2-0	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	2-2-0	1-3-0	20-20-0
ATS in games 9-12	2-2-0	4-0-0	1-3-0	3-1-0	2-1-1	0-4-0	3-0-1	1-3-0	1-3-0	1-3-0	18-20-2
ATS in games 13-16	1-3-0	3-1-0	2-2-0	2-2-0	1-3-0	3-1-0	0-4-0	3-1-0	0-4-0	0-4-0	15-25-0
Points Scored per Game	18.69	20.25	18.81	23.44	22.12	22.25	20.31	20.62	22.62	15.88	20.50
Points Allowed per Game	26.31	25.00	18.56	14.62	25.12	21.19	19.81	29.44	23.81	27.38	23.12
Yds Offense per Game	320.12	300.62	311.69	313.62	351.44	302.12	335.06	313.12	336.88	303.69	318.84
Yds Allowed per Game	319.38	369.69	291.56	293.62	365.62	367.69	355.12	375.00	338.00	373.00	344.87
Yds Passing per Game	224.81	162.25	179.88	176.19	189.44	194.19	245.19	207.69	218.50	213.25	201.14
Opp. Yds Passing per Game	201.00	225.12	199.19	199.75	258.19	252.00	226.81	247.75	225.75	235.88	227.14
Percent Completions	60.3	50.6	61.9	58.5	56.9	57.6	60.4	58.9	61.5	58.3	58.7
Opp Percent Completions	63.0	63.2	61.3	59.5	66.8	65.6	62.4	66.3	63.1	63.7	63.5
Yds per Pass Attempt	6.06	5.81	6.19	6.22	6.37	6.55	6.72	6.15	6.56	6.65	6.34
Opp Yds per Pass Attempt	6.84	6.80	5.60	5.56	6.85	6.45	6.14	7.03	6.63	6.92	6.47
Yds Rushing per Game	95.31	138.38	131.81	137.44	162.00	107.94	89.88	105.44	118.38	90.44	117.70
Opp Yds Rushing per Game	118.38	144.56	92.38	93.88	107.44	115.69	128.31	127.25	112.25	137.12	117.72
Yds per Rush Attempt	3.84	4.72	3.88	4.33	5.19	4.25	3.82	4.46	4.10	4.06	4.29
Opp Yds per Rush Attempt	4.22	4.57	4.01	3.73	4.27	3.91	4.45	4.22	4.03	4.26	4.18
Turnovers per Game	1.62	1.62	2.12	1.06	1.94	1.81	1.38	1.75	1.56	1.62	1.65
Takeaways per Game	1.25	1.75	2.12	1.94	1.69	1.56	1.44	1.50	1.56	1.00	1.58
Sacks per Game	2.56	1.62	2.50	2.75	2.00	2.50	1.75	2.44	2.25	2.44	2.28
Sacks Allowed per Game	1.94	1.81	1.88	0.75	0.94	1.69	1.50	2.44	2.31	3.12	1.84
Average Possession Time	31:13	27:23	31:52	29:18	28:41	26:01	27:54	27:40	30:16	27:30	28:47
Punts per Game	4.88	5.50	4.56	5.44	4.31	4.81	5.38	5.19	4.94	5.56	5.06
Opp Punts per Game	5.31	4.25	5.06	5.44	4.75	3.81	5.19	4.38	4.75	4.56	4.75
Percent Rushes	38.8	49.6	52.3	52.2	50.4	44.8	38.2	39.5	44.8	38.7	45.0
Opp Percent Rushes	46.8	47.6	37.7	39.4	38.8	41.6	42.7	44.5	43.4	46.9	43.0

WASHINGTON REDSKINS

PLAY ON	WAS001	The Redskins are 10-0 ATS as a road dog after playing at home in each of the previous two weeks, as long as they did not lose both of those home games by double-digits.	team=Redskins and AD and p:H and pp:H and NB and p:NB and (p:margin>-10 or pp:margin>-10) and season>=2003
	WAS002	The Redskins are 9-0 ATS as a dog vs a team that has forced an average of at least 5.9 punts per game season-to-date	team=Redskins and D and oA(o:punts)>5.9 and date>=20061001
	WAS003	The Redskins are 8-0 ATS as a road dog vs a divisional opponent when they play on the road next.	team=Redskins and AD and DIV and n:A and season>=2007
	WAS004	The Redskins are 7-0 ATS as a favorite vs a team that has averaged more than 35 passes per game season-to-date.	team=Redskins and F and oA(passes)>35 and season>=2011
	WAS005	The Redskins are 7-0 ATS as a dog on artificial turf when they are off a home win.	team=Redskins and D and surface=artificial and p:HW and season >=2008
PLAY AGAINST	WAS006	The Redskins are 0-13 ATS as a home favorite after a road game in which they had more than 32.5 minutes of possession time.	team=Redskins and HF and p:TOP>32.5*60 and p:A and date>=20001101
	WAS007	The Redskins are 0-12 ATS as a 5-plus point dog when their opponent is off a bye.	team=Redskins and line>=5 and op:week + 2=week
	WAS008	The Redskins are 0-10 ATS at home off a loss in which they were up by at least a TD at the end of the first quarter.	team=Redskins and H and p:L and p:M1>=7 and season >= 1994
	WAS009	The Redskins are 0-10 ATS after playing on Monday Night Football vs a non-divisional opponent.	team=Redskins and p:day=Monday and p:NDIV and season>=1993
	WAS010	The Redskins are 0-8 ATS as a home favorite over a team that has allowed more than 12 yards per completions season-to-date.	team=Redskins and HF and oA(o:YPC)>=12 and date>=19971000
PLAY OVER	WAS011	The Redskins are 7-0 OU on artificial surface vs a non-divisional opponent.	team=Redskins and surface=artificial and NDIV and date>=20111100
PLAY UNDER	WAS012	The Redskins are 0-10 OU as a dog after a road game in which they had at least three fewer minutes of possession time than their season-to-date average.	team=Redskins and D and p:A and tA(p:TOP) - p:TOP > 180 and date>=20031200

WASHINGTON REDSKINS

KillerSports.com Regular Season Records and Stats: 2005–2014

	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2005–2014
SStraight Up Record	10-6-0	5-11-0	9-7-0	8-8-0	4-12-0	6-10-0	5-11-0	10-6-0	3-13-0	4-12-0	64-96-0
Straight Up Home	6-2-0	3-5-0	5-3-0	4-4-0	3-5-0	2-6-0	2-6-0	5-3-0	2-6-0	3-5-0	35-45-0
Straight Up Away	4-4-0	2-6-0	4-4-0	4-4-0	1-7-0	4-4-0	3-5-0	5-3-0	1-7-0	1-7-0	29-51-0
Average Line	-1.31	2.38	0.47	-0.19	2.62	3.53	2.91	0.69	2.69	3.12	1.69
Average O/U Line	38.66	40.19	39.78	40.78	39.50	42.88	42.72	47.06	49.34	46.56	42.75
Against the Spread Record	10-5-1	5-11-0	7-7-2	6-9-1	8-8-0	8-5-3	7-9-0	11-5-0	5-11-0	5-11-0	72-81-7
Six Point Teaser Record	14-2-0	10-6-0	11-4-1	11-5-0	11-5-0	12-4-0	10-6-0	12-4-0	6-9-1	10-6-0	107-51-2
Seven Point Teaser Record	14-2-0	10-6-0	13-3-0	11-5-0	11-5-0	12-4-0	10-5-1	13-3-0	7-8-1	10-6-0	111-47-2
Ten Point Teaser Record	15-1-0	12-4-0	13-3-0	12-4-0	12-3-1	13-3-0	11-5-0	13-2-1	11-5-0	11-5-0	123-35-2
ATS Home	5-3-0	3-5-0	3-4-1	3-5-0	2-6-0	3-2-3	3-5-0	5-3-0	3-5-0	2-6-0	32-44-4
ATS Away	5-2-1	2-6-0	4-3-1	3-4-1	6-2-0	5-3-0	4-4-0	6-2-0	2-6-0	3-5-0	40-37-3
Over/Under Record	8-8-0	7-6-3	7-8-1	3-13-0	9-7-0	6-10-0	7-9-0	9-6-1	8-8-0	8-8-0	72-83-5
Over/Under Home	4-4-0	3-3-2	3-4-1	1-7-0	4-4-0	3-5-0	5-3-0	3-5-0	4-4-0	4-4-0	34-43-3
Over/Under Away	4-4-0	4-3-1	4-4-0	2-6-0	5-3-0	3-5-0	2-6-0	6-1-1	4-4-0	4-4-0	38-40-2
ATS as Favorite	7-2-0	1-2-0	3-5-1	2-5-0	1-4-0	0-1-0	1-2-0	4-3-0	2-2-0	1-3-0	22-29-1
ATS as Underdog	2-3-1	4-9-0	4-2-1	3-4-1	7-4-0	8-4-3	6-7-0	7-2-0	3-8-0	4-8-0	48-51-6
ATS as Home Favorite	4-2-0	0-2-0	3-4-1	1-3-0	0-3-0	---	0-2-0	3-2-0	1-1-0	1-3-0	13-22-1
ATS as a Home Dog	0-1-0	3-3-0	---	1-2-0	2-3-0	3-2-3	3-3-0	2-1-0	2-3-0	1-3-0	17-21-3
ATS Away Favorite	3-0-0	1-0-0	0-1-0	1-2-0	1-1-0	0-1-0	1-0-0	1-1-0	1-1-0	---	9-7-0
ATS Away Dog	2-2-1	1-6-0	4-2-1	2-2-1	5-1-0	5-2-0	3-4-0	5-1-0	1-5-0	3-5-0	31-30-3
vs Division	5-1-0	1-5-0	4-2-0	3-3-0	3-3-0	4-2-0	4-2-0	6-0-0	1-5-0	3-3-0	34-26-0
ATS after 10+ ATS Win	3-1-0	1-1-0	2-1-1	1-1-1	1-1-0	2-1-0	0-2-0	4-1-0	---	1-2-0	15-11-2
ATS after 10+ ATS Loss	1-0-0	1-3-0	2-1-0	1-3-0	1-3-0	2-0-1	1-3-0	2-1-0	2-2-0	1-3-0	14-19-1
ATS in games 1-4	3-1-0	2-2-0	2-1-1	3-1-0	1-3-0	2-1-1	3-1-0	2-2-0	1-3-0	2-2-0	21-17-2
ATS in games 5-8	2-2-0	1-3-0	0-3-1	2-2-0	1-3-0	2-1-1	0-4-0	2-2-0	2-2-0	1-3-0	13-25-2
ATS in games 9-12	1-2-1	1-3-0	1-3-0	0-4-0	4-0-0	1-3-0	2-2-0	3-1-0	0-4-0	1-3-0	14-25-1
ATS in games 13-16	4-0-0	1-3-0	4-0-0	1-2-1	2-2-0	3-0-1	2-2-0	4-0-0	2-2-0	1-3-0	24-14-2
Points Scored per Game	22.44	19.19	20.88	16.56	16.62	18.88	18.00	27.25	20.88	18.81	19.95
Points Allowed per Game	18.31	23.50	19.38	18.50	21.00	23.56	22.94	24.25	29.88	27.38	22.87
Yds Offense per Game	330.56	327.69	333.44	320.00	312.50	335.88	336.69	383.19	369.69	358.62	340.82
Yds Allowed per Game	297.94	355.50	305.06	288.81	319.69	389.25	339.81	377.69	354.12	355.38	338.32
Yds Passing per Game	194.12	189.19	216.44	189.06	218.12	244.56	235.81	213.88	234.44	252.94	218.86
Opp. Yds Passing per Game	192.56	218.19	214.00	193.44	207.25	261.69	222.06	281.94	243.50	248.06	228.27
Percent Completions	57.8	58.3	60.8	62.4	63.8	57.7	58.5	65.8	58.1	66.5	60.8
Opp Percent Completions	54.4	59.5	58.3	56.8	61.4	63.5	60.5	61.8	65.6	66.5	60.8
Yds per Pass Attempt	6.46	6.44	6.60	5.93	6.55	6.47	6.38	7.74	6.14	7.40	6.59
Opp Yds per Pass Attempt	5.76	7.18	5.69	6.06	6.49	7.24	6.98	7.09	7.58	7.65	6.76
Yds Rushing per Game	136.44	138.50	117.00	130.94	94.38	91.31	100.88	169.31	135.25	105.69	121.97
Opp Yds Rushing per Game	105.38	137.31	91.06	95.38	112.44	127.56	117.75	95.75	110.62	107.31	110.06
Yds per Rush Attempt	4.16	4.52	3.75	4.38	3.86	4.16	4.02	5.22	4.78	4.22	4.33
Opp Yds per Rush Attempt	4.10	4.47	3.73	3.83	4.01	4.60	4.30	4.22	4.00	4.10	4.15
Turnovers per Game	1.69	1.06	1.81	1.12	1.75	1.94	2.19	0.88	2.12	1.94	1.65
Takeaways per Game	1.75	0.75	1.50	1.12	1.06	1.69	1.31	1.94	1.56	1.19	1.39
Sacks per Game	2.19	1.19	2.06	1.50	2.50	1.81	2.56	2.00	2.25	2.38	2.04
Sacks Allowed per Game	1.94	1.19	1.75	2.38	2.88	2.88	2.50	2.06	2.69	3.62	2.39
Average Possession Time	31:44	30:14	31:10	31:30	29:00	28:50	30:26	31:11	30:53	30:46	30:34
Punts per Game	5.44	5.12	4.69	5.12	4.75	5.88	4.12	4.38	5.31	4.88	4.97
Opp Punts per Game	5.50	4.94	5.06	5.44	4.38	5.38	4.38	4.06	4.62	5.00	4.88
Percent Rushes	50.6	50.1	47.4	46.6	40.3	35.0	38.9	52.2	40.9	39.9	44.2
Opp Percent Rushes	41.9	49.3	38.1	42.7	44.9	42.2	44.3	35.2	44.6	42.9	42.6

SDQL Manual

Users of the SDQL will be able to isolate billions upon billions of interesting situations using simply query text language. It will take a small time investment to learn the simple syntax of the query language, but the result will be the best access to NFL data available.

There are no "rules" for using this manual. Some may start from the beginning and methodically go through the entire book line by line. Others may skip around frequently. Either way is fine. Do whatever suits you best. We do, however, recommend actually performing the sample queries while on line. Although many websites offer the SDQL, the most developed is KillerSports.com. To get to the NFL query page at Killersports.com, point your browser to:

killersports.com/nfl/query

To investigate how a team performs in a particular situation, all that you have to do is to enter the query text for the situation into the text query box. It's very similar to performing a search on Google. After the query text is entered, simply click on the SDQL! button to submit your request to the remote supercomputers. These computers will find all the games that qualify for the conditions you set, summarize the results, make a complete game listing and return the data to your computer -- all in about a second or two.

Part 1: Using the Manual

Part 2: An Overview of the Structure of SDQL

Part 3: Learning the SDQL by Example

Part 4: Summary

Part 5: The Next Steps

SDQL MANUAL

1. Using the Manual

Let's start with the basics!

For example, to find out how the Giants performed at home in 2014, simply type the following into the SDQL text box, and they click the SDQL! button.

1. | **team=Giants and H and season=2014** | (SDQL!)

Note that this query has three conditions or query phrases. The first is that the team is the Giants, the second is that the team is playing at home and the third is that the season is 2014. Try it on your computer. The results should look something like shown in the figure below:

Save to My NFL Trends

NFL SDQL Query Access

team= Giants and H and season=2014

(SDQL!)

| | | | | | | team = Giants and H and season = 2014 | | | | | | | | | | | | |

SU: 3-5-0 (-1.25, 37.5%)   **Teaser Records**
ATS: 4-4-0 (-1.62, 50.0%) avg line: -0.4 **+6:** 5-3-0 (62.5%) **-6:** 1-6-1 (14.3%) **+10:** 6-2-0 (75.0%) **-10:** 1-7-0 (12.5%)
O/U: 4-3-1 (0.62, 57.1%) avg total: 47.1 **+6:** 3-5-0 (37.5%) **-6:** 6-2-0 (75.0%) **+10:** 1-6-1 (14.3%) **-10:** 7-1-0 (87.5%)

	Rushes	Rush Yds	Passes	Comp	Pass Yds	TOs	Q1	Q2	Q3	Q4	Final
Team	27.9	95.8	40.1	24.4	286.0	2.0	4.8	5.9	5.0	7.6	23.2
Opp	27.4	125.8	35.1	20.9	253.4	1.0	5.4	5.2	8.6	5.2	24.5

Date	Link	Day	Week	Season	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr	ot
Sep 14, 2014	view	Sunday	2	2014	Giants	Cardinals	home	0-10	7-0	7-0	0-15	**14-25**	-1.0	42.5	-11	-12.0	-3.5	-7.8	4.2	L	L	U	0
Sep 21, 2014	view	Sunday	3	2014	Giants	Texans	home	0-0	14-0	3-10	13-7	**30-17**	0.0	42.0	13	13	5	9.0	-4.0	W	W	O	0
Oct 05, 2014	view	Sunday	5	2014	Giants	Falcons	home	7-7	3-6	7-7	13-0	**30-20**	-4.0	50.0	10	6.0	0.0	3.0	-3.0	W	W	P	0
Nov 03, 2014	view	Monday	9	2014	Giants	Colts	home	0-3	3-13	7-21	14-3	**24-40**	3.0	50.5	-16	-13.0	13.5	0.2	13.2	L	L	O	0
Nov 16, 2014	view	Sunday	11	2014	Giants	Fortyniners	home	7-3	0-6	3-7	0-0	**10-16**	4.0	44.0	-6	-2.0	-18.0	-10.0	-8.0	L	L	U	0
Nov 23, 2014	view	Sunday	12	2014	Giants	Cowboys	home	7-3	14-7	0-14	7-7	**28-31**	3.5	49.0	-3	0.5	10.0	5.2	4.8	L	W	O	0
Dec 14, 2014	view	Sunday	15	2014	Giants	Redskins	home	7-3	0-7	10-3	7-0	**24-13**	-7.0	46.5	11	4.0	-9.5	-2.8	-6.8	W	W	U	0
Dec 28, 2014	view	Sunday	17	2014	Giants	Eagles	home	10-14	6-3	3-7	7-10	**26-34**	-1.5	52.5	-8	-9.5	7.5	-1.0	8.5	L	L	O	0

Showing 1 to 8 of 8 entries

This is the standard SDQL Query output file. It contains the SDQL query text box, a statistical summary of the results and a listing of the games that qualify for the conditions set.

So, anyone with internet access can investigate historical results with the Sports Data Query Language. Simply type in the conditions, hit the query button and wait a couple of seconds.

Perform Your NFL queries at KillerSports.com/nfl/query

For example, how have the Patriots performed in game that were tied at the end of the third quarter? This query is just this:

2. | **team=Patriots and M3=0** | (SDQL!)

The SDQL phrase M3=0 translates as, "margin at the end of the third quarter is zero," which means that the game was tied at the end of the third quarter. The SDQL phrase, team=Patriots simply directs the computer to include only the results of the Patriots.

To see how the Packers have performed at home in December, use the SDQL:

3. | **team=Packers and H and month = 12** | (SDQL!)

To see how home dogs have performed on Monday Night, use:

4. | **HD and day = Monday** | (SDQL!)

As you might imagine, the possibilities are virtually endless.

Using this book to learn the SDQL should be an enjoyable exercise. If anything is boring you or seems too complicated, just skip it and perhaps come back to it later.

2. An Overview of the Structure of SDQL

In sports, there are two combatants. To distinguish between them, SDQL identifies one of these the "team" and the other the "opponent." This allows access to results based on both the performance of the team and the performance of their opponent. For example, the investigation of how a team performs when they score at least 24 points and it will allow the investigation of how the team performs when they allow at least 24 points.

So, we now have access to both the team and their opponent's performance parameters. Next, we It is important to understand that the team's results are the results that are presented in the query output file.

So, we have access to both the team and their opponent's performance parameters. Next, we have to be able to reference a particular game. For example, it is one thing to investigate how a team performs when they score at least 24 points, but it is also interesting to see how they perform the game after scoring at least 24 points.

An SDQL query consists of any number of query phrases strung together using the word 'and.' A query phrase usually consists of a game reference and a parameter that are separated by a colon. When there is no game reference, the parameter refers to the team and the game in question.

For example, to see how the Giants perform in games in which they scored at least 24 points, use:

1. | **team = Giants and points >= 24** | SDQL!

When you actually perform this query, you should see that the number of points scored by the Giants is at least 24 in every game in the listing.

Since there is no game reference on the parameter 'points' it refers to the team and the game in question.

To see how the Giants perform in games in which their opponent scored at least 24 points, use:

2. | **team = Giants and o:points >= 24** | SDQL!

When running this query, you should see that the Giants allowed at least 24 points in every one of the qualifying games.

To see how the Giants perform in games AFTER they scored at least 24 points use:

3. | **team = Giants and p:points >= 24** | SDQL!

Each one of these three sample queries has two SDQL phrases. The first defines the team and the second gives a condition. There is no limit to the number of SDQL phrases that can be strung together with the word "and." That's it. This is the basic structure of the SDQL. This structure will allow the thorough interrogation and investigation of historical sports data.

The best way to wrap your head around the SDQL structure it is to try the many examples in this manual.

3. Learning the SDQL by Example

3.1 The TEAM

We'll start off by giving numerous examples of the queries that can be performed over the internet using the SDQL. The SDQL text in the box below simply asks the computer for the Cardinals' results since 2013.

1. | **team = Cardinals and season >= 2013** | (SDQL!)

The computer will return a summary of all the results, as well as a listing of all the games. We can also get the Cardinals' results at home since 2013 as follows.

2. | **team=Cardinals and H and season>=2013** | (SDQL!)

or on the road.

3. | **team=Cardinals and A and season>=2013** | (SDQL!)

or all the games in which they scored at least 24 points in the history of the database.

4. | **team=Cardinals and points >=24** | (query)

The symbol >= just means greater than or equal to.

What about all the games in which the Cardinals scored fewer than 20 points and won? The SDQL is:

5. | **team=Cardinals and points<20 and W** | (SDQL!)

To get a listing of all the games in which the Cardinals scored at least ten points in the first quarter, the following SDQL text is used:

6. | **team=Cardinals and Q1 >= 10** | (SDQL!)

Q1 is the number of points the team scored in the first quarter. Similarly, Q2 is the number of points the team scored in the second quarter, Q3 is the number of points the team scored in the third quarter, *et cetera.*

We can also investigate how the Cardinals have performed when they committed more turnovers than their opponent:

7. | **team=Cardinals and TOM > 0** | (SDQL!)

The abbreviation TOM, as you might have guessed, stands for turnover margin.

Similarly, we can look up the Cardinals' results for games in which they had at least 15 passing first downs:

8. | **team=Cardinals and PFD>=15** | (SDQL!)

There are, in fact, many, many parameters that can be investigated with the SDQL. How about the Eagles performance in games in which they punted fewer than three times? The SDQL is:

9. | **team=Eagles and punts<3** | (SDQL!)

To find out how the Ravens have done at home vs a divisional opponent, use:

10. | **team=Ravens and H and DIV** | (SDQL!)

To find out how the 49ers have done when they failed to get into the end zone on at least three red zone attempts, use the SDQL:

11. | **team=49ers and RZF>=3** | (SDQL!)

The shortcut, RZF, stands for Red Zone Failures.

To find out how the Seahawks have done as a road favorite when the OU line for the game is less than 40, use the SDQL:

12. | **team=Seahawks and AF and total<40** | (SDQL!)

The SDQL phrase, AF, as you might have guessed, stands for away favorite.

Recall that there is no limit to the number of parameters that can be linked together using the word "and." For example, to see how the Dolphins have performed when they converted fewer than ten third downs, rushed for fewer than 80 yards, had a completion percentage less than 60 and failed to score a TD from at least one first and goal, use:

13. | **team=Dolphins and 3DM<10 and RY<80 and CP<60 and GTGF>0** | (SDQL!)

The SDQL abbreviations are: 3DM is third downs made, RY is rushing yards, CP is completion percentage and GTGF is goal-to-go failures. As you can see, the combinations of parameters is virtually limitless.

To see how the Saints perform in games in which they had at least three TD passes, use:

14. | **team = Saints and PTD>=3** | (SDQL!)

To see all the games in which the Colts kicked at least four field goals, use:

15. | **team = Colts and FG>=4** | (SDQL!)

With the SDQL, it is simple to locate games in which unusual things happened. For example, the following query will list all the games in which a team won without scoring a TD.

16. | **W and TD=0** | (SDQL!)

Also, you can find all the games in which a team led by double-digits at the half and lost.

17. | **L and M2>=10** | (SDQL!)

How about all the games in which a team committed five turnovers and won? The query is uncomplicated:

18. | **W and TO>=5** | (SDQL!)

The shortcut TO is for turnovers.

What about all the games in which a team never punted? The SDQL is simple:

19. | **punts=0** | (SDQL!)

To see all the games in which a team averaged less that one yard per carry, use:

20. | **YPRA < 1** | (SDQL!)

The SDQL abbreviation, YPRA, stands for Yards Per Rushing Attempt.

How about all the games in which a team led after each of the first three quarters but lost.

21. | **M1>0 and M2>0 and M3>0 and L** | (SDQL!)

As mentioned previously, the possibilities are only limited by your imagination.

But there's more…

3.2 THE o PREFIX

In all of the examples given in the previous section, the parameters point to the team. That is, the number of times the team threw an interception, the number of touchdowns the team scored, the completion percentage of the team. However, often it is useful to point the parameter to the team's opponent. This is done by using the o prefix, followed by a colon. Perhaps the most useful example of the o:prefix, as far as learning what it means, is to look at how a team has performed vs a particular opponent. For example, to see how the Steelers and done vs the Bengals, use:

22. | **team = Steelers and o:team = Bengals** | (SDQL!)

Note that all the records in the records table in the query output file for this query are the records of the Steelers – not the Bengals, because the Steelers are defined as the team and the Bengals are the opponent. To see the Bengals' records against the Steelers, use:

23. | **team = Bengals and o:team = Steelers** | (SDQL!)

This query, of course, gives no <u>new</u> information, but it does illustrate the important difference between the team and the opponent.

To further illustrate this difference, consider the following query, which shows all the games

in which the Cardinals <u>allowed</u> at least 24 points at home:

24. | **team = Cardinals and H and o:points >= 24** | (SDQL!)

The o:points>=24 simply means that the opponent's points is greater than or equal to 24.

To see the games in which the Cardinals forced at least 8 punts, use:

25. | **team = Cardinals and o:punts >= 8** | (SDQL!)

To see all the games in which a team shutout their opponent, use:

26. | **o:points = 0** | (SDQL!)

For comparison, to see all the games in which a team was shutout by their opponent, use:

27. | **points = 0** | (SDQL!)

Since the team parameter was not assigned in the preceding two examples, the computer simply returns the results for the entire league combined.

To see a listing of all the games in which Buccaneers' opponent committed at least ten penalties, use:

28. | **team = Buccaneers and o:PEN >= 10** | (SDQL!)

For comparison, to see a listing of all the games in which Buccaneers committed at least ten penalties, use:

29. | **team = Buccaneers and PEN>=10** | (SDQL!)

Continuing, to see a listing of all the games in which both the Buccaneers and their opponent committed double-digit penalties, use:

30. | **team = Buccaneers and PEN>=10 and o:PEN>=10** | (SDQL!)

To see a listing of all the games in which the Broncos allowed at least thirty points but won nonetheless, use:

31. | **team = Broncos and W and o:points>=30** | (SDQL!)

To see a listing of all the games in which the Raiders did not force a turnover, the SDQL is:

32. | **team= Raiders and o:TO=0** | (SDQL!)

To see a listing of all the games that had a final score of 20-17, use:

33. | **points=20 and o:points = 17** | (SDQL!)

To allow maximum flexibility and power, the parameters can be compared with each other as well. For example, we can compare the number of completions a team had to the number of completions the team allowed:

34. | **team = Chargers and COMP > o:COMP** | (SDQL!)

This will return all the games in which the Chargers had more completions than their opponent.

Numbers can be added to investigate further. For example, to see all the games in which the Chargers had at least five more completions than their opponent:

35. | **team = Chargers and COMP >= o:COMP + 5** | (SDQL!)

As you can see, the possible combinations are only limited by your imagination.

Hopefully, you are starting to get the general "feel" for the SDQL: A query consists of a number conditions that are set to a value or a range of values. If there is more than one condition, they need to be connected with the word "and." DON'T worry about remembering all the query phrases. These are easy to look up. At this point, the idea is to just get a general idea of the basic structure of a query.

Let's keep looking at examples.

To view the complete listing of games in which a team had at least 30 more penalty yards than their opponent, use:

36.   **PENY >= o:PENY + 30**   (SDQL!)

To view the complete listing of the games in which a team had at least twice as many passing yards than their opponent, use:

37.   **PY >= o:PY * 2**   (SDQL!)

The parameters being compared don't have to be the same. For example, to view a complete listing of all the games in which the Jets had more punts than successful third down conversions, use:

38.   **team = Jets and punts > 3DM**   (SDQL!)

The queries can be even a bit ridiculous. To see all the games in which the sum of a team's incompletions and rushing yards is greater than the sum of the opponent's passing yards and penalty yards, use:

39.   **INC + RY > o:PY + o:PENY**   (SDQL!)

It is a pretty meaningless query, but it demonstrates the thoroughness with which the NFL data can be investigated with the SDQL over the internet.

It is a common error to mix up the prefixes in complicated situations. For example, to see all the games in which the Jets are hosting a team that had 400-plus yards of offense in their previous game, you need:

40.   **team = Jets and H and op:TY >= 400**   (SDQL!)

The prefix op: means opponent's previous. In this example, the SDQL phrase, "op:TY >= 400" translates as, "the opponent's previous total yardage was at least 400." It is a common mistake to use po:TY>400 in this spot. However, the prefix po: is the team's previous opponent. So, the query:

41.   **team = Jets and H and po:TY >= 400**   (SDQL!)

returns the games in which the Jets allowed at least 400 yards in their last game. That is, the Jets' previous opponent's total yards was at least 400. For completeness, let's consider the situation in which the Jets are hosting a team that allowed at least 400 yards of offense in their last game. The SDQL is:

42.   **team = Jets and H and opo:TY >= 400**   (SDQL!)

As you might have figured out, the prefix opo: stands for "opponent's previous opponent."

SDQL MANUAL continued

3.3 THE p PREFIX

Another prefix that is very useful when investigating the performance of NFL teams is p:, which stands for previous game. Note that the p: parameter does not go back to the previous season, and it will ignore bye weeks. When the p: prefix is in front of a parameter, it points to the team's previous game. So, to find out how the Patriots perform after a loss as a favorite, use:

43. | **team = Patriots and p:LF** | (query)

When this query is run the games returned are all those when they Patriots lost as a favorite in their previous same-season game. It might be a good idea to verify a few of these by hand.

To find out how the Titans perform after a win in which they were turnover-free, use:

44. | **team = Titans and p:W and p:TO=0** | (query)

To find out how the Bengals perform when they are off a loss in which they punted at least six times and had a time of possession of less than 30 minutes, use:

45. | **team = Bengals and p:L and p:punts >= 6 and p:TOP < 30*60** | (query)

Note that prefixes can be combined in any manner. So, to find the Texans' results as a dog when facing a team that has won three straight, use:

46. | **team = Texans and D and op:W and opp:W and oppp:W** | (query)

So, to get to the second previous game, simply put two p's together in the prefix. To get to the third game back, use three p's in the prefix. *Et cetera.*

To get the results for all the games in which a team lost by three points in each of their last three games, use the SDQL:

47. | **p:margin = -3 and pp:margin = - 3 and ppp:margin = - 3** | (query)

Since there is no team assigned in this query, the computer returns the results of all the teams combined.

With the p: prefix, the situation in which a performance parameter is steadily increasing or decreasing can also be queried. For example, to query the situation in which the Bears' passing yardage has decreased over each of their two previous games, use:

48. | **team = Bears and p:PY < pp:PY < ppp:PY** | (query)

Or, what about when the Jaguars' penalty yardage has increased over each of the past two games?

49. | **team = Jaguars and p:PY > pp:PY > ppp:PY** | (SDQL!)

Or, when a team outrushed their opponent for three games straight?

50. | p:RY > po:RY and pp:RY > ppo:RY and ppp:RY > pppo:RY | (SDQL!)

An asterisk can be used as a multiplication sign so we can see, for example, how the Buccaneers do when their rushing yards dropped by at least a factor of two over their last two games:

51. | team = Buccaneers and p:RY * 2 <= pp:RY | (SDQL!)

A little creativity will produce some clever queries. For example, as a home favorite when they are off two road losses as a dog. The SDQL is:

52. | H and p:LAD and pp:LAD | (SDQL!)

How about a team off a win that broke at least a three game losing streak? The SDQL is:

53. | p:W and pp:L and ppp:L and pppp:L | (SDQL!)

3.4 THE P PREFIX

So far we have introduced the prefixes, o: and p:. Here we introduce the capital P: prefix. This points the parameter following it to the team's previous match-up vs their current opponent. The P: prefix is primarily used for revenge. For example, to see how the Dolphins have done at home vs a team that beat them on the road the last time they faced each other, use:

54. | team = Dolphins and H and P:AL | (SDQL!)

The capital P does go back between seasons. So, to investigate same-season revenge, you also need to specify that the season of the current match-up is the same season as the match-up in question by using the SDQL: P:season = season.

For comparison, the lower case p: prefix points the parameter to the teams previous game and the upper case P: prefix points the parameter to the last time these two teams met.   The game parameters, such as points, rushing yards, turnovers, red zone attempts etc, can be used with both the p: and the P: prefixes.

For example, to see how the Ravens do when seeking revenge for a loss in which they committed at least three turnovers, use

55. | team = Ravens and P:L and P:TO>=3 | (SDQL!)

To see how the Bears have done when seeking revenge for a loss in which they allowed at least 100 rushing yards and at least 300 passing yards, use:

56. | team = Bears and P:L and Po:PY>=300 and Po:RY>=100 | (SDQL!)

To see how the Packers have done when seeking same-season revenge vs a divisional opponent, use:

57.   **team = Packers and P:L and P:season=season and DIV**   (SDQL!)

To see how the 49ers have done vs a team that has beaten them two straight, use:

58.   **team = 49ers and P:L and PP:L**   (SDQL!)

Of course, the previous match-up result can be a win as well. For example, to see how the Falcons have performed vs a team they have beaten three straight, use:
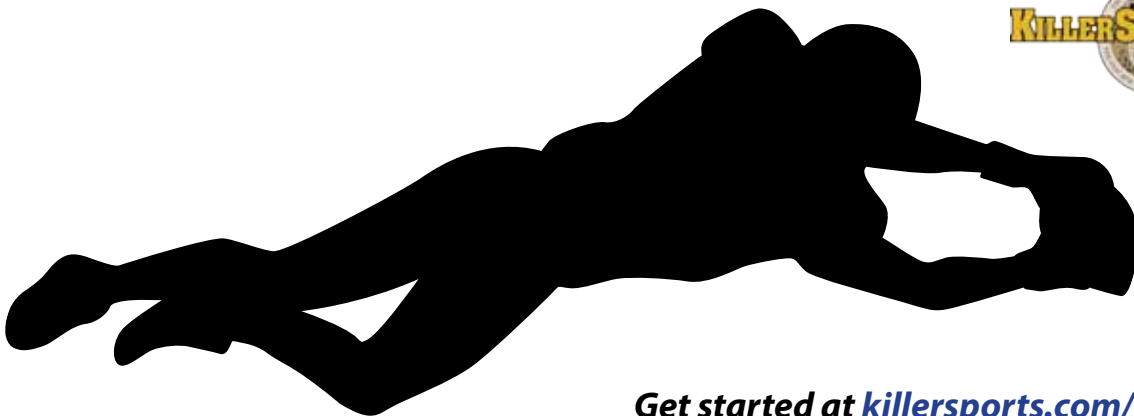
59.   **team = Falcons and P:W and PP:W and PPP:W**   (SDQL!)

To see how league as a whole has done as a dog when facing a team they beat twice in a row as a dog, use:

60.   **D and P:WD and PP:WD**   (SDQL!)

Yet again, the possibilities are virtually limitless.

4. Summary:

The purpose of this manual is to introduce the user to the Sports Data Query Language (SDQL). The examples presented here are really a small fraction of its full power. The SDQL can produce tables of data that are extremely useful and are automatically generated daily. KillerSports.com has computers reserved for running personal trend sets on a daily basis. When you become a member of Killersports.com, there will be a menu bar item called "My MLB Trends." There are numerous professional handicappers that have over 1000 saved trends and systems in their personal "My Trend" file. These are run every day and the ones that apply to the games that day are revealed -- and the records are updated with games that occur throughout the season.

Besides the "save trend" and the "tables" feature, there is averaging, and sums, and conditionals. For example, when a team is at home and they have averaged five runs per game over their past 10 home games.

No longer is complete access to MLB, NFL and NBA data exclusive to a select few. The supercomputers at SportsDataBase. com are updated each day with the freshest data available. You now have the power to access these data over the internet for FREE.

Enjoy. And tell your friends.

5. The Next Steps:

In order to keep learning the intricacies of the SDQL, the best thing you can do is continue to practice, and explore new and progressively complicated queries. There are several resources to help you along the way.

• If you have a question to ask about the SDQL, post it at the official SportsDataBase.com Google Discussion Group at:

  groups.google.com/group/SportsDataBase

• Watch daily videos featuring the SDQL posted by SDQL experts at:

  SDQLconsultancy.com

• Subscribe to the KillerSports.com NFL Weekly Report. This 12-plus page report is delivered to your e-mail box in pdf format every Wednesday during the regular season. It contains lot of trends, systems and other performance indicators all of which come with the SDQL

  KillerSports.com

SDQL Consultancy Group

The SDQL Consultancy Group provides the opportunity to learn about the SDQL by watching videos and discussing the SDQL with certified masters.

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That's right, FREE!

Join today at **sdqlconsultancy.com** and start exploring the power of the SDQL!

NFL SDQL SHORTCUT LIST

ATSL - ats loss

ATSW - ats win

AWP - away wining percentage

3DM - third downs made

3DA - third downs attempts

3DF - third down failures

3DP - third down conversion percentage

4DM - fourth downs made

4DA - fourth downs attempts

4DF - fourth down failures

4DP - fourth down conversion percentage

COMP - completions

CP - completion percentage

DIV - divisional game

DTD - defensive touchdowns

FD - first downs

FDP - first down percentage

FG - number of field goals

FUM - fumbles

FUML - fumbles lost

GTGA - goal to go attempted

GTGF - goal to go failed

GTGM - goal to go made

HWP - Home winning percentage

INC - incomplete passes

INT - interceptions

M1 - margin after the first

M2 - margin at the half

M3 - margin after the third

NDIV - non-divisional game

NOTD - non-offensive TDs

OFPL - offensive plays

OT - overtime

P1 - points in the first

P2 - points in the second

P3 - points in the third

P4 - points in the fourth

PEN - penalties

PENY - penalty yards

PFD - passing first downs

PENFD - penalty first downs

PO - playoffs

PTD - passing touchdowns

PY - passing yards

RFD - rushing first downs

RTD - rushing touchdowns

REG - regular season

RTD - rushing touchdowns

RY - rushing yards

RZA - red zone attempts

RZM - red zones made

RZF - red zone failures

S1 - team's score after the first quarter

S2 - team's score after the second quarter

S3 - team's score after the third quarter

SNF - Sunday Night Football

STDPAPG - season-to-date pass attempts per game

STDRAPG - season-to-date rush attempts per game

STDRZP - season-to-date red zone percentage

STDYPPA - season-to-date yards per passing attempt

STDYPRA - season-to-date yards per rushing attempt

SY - sack yards

TD - number of touchdowns

TO - turnovers

TOM - turnover margin

TOP - time of possession

TY - total yards

WP - winning percentage

YPC - yards per completion

YPPL - yards per play

YPPT - yards per point

YPPA - yards per pass attempt

YPPP - yards per pass play

YPRA - yards per rushing attempt

For the latest news, updates and FAQs about the Sports Data Query Language,

visit the Sports Data Base discussion group at:

groups.google.com/group/SportsDataBase

SDQL MASTERS QUIZ

This SDQL Masters Quiz is a set of 10 questions, all of which can be answered using the SDQL. Try to answer these questions using the queries at Killersports.com and check your answers on the following page.

QUESTIONS:

1. What is the greatest number of points a team scored in a single game without a single TD pass?

   a) 34

   b) 38

   c) 44

   d) 51

   e) 56

2. Which team is the only one in the history of the database to have a game in which they averaged fewer than one yard per offensive play?

   a) Browns

   b) Jaguars

   c) Buccaneers

   d) Bills

   e) Panthers

3. In the history of the database, the same team was on the wrong end of the two biggest losses in the playoffs — one by 41 points and the other by 38 points. Name this team.

   a) Colts

   b) Seahawks

   c) Saints

   d) Dolphins

   e) Cowboys

4. In the history of the playoff database (since 2001), which team is the only one in the league not to play a single playoff game?

   a) Browns

   b) Bills

   c) Jaguars

   d) Vikings

   e) Buccaneers

5. In the history of the database, what is the longest number of consecutive games within the same season a team has gone without committing a turnover?

   a) 4

   b) 5

   c) 6

   d) 7

   e) 8

6. In the history of the database, which team went an entire regular season without a single game in which they did not throw an interception?

   a) 2011 Redskins

   b) 2000 Chargers

   c) 2000 Jets

   d) 2009 Buccaneers

   e) 2007 Raiders

7. Which team went the entire regular season without outgaining their opponent once?

a) 2008 Rams

b) 1999 Browns

c) 2013 Jaguars

d) 2014 Titans

e) 2010 Raiders

8. Which team has gone the longest without sweeping a divisional opponent during their two regular season meetings vs their three other divisional opponents?

a) Jaguars

b) Buccaneers

c) Raiders

d) Rams

e) Browns

9. Since the divisional realignment in 2002, there is only one team that remains unswept by a divisional foe in their two regular season match-ups. Name this team.

a) Patriots

b) Packers

c) Broncos

d) Steelers

e) Colts

10. Which quick-strike team beat the Dolphins 27-23 with less than 15 minutes of possession time?

a) Patriots

b) 49ers

c) Colts

d) Broncos

e) Chargers

SDQL MASTERS QUIZ <small>continued</small>

ANSWERS:

1. e) 56 -- On October 24, 2004, the Chiefs beat the Falcons 56-10 with EIGHT rushing touchdowns. Priest Holmes had four and Derrick Blaylock had four. Trent Green was 20-of-27 passing for 269 yards, but did not have a TD pass.

2. a) Browns -- On December 12, 2004, the Browns amassed 26 net yards on 46 plays vs the Bills in a 37-7 loss. The Browns lone TD drive was an 18-yarder after recovering a fumbled punt.

3. a) Colts -- On January 4, 2003, the Jets beat the Colts 41-0 in NY in the opening round of the playoffs and on January 18, 2014, the Colts lost 45-7 to the Patriots in New England in the AFC Championship game.

4. b) Bills -- Buffalo's last playoff game was January 8th 2000, in a game that became known as the Music City Miracle. The Titans ran back a kickoff with a handoff and a lateral with 20 seconds remaining in the game to win 22-16.

5. d) 7 -- From November 14, 2010 through December 26, 2010, the New England Patriots played seven consecutive games without committing a turnover.

6. b) 2000 Chargers -- The 2000 Chargers were 1-15 behind Ryan Leaf with some help from Jim Harbaugh and Moses Moreno.

7. b) 1999 Browns -- In the first year the Browns returned to the league, they were outgained in all of their games. The closest they came was week 11 vs the Panthers when they were only outgained by 13 yards, but lost 31-17. The Browns were 2-14 in their first season back in the league, but they were outgained in both wins.

8. e) Browns -- The Browns last swept a divisional opponent in 2007, beating the Ravens 27-13 at home and 33-30 in overtime in Baltimore. In 2013, the Jaguars swept the Texans, in 2012, the Buccaneers swept the Panthers, in 2012 the Raiders swept the Chiefs and in 2012 the Rams swept the Cardinals.

9. a) Patriots -- The AFC East has had seven chances to sweep New England since the divisional realignment in 2002. The Patriots are 7-0 straight up in these revenge games, winning by an average of 24.1 ppg and 7-0 ATS covering by an average of 17.8 ppg. In 2009, the Packers were swept by the Vikings, in 2010, the Broncos were swept by the Chargers, in 2011 the Steelers were swept by the Ravens, in 2011, the Colts were swept by the Jaguars. The last time the Patriots were swept was 2000, the year before Brady became their starting QB. So, in Brady's career, the Patriots are 8-0 SU and ATS with same-season revenge vs a divisional opponent, winning by an average of 19.6 ppg and covering by an average of 14.4 ppg. The SDQL text is:

Tom Brady:passes>0 and DIV and P:season = season and REG and P:L

10. c) Colts -- On Monday Night Football, September 21, 2009 the Colts had 14:53 of possession time vs the Dolphins and won 27-23. It is the lowest time of possession in a win since 1977.

Watch short videos of these questions being answered with the SDQL at:

sdqlconsultancy.com/category/sdql-worksheets/nfl-worksheets/

NOTES