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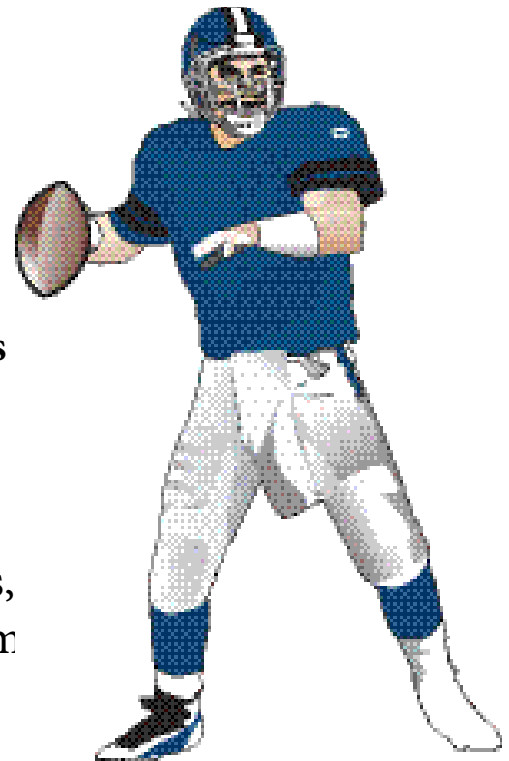


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The 2016 KillerSports.com NFL ANNUAL

- Introduction **4**
- SDQL Overview..... **6**
- SportsBook Breakers’ NFL Player-Based Trends..... **7**
- SportsBook Breakers’ NFL Study: Overreacting to an Upset **12**
- MTi Sports: How To Win Playing NFL Teasers **14**
- Pick Sixty Sports’ NFL Notes: Offense & Pass Protection..... **25**
- SportsBook Breakers’ 2016 NFL Future **27**
- NFL Daily SDQL Videos from the Sports Data Query Group (SDQG) **29**
- SportsBook Breakers’ NCAA Study: No Letting Up..... **31**
- SportsBook Breakers’ 10 NCAA ATS Trends To Watch **33**
- SportsBook Breakers’ 10 NCAA OU Trends To Watch..... **34**
- Complete Team-By-Team Trends and Stats..... **35**
- NFL SDQL Masters’ Exam **100**
- SDQL Shortcuts..... **107**

The 2016 NFL Annual

The 2016 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 14 trends in past performance for each team. There are five play-on trends, five play-against trends, two play-under trends and two play-over trends.

ALL of the trends come with the Sports Data Query Language (SDQL) that generates a complete results page for that 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 list of SDQL shortcuts

to help you out on page 107.

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 find the Daily Query Demo Videos, along with other great SDQL-based information, tweeted daily by following the [@Killer_Trends](https://twitter.com/Killer_Trends) Twitter account.

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

killersports.com/trend_mart

Finally, keep up on the latest trends and currently evolving systems DURING the season, consider subscribing to the *KillerSports.com 2016 NFL Weekly Report*.

The Weekly Report will be LOADED with information on the upcoming games for THAT WEEK. Subscription information is now available at KillerSports.com.

Friday Football Tipsheet Available FREE!!!

SportsBook Breakers and KillerSports.com are teaming up again to produce the 2016 Friday Football Tipsheet. This one-page sheet is a great resource for gambling information on each weekend's games. The sheet will contain several NFL and NCAA trends and systems active each weekend which you will want to consider before making selections.

You can get all this for the low, low price of **FREE!** That is not a misprint as SportsBook Breakers and KillerSports.com have collaborated to provide this invaluable information for you free of charge.

When you sign up at KillerSports.com (or go to Edit Profile and Subscriptions for those already members) all you have to do is click the "E-mail me the free KillerSports.com Newsletters" to get this sheet delivered free to your inbox every Friday.

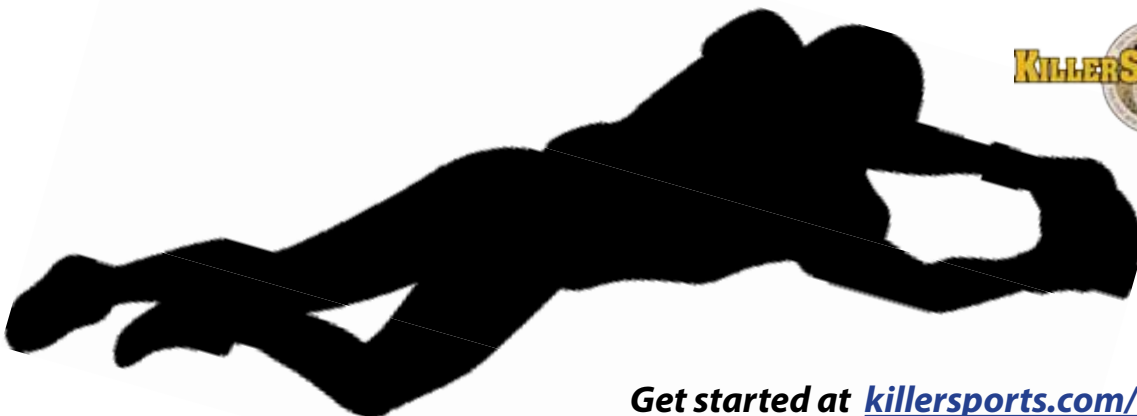


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KillerSports.com Trends Mart Going Strong

The KillerSports.com Trends Mart launched the first peer-to-peer trend market in 2015 and is going strong with several SDQL pros. You can buy profitable trends and systems from SDQL masters and pros, several of whom use these SDQL-based trends and systems as a key component to successful betting and handicapping.



Get started at killersports.com/trend_mart

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:

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/query

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

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:

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:

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:

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 NFL Manual](#) 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!

For a detailed overview, visit the complete SDQL Manual at:
http://killersports.com/Download/NFL/query_manual_2015.pdf

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 14-0 ATS trend looks at 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:

Jay Cutler:p:passes>=40 and p:margin<-3 and date>=20081201

That query isolates games where Jay Cutler threw at least 40 passes and his team lost by more than three 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 QB Trend

The Chargers are is 0-15 OU (-10.6 ppg) since 2012 coming off a non-shutout win where Philip Rivers threw for at least three touchdowns.



SDQL Text

Philip Rivers:p:PTD>=3 and p:W and po:points>0 and season>=2012

System Analysis

One of the exciting things about the ability to run player trends using SDQL is being able to combined parameters of team performance with those looking at individual performances and that is what this trend does.

Of all the top-tier quarterbacks in football, perhaps no one is as streaky as Philip Rivers. Known for having a gunslinger's mentality, Rivers can get extremely hot during individual games when he's seeing the field well and

the game script suits him. This is a quarterback who has thrown for over 350 yards 11 times the past four years.

What we are focused on with this trend is Rivers' and the Chargers' performance after a game where Rivers is finding the end zone with his arm and it leads to team success.

In these follow up games, Rivers is just not able to bring it at the same level. The Chargers have put up a mere 16.3 ppg. in these contests, as the offense has been the obvious catalyst for these 15 straight unders where they are just 5-9-1 ATS as well. In only one of these 15 games did Rivers repeat with a three TD performance and he has thrown for under 190 yards in six of the games while throwing for over 300 yards only two times.

SU: 4-11-0 (-3.07, 26.7%)
 ATS: 5-9-1 (-2.20, 35.7%)
 O/U: 0-15-0 (-10.60, 0.0%)

avg line: 0.9
 avg total: 46.3



	Rushes	RY	Passes	COMP	PY	T0	Q1	Q2	Q3	Q4	Final
Team	25.9	98.8	32.7	21.3	218.3	1.8	3.5	5.7	2.9	4.3	16.3
Opp	28.1	117.9	33.9	20.7	213.7	1.1	5.2	6.1	2.9	5.0	19.4

Day	Wk	YR	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr	ot
Sunday	3	2012	Chargers	Falcons	home	0-6	0-14	3-0	0-7	3-27	-3.0	47.5	-24	-27.0	-17.5	-22.2	4.8	L	L	U	0
Sunday	15	2012	Chargers	Panthers	home	0-21	0-3	0-7	7-0	7-31	-3.0	45.0	-24	-27	-7	-17.0	10.0	L	L	U	0
Sunday	3	2013	Chargers	Titans	away	7-0	3-10	7-0	0-10	17-20	3.0	43.5	-3	0.0	-6.5	-3.2	-3.2	L	P	U	0
Sunday	5	2013	Chargers	Raiders	away	0-14	0-3	3-7	14-3	17-27	-4.5	45.5	-10	-14.5	-1.5	-8.0	6.5	L	L	U	0
Sunday	13	2013	Chargers	Bengals	home	0-0	7-7	0-7	3-3	10-17	1.0	48.5	-7	-6	-21.5	-13.8	-7.8	L	L	U	0
Thursday	15	2013	Chargers	Broncos	away	3-10	14-0	7-0	3-10	27-20	10.0	56.5	7	17.0	-9.5	3.8	-13.2	W	W	U	0
Sunday	18	2013	Chargers	Bengals	away	7-0	0-10	10-0	10-0	27-10	6.5	46.0	17	23.5	-9.0	7.2	-16.2	W	W	U	0
Sunday	3	2014	Chargers	Bills	away	7-0	6-3	7-7	2-0	22-10	1.5	45.0	12	13.5	-13	0.2	-13.2	W	W	U	0
Sunday	5	2014	Chargers	Jets	home	7-0	14-0	7-0	3-0	31-0	-7.0	44.0	31	24	-13.0	5.5	-18.5	W	W	U	0
Sunday	7	2014	Chargers	Chiefs	home	7-0	7-10	0-3	6-10	20-23	-3.5	46.0	-3	-6.5	-3.0	-4.8	1.8	L	L	U	0
Sunday	14	2014	Chargers	Patriots	home	0-3	14-10	0-0	0-10	14-23	3.5	52.5	-9	-5.5	-15.5	-10.5	-5.0	L	L	U	0
Sunday	17	2014	Chargers	Chiefs	away	0-3	7-13	0-3	0-0	7-19	2.5	41.0	-12	-9.5	-15	-12.2	-2.8	L	L	U	0
Monday	5	2015	Chargers	Steelers	home	7-0	0-3	0-7	13-14	20-24	-3.5	45.5	-4	-7.5	-1.5	-4.5	3.0	L	L	U	0
Sunday	13	2015	Chargers	Broncos	home	0-14	3-3	0-0	0-0	3-17	5.5	43.5	-14	-8.5	-23.5	-16.0	-7.5	L	L	U	0
Thursday	16	2015	Chargers	Raiders	away	7-7	10-3	0-2	3-8	20-23	4.0	45.0	-3	1	-2	-0.5	-1.5	L	W	U	1

Vince Akins of SportsBook Breakers is the top NFL Handicapper on VegasInsider.com over the past five seasons, winning over \$4,000 for the \$100 player. SportsBook Breakers picks, which include strong player trends, can be found at Killercappers.com.



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.	<i>Tom Brady:p:completions/Tom Brady:p:passes<=.5 and REG and season>=2004</i>
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.	<i>3>=Jay Cutler:p:passing touchdowns>=1 and 185>=Jay Cutler:p:passing yards>=136</i>
Andy Dalton is 12-0 ATS (10.8 ppg) in his career at home off a road game where he threw at least 32 passes.	<i>H and Andy Dalton:p:passes>=32 and p:A and date>=20121230</i>
Andrew Luck is 0-8 OU (-7.6 ppg) since December 2014 after he completed at least 58% of his passes last game.	<i>Andrew Luck:p:completions / Andrew Luck:p:passes>=.58 and date>=20141201</i>
Eli Manning is 12-0-1 OU (9.9 ppg) since December 2006 at home after a road game where he threw at least three touchdowns.	<i>H and Eli Manning:p:passing touchdowns>=3 and p:A and date>=20061201</i>
Carson Palmer is 8-0 ATS (9.5 ppg) in his career as a favorite facing a team he threw for at least 300 yards for in a loss last meeting.	<i>Carson Palmer:P:passing yards>=300 and P:L and F and date>=20081228</i>
Philip Rivers is 0-11 OU (-9.7 ppg) since 2013 after a win where he threw for at least 300 yards.	<i>Philip Rivers:p:passing yards>=300 and p:W and season>=2013</i>
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.	<i>Tony Romo:p:completions/Tony Romo:p:passes>=.73 and date>=20071201 and line<=0 and week<17</i>
Matt Ryan is 0-10 ATS (-9.0 ppg) after a home win where he threw for at least 10 yards a pass.	<i>Matt Ryan:p:passing yards / Matt Ryan:p:passes>=10 and p:HW</i>
Russell Wilson is 14-0-1 ATS (10.2 ppg) in his career off a regular season win where he threw for at least 250 yards.	<i>Russell Wilson:p:passing yards>=250 and p:playoffs=0 and p:W</i>



Get SDQL Master Certified

Can you explain this SDQL query?

tA(points,N=4) < oA(points,N=4) and p:WAD

Can you write the SDQL for this situation?

Within 3 of pick vs a team that has more wins

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PLAYER-BASED TRENDS: RBS

SportsBook
Breakers

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 0-8 OU (-10.4 ppg) since December 14, 2014 off a game where he had at least 17 carries.	<i>LeVeon Bell:p:rushes>=17 and date>=20141214</i>
LeGarrette Blount is 0-9 ATS (-10.6 ppg) since October 2011 in the regular season after a game where he had at least a 25 yard rush.	<i>LeGarrette Blount:p:longest rush>=25 and playoffs=0 and date>=20111001</i>
Jamaal Charles is 0-8 ATS (-10.4 ppg) when between a four-point favorite and nine-point dog, after a game where he ran for at least 110 yards.	<i>Jamaal Charles:p:rushing yards>=110 and 9>=line>=-4</i>
Arian Foster is 0-7 ATS (-8.2 ppg) when he had between nine and 14 rushes last game.	<i>14>=Arian Foster:p:rushes>=9</i>
Frank Gore is 8-0 ATS (10.3 ppg) since December 2009 at home after a road game where he ran for at least 95 rushing yards.	<i>H and Frank Gore:p:rushing yards>95 and p:A and date>=20091201</i>
Eddie Lacy is 12-0 ATS (8.7 ppg) in his career when he had 14-20 rushes last game and at least two yards per carry.	<i>20>=Eddie Lacy:p:rushes>=14 and Eddie Lacy:p:rushing yards/Eddie Lacy:p:rushes>=2</i>
LeSean McCoy is 9-0 OU (10.8 ppg) since October 2011 coming off a loss where he had at least 19 carries.	<i>LeSean McCoy:p:rushes>=19 and p:L and date>=20111001</i>
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.	<i>DeMarco Murray:p:rushing yards/DeMarco Murray:p:rushes>6.7</i>
Adrian Peterson is 7-0 OU (11.6 ppg) in his career as a home dog after a game where he had 25+ carries.	<i>HD and Adrian Peterson:p:rushes>=25</i>
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.	<i>CJ Spiller:p:rushes>15 and 135>=CSpiller:p:rushing yards>=45</i>



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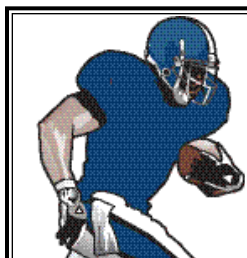
PLAYER-BASED TRENDS: WRS

SportsBook
Breakers

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
Antonio Brown is 0-8 OU (-8.9 ppg) in his career off a road win where he had at least 95 yards receiving.	<i>Antonio Brown:p:receiving yards>=95 and p:AW</i>
Eric Decker is 16-0 ATS (9.0 ppg) since November 2011 in non-Monday night games coming off a road game where his longest reception was between 25 and 56 yards.	<i>56>=Eric Decker:p:longest reception>=25 and p:A and day!=Monday and date>=20111101</i>
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.	<i>Julian Edelman:p:receiving yards/Julian Edelman:p:receptions<8 and Julian Edelman:p:receptions>1</i>
Larry Fitzgerald is 11-0 OU (10.8 ppg) since 2008 at home after a road game where he had at least 100 yards receiving.	<i>H and Larry Fitzgerald:p:receiving yards>=100 and p:A and season>=2008</i>
AJ Green is 9-0-1 ATS (9.9 ppg) in his career as a road dog off a game where he scored a touchdown.	<i>AJ Green:p:receiving touchdowns>=1 and AD</i>
Deandre Hopkins is 7-0 ATS (11.1 ppg) since 2014 after a home game where he had a reception of more than 30 yards.	<i>Deandre Hopkins:p:longest reception>30 and p:H and season>=2014</i>
Julio Jones is 0-7 ATS (-9.9 ppg) since 2013 coming off a loss where he had at least 100 yards receiving.	<i>Julio Jones:p:receiving yards>=100 and p:L and season>=2013</i>
Brandon Marshall is 0-11 ATS (-13.6 ppg) since December 2007 coming off a loss that was not their first of the season where he had at least nine catches.	<i>Brandon Marshall:p:receptions>=9 and p:L and losses>1 and date>=20071201</i>
Jordy Nelson is 8-0 ATS (11.8 ppg) after a game where he had just one catch for 18 or fewer yards.	<i>Jordy Nelson:p:receiving yards<=18 and Jordy Nelson:p:receptions=1</i>
Demaryius Thomas is 7-0 OU (13.3 ppg) since 2012 coming off a loss where he had at least 75 yards receiving.	<i>Demaryius Thomas:p:receiving yards>=75 and p:L and season>=2012</i>



If you like what you are seeing with these 30 player trends, you are not going to want to miss the 2016 Killersports.com NFL Newsletter. Each week the 12-page Newsletter will include Player-Based NFL Trends active that week. Subscribe now at killersports.com.



has proven to be one of the best handicappers in the business and has dominated the NFL the past FIVE seasons.

Over that time, SportsBook Breakers has gone a huge **+\$4118** with its selections. That makes SBB the **#1** handicapper as documented by Vegas Insider over that time!

SBB is also best when the stakes are highest, going a strong 40-24 (62.5%) on its postseason plays the past five years.

SBB is known for having some of the best values handicapping in the business for both pro and college football. You can buy its Sunday NFL packages for just \$49 in web debit value or purchase its complete season package available before the season.

The NFL is our favorite sports for handicapping because it is a sport filled with over-reactions. With only 17 weeks of regular season action, every single game influences the perception of a team to a far greater extent than any one basketball or baseball game does, and because of the level of competition and with a much longer track record with players, you can count on a greater level of consistency in true expected performance from a given team than in college football. Add in the fact that there is far more “square” money in the NFL with bettors overreacting and looking at the wrong indicators, and it is likely the best sport to take advantage of simple systems.

In this case, we want to look at how teams perform the next game following the simplest possible factor when evaluating games – whether the team won or lost last game straight up. While it’s difficult to imagine obtaining much value in baseball or basketball on such a simply condition, in the NFL with overreactions happening all the time, it seems quite possible.

The truth is, a previous game win or loss alone is not enough to generate value, as even the most novice of bettors would be able to lock on to that. Teams that won last game have covered in 49.7% of games while teams that lost last game are at 50.4%. However, what may be possible upon investigation is adding one simple factor to the previous game win or loss to make an eye-opening discovery.

The factor we want to look at is the expectations in a previous game where the team lost. Were they expected to get blown out and did in fact lose, or were they a favorite in the game and not only failed to cover, but lost outright.

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, “p:line” and “p:L,” an easy shortcut for a loss in the previous game. For a quick and easy way to explore the subject, we will look at how teams perform in the SDQL using the grouping feature. We defined the line with open ended text using the following two SDQLs. “p:L and p:line<0, -3, -5, -7, -10” and “p:L and p:line>0, 3, 5, 7, 9,11” to produce the following results, grouped together by lines larger or smaller than the given number. NOTE: Results date back to the beginning of the NFL database in 1989.

p:line	ATS	SU	# of Games
p:line > 11	190-178-8 (0.18, 51.6%)	127-248-1 (-4.89, 33.9%)	376
p:line > 9	391-360-15 (0.08, 52.1%)	284-481-1 (-4.35, 37.1%)	766
p:line > 7	627-589-28 (-0.12, 51.6%)	484-759-1 (-4.05, 38.9%)	1244
p:line > 5	1063-1040-48 (-0.36, 50.5%)	878-1269-4 (-3.48, 40.9%)	2151
p:line > 3	1449-1446-67 (-0.40, 50.1%)	1244-1712-6 (-3.07, 42.1%)	2962
p:line > 0	2016-1988-103 (-0.17, 50.3%)	1793-2308-6 (-2.40, 43.7%)	4107
p:line < 0	995-983-54 (0.52, 50.3%)	1031-998-3 (0.81, 50.8%)	2032
p:line < -3	555-525-33 (0.96, 51.4%)	589-524-0 (1.84, 52.9%)	1113
p:line < -5	344-307-15 (1.54, 52.8%)	370-296-0 (2.79, 55.6%)	666
p:line < -7	163-131-7 (1.62, 55.4%)	176-125-0 (3.55, 58.5%)	301
p:line < -9	94-63-4 (2.96, 59.9%)	100-61-0 (5.58, 62.1%)	161

Let’s start by looking at the portion to eliminate from our consideration. Underdogs that lost last week constantly perform slightly better than 50%, but not enough to warrant our consideration as a factor for betting purposes. In fact when we get to losses with previous lines of +13 or more (not listed in the chart), the results begin to get mildly interesting, but that is almost entirely driven by just the line as it is extremely rare for a team that is more than a +13 underdog to win a game outright.

NFL STUDY: OVERREACTING TO AN UPSET continued **SportsBook Breakers**

On the other end of the spectrum, there is clearly value to be had on teams that were big favorites and burnt the betting public last game. To find the exact tipping points, let's query "p:L and p:line" to look at the results for each individual line in this range.

Line	ATS	SU	# of Games
p:line = -6.0	42-42-3 (2.57, 50.0%)	50-37-0 (4.33, 57.5%)	87
p:line = -6.5	49-57-2 (1.83, 46.2%)	52-56-0 (1.56, 48.1%)	108
p:line = -7.0	58-48-3 (0.12, 54.7%)	54-55-0 (0.54, 49.5%)	109
p:line = -7.5	27-21-1 (0.78, 56.2%)	28-21-0 (1.53, 57.1%)	49
p:line = -8.0	22-13-1 (3.54, 62.9%)	23-13-0 (4.19, 63.9%)	36
p:line = -8.5	10-14-1 (-4.40, 41.7%)	10-15-0 (-2.40, 40.0%)	25
p:line = -9.0	10-20-0 (-1.43, 33.3%)	15-15-0 (0.13, 50.0%)	30
p:line = -9.5	23-11-0 (6.79, 67.6%)	24-10-0 (9.18, 70.6%)	34
p:line = -10.0	23-9-1 (7.85, 71.9%)	23-10-0 (10.45, 69.7%)	33
p:line = -10.5	10-8-1 (-0.61, 55.6%)	11-8-0 (1.47, 57.9%)	19
p:line = -11.0	2-8-1 (-8.00, 20.0%)	5-6-0 (-3.09, 45.5%)	11
p:line = -11.5	4-2-0 (11.33, 66.7%)	4-2-0 (12.50, 66.7%)	6
p:line <= -12.0	32-25-1 (0.30, 56.1%)	33-25-0 (2.97, 56.9%)	58

Clearly there are a couple of breaking points of interest here, when the previous line had the team as at least a TD favorite and when the previous line was over nine points. Coming off a loss as a TD+ favorite, teams are 221-179-10 ATS (1.22, 55.2%), and the bulk of that success comes we the team suffered a really shocking loss when they were 9.5+ point favorites, going 94-63-4 ATS (2.96, 59.9%). While the teams in these games were at least 9.5-point favorites last game, they are favored by an average of just 2.6 points in these follow up games.

In 2015, there were six occasions when a team that was a 9.5+ favorite lost. All six teams cover, by an average of +10.7 points with the average line in those games at a shocking +0.3.

Summary:

When a big favorite burns bettors, they tend to zig away from them last week. Consider zaging, and not over punishing these teams for one bad week.

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How To Win Playing NFL Teasers



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 even the upcoming 2016 national election. 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 craps table and have as good a chance of making your point as anyone else. 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 an excellent 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 in the teaser cover the adjusted spread, your teaser is a winner. The typical price for a 2-team, 6-point teaser is 110-for-100 and 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 beating NFL teasers for about 25 years now. In 1990, Dr Ed Meyer, the director of handicapping 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.

Their success has not gone unnoticed. 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 win at a 60% rate, their 10-point, 3-teamers, added relatively recently, have been consistent moneymakers as well.

In this article, we will start by describing the teaser bet, then provide some general rules for teaser betting. Finally we will present some 10-point teaser trends with accompanying SDQL text so you can follow them throughout the upcoming NFL season.

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.

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 example, when teasing a team from +6' to +12' with a 6-point teaser, there should be at least a 25% chance that the team will 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 10-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. After all, this is why you are using a teaser. If your team is not going to need the extra points, why play a teaser?

Because all games in which the result falls within the teaser point range are teaser winners no matter which side you used, it is important to use games whose actual result will

very likely fall close to the Vegas line. This is the overarching theme of teaser success. There are a number of ways to identify and isolate such games and this is the subject of the next section.

2.0 General Teaser Betting Strategy

When playing teasers, it is better to use teams that will keep it close to the line. 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 teaser 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, you should try to pick the ATSp6 winner of the game. If you think you have the ATS winner, don't play a teaser, play a straight bet. A good rule to follow when betting the NFL is...

If you think that the actual 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.

**MTi's 10-point, 3-team teasers are 70-48 (59.3%)
over the past five NFL regular seasons!!**

**MTi's 6-point, 2-team teasers are 69-48 (59.0%)
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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 frequently. 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, say, a ten-point 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 a 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. Therefore the linesmakers can't adjust the number to prevent a good teaser bet withing making the side a good bet. 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 suffer a negative takeaway 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. As evidence; since 1989, 31.73% of non-divisional regular season match-ups have come within 6 points of the line and 33.65% of all divisional regular season match-ups have come within 6 points of the line. The difference is not large, but it is statistically significant.

DO tease playoff games. The more precise the line the better a teaser play. Playoff games usually have no "inside information," everything is revealed and everything is analyzed. In addition, there are usually only good teams in the NFL playoffs and the coaches are not going to be trying out a new scheme. As a result, playoff lines are more precise than regular season lines and this makes them better teaser plays. In the history of the database, 36.97% of playoff games have come within 6 points of the line, although this result is less statistically significant than the regular season results because the playoff data set contains only 165 games. MTi Sports Forecasting, in fact, has not lost a playoff teaser in two seasons.

MTi Sports
Forecasting
is the established
leader in NFL teaser
handicapping.



Put the analytical power of the SDQL
and PhD scientists in your corner!

Now let's examine some teaser No-Nos.

DO NOT tease the dog vs a high scoring team that likes to throw the ball aggressively down the field. Teasing the dog against high-powered passing offenses like those of the Colts, 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 will run out of bounds, slide feet first and throw the ball away 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 relevant questions 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, do not 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. When playing a teaser you want the game to go as forecast -- if something unusual happens, it is potentially bad for teaser players.



A great place to find teaser trends is the Killersports.com Weekly Newsletter. Each week, the newsletter features some of the top active teaser trends in that upcoming week's games.

To subscribe, go to www.killersports.com

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 2015 regular season. The table on this page is for six-point teasers and the table on the next page 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 the Carolina Panthers were on top with a record of 15-1 ATSp6 in 2015. At the bottom of this column we find the Dolphins who were a brutal 6-10 ATSp6 in 2015. In the ATSp6 column, we find that Carolina was a perfect

8-0 ATSp6 at home last season, although the Steelers were nearly so. The Bucs, Chargers, Eagles and Dolphins were all 3-5 at home vs the number even with an extra six points in 2015.

In the Away column, we see that the Bengals and Raiders were the only perfect teaser teams on the road over the 2015 regular season and the Dolphins were the only NFL team that was below 500 with an extra six points ATSp6 away from home in 2015.

The teams with the biggest home-away dichotomy in 2015 were the Redskins at 7-1 ATSp6 at home and 5-3 ATSp6 on the road, and the 49ers, who were 6-2 ATSp6 at home and only 4-4 ATSp6 on the road. These dichotomies can provide opportunities for the astute handicapper.

2015 ATSp6 Regular Season Records

Team	ATSp6	Team	ATSp6 Home	Team	ATSp6 Away
Panthers	15-1-0	Panthers	8-0-0	Bengals	8-0-0
Bengals	14-2-0	Steelers	7-0-1	Raiders	8-0-0
Steelers	12-2-2	Patriots	7-1-0	Panthers	7-1-0
Broncos	13-3-0	Redskins	7-1-0	Chiefs	7-1-0
Vikings	13-3-0	Broncos	6-2-0	Vikings	7-1-0
Raiders	12-3-1	Jets	6-2-0	Broncos	7-1-0
Cardinals	12-4-0	Fortyniners	6-2-0	Cardinals	7-1-0
Redskins	12-4-0	Bengals	6-2-0	Chargers	7-1-0
Chiefs	12-4-0	Giants	6-2-0	Cowboys	7-1-0
Patriots	11-4-1	Vikings	6-2-0	Ravens	6-2-0
Bears	11-5-0	Rams	5-2-1	Seahawks	6-2-0
Bills	11-5-0	Bears	5-3-0	Texans	6-2-0
Cowboys	11-5-0	Bills	5-3-0	Bills	6-2-0
Giants	11-5-0	Cardinals	5-3-0	Bears	6-2-0
Jets	11-5-0	Texans	5-3-0	Eagles	5-2-1
Texans	11-5-0	Chiefs	5-3-0	Steelers	5-2-1
Rams	10-4-2	Packers	5-3-0	Rams	5-2-1
Packers	10-6-0	Saints	5-3-0	Buccaneers	5-2-1
Colts	10-6-0	Colts	5-3-0	Packers	5-3-0
Ravens	10-6-0	Lions	5-3-0	Colts	5-3-0
Titans	10-6-0	Titans	5-3-0	Titans	5-3-0
Chargers	10-6-0	Raiders	4-3-1	Lions	5-3-0
Lions	10-6-0	Cowboys	4-4-0	Giants	5-3-0
Seahawks	10-6-0	Jaguars	4-4-0	Falcons	5-3-0
Fortyniners	10-6-0	Falcons	4-4-0	Jets	5-3-0
Saints	9-7-0	Browns	4-4-0	Redskins	5-3-0
Jaguars	9-7-0	Ravens	4-4-0	Jaguars	5-3-0
Falcons	9-7-0	Seahawks	4-4-0	Patriots	4-3-1
Eagles	8-7-1	Buccaneers	3-5-0	Saints	4-4-0
Buccaneers	8-7-1	Chargers	3-5-0	Browns	4-4-0
Browns	8-8-0	Eagles	3-5-0	Fortyniners	4-4-0
Dolphins	6-10-0	Dolphins	3-5-0	Dolphins	3-5-0

TEASER WAGERING continued

For the 10-pointers, we will expand the results to include the past two seasons. The first column reveals that the Chargers and Lions have been an excellent 10-point teaser teams over the past two seasons, each going 28-4 ATSp10. Other good 10-point teaser teams have been the Patriots, Bills, Seahawks and Broncos. Teams with poor 10-point teaser records since 2014 include the 49ers, Dolphins, Saints and Titans.

At home, we see that only the Steelers are without an ATSp10 loss over the past couple of seasons, going 15-0-1 ATSp10. The Jets and Lions also have been excellent

ten-point teaser plays at home since 2014. On the other hand, the Saints have been drastically overestimated at home over the past couple of seasons, going a worst-in-league 9-6-1 ATSp10. Note that every ATSp10 loss represents a double-digit ATS loss.

On the road, it is the Bills, Seahawks and Cowboys that have been the best 10-point teaser teams over the past two seasons, and it is probably worth wondering why this is so. The 49ers are at the bottom of the pile, with an ATSp10 record that is just a tick above 500.

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

2014-15 ATSp10 Regular Season Records

Team	ATSp10	Team	ATSp10 Home	Team	ATSp10 Away
Chargers	28-4-0	Steelers	15-0-1	Bills	15-1-0
Lions	28-4-0	Jets	15-1-0	Seahawks	15-1-0
Seahawks	27-4-1	Lions	15-1-0	Cowboys	15-1-0
Bills	27-4-1	Broncos	14-1-1	Raiders	14-2-0
Broncos	27-4-1	Ravens	14-2-0	Vikings	14-2-0
Patriots	27-5-0	Cardinals	14-2-0	Bengals	14-2-0
Jets	27-4-1	Chargers	14-2-0	Redskins	14-2-0
Ravens	27-5-0	Giants	14-2-0	Chargers	14-2-0
Steelers	27-4-1	Panthers	14-2-0	Chiefs	14-2-0
Cardinals	27-5-0	Patriots	14-2-0	Patriots	13-3-0
Chiefs	26-4-2	Packers	13-2-1	Jaguars	13-3-0
Jaguars	26-6-0	Chiefs	12-2-2	Cardinals	13-3-0
Vikings	26-6-0	Texans	13-3-0	Lions	13-3-0
Bengals	26-6-0	Colts	13-3-0	Texans	13-3-0
Texans	26-6-0	Jaguars	13-3-0	Eagles	13-3-0
Redskins	26-6-0	Seahawks	12-3-1	Buccaneers	13-2-1
Panthers	25-7-0	Falcons	12-3-1	Ravens	13-3-0
Cowboys	25-7-0	Bills	12-3-1	Broncos	13-3-0
Giants	25-7-0	Bengals	12-3-1	Steelers	12-4-0
Colts	24-8-0	Browns	12-4-0	Falcons	12-4-0
Buccaneers	24-7-1	Fortyniners	12-4-0	Rams	12-3-1
Eagles	24-8-0	Redskins	12-4-0	Jets	12-3-1
Falcons	24-7-1	Vikings	12-4-0	Colts	11-5-0
Raiders	24-8-0	Bears	11-5-0	Panthers	11-5-0
Browns	23-9-0	Buccaneers	11-5-0	Saints	11-4-1
Packers	22-8-2	Dolphins	11-5-0	Browns	11-5-0
Bears	22-10-0	Eagles	11-5-0	Giants	11-5-0
Rams	22-9-1	Cowboys	10-6-0	Bears	11-5-0
Fortyniners	21-11-0	Rams	10-6-0	Titans	10-5-1
Dolphins	21-11-0	Raiders	10-6-0	Dolphins	10-6-0
Titans	20-11-1	Titans	10-6-0	Packers	9-6-1
Saints	20-10-2	Saints	9-6-1	Fortyniners	9-7-0

10-POINT TEAM TEASER TRENDS

MTi Sports
Forecasting

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. This franchise-perfect Ravens' trend has been published in this spot for many seasons now. In 2014, it was 5-0 and it was 4-0 last season.

Also, Packers don't get embarrassed at home after November -- over the past TWENTY-PLUS YEARS, as is evident from the fourth trend in the listing below.

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 85-0 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:OT=0
The Steelers are 54-0 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 Ravens are 46-0 ATSp10 in franchise history as a home favorite of less than 13 points over a divisional opponent when they are off a road game.	team = Ravens and p:A and HF and line>-13 and NDIV
The Packers are 46-0-1 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 Packers are 42-0 ATSp10 as a favorite over a non-divisional opponent when they are off a road game and have averaged 24-plus ppg their last three games.	team = Packers and p:A and F and NDIV and tA(points,N=3)>=24
The Chiefs are 40-0 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

Ten-Point Teaser System: NFL teams are 52-0 ATSp10 since November 2010 when the line is within three of pick and they are facing a non-divisional opponent that has allowed a completion percentage of less than 55.5%.

SDQL Text: -3 <= line <= 3 and NDIV and oS(o:COMP)/oS(o:passes)<0.555 and date >= 20101100

10-POINT TEAM TEASER TRENDS continued

DESCRIPTION	SDQL TEXT
The Ravens are 39-0 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 Steelers are 39-0 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 Raiders are 37-0 ATSp10 at home vs a non-divisional opponent that is forcing more than 2.1 turnovers per game.	team = Raiders and H and NDIV and oA(o:TO) > 2.1
The Lions are 37-0 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 Patriots are 37-0 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 Chargers are 37-0 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 Bears are 36-0 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 Falcons are 35-0 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 Chiefs are 35-0-1 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



If you would like to be alerted when any of these teaser trends are active, save them in your personal trend file at KillerSports.com. To watch a video that demonstrates how to save trends at KillerSports.com, visit

https://youtu.be/EEImuQ_z1I0

or search: “How to Save SDQL trends at KillerSports.com” on YouTube.

10-POINT TEAM TEASER TRENDS continued

DESCRIPTION	SDQL TEXT
The Broncos are 34-0 ATSp10 after a game as a home favorite when they are averaging less than 3.75 yards per rush.	team = Broncos and p:HF and tS(RY) / tS(rushes) < 3.75 and season >= 1993
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.	team=Patriots and D and oA(passes)>=33.5 and date>=19951015
The Ravens are 34-0 ATSp10 in franchise history as a home favorite over a non-divisional opponent when they are off a game in which they committed two-plus turnovers.	team = Ravens and HF and NDIV and 2 <= p:TO
The Colts are 34-0 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 Titans are 34-0 ATSp10 on grass after a game as a favorite in which they had more than 33:30 of possession time.	team = Titans and p:F and surface = grass and p:TOP > 33.5*60
The Chiefs are 34-0 ATSp10 after a game as a road dog facing an opponent that is averaging more than two turnovers per game.	team = Chiefs and p:AD and oA(TO)>2
The Broncos are 33-0 ATSp10 at home off a loss when they are playing a team with a better record.	team = Broncos and p:L and H and o:WP > WP
The Ravens are 33-0 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 Patriots are 33-0 ATSp10 after a game in which they scored 8.75 points more than their season-to-date average.	team = Patriots and p:points - tA(tp:points) > 8.75 and date >= 20081200
The Chargers are 33-0 ATSp10 after a 1-3 point loss as an underdog.	team = Chargers and p:D and -3 <= p:margin < 0



Get SDQL Master Certified

Can you explain this SDQL query?
tA(points,N=4) < oA(points,N=4) and p:WAD

Can you write the SDQL for this situation?
Within 3 of pick vs a team that has more wins

Get credit for what you know - become a Certified SDQL Master
 To apply: E-mail Masters@SDQL.com

10-POINT TEAM TEASER TRENDS continued

DESCRIPTION	SDQL TEXT
The Ravens are 33-0 ATS p10 in franchise history as a home favorite over a non-divisional opponent when they are off a win.	team = Ravens and p:W and HF and NDIV and NB
The Cardinals are 32-0 ATSp10 at home vs a non-divisional opponent.	team=Cardinals and H and NDIV and date>=20100110
The Chargers are 32-0 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 Packers are 32-0 ATSp10 as a favorite vs a non-divisional opponent after a win on the road.	team = Packers and p:AW and F and NDIV and date >= 20011201
The Jaguars are 32-0 ATSp10 on the road vs a team that is scoring more than 25% of their points from field goals	team = Jaguars and A and oS(FG*3) / oS(points) > 0.25 and date >= 20011104
The Bills are 32-0 ATSp10 as a favorite after a loss when they are off two consecutive games with a negative DPS.	team = Bills and p:L and F and p:dps < 0 and pp:dps < 0
The Colts are 31-0 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 Chargers are 31-0 ATSp10 as a road dog when they lost their last two road games.	team=Chargers and AD and Sum(L@team and season and site=away,N=2)=2 and date>=19981227
The Broncos are 31-0 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 Dolphins are 31-0 ATSp10 after a game in which they had at least three more minutes of possession time than their season-to-date average as a dog.	team=Dolphins and p:D and p:TOP - tA(p:TOP) > 180 and date>=19931004

Six-Point Teaser System: NFL teams are 30-0 ATSp6 as a home favorite off a win by more than a TD as a favorite in which they passed for at least 100 yards fewer than their season-to-date average.

SDQL Text: p:margin>7 and p:F and HF and tA(p:PY) - p:PY >= 100 and date >= 20051000

Six-Point Teaser System: NFL teams are 40-0 ATSp6 on the road on grass vs a non-divisional opponent that has averaged less than five yards per play season-to-date when the line is within three of pick and they are off a road game, as long as their opponent is not on a five-plus game losing streak.

SDQL Text: A and p:A and -3 <= line <= 3 and surface = grass and NDIV and oS(RY+PY) / oS(plays) < 5 and o:streak > -5 and date >= 20041100

10-POINT TEAM TEASER TRENDS continued

DESCRIPTION	SDQL TEXT
The Packers are 31-0 ATSp10 at home vs a non-divisional opponent after a game in which they had more than 34 minutes of possession time.	team = Packers and H and NDIV and p:TOP >= 34*60 and date >= 19911110
The Dolphins are 31-0 ATSp10 after a game as a dog in which they had at least 3 more minutes of possession time than their season-to-date average.	team = Dolphins and p:D and p:TOP - tA(p:TOP) and date >= 19931000
The Bears are 31-0 ATSp10 when they are off a loss and facing a non-divisional opponent that is averaging fewer than 25 rushes per game.	team = Bears and p:L and NDIV and oA(rushes) < 25 and date >= 19920927
The Patriots are 31-0 ATSp10 when they are off a game as a road dog and hosting a team that is averaging less than 5 yards per play.	team = Patriots and p:AD and H and oS(TY) / oS(plays) < 5 and date >= 19901230
The Chargers are 31-0 ATSp10 as a road dog when they lost their last two on the road.	team = Chargers and AD and tS(L@A,N=2) = 2 and date >= 19981227
The Raiders are 31-0 ATSp10 at home vs a non-divisional opponent that is forcing more than 2.25 turnovers per game.	team = Raiders and H and NDIV and 2.25 <= oA(o:TO)

6.0 Conclusions

As you can see, a ten-point teaser record of 30-0 is simply not good enough to make our list.

The key to beating teasers is to 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. Yes, if MTi releases three 2-team, 6-point teasers and they don't go 3-0, the cost is refunded the next morning.

The PhD scientists at MTi Sports Forecasting will be releasing their SIX-POINT and TEN-POINT NFL Teaser Plays EXCLUSIVELY at KillerCappers.com in 2016. 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 without any guarantee for \$599 in web debit value, see the ad below for more information.



MTi Sports Forecasting 2016 Teaser Season Package. All the 6 and 10 point teasers from the preseason through the playoffs for just \$599 in web debit value. Available NOW at www.killercappers.com

In 2015, teams that ranked in the top 20 in both 'Total Yards' AND 'Pass Protection' combined to post a 61-percent ATS record in games where they held their opponent to fewer than three sacks (*NOTE: non-pre game predictive*).

0 QB Sacks Allowed = 82-percent ATS

1 QB Sack Allowed = 59-percent ATS

2 QB Sacks Allowed = 55-percent ATS

It adds up to a 90-58-3 ATS record and either way, it was a winning record for our play ON team. Here are the final numbers for 2015:

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks < 3 and season = 2015

In database history the records drop slightly to 57-percent overall (66/58/49), but keep in mind, we're dealing with 2,400 plays. If you isolate the games where one or less QB sack was allowed, the all-time record improves to 61-percent ATS, seen in the following chart:

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks < 2

Checking the database since 2003, for a more recent approach, the record for games with one sack or less is 62-percent and only two of 13 seasons finished below the 60-percent barrier. That's pretty good for more than 1,000 plays.

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks < 2 and season > 2002

HUDDLE UP

Okay, we know that teams with a top 20 offense (averaging approx 340-plus total YPG) AND decent pass protection (allow fewer than 2.5 sacks per game) are good bets with practically any line or site (home or away) — But how do we know in advance when they are going to allow less than two sacks?

Well, there are a few methods I can suggest to try and reinforce the hypothesis. The first thing I can tell you is to forget about the opponent's 'QB Sack Average'.

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and oA(sacks)>5,4,3,2,1

The above code shows that while straight-up records fall vs. teams with a better pass rush (.563 to .474), ATS records for our play ON team actually improve (.481 to .556). The likely reason for that is because bookmakers and bettors are factoring the most obvious statistic into their projections. In a lot of cases that creates an overcompensation.

Opponent's previous site does not factor and division/non-division only shows a 1.9-percent discrepancy, with both producing consistent strings of winning seasons, seen here:

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks<2 and (DIV,1 or NDIV,1) and season,1

RESTED OR RUSTED?

'Rest' is a good one to query, and playing AGAINST teams that were either coming off a Thursday game or bye week produced a 125-66-3 ATS record (65-percent). Since 1989, this angle has not produced a single sub-.500 season (*NOTE: non-pre game predictive*).

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks < 2 and o:rest > 8

Sticking with 'rest', a little extra time helped our team's cause but it proved more beneficial to take their show on the road. Added prep and gameplanning are good things for any team but the distractions of being around home can cause players to lose focus. We're also gaining value here on the auto-points awarded to every home team.

SDQL: A and tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks < 2 and rest > 8

This sub-profile is 59-25 ATS all-time (70-percent) and if you add the 'DIV' parameter, our record shoots to 27-7 ATS



including 9-2 ATS since 2012.

PLAY ACTION

There is no 100-percent way of knowing in advance how many sacks a team is going to allow in any given game, but by running the initial SDQL query that identifies potentially "live" matchups, we're on the right track. Use this code in 2016 to identify games:

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and season >= 2015

Once you know a game meets the original parameters, it's time to roll up those sleeves and do some handicapping. Check the injury reports for O-Linemen, running backs, defensive ends and linebackers. What type of surface are they playing on?

In 2015, only six teams averaged fewer than 2.0 sacks per game on grass while 13 registered 2.5 sacks per game or more. During the same season, those numbers show 11 teams with less than 2.0 on turf and only nine with 2.5 or more. The advantage for pass rushers, or so it would seem, is when the game is played on grass. This chart showing all games since re-alignment might change your mind on that theory, though. It's a five-percent difference over games on turf during the same time frame (64-percent ATS overall).

SDQL: tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks < 2 and surface = grass and season > 2001

PUTTING IT ALL TOGETHER (Perfect 20-0 ATS angle)

I've given you several angles to play with here and hopefully it will produce a nice handful of winners during the 2016 NFL season. Just for fun, I tried combining all the strongest parameters to see what came up and sure enough, it's a perfect 20-0 ATS record on an average line of -2 points.

SDQL: A and tA(TY) > 340 and tA(o:sacks) < 2.5 and o:sacks < 2 and rest > 7 and DIV and surface = grass

Remember, it all starts by knowing the site, offensive averages for total yards (TY) and sacks allowed (o:sacks), number of days since latest game (rest), surface and whether or not it's a divisional game. It was potentially "live" five times in 2015 and even though only one of five games invoked the 'o:sacks' parameter, the games still went 4-1 ATS. In fact, leaving out the 'o:sacks' parameter, we find ourselves with a healthy 34-12-1 ATS record (74-percent) and that's good enough for the company I keep.

SDQL: A and tA(TY) > 340 and tA(o:sacks) < 2.5 and rest > 7 and DIV and surface = grass

Jarvis Simes is the lead handicapper at Pick Sixty Sports and a regular Killersports.com contributor. Follow @PickSixtySports and stop by our Facebook page for more SDQL analysis.

Check out Pick Sixty's top NFL systems all season at the SDQL Trend Mart!

Mystery NFL System #1 -- Can you decipher the SDQL below? Teams in this spot are 0-22 OU.

H and -3 <= line <= 3 and p:AF and p:points > 10 and oS(PFD)/oS(FD) > 0.67 and NB and total > 40 and season >= 2009

If you get stuck, turn to the folks at the SportsDataBase Google Discussion Group for help.



Jarvis Simes is the lead handicapper at [Pick Sixty Sports](#) and a regular Killersports.com contributor. Follow [@PickSixtySports](#) and stop by our [Facebook](#) page for more SDQL analysis.

Check out Pick Sixty's top NFL systems all season at the [SDQL Trend Mart!](#)

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 Washington Under 7.5 -115 (SPORTSBOOK)
- The way people are hyping Kirk Cousins and the Redskins, you would have thought they went 12-4 a season ago. Actually, they went 9-7 and that was with one of the most extremely easy schedules possible. That schedule takes a turn this year, particularly in the division where two of the three teams should be greatly improved. The Redskins made a huge jump in 2015 and while they should not fall all the way back to their pre-2015 form here, we expect Cousins and the team to take a significant step back.

The Redskins success in 2015 was truly driven by their quarterback play with Kirk Cousins. From week seven on, Cousins was really brilliant with an amazing 72.4% completion percentage. And sure Cousins is a young quarterback who could expect improvement last season. However the amount of improvement was staggering.


Cousins had a reasonable sample size of 20 games before week seven of last year and had a completion percentage of 61.5%, with 24 TDs and 27 interceptions. That completion percentage jumped to 72.4% after that, with 23 TDs and just three interceptions. While players improve, doing so to that level is a fluke as players do not make leaps like that overnight. Even from weeks 1-6 last year, Cousins had six TDs to eight interceptions, with four deflating multi-interception performances.

By far Washington's most important skill position player last season and going forward was Jordan Reed. While Reed is a wildly talent player, here are the amount of games he has played in each season of his career: 9, 11 & 14. Notice the outlier there? Reed's injury woes, particularly his concussion problems, are long-term issues and we see 14-16 games being very unlikely here, much more so than anyone is talking about as people count on Reed for fantasy stardom.

The area of the offense that did not provide a ton of value for Washington last year was the running game. Washington's rushing game actually declined in 2015 as Alfred Morris and Matt Jones led a rushing game that overall had just 3.7 rushing yards per carry. Jones was at just 3.4 yards per carry in his rookie season yet the keys have been completely turned over to him this year. Washington has no credible backup running back on the team, and if Jones is injury or ineffective, the Redskins will long for just a below average rushing game.

On defense, the big flashy acquisition for Washington was Josh Norman. There is no doubt Norman is a good cornerback, but his value is much higher on Carolina than any other team and particularly one like Washington that runs a very different scheme than the Panthers. There is a reason Norman took years to develop into the perfect fit for the Panthers system and he was also helped by the great Carolina pass rush that Washington just cannot match.

We alluded to Washington's schedule in the opening and it indeed was quite easy, 27th in the league. Even with that schedule, the Redskins had a point differential of just +9, the equivalent of a 8.2 win team. Of Washington's nine wins last season, eight came against teams which finished the year below .500 with the "signature" win over the 8-8 Bills. Even four of their losses came against teams which finished .500 or below. Washington was basically a team that beat bad teams close and lost big to good teams, including in the



breaks down a variety of factors when looking at futures as demonstrated here, and it has paid off across all sports. Since the beginning of 2012, its futures plays are 15-8-1 in the NFL and are 27-15-1 across all sports. This season, SBB will be releasing the its 2016 NFL Futures in mid-August. These plays will be available at killercappers.com.

Vince Akins of SportsBook Breakers is the top NFL Handicapper on VegasInsider.com over the past five seasons, winning over \$4,100 for the \$100 player. SportsBook Breakers picks, which include strong player trends, can be found at Killercappers.com.



playoffs against Green Bay which was not factored into the numbers above.

Now let's look at the Redskins' 2016 schedule, broken down with preseason lines and expected win percentages for each game based on the lines and site each game, along with 27 years of historical winning percentages associated with those line and site combinations, provided after just a few clicks at killersports.com:

Week	Opp	Site	Line	Win Expectancy
1	Steelers	home	3	0.393
2	Cowboys	home	0	0.477
3	Giants	away	3	0.422
4	Browns	home	-7.5	0.757
5	Ravens	away	2.5	0.429
6	Eagles	home	-3	0.578
7	Lions	away	1	0.5
8	Bengals	away	4	0.319
10	Vikings	home	1.5	0.5
11	Packers	home	2.5	0.525
12	Cowboys	away	3.5	0.37
13	Cardinals	away	6.5	0.342
14	Eagles	away	2	0.437
15	Panthers	home	3	0.393
16	Bears	away	0	0.482
17	Giants	home	-1	0.5

What we see here is much uglier than the 2015 version. Looking at the projected lines and sites this season, Washington is expected to win just 7.42 games. slightly under this number. Looking at Vegas lines for this season's strength of schedule, Washington is expected to have the fourth hardest schedule in the league, and it shows in the game-by-game as the Redskins are projected to be favored in just two games this season (week 17 lines are unavailable and use a best estimate). For a team that feasted on easy games last season, they do not appear to be on the schedule this season

It starts with the expected improvement by other teams in this division factored into the lines. After their three division foes won just 17 games last season, this season's totals suggest those teams will combine for 24 wins this season. Washington is also significantly hurt by their first place schedule in the NFC East after winning the division last year. While it just effects two games, those are a big two games where they play Carolina and Arizona, true contenders that they will be significant underdogs against, compared to the last place schedule that Dallas has for instance, which faces Chicago and San Francisco. The difference in those two games alone is worth .6-.7 games difference according to expected lines.

In reality, Washington was not a particularly good team in 2015. But as the playoffs neared and in the offseason, the narrative on that changed. Look for the Redskins to see the drop that many teams face after having a big season-over-season jump from going 3-13 and 4-12 the two years prior.

SPORTSBOOK BREAKERS PREDICTION: Washington 6-10



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NFL Daily SDQL Videos from the Sports Data Query Group (SDQG)

The Sports Data Query Group is a team of young computer geeks dedicated to interrogating historical sports data with the Sports Data Query Language (SDQL). They have an extensive saved trend sets in the NBA, MLB and the NFL. Each day of the year, they produce a one-minute video featuring one of their saved trends.

Starting July 1st through the beginning of September, they feature an NFL SDQL Demo Query of the Day. They start with the Arizona Cardinals and finish with the Washington Redskins, featuring an ATS indicator and an OU indicator for each of the 32 teams.

The best way to find this playlist is to go to Youtube and search on:

SDQG's NFL DEMO QUERY OF THE DAY

The most recently posted video will play first.

Once there, we recommend subscribing to this playlist simply by clicking on "subscribe."

A link that goes directly to the videos will be tweeted out daily on Twitter.com. To be alerted, follow Killer_Trends on twitter.

If you see any trends that resonate with you and would like to know when they are active during the season, you have two options. The most straightforward is to run the SDQL on Tuesday by typing in the SDQL text in the NFL Query Text Box located here:

killersports.com/nfl/query

If you have the query text saved, then you can just paste it in and then click the SDQL! button.

Running trends individually gets a little unwieldy when you have accumulated a relatively large number of them. KillerSports.com offers every member the opportunity to save trends in their personal trend file. This personal trend set will get automatically be run every week during the NFL season and the results outputted into an "active trend" file to which only you will have access. The cost for this service is \$2 in web debit value per trend per season and this includes the playoffs. To learn more about saving your own trends, check out the you tube video by going to youtube.com and searching on:

How to Save SDQL Trends at KillerSports.com

There are numerous serious handicappers who have hundreds of saved trends and many professional handicappers with thousands.

Once the season gets underway, there is a regular cycle of video subjects and these are given below. Every video features a performance indicator that is ACTIVE for the upcoming week of action. This schedule is shown on the next page. So, on Thursday September 8th we will feature a trend involving the Panthers - Broncos game that night.

We have already chosen a great system to feature on September 11th, the opening Sunday of the 2016 NFL season. It is a week-one-only system involving a team that made the playoffs the previous season.

Mystery NFL System #2 -- Can you decipher the SDQL below? Teams in this spot are 22-0 OU.

p:LF and A and oS(PFD)/oS(FD) > 0.6875 and season>=2007 and wins-o:wins<=0 and oA(total)<=48.5

If you are having trouble, turn to the folks at the SportsDataBase Google Discussion Group for help.

NFL SDQG VIDEOS

The Sports Data Query Group is providing you with FREE daily trend or system videos that you will not want to miss

2016 SDQG's NFL ACTIVE QUERY OF THE DAY

Sunday - SDQG NFL System Of the Week

Monday - SDQG Monday Night Trend of the Day

Tuesday - SDQG ATS Query of the Week

Wednesday - SDQG OU Query of the Week

Thursday - SDQG Thursday Night Trend of the Day

Friday - NFL Handicapping Bible Trend of the Week

Saturday - SDQG Top Teaser Trend of the Week

The Youtube playlist for this set of videos is:

2016 SDQG's NFL ACTIVE QUERY OF THE DAY

If you subscribe, you will have easy access to these videos throughout the season. It is a great source of trends and systems and a great way to learn the SDQL.

The Sports Data Query Group also sells access to their complete ACTIVE trend listing each week in the NFL, as well as each day in MLB and NBA.

These trend sets are available with a web debit account at:

http://killersports.com/trend_mart

All the trends come with links to the SDQL and query output file as shown in the videos so they can be directly saved into your personal trend file with one click.

Start down the path to becoming a technical analyst of historical NFL data rather than just basing a play on a "feeling."

Without the SDQL, you're just guessing.

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Mystery NFL System #3 -- Can you decipher the SDQL below? Teams in this spot are 0-24 ATS.

p:margin >= 10 and p:H and line <= -7 and NDIV and tS(W@A,N=2) = 2 and NB and p:rushes<32 and p:PEN<8 and season >=1994

If you having trouble, turn to the folks at the SportsDataBase Google Discussion Group for help.

There are a number of factors that make college football entirely different than the pro game. A major one of those factors is the way that focus and a week's preparation factor into performance. While pros generally show up with a certain amount of intensity that comes with the professionalism of the job, college students sometimes have different motivations for how ready they are for each game.

In pro football, the idea of revenge from year-to-year is a bit of a dubious one. And the same is true for the idea of trap games. Every team in the NFL is good enough where no team can afford to go into a game really off their guard.

The college game is an entirely different story. Because teams are motivated by such different factors and because teams have such varying skill, how a team views each game can have a big impact on the outcome. This particularly comes into play when a team is a huge favorite in a game that is a mismatch on paper. Every team gets up for a rivalry game, and those which are expected to have a close outcome. However, when a game is suppose to be lopsided, the mindset that both teams come into a game with makes a huge difference.

One interesting situation we want to look at is how teams respond based on the line and how they have previously done against this team, in particular, teams that they lost against in their last meeting. To answer the question we will run a SDQL-based query on Killersports.com.

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 line with open ended text using the following two SDQLs. "P:L and P:season+1=season and line<-10, -15, -20, -25, -30" and "P:L and P:season+1=season and line>10, 15, 20, 25, 30". These capture both large favorites and large dogs coming off a loss against the team last season.

The uppercase "P" in SDQL signifies the last meeting versus the opponent. So where p:L would look at the result in a team's last game, P:L looks at the result of the last meeting against a particular opponent.

p:line	ATS	SU	# of Games
line > 30	252-244-15 (0.61, 50.8%)	12-498-1 (-35.12, 2.4%)	511
line > 25	516-507-26 (0.51, 50.4%)	25-1021-3 (-31.09, 2.4%)	1049
line > 20	978-992-41 (-0.02, 49.6%)	74-1933-4 (-27.29, 3.7%)	2011
line > 15	1597-1656-64 (-0.32, 49.1%)	202-3100-15 (-23.76, 6.1%)	3317
line > 10	2565-2560-83 (-0.26, 50.0%)	567-4612-29 (-19.85, 10.9%)	5208
line > 5	3865-3782-133 (-0.36, 50.5%)	1309-6416-55 (-15.98, 16.9%)	7780
line < -5	1210-1177-37 (0.65, 50.7%)	1880-531-13 (11.91, 78.0%)	2424
line < -10	540-518-17 (0.61, 51.0%)	924-147-4 (16.73, 86.3%)	1075
line < -15	255-225-6 (0.57, 53.1%)	445-41-0 (20.91, 91.6%)	486
line < -20	111-85-3 (1.59, 56.6%)	188-11-0 (26.11, 94.5%)	199
line < -25	39-24-2 (3.54, 61.9%)	64-1-0 (32.14, 98.5%)	65



is an expert at system handicapping in college football and it has shown in its selections. Last season, SBB used systems like this with its handicapping and put up a strong NCAA Football, finishing up over **\$700** for the \$100 player.

SBB is known for its value Saturday NCAA packages and will also have a great NCAA regular season package available for the entire 2016 season.

Picks can be found at killercappers.com

To begin with, it is pretty clear that underdogs in this spot have seen no relationship between the two parameters. They hover around a 50% cover percentage through the range of lines. This is what we expected when looking at this situation, because being an underdog against a team that defeated them the year prior is not an unusual situation.

What is not as usual of a situation is being a big favorite to a team you lost to last year. And the results clearly show that there is a direct relationship, as the larger a team is favored, the better they have performed against the spread. There is clearly a play on situation to be had here and to find the point where this becomes an ideal play on, let's query "P:L and P:season+1=season and line" to look at the results for each individual line in this range.

Line	ATS	# of Games	Line	ATS	# of Games
line = -17.0	26-26-3 (-0.27, 50.0%)	55	line = -23.0	4-8-0 (-6.33, 33.3%)	12
line = -17.5	11-16-0 (-0.39, 40.7%)	27	line = -23.5	9-2-0 (9.59, 81.8%)	11
line = -18.0	17-17-0 (0.47, 50.0%)	34	line = -24.0	14-7-0 (3.38, 66.7%)	21
line = -18.5	7-5-0 (-0.17, 58.3%)	12	line = -24.5	5-8-0 (-6.81, 38.5%)	13
line = -19.0	16-9-0 (1.92, 64.0%)	25	line = -25.0	4-1-1 (3.17, 80.0%)	6
line = -19.5	7-10-0 (-6.32, 41.2%)	17	line = -25.5	3-3-0 (1.33, 50.0%)	6
line = -20.0	10-11-0 (-1.14, 47.6%)	21	line = -26.0	4-2-0 (2.00, 66.7%)	6
line = -20.5	8-5-0 (5.96, 61.5%)	13	line = -26.5	5-4-0 (1.39, 55.6%)	9
line = -21.0	13-15-0 (0.54, 46.4%)	28	line = -27.0	3-1-1 (8.60, 75.0%)	5
line = -21.5	3-6-0 (-4.39, 33.3%)	9	line = -27.5	4-2-0 (8.83, 66.7%)	6
line = -22.0	10-5-0 (3.13, 66.7%)	15	line = -28.0	4-2-0 (0.33, 66.7%)	6
line = -22.5	2-4-0 (-7.33, 33.3%)	6	line = -28.5+	16-10-1 (3.69, 61.5%)	27

While there are some winning lines before this point, it is clear looking at these results that lines greater than 23 points have been real winners in this spot. In fact, every line listed higher than 23 points has a winning record. In total, teams in this situation that are more than 23-point favorites are 71-42-3 (2.91, 62.8%), an impressive mark to feel comfortable playing on.

Summary:

When a team is a big favorite, sometimes they need a little extra motivation to maximize the talent gap between the teams to really run up the score. Having lost to this opponent just a season ago is a great motivator, as it puts a star on the schedule around this game and makes certain that the favored opponent will not overlook this game.

SportsBook Breakers systems on the Killersports.com Trend Mart

This NCAA system is just one of hundreds of NFL and NCAA Football systems SBB has at its disposal when handicapping each week. Now with the Killersports.com Trends Mart, you can get weekly access to SBB's winning systems, as well as those of other SDQL masters and pros.




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10 ATS NCAA TRENDS TO WATCH

SportsBook
Breakers

These 10 ATS trends as well as the 10 OU trends on the next page and valuable SDQL that go along with them 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 20 total trends 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 right along with your winning pro trends!



DESCRIPTION	SDQL TEXT
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.	<i>team=OHST and date>=20090101 and D and o:WP>50</i>
Bowling Green is 12-0 ATS (14.5 ppg) since October 6, 2012 as a favorite off a game as a favorite where they allowed less than 18 first downs.	<i>team=BOWL and F and po:first downs<=18 and p:F and date>=20121006</i>
Louisville is 12-0 ATS (10.2 ppg) since September 19, 2009 on the road when they failed to cover by at least seven points last game.	<i>team=LOU and A and p:ats margin<=-7 and date>=20090919</i>
San Diego State is 11-0-1 ATS (9.8 ppg) since December 2006 coming off a road loss where they allowed at least five points more than expected.	<i>team=SDST and p:dpa>=5 and p:AL and date>=20061201</i>
Oklahoma is 10-0 ATS (16.7 ppg) since September 1999 coming off a loss as an underdog.	<i>team=OKLA and date>=19991023 and p:DL</i>
Hawaii is 0-14-1 ATS (-11.8 ppg) since October 22, 2011 at home when they had less than 26 minutes time of possession last game.	<i>team=HAW and H and p:time of possession<1560 and date>=20111022</i>
Cincinnati is 0-13-1 ATS (-18.1 ppg) since October 12, 2002 off a game as a home favorite where allowed at least 28 points.	<i>team=CIN and po:points>=28 and p:HF and date>=20021012</i>
Penn State is 0-13-1 ATS (-9.9 ppg) since 2006 as a regular season dog of at least three points coming off a win.	<i>team=PNST and season>=2006 and line>=3 and game type=RS and p:W</i>
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.	<i>team=ARK and date>=20041001 and 47>=op:margin>=34 and opo:points<13</i>
Kentucky is 0-11 ATS (-11.9ppg) 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.	<i>team=KTKY and oA(points)>=45 and 0<oA(o:points)<26</i>

Mystery NFL System #4 -- Can you decipher the SDQL below? Teams in this spot are 26-0 OU.

p:W and line>7 and NDIV and oA(o:TY) < 273 and rest>3 and total>34 and season >= 2001

If you get stuck, turn to the folks at the SportsDataBase Google Discussion Group for help.

10 OU NCAA TRENDS TO WATCH

SportsBook
Breakers

DESCRIPTION	SDQL TEXT
Louisiana-Lafayette is 14-0-2 OU (9.8 ppg) since 2007 at home after a game on the road where they allowed no more than 18 first downs.	<i>team=LLAF and H and p:first downs<=18 and p:A and season>=2007</i>
Fresno State 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.	<i>team=FRES and date>=20060930 and -10<p:margin <3 and total < 71 and game number<10</i>
Baylor is 13-0 OU (18.9 ppg) since October 2010 off a win where they allowed less than 14 points.	<i>team=BAY and po:points<14 and p:W and date>=20101001</i>
Southern Miss is 13-0 OU (14.2 ppg) since October 2012 as a dog after a game where they had less than 26 minutes time of possession.	<i>team=SMIS and D and p:time of possession<1560 and date>=20121006</i>
Arkansas State is 12-0 OU (14.4 ppg) since Nov 08, 2014 when their last two games went over the total.	<i>team=AKST and ou streak>=2 and date>=20141108</i>
South Florida is 0-16 OU (-14.7 ppg) since 2010 at home if they allowed at least 150 rushing yards.	<i>team=SFL and H and po:rushing yards>=150 and season>=2010</i>
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.	<i>team=STAN and season>=2006 and p:L and pp:L and po:points<45</i>
USC is 0-13-1 OU (-12.39 ppg) since November 2007 as a favorite after a loss where they gained no more than 18 first downs.	<i>team=USC and F and p:first downs<=18 and p:L and date>=20071101</i>
Nevada is 0-13 OU (-11.0 ppg) since September 2013 on the road when they allowed at least 28 points last game.	<i>team=NEV and po:points>=28 and p:A and season>=2013</i>
Boston College is 0-13 OU (-12.6 ppg) since Nov 08, 2008 off a game as a favorite where they forced at least three turnovers.	<i>team=BCOL and po:turnovers>=3 and p:F and date>=20081101</i>

WANT TO GET MORE GREAT TRENDS TO HELP YOU DOMINATE THIS SEASON?

In addition to the dozen of active NFL trends you will find each week, the 2016 Killersports.com NFL Newsletter has strong NCAA trends active in that weekend's action. Subscribe now at killersports.com.



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 2006 through 2015. There is also a column which gives the cumulative 2006-2015 results.

There are five play-ON trends, five play-AGAINST trends, two play-OVER trends and two play-UNDER trends. 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

Both MTi Sports and SportsBook Breakers will have complimentary selections available in the NFL at KillerCappers.com early in the 2016 season using several trends just like these along with other factors. The complimentary selections will come with exclusive reasoning that was uncovered with the Sports Data Query Language

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 11-12 and the play-UNDER trends are all numbered 13-14. 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.

Mystery NFL System #5 -- Can you decipher the SDQL below? Teams in this spot are 0-18 OU.

p:AD and DIV and NB and p:W and p:P3+p:P4-po:P3-po:P4 <= -9 and not p:OT and season >= 1991

If you are having trouble, turn to the folks at the SportsDataBase Google Discussion Group for help.

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 when the line is within 3 of pick and they lost and failed to cover their last two games.	team=Cardinals and H and day=Sunday and -3<=line<=3 and p:L and pp:L and p:ATSL and pp:ATSL
	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 8-0 ATS on the road after a win in which Larry Fitzgerald didn't have a 20-plus yard reception	team=Cardinals and A and p:W and Larry Fitzgerald;p:longest reception<20 and date>=20131100
	ARZ005	The Cardinals are 6-0 ATS In Michael Floyd's career at home after a road win in which he didn't have a 30-plus yard reception.	team=Cardinals and H and p:AW and Michael Floyd;p:longest reception<30 and season >= 2012
PLAY AGAINST	ARZ006	The Cardinals are 0-14 ATS off a home win by more than a TD vs a team that has a record of less than 750 and has averaged less than 5.2 yards per offensive play season-to-date.	team = Cardinals and p:margin>7 and p:H and oS(RY+PY)/ oS(plays)<5.2 and o:WP<75 and season>=1997
	ARZ007	The Cardinals are 0-12 ATS as a home favorite by less than two TDs off a win when facing a team that has fewer than 12 passing first downs per game and has allowed fewer than 11.5 passing first downs per game.	team = Cardinals and HF and line>=-14 and p:W and oA(PFD)<12 and oA(o:PFD)<11.5
	ARZ008	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
	ARZ009	The Cardinals are 0-10 ATS after a win as a dog when they are on the road vs a team that has averaged fewer than five rushing first downs season-to-date.	team = Cardinals and A and p:WD and oA(RFD)<5 and season >= 2003
	ARZ010	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
PLAY OVER	ARZ011	Cardinals are 14-0 OU after a road game in which they got a first down on less than 24 percent of their offensive plays.	team = Cardinals and p:A and p:FDP<24 and date >= 20081200
	ARZ012	The Cardinals are 11-0 OU at home after a road game in which Larry Fitzgerald had 100-plus receiving yards.	team=Cardinals and H and p:A and Larry Fitzgerald;p:receiving yards>=100 and season >= 2008
PLAY UNDER	ARZ013	The Cardinals are 0-14 OU as a home favorite after a home game in which they had better than 50% completions, but committed at least two turnovers	team = Cardinals and p:H and HF and p:TO>=2 and p:CP>50 and season >= 1992
	ARZ014	The Cardinals are 0-12 OU on grass after a win in which they did not hold the lead after any of the first three quarters.	team=Cardinals and surface=grass and p:W and p:M1<=0 and p:M2<=0 and p:M3<=0 and season >= 1999

ARIZONA CARDINALS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	13-3-0	84-76-0
Straight Up Home	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	6-2-0	52-28-0
Straight Up Away	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	7-1-0	32-48-0
Average Line	3.56	0.44	-1.44	-3.41	3.41	2.62	5.47	1.41	1.31	-5.06	0.83
Average O/U Line	43.25	43.03	45.72	45.72	41.94	42.28	40.56	43.38	43.16	46.44	43.55
Against the Spread Record	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	9-7-0	85-72-3
Six Point Teaser Record	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	12-4-0	111-43-6
Seven Point Teaser Record	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	13-3-0	119-41-0
Ten Point Teaser Record	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	14-2-0	126-33-1
ATS Home	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	3-5-0	43-36-1
ATS Away	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	6-2-0	42-36-2
Over/Under Record	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	9-7-0	83-74-3
Over/Under Home	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	4-4-0	44-35-1
Over/Under Away	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	5-3-0	39-39-2
ATS as Favorite	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	8-7-0	35-35-1
ATS as Underdog	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	1-0-0	50-37-2
ATS as Home Favorite	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	3-5-0	23-25-1
ATS as a Home Dog	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	---	20-11-0
ATS Away Favorite	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	5-2-0	12-10-0
ATS Away Dog	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	1-0-0	30-26-2
vs Division	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	3-3-0	30-29-1
ATS after 10+ ATS Win	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	3-5-0	15-22-1
ATS after 10+ ATS Loss	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	0-1-0	18-13-0
ATS in games 1-4	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	3-1-0	21-18-1
ATS in games 5-8	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	2-2-0	22-18-0
ATS in games 9-12	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	2-2-0	21-17-2
ATS in games 13-16	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	2-2-0	21-19-0
Points Scored per Game	19.62	25.25	26.69	23.44	18.06	19.50	15.62	23.69	19.38	30.56	22.18
Points Allowed per Game	24.31	24.94	26.62	20.31	27.12	21.75	22.31	20.25	18.69	19.56	22.59
Yds Offense per Game	312.50	344.06	365.75	344.38	268.69	324.50	263.06	346.38	319.75	408.31	329.74
Yds Allowed per Game	349.44	330.19	331.50	346.75	373.56	355.12	337.81	317.44	368.19	321.75	343.18
Yds Passing per Game	228.88	253.56	292.12	251.00	181.94	222.94	187.81	250.12	238.00	288.50	239.49
Opp. Yds Passing per Game	230.88	232.25	221.25	234.00	228.38	231.00	200.81	233.00	259.50	230.44	230.15
Percent Completions	59.1	60.4	66.3	66.0	50.8	55.8	55.4	63.2	56.3	62.7	59.7
Opp Percent Completions	61.5	63.3	62.5	58.3	60.8	58.8	54.3	58.7	63.0	59.9	60.1
Yds per Pass Attempt	6.72	6.86	7.42	6.76	5.19	6.49	4.94	6.97	6.70	8.20	6.62
Opp Yds per Pass Attempt	7.08	6.52	6.85	6.31	6.86	6.39	6.46	5.96	7.17	6.43	6.59
Yds Rushing per Game	83.62	90.50	73.62	93.38	86.75	101.56	75.25	96.25	81.75	119.81	90.25
Opp Yds Rushing per Game	118.56	97.94	110.25	112.75	145.19	124.12	137.00	84.44	108.69	91.31	113.03
Yds per Rush Attempt	3.19	3.61	3.46	4.09	4.34	4.18	3.42	3.65	3.29	4.24	3.74
Opp Yds per Rush Attempt	4.14	3.85	3.96	4.49	4.42	4.18	4.33	3.65	4.37	3.91	4.15
Turnovers per Game	1.88	2.25	1.88	2.25	2.19	2.00	2.12	1.94	1.06	1.50	1.91
Takeaways per Game	2.06	1.81	1.88	1.81	1.88	1.19	2.06	1.88	1.56	2.06	1.82
Sacks per Game	2.38	2.25	1.94	2.69	2.06	2.62	2.38	2.94	2.19	2.25	2.37
Sacks Allowed per Game	2.19	1.50	1.75	1.62	3.12	3.38	3.62	2.56	1.75	1.69	2.32
Average Possession Time	29:58	30:39	30:10	29:52	26:22	28:43	29:19	30:59	29:48	32:03	29:47
Punts per Game	4.25	5.00	3.75	5.38	5.88	5.75	7.00	4.88	5.75	3.81	5.14
Opp Punts per Game	3.62	4.56	3.81	5.25	4.00	5.75	5.81	5.50	4.88	4.88	4.81
Percent Rushes	41.9	39.5	34.1	37.1	34.4	39.2	34.6	40.7	40.0	43.4	38.5
Opp Percent Rushes	45.0	40.2	44.8	38.7	48.2	43.4	48.6	35.5	39.3	38.0	42.2

ATLANTA FALCONS

PLAY ON	ATL001	The Falcons are 14-0 ATS as a road dog when they are off a game as a road dog in which they allowed at least three points more than their season-to-date average.	team = Falcons and p:AD and AD and po:points -tA(o:points) >= 3
	ATL002	The Falcons are 12-0 ATS on the road after a road game in which they were out-gained and they are not getting more than a FG.	team = Falcons and p:A and A and line<=3 and p:TY<po:TY and season >= 1992
	ATL003	The Falcons are 11-0 ATS vs a non-divisional opponent that has an average season-to-date completion percentage of less than 56%.	team = Falcons and NDIV and oA(CP) < 56 and season >= 2007
	ATL004	The Falcons are 10-0 ATS off a road game in which they scored fewer than ten points and lost by at least two TDs.	team = Falcons and p:margin<=-14 and p:A and p:points<10 and date >= 20031200
	ATL005	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.	team=Falcons and H and oA(RFD)<5 and line>-6 and season >= 2007
PLAY AGAINST	ATL006	The Falcons are 0-16 ATS on turf off a win by fewer than 28 points as a favorite in which they allowed 280-plus yards passing.	team = Falcons and surface = artificial and p:WF and p:margin<28 and po:PY>=280
	ATL007	The Falcons are 0-12 ATS when they are off two straight TD-plus wins and they are not off a bye.	team=Falcons and p:margin>=7 and pp:margin>=7 and NB and season>=2005
	ATL008	The Falcons are 0-12 ATS as a home dog after a win as a favorite.	team=Falcons and HD and p:WF and season>=1992
	ATL009	The Falcons are 0-11 ATS on turf after a win in which they had a defensive TD.	team = Falcons and p:W and surface = artificial and p:DTD>0 and season >= 2006
	ATL010	The Falcons are 0-10 ATS when they are off a win and the line is within 3 points of pick and they are facing a team that has passed more than than 60 percent of their plays season-to-date.	team = Falcons and p:W and -3 <= line <= 3 and oS(100*passes) / oS(passes+rushes)>60 and date >= 20021006
PLAY OVER	ATL011	The Falcons are 11-0 OU after a game as a dog of eight points or less in which they had at least 10 fewer rushes than their season-to-date average.	team = Falcons and 0<p:line<=8 and p:rushes - tA(p:rushes) <= -10 and season >= 2002
	ATL012	The Falcons are 9-0 OU as a favorite on turf after a loss as a road dog in which they committed at least two turnovers.	team = Falcons and F and p:LAD and surface = artificial and p:TO >= 2 and season >= 2005
PLAY UNDER	ATL013	The Falcons are 0-13 OU on the road off a game as a dog when facing an opponent that is allowing an average of more than 375 offensive yards per game.	team = Falcons and p:D and A and oA(o:TY) >= 375 and season >= 1999
	ATL014	The Falcons are 0-10 OU after a game in which Julio Jones had more than five receptions.	team=Falcons and 5<=Julio Jones:p:receptions and date>=20151025

ATLANTA FALCONS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	8-8-0	85-75-0
Straight Up Home	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	4-4-0	49-31-0
Straight Up Away	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	4-4-0	36-44-0
Average Line	-1.31	5.53	0.72	0.16	-4.03	-2.78	-3.19	1.75	1.44	-1.47	-0.32
Average O/U Line	41.56	39.06	43.75	44.50	43.78	46.00	48.75	47.09	49.84	47.78	45.21
Against the Spread Record	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	6-10-0	85-73-2
Six Point Teaser Record	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	9-7-0	108-48-4
Seven Point Teaser Record	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	9-6-1	113-44-3
Ten Point Teaser Record	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	12-3-1	125-30-5
ATS Home	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	3-5-0	42-37-1
ATS Away	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	3-5-0	43-36-1
Over/Under Record	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	2-13-1	65-92-3
Over/Under Home	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	1-7-0	34-46-0
Over/Under Away	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	1-6-1	31-46-3
ATS as Favorite	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	2-8-0	44-39-2
ATS as Underdog	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	4-2-0	39-33-0
ATS as Home Favorite	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	1-5-0	28-26-1
ATS as a Home Dog	1-1-0	1-5-0	2-0-0	1-1-0	---	1-1-0	---	2-1-0	3-1-0	2-0-0	13-10-0
ATS Away Favorite	2-2-0	---	1-0-0	1-1-0	5-1-0	2-3-0	3-2-1	---	1-1-0	1-3-0	16-13-1
ATS Away Dog	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	2-2-0	26-23-0
vs Division	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	1-5-0	28-31-1
ATS after 10+ ATS Win	1-1-0	1-1-0	2-5-0	2-0-0	3-1-0	1-2-0	3-1-0	---	1-2-0	0-2-0	14-15-0
ATS after 10+ ATS Loss	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	1-3-0	20-13-0
ATS in games 1-4	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	4-0-0	23-17-0
ATS in games 5-8	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	0-4-0	21-19-0
ATS in games 9-12	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	0-4-0	17-21-2
ATS in games 13-16	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	2-2-0	24-16-0
Points Scored per Game	18.25	16.19	24.44	22.69	25.88	25.12	26.19	22.06	23.81	21.19	22.58
Points Allowed per Game	20.50	25.88	20.31	20.31	18.00	21.88	18.69	27.69	26.06	21.56	22.09
Yds Offense per Game	331.88	300.81	361.19	340.44	341.12	376.62	369.12	343.12	378.19	374.06	351.66
Yds Allowed per Game	332.81	355.50	348.25	348.88	332.44	333.62	365.56	379.38	398.25	346.81	354.15
Yds Passing per Game	148.19	205.81	208.50	223.19	222.94	262.00	281.81	265.19	284.56	273.69	237.59
Opp. Yds Passing per Game	229.25	227.94	220.38	241.94	226.56	236.62	242.38	243.56	279.44	242.62	239.07
Percent Completions	53.4	60.5	61.1	58.2	62.6	61.4	68.6	67.5	66.1	66.0	63.0
Opp Percent Completions	62.3	62.8	59.2	62.5	65.0	60.7	61.2	66.1	63.4	66.0	62.9
Yds per Pass Attempt	5.70	5.93	7.69	6.26	6.18	7.06	7.33	6.44	7.20	7.05	6.70
Opp Yds per Pass Attempt	7.12	6.79	6.42	7.22	6.47	6.76	7.04	7.55	7.90	6.92	7.02
Yds Rushing per Game	183.69	95.00	152.69	117.25	118.19	114.62	87.31	77.94	93.62	100.38	114.07
Opp Yds Rushing per Game	103.56	127.56	127.88	106.94	105.88	97.00	123.19	135.81	118.81	104.19	115.08
Yds per Rush Attempt	5.47	3.95	4.36	4.16	3.80	4.05	3.70	3.88	4.03	3.82	4.17
Opp Yds per Rush Attempt	3.75	4.25	4.93	3.95	4.63	4.17	4.80	4.78	4.23	4.01	4.34
Turnovers per Game	1.25	1.50	1.31	1.56	1.06	1.31	1.12	1.75	1.44	1.88	1.42
Takeaways per Game	1.62	1.75	1.12	1.75	1.94	1.81	1.94	1.31	1.75	1.44	1.64
Sacks per Game	2.31	1.56	2.12	1.75	1.94	2.06	1.81	2.00	1.44	1.19	1.82
Sacks Allowed per Game	2.94	2.94	1.06	1.69	1.44	1.62	1.75	2.75	1.94	2.00	2.01
Average Possession Time	30:01	28:43	31:10	29:53	32:47	32:18	30:52	30:20	29:27	32:19	30:47
Punts per Game	4.88	5.50	4.06	3.94	4.69	4.44	3.88	4.38	4.19	3.69	4.36
Opp Punts per Game	4.81	4.62	4.75	3.88	4.56	4.69	4.00	3.88	3.50	4.06	4.28
Percent Rushes	53.7	39.0	55.4	43.0	45.3	42.2	37.0	31.3	35.9	39.1	42.2
Opp Percent Rushes	44.5	46.1	41.6	43.4	38.2	38.5	41.5	45.4	43.3	41.8	42.5

BALTIMORE RAVENS

PLAY ON	BAL001	The Ravens are 12-0 ATS on the road after a game in which they benefitted from a two-plus takeaway margin and did not win by 35-plus points.	team = Ravens and A and p:TOM <= -2 and p:margin<35 and date >= 20120100
	BAL002	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
	BAL003	The Ravens are 10-0 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 10-0 ATS on the road after a loss in which they had at least five fewer minutes of possession than their season-to-date average.	team = Ravens and A and p:L and tA(p:TOP) - p:TOP >= 5*60 and season >= 2008
	BAL005	The Ravens are 10-0 ATS as a road dog on grass vs a non-divisional opponent when they are off a road game.	team = Ravens and p:A and AD and surface = grass and NDIV and date >= 20010930
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 0-11 ATS when their opponent is on a two-plus game winning streak, winning by double digits last week, 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 0-11 ATS vs a divisional opponent after a road game in which they outgained their opponent.	team = Ravens and DIV and p:A and p:TY > po:TY and date >= 20051100
	BAL009	The Ravens are 0-11 ATS in franchise history as a road favorite over a non-divisional opponent after a game in which they recorded four-plus sacks.	team = Ravens and AF and NDIV and p:sacks>=4
	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 11-0 OU in franchise history the week following 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
	BAL012	The Ravens are 10-0 OU when they are off a home loss and their opponent had four-plus sacks in their last game.	team = Ravens and p:HL and 4 <= op:sacks and season >= 1999
PLAY UNDER	BAL013	The Ravens are 0-14 OU on turf off a win, when facing a team that is scoring less than 17% of their points from field goals season-to-date.	team = Ravens and p:W and surface = artificial and oS(FG*3) / oS(points) < 0.17 and date >= 20041200
	BAL014	The Ravens are 0-14 OU in franchise history at home when the line is within 4 of pick and their ATS margin got worse in each of their last two games.	team=Ravens and H and -4<=line<=4 and p:ats margin<pp:ats margin<ppp:ats margin

BALTIMORE RAVENS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	5-11-0	95-65-0
Straight Up Home	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	3-5-0	59-21-0
Straight Up Away	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	2-6-0	36-44-0
Average Line	-2.75	1.50	-0.50	-5.19	-4.59	-6.28	-1.97	0.41	-3.59	1.84	-2.11
Average O/U Line	36.62	39.12	37.41	41.09	40.31	40.62	44.84	43.84	44.94	44.38	41.32
Against the Spread Record	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	6-9-1	76-80-4
Six Point Teaser Record	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	10-6-0	117-38-5
Seven Point Teaser Record	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	11-5-0	124-34-2
Ten Point Teaser Record	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	13-3-0	136-23-1
ATS Home	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	2-6-0	41-38-1
ATS Away	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	4-3-1	35-42-3
Over/Under Record	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	7-9-0	77-81-2
Over/Under Home	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	4-4-0	36-42-2
Over/Under Away	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	3-5-0	41-39-0
ATS as Favorite	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	1-6-1	45-50-3
ATS as Underdog	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	5-3-0	30-29-1
ATS as Home Favorite	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	1-4-0	33-30-1
ATS as a Home Dog	---	2-2-0	1-1-0	0-1-0	---	---	1-1-0	2-0-0	---	1-2-0	7-7-0
ATS Away Favorite	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	0-2-1	12-20-2
ATS Away Dog	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	4-1-0	23-22-1
vs Division	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	3-2-1	26-31-3
ATS after 10+ ATS Win	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	1-0-0	18-17-1
ATS after 10+ ATS Loss	---	0-4-0	2-0-0	2-0-0	1-0-0	1-2-1	2-1-0	1-1-0	1-1-0	1-2-0	11-11-1
ATS in games 1-4	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	0-3-1	21-18-1
ATS in games 5-8	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	1-3-0	18-22-0
ATS in games 9-12	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	3-1-0	19-18-3
ATS in games 13-16	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	2-2-0	18-22-0
Points Scored per Game	22.06	17.19	24.06	24.44	22.31	23.62	24.88	20.00	25.56	20.50	22.46
Points Allowed per Game	12.56	24.00	15.25	16.31	16.88	16.62	21.50	22.00	18.88	25.06	18.91
Yds Offense per Game	317.00	302.00	324.00	351.19	322.88	338.69	352.50	307.38	364.69	359.31	333.96
Yds Allowed per Game	264.06	301.56	261.06	300.50	318.88	288.88	350.94	335.50	336.31	337.06	309.48
Yds Passing per Game	214.69	189.69	175.50	213.69	208.44	213.94	233.69	224.38	238.69	266.94	217.96
Opp. Yds Passing per Game	188.19	221.94	179.69	207.25	224.94	196.25	228.12	230.06	248.31	233.25	215.80
Percent Completions	62.6	61.2	60.3	62.9	62.7	57.7	59.6	58.6	62.0	63.0	61.1
Opp Percent Completions	54.8	59.8	52.3	58.4	58.6	53.8	60.2	56.9	64.2	64.2	58.4
Yds per Pass Attempt	6.56	5.45	6.48	6.70	6.79	6.29	6.68	5.80	6.88	6.32	6.38
Opp Yds per Pass Attempt	5.92	7.25	5.45	6.33	6.04	5.87	6.54	6.67	6.68	6.85	6.36
Yds Rushing per Game	102.31	112.31	148.50	137.50	114.44	124.75	118.81	83.00	126.00	92.38	116.00
Opp Yds Rushing per Game	75.88	79.62	81.38	93.25	93.94	92.62	122.81	105.44	88.00	103.81	93.67
Yds per Rush Attempt	3.44	4.03	4.01	4.70	3.76	4.35	4.28	3.14	4.50	3.86	4.01
Opp Yds per Rush Attempt	3.31	2.86	3.56	3.43	3.91	3.54	4.00	3.84	3.62	3.97	3.61
Turnovers per Game	1.44	2.50	1.31	1.38	1.25	1.50	1.00	1.81	1.25	1.75	1.52
Takeaways per Game	2.50	1.44	2.12	2.00	1.69	1.62	1.56	1.50	1.38	0.81	1.66
Sacks per Game	3.75	2.06	2.12	2.00	1.69	3.00	2.31	2.56	3.12	2.31	2.49
Sacks Allowed per Game	1.06	2.44	2.06	2.25	2.50	2.06	2.38	3.00	1.19	1.50	2.04
Average Possession Time	32:48	31:10	33:22	29:33	31:20	30:35	28:39	30:20	29:39	30:32	30:48
Punts per Game	5.38	4.94	5.25	4.62	5.06	4.56	5.19	5.69	3.75	4.62	4.91
Opp Punts per Game	5.38	4.75	5.75	4.94	5.56	5.38	5.56	6.12	4.75	5.06	5.33
Percent Rushes	46.8	42.8	56.0	46.2	47.8	44.3	42.6	38.8	43.8	35.4	44.4
Opp Percent Rushes	39.2	46.0	39.4	43.9	38.1	41.8	45.2	42.5	37.6	41.8	41.6

BUFFALO BILLS

PLAY ON	BUF001	The Bills are 14-0 ATS at home off a SU and ATS loss as a road dog when their opponent is off a SU and ATS win.	team = Bills and p:LAD and H and p:ATSL and op:ATSW and op:W and season >= 2001
	BUF002	The Bills are 14-0 ATS at home off game as a favorite in which they allowed 28-plus points as long as they did not win that game by more than ten points.	team = Bills and p:F and H and po:points>=28 and p:margi<10
	BUF003	The Bills are 12-0 ATS off a loss as a road dog vs a team that has scored on less than 30% of their drives.	team = Bills and p:LAD and oS(PTD+RTD+FG) / oS(drives) < 0.30 and date >= 20101212
	BUF004	The Bills are 12-0 ATS on turf off a loss in which they got a first down on fewer than 26% of their offensive plays.	team = Bills and p:L and surface = artificial and p:FDP < 26 and date >= 20091018
	BUF005	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
PLAY AGAINST	BUF006	The Bills are 0-20 ATS on grass off a home game in which they scored fewer than 40 points when their opponent has averaged at least 29 rushes per game and at least 3.25 yards per rushing attempt.	team = Bills and p:H and surface = grass and oA(rushes)>=29 and oA(YPRA)>=3.25 and p:points<40
	BUF007	The Bills are 0-14 ATS as a favorite over a divisional opponent after a double-digit win as a favorite in which they had fewer than ten incompletions.	team = Bills and F and DIV and p:margi>=10 and p:F and p:INC<10 and season >= 1990
	BUF008	The Bills are 0-13 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
	BUF009	The Bills are 0-10 ATS off a double-digit home loss in which they committed two-plus turnovers.	team = Bills and p:margi<=-10 and p:H and 2 <= p:TO and season >= 2009
	BUF010	The Bills are 0-10 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 14-0 OU at home vs a non-divisional opponent that is getting less than 53.5% of their first downs through the air.	team = Bills and H and NDIV and oS(PFD) / oS(FD) < 0.535 and season >= 2004
	BUF012	The Bills are 13-0 OU at home off a win when their season-to-date average yards per rush is less than 3.75 yards.	team = Bills and p:W and H and tS(RY) / tS(rushes) < 3.75 and date >= 19961100
PLAY UNDER	BUF013	The Bills are 0-15 OU after a win by more than a field goal as a home favorite.	team = Bills and p:HF and p:margi>3 and season >= 2007
	BUF014	The Bills are 0-12 OU when the line is within 3 of pick and they are off a loss when their rushing yards decreased over each of their the past two games.	team = Bills and p:L and -3 <= line <= 3 and p:RY < pp:RY < ppp:RY and season >= 1997

BUFFALO BILLS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	8-8-0	66-94-0
Straight Up Home	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	5-3-0	39-41-0
Straight Up Away	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	3-5-0	27-53-0
Average Line	3.28	5.22	-0.62	3.53	5.44	2.56	2.09	3.69	1.41	-0.19	2.64
Average O/U Line	37.72	38.97	41.25	40.25	41.34	45.72	44.91	43.75	43.62	43.66	42.12
Against the Spread Record	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	7-8-1	80-76-4
Six Point Teaser Record	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	11-5-0	102-55-3
Seven Point Teaser Record	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	12-4-0	108-47-5
Ten Point Teaser Record	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	13-2-1	121-37-2
ATS Home	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	5-3-0	42-36-2
ATS Away	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	2-5-1	38-40-2
Over/Under Record	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	8-8-0	75-85-0
Over/Under Home	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	4-4-0	37-43-0
Over/Under Away	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	4-4-0	38-42-0
ATS as Favorite	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	3-4-0	26-24-1
ATS as Underdog	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	4-3-1	53-48-3
ATS as Home Favorite	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	3-1-0	21-18-0
ATS as a Home Dog	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	2-1-0	20-15-2
ATS Away Favorite	0-1-0	0-0-1	2-0-0	1-0-0	---	0-1-0	1-0-0	1-0-0	0-1-0	0-3-0	5-6-1
ATS Away Dog	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	2-2-1	33-33-1
vs Division	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	4-1-1	30-27-3
ATS after 10+ ATS Win	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	1-2-0	13-19-1
ATS after 10+ ATS Loss	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	1-2-0	18-19-0
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	3-1-0	2-2-0	2-2-0	22-18-0
ATS in games 5-8	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	1-3-0	19-20-1
ATS in games 9-12	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	2-1-1	20-18-2
ATS in games 13-16	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	2-2-0	19-20-1
Points Scored per Game	18.75	15.75	21.00	16.12	17.69	23.25	21.50	21.19	21.44	23.69	20.04
Points Allowed per Game	19.44	22.12	21.38	20.38	26.56	27.12	27.19	24.25	18.06	22.44	22.89
Yds Offense per Game	266.94	277.12	305.12	273.88	304.88	351.50	342.88	338.12	318.50	360.94	313.99
Yds Allowed per Game	329.56	363.00	326.06	340.56	361.62	371.12	362.88	333.38	311.75	356.38	345.63
Yds Passing per Game	169.94	164.62	190.00	157.19	197.38	231.44	204.31	193.94	225.88	208.94	194.36
Opp. Yds Passing per Game	188.69	238.38	204.44	184.25	192.00	232.12	217.06	204.44	205.19	248.38	211.49
Percent Completions	62.2	59.1	64.5	58.0	57.0	61.6	60.5	57.3	62.7	63.4	60.6
Opp Percent Completions	63.2	62.4	61.2	56.8	62.2	63.3	57.1	55.3	60.3	57.7	59.8
Yds per Pass Attempt	6.31	5.92	6.35	5.70	6.08	6.41	6.40	5.94	6.24	7.19	6.26
Opp Yds per Pass Attempt	5.88	6.73	6.65	5.68	6.49	7.33	6.48	5.83	5.87	6.59	6.35
Yds Rushing per Game	97.00	112.50	115.12	116.69	107.50	120.06	138.56	144.19	92.62	152.00	119.62
Opp Yds Rushing per Game	140.88	124.62	121.62	156.31	169.62	139.00	145.81	128.94	106.56	108.00	134.14
Yds per Rush Attempt	3.70	4.02	4.20	4.40	4.29	4.91	5.02	4.23	3.69	4.78	4.33
Opp Yds per Rush Attempt	4.74	4.38	4.28	4.67	4.75	4.76	4.96	4.37	4.09	4.40	4.56
Turnovers per Game	1.81	1.31	1.88	1.88	2.44	1.88	2.12	1.69	1.44	1.19	1.76
Takeaways per Game	1.50	1.88	1.38	2.06	1.38	1.94	1.31	1.88	1.88	1.56	1.68
Sacks per Game	2.50	1.56	1.50	2.00	1.69	1.81	2.25	3.50	3.25	1.31	2.14
Sacks Allowed per Game	2.94	1.62	2.38	2.88	2.12	1.44	1.88	3.00	2.44	2.62	2.33
Average Possession Time	28:04	28:50	30:03	28:11	28:35	30:10	30:11	28:43	29:44	31:18	29:23
Punts per Game	5.75	5.06	3.62	5.62	4.69	4.56	5.00	6.00	5.38	5.12	5.08
Opp Punts per Game	5.38	3.81	4.00	4.88	4.44	4.25	4.50	5.88	5.50	4.69	4.73
Percent Rushes	46.8	48.7	45.9	46.5	42.0	39.4	45.0	48.9	39.4	50.1	45.3
Opp Percent Rushes	46.3	43.5	46.9	49.3	53.3	46.6	45.1	43.3	40.6	38.6	45.4

CAROLINA PANTHERS

PLAY ON	CAR001	The Panthers are 13-0 ATS as a favorite on grass off a road game when facing a team that has averaged at least 35 passes per game season-to-date.	team = Panthers and F and surface = grass and p:A and oA(passes)>=35 and date >= 20111023
	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 11-0 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 11-0 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 0-12 ATS in franchise history vs a non-divisional opponent when they are off a game as a home favorite and they recorded three-plus sacks in each of their last two games.	team = Panthers and p:HF and NDIV and 3 <= p:sacks and 3 <= pp:sacks
	CAR007	The Panthers are 0-11 ATS off a game as a dog when facing a divisional opponent that has a season-to date average completion percentage allowed of at least 64.5%.	team = Panthers and p:D and DIV and oA(o:CP) > 64.5
	CAR008	The Panthers are 0-8 ATS in franchise history as a road favorite vs a non-divisional opponent when they are off a double-digit win.	team = Panthers and AF and NDIV and p:margin>=10
	CAR009	The Panthers are 0-9 ATS when their QB was sacked three-plus times in each of their last two games and they are not the favorite.	team = Panthers and line>=0 and 3 <= po:sacks and 3 <= ppo:sacks and date >= 20101100
	CAR010	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
PLAY OVER	CAR011	The Panthers are 15-0 OU in franchise history on turf after a game in which they had at least 2.5 fewer penalties than their season-to-date average.	team = Panthers and surface = artificial and p:penalties - tA(p:penalties) <= -2.5
	CAR012	The Panthers are 13-0 OU since Ron Rivera became their coach in 2011 as a dog of more than six points -- hence the nickname "Riverboat Ron."	team=Panthers and line>6 and season>=2011
PLAY UNDER	CAR013	The Panthers are 0-17 OU after a win in which they had least 28 minutes of possession time and at least 90 more yards of offense than their season-to-date average.	team = Panthers and p:W and p:TOP > 28*60 and p:TY - tA(tp:TY) >= 90 and season >= 2006
	CAR014	The Panthers are 0-12 OU as a favorite on grass when they are off a game as a favorite and facing an opponent that is averaging less than 30 passes per game season-to-date.	team = Panthers and F and surface = grass and p:F and oA(passes) < 30 and date >= 19961200

CAROLINA PANTHERS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	15-1-0	84-75-1
Straight Up Home	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	8-0-0	46-34-0
Straight Up Away	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	7-1-0	38-41-1
Average Line	-2.12	2.47	-2.62	2.72	6.03	1.97	0.94	-2.84	2.16	-4.22	0.45
Average O/U Line	38.59	39.03	40.84	42.56	38.50	46.38	46.59	43.88	44.72	44.34	42.54
Against the Spread Record	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	11-5-0	79-78-3
Six Point Teaser Record	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	15-1-0	109-49-2
Seven Point Teaser Record	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	15-1-0	114-43-3
Ten Point Teaser Record	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	15-1-0	123-34-3
ATS Home	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	6-2-0	39-40-1
ATS Away	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	5-3-0	40-38-2
Over/Under Record	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	11-5-0	75-81-4
Over/Under Home	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	6-2-0	31-47-2
Over/Under Away	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	5-3-0	44-34-2
ATS as Favorite	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	8-5-0	39-36-2
ATS as Underdog	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	2-0-0	39-41-1
ATS as Home Favorite	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	5-2-0	27-24-1
ATS as a Home Dog	0-2-0	2-2-0	---	2-1-0	1-4-0	2-1-0	2-3-0	1-1-0	1-1-0	1-0-0	12-15-0
ATS Away Favorite	1-3-0	2-0-0	1-1-0	1-0-0	---	2-0-0	1-2-0	1-3-1	---	3-3-0	12-12-1
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	1-0-0	27-26-1
vs Division	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	3-3-0	32-28-0
ATS after 10+ ATS Win	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	5-2-0	17-20-0
ATS after 10+ ATS Loss	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	1-0-0	20-16-0
ATS in games 1-4	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	3-1-0	16-24-0
ATS in games 5-8	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	3-1-0	23-16-2
ATS in games 9-12	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	3-1-0	18-21-1
ATS in games 13-16	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	2-2-0	22-17-0
Points Scored per Game	16.88	16.69	25.88	19.69	12.25	25.38	22.31	22.88	21.19	31.25	21.44
Points Allowed per Game	19.06	21.69	20.56	19.25	25.50	26.81	22.69	15.06	23.38	19.25	21.32
Yds Offense per Game	307.69	283.94	349.69	331.06	258.44	389.81	360.69	316.19	346.50	366.94	331.09
Yds Allowed per Game	296.06	324.81	331.19	315.81	335.88	377.62	333.06	301.25	339.81	322.94	327.84
Yds Passing per Game	204.00	169.94	197.38	174.94	143.06	239.31	230.19	190.06	219.44	224.31	199.26
Opp. Yds Passing per Game	187.50	214.12	211.69	191.00	212.06	246.81	223.00	214.31	227.81	234.50	216.28
Percent Completions	60.3	56.4	59.4	56.8	52.9	60.1	58.0	61.7	60.0	59.8	58.6
Opp Percent Completions	58.2	62.8	59.8	61.6	62.0	64.9	66.8	66.6	64.8	60.0	62.7
Yds per Pass Attempt	6.06	5.38	7.63	6.02	4.73	7.38	7.52	6.43	6.44	7.15	6.46
Opp Yds per Pass Attempt	6.00	6.38	6.08	6.17	6.45	8.06	6.43	6.09	6.49	5.77	6.37
Yds Rushing per Game	103.69	114.00	152.31	156.12	115.38	150.50	130.50	126.12	127.06	142.62	131.83
Opp Yds Rushing per Game	108.56	110.69	119.50	124.81	123.81	130.81	110.06	86.94	112.00	88.44	111.56
Yds per Rush Attempt	3.92	4.04	4.84	4.76	4.31	5.41	4.52	4.20	4.28	4.34	4.47
Opp Yds per Rush Attempt	3.87	3.75	4.43	4.44	3.94	4.64	4.23	3.95	4.51	3.89	4.16
Turnovers per Game	1.69	1.81	1.19	1.94	2.31	1.44	1.38	1.19	1.44	1.19	1.56
Takeaways per Game	1.38	1.88	1.56	2.31	1.81	1.50	1.44	1.88	1.62	2.44	1.78
Sacks per Game	2.56	1.44	2.31	1.94	1.94	1.94	2.44	3.75	2.50	2.75	2.36
Sacks Allowed per Game	2.00	2.06	1.25	2.06	3.12	2.19	2.25	2.75	2.62	2.06	2.24
Average Possession Time	30:26	28:44	29:28	30:12	27:24	30:15	29:51	31:53	32:17	32:04	30:15
Punts per Game	6.25	5.75	4.75	4.81	5.94	4.12	4.81	4.38	4.62	4.38	4.98
Opp Punts per Game	6.12	4.75	5.00	4.62	4.75	3.25	4.19	4.56	4.50	4.88	4.66
Percent Rushes	42.6	45.6	53.7	51.3	44.5	44.5	46.8	48.2	44.7	49.6	47.1
Opp Percent Rushes	45.4	45.7	42.1	46.1	47.5	46.4	41.2	36.1	39.7	34.4	42.4

CHICAGO BEARS

PLAY ON	CHI001	The Bears are 14-0 ATS off a game as a dog when facing a divisional opponent and their rushing yards have decreased in each of the past two weeks.	team = Bears and p:D and DIV and p:RY < pp:RY < ppp:RY and season >= 1996
	CHI002	The Bears are 12-0 ATS on the road off a game as a dog when facing a team that has third down success percentage of less than 35%.	team = Bears and p:D and A and oA(3DP) < 35 and season >= 2004
	CHI003	The Bears are 12-0 ATS at home vs a divisional opponent after a game as a road dog in which they scored 10 or fewer points and allowed more than 60 yards rushing.	team = Bears and H and DIV and p:AD and p:points <= 10 and po:RY >= 60
	CHI004	The Bears are 11-0 ATS vs a non-divisional opponent when they are off a road game and they committed more turnovers than their opponent in each of their last two games.	team = Bears and p:A and NDIV and 0 < p:TOM and 0 < pp:TOM and date >= 19921213
	CHI005	The Bears are 11-0 ATS at home off a double-digit loss when their next two games are on the road.	team = Bears and p:margin <= -10 and H and n:A and nn:A and season >= 1992
PLAY AGAINST	CHI006	The Bears are 0-13 ATS as a favorite over a non-divisional opponent after a game in which they rushed for 145-plus yards.	team = Bears and F and NDIV and p:RY >= 145 and date >= 20020000
	CHI007	The Bears are 0-12 ATS at home after a game in which they had a rushing touchdown and did not win by 24-plus points.	team = Bears and H and p:RTD > 0 and p:margin < 24 and date >= 20111200
	CHI008	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
	CHI009	The Bears are 0-11 ATS when hosting a team that has scored less than 1/6 of their total points from field goals.	team = Bears and H and oS(3*field goals)/oS(points) < 1/6 and date >= 20101200
	CHI010	The Bears are 0-11 ATS as a dog on grass after a win as a favorite in which they had at least 34 minutes of possession time.	team = Bears and D and surface = grass and p:WF and p:TOP >= 34 * 60 and date >= 19941200
PLAY OVER	CHI011	The Bears are 15-0 OU as a favorite after a home win when they are averaging less than 3.80 yards per rush.	team = Bears and F and p:HW and tS(RY) / tS(rushes) < 3.8 and season >= 1996
	CHI012	The Bears are 12-0 OU after a home win when they are favored over a team that is averaging less than 30 passes per game.	team = Bears and p:HW and F and oA(passes) < 30
PLAY UNDER	CHI013	The Bears are 0-14 OU vs a non-divisional opponent when they are off a loss as a dog in which they committed 4+ turnovers.	team = Bears and NDIV and p:LD and p:TO >= 4 and season >= 1997
	CHI014	The Bears are 0-11 OU as a dog on turf when they are off a loss as a dog.	team = Bears and D and surface = artificial and p:LD and season >= 2002

CHICAGO BEARS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	6-10-0	84-76-0
Straight Up Home	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	1-7-0	44-36-0
Straight Up Away	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	5-3-0	40-40-0
Average Line	-6.81	0.59	-0.84	0.62	0.06	1.28	-3.00	-0.09	2.53	3.88	-0.18
Average O/U Line	37.16	40.38	41.47	42.38	40.31	42.25	41.69	46.97	48.56	44.66	42.58
Against the Spread Record	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	7-8-1	71-81-8
Six Point Teaser Record	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	11-5-0	115-43-2
Seven Point Teaser Record	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	12-4-0	119-40-1
Ten Point Teaser Record	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	12-4-0	128-30-2
ATS Home	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	1-6-1	31-44-5
ATS Away	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	6-2-0	40-37-3
Over/Under Record	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	8-7-1	85-71-4
Over/Under Home	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	4-3-1	45-34-1
Over/Under Away	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	4-4-0	40-37-3
ATS as Favorite	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	0-2-0	34-35-6
ATS as Underdog	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	7-6-1	36-43-2
ATS as Home Favorite	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	0-2-0	20-27-4
ATS as a Home Dog	---	2-1-0	1-1-0	2-2-0	3-1-0	1-1-0	0-1-0	0-2-0	1-3-0	1-4-1	11-16-1
ATS Away Favorite	3-2-1	1-1-0	2-1-0	2-0-0	1-1-1	1-0-0	3-2-0	1-1-0	---	---	14-8-2
ATS Away Dog	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	6-2-0	25-27-1
vs Division	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	2-4-0	25-33-2
ATS after 10+ ATS Win	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	1-1-1	17-17-2
ATS after 10+ ATS Loss	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	2-2-0	16-14-1
ATS in games 1-4	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	1-3-0	19-20-1
ATS in games 5-8	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	3-1-0	18-20-2
ATS in games 9-12	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	2-1-1	16-21-3
ATS in games 13-16	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	1-3-0	18-20-2
Points Scored per Game	26.69	20.88	23.44	20.44	20.88	22.06	23.44	27.81	19.94	20.94	22.65
Points Allowed per Game	15.94	21.75	21.88	23.44	17.88	21.31	17.31	29.88	27.62	24.81	22.18
Yds Offense per Game	324.94	293.25	295.88	310.31	289.44	314.19	310.56	381.81	327.06	344.62	319.21
Yds Allowed per Game	294.12	354.69	334.69	337.75	314.31	350.44	315.62	394.56	377.12	345.44	341.88
Yds Passing per Game	205.06	210.12	191.31	217.06	188.44	188.19	187.44	267.56	236.56	228.75	212.05
Opp. Yds Passing per Game	194.75	231.75	241.19	211.38	224.25	254.06	213.94	233.00	264.38	224.56	229.32
Percent Completions	54.9	57.5	57.6	60.4	59.2	56.7	59.2	64.4	65.0	63.9	60.0
Opp Percent Completions	56.5	63.4	61.6	64.2	62.4	60.7	59.1	62.1	66.8	62.9	61.9
Yds per Pass Attempt	6.38	5.91	5.80	6.17	6.47	6.37	6.18	7.39	6.22	7.00	6.39
Opp Yds per Pass Attempt	5.36	6.85	6.20	6.37	6.16	6.44	5.78	7.35	7.72	7.02	6.50
Yds Rushing per Game	119.88	83.12	104.56	93.25	101.00	126.00	123.12	114.25	90.50	115.88	107.16
Opp Yds Rushing per Game	99.38	122.94	93.50	126.38	90.06	96.38	101.69	161.56	112.75	120.88	112.55
Yds per Rush Attempt	3.81	3.14	3.85	4.00	3.90	4.42	4.19	4.52	4.09	3.96	3.99
Opp Yds per Rush Attempt	3.96	4.33	3.42	4.33	3.73	4.02	4.19	5.36	4.27	4.47	4.23
Turnovers per Game	2.25	2.12	1.69	2.12	1.94	1.81	1.50	1.44	1.81	1.31	1.80
Takeaways per Game	2.75	2.06	2.00	1.75	2.19	1.94	2.75	1.75	1.50	1.06	1.98
Sacks per Game	2.50	2.56	1.75	2.19	2.12	2.06	2.56	2.00	2.44	2.19	2.24
Sacks Allowed per Game	1.56	2.69	1.81	2.19	3.50	3.06	2.75	1.88	2.62	2.12	2.42
Average Possession Time	30:55	28:28	28:36	28:36	29:30	30:25	31:47	31:02	30:13	31:29	30:06
Punts per Game	4.81	5.88	6.00	4.81	5.19	5.56	5.06	4.31	4.50	4.62	5.08
Opp Punts per Game	6.25	5.88	5.19	4.44	5.50	5.31	5.56	3.62	3.06	4.62	4.94
Percent Rushes	48.3	40.9	43.8	38.4	44.2	46.6	47.0	39.9	35.2	45.7	43.0
Opp Percent Rushes	39.3	43.8	40.2	45.2	38.5	36.6	38.0	47.2	41.8	44.2	41.5

CINCINNATI BENGALS

PLAY ON	CIN001	The Bengals are 13-0 ATS (9.00 ppg) on the road after a road game in which they had a reception of 30+ yards.	team=Bengals and A and p:A and max:p:longest reception>=30 and season>=2004
	CIN002	The Bengals are 11-0 ATS vs a non-divisional opponent when they are off a win in which they benefitted from a two-plus takeaway margin.	team = Bengals and p:W and NDIV and p:TOM <= -2 and season>=2008
	CIN003	The Bengals are 11-0 ATS as a dog after a game as a dog in which they outgained their opponent.	team = Bengals and p:D and D and p:TY > po:TY and season >= 2008
	CIN004	The Bengals are 10-0 ATS as a road dog off a win when their next two games are at home.	team = Bengals and p:W and AD and n:H and nn:H and season >= 1992
	CIN005	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
	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
PLAY AGAINST	CIN007	The Bengals are 0-13 ATS on turf vs a team that has rushed the ball on at least 52.3% of their offensive plays season-to-date.	team = Bengals and surface = artificial and o:STDPR > 52.3 and date >= 20041100
	CIN008	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
	CIN009	The Bengals are 0-10 ATS as a favorite off a game as a dog when they had a positive DPA in each of their last two games.	team = Bengals and p:D and F and 0 < p:dpa and 0 < pp:dpa and date >= 19991010
	CIN010	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
PLAY OVER	CIN011	The Bengals are 15-0 OU as a road dog on turf after a home game when their opponent has averaged less than 4.975 yards per play season-to-date.	team = Bengals and p:H and AD and surface = artificial and oA(YPPL) < 4.975 and date >= 19941100
	CIN012	The Bengals are 11-0 OU when the line is within 3 of pick and they are off a game as a road dog when their opponent recorded four-plus sacks in their last game.	team = Bengals and p:AD and -3 <= line <= 3 and 4 <= op:sacks
PLAY UNDER	CIN013	The Bengals are 0-14 OU on grass off an ATS win in which they did not allow more than 300 passing yards.	team=Bengals and surface=grass and p:ATSW and po:PY<=300 and season >= 2012
	CIN014	The Bengals are 0-11 OU off a home game and facing a divisional opponent that has won their last two games.	team = Bengals and p:H and DIV and op:W and opp:W and season >= 1996

CINCINNATI BENGALS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	12-4-0	85-73-2
Straight Up Home	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	6-2-0	48-30-2
Straight Up Away	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	6-2-0	37-43-0
Average Line	-2.09	-0.66	6.56	-0.62	3.00	0.25	-0.84	-2.97	-1.38	-4.12	-0.29
Average O/U Line	44.66	45.69	39.81	40.72	41.88	39.66	44.78	44.06	45.94	44.56	43.17
Against the Spread Record	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	12-3-1	83-70-7
Six Point Teaser Record	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	14-2-0	111-45-4
Seven Point Teaser Record	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	14-2-0	119-37-4
Ten Point Teaser Record	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	14-2-0	130-29-1
ATS Home	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	4-3-1	40-36-4
ATS Away	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	8-0-0	43-34-3
Over/Under Record	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	7-9-0	72-86-2
Over/Under Home	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	3-5-0	36-42-2
Over/Under Away	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	4-4-0	36-44-0
ATS as Favorite	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	8-3-1	36-39-5
ATS as Underdog	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	3-0-0	42-28-2
ATS as Home Favorite	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	4-3-1	23-24-4
ATS as a Home Dog	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	---	14-10-0
ATS Away Favorite	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	4-0-0	13-15-1
ATS Away Dog	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	3-0-0	28-18-2
vs Division	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	4-2-0	28-30-2
ATS after 10+ ATS Win	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	3-1-1	23-13-1
ATS after 10+ ATS Loss	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	2-0-0	18-9-1
ATS in games 1-4	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	4-0-0	24-14-2
ATS in games 5-8	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	3-0-1	16-23-2
ATS in games 9-12	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	3-1-0	21-19-1
ATS in games 13-16	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	2-2-0	22-14-2
Points Scored per Game	23.31	23.75	12.75	19.06	20.12	21.50	24.44	26.88	22.81	26.19	22.08
Points Allowed per Game	20.69	24.06	22.75	18.19	24.69	20.19	20.00	19.06	21.50	17.44	20.86
Yds Offense per Game	341.38	347.94	245.38	309.12	330.56	319.88	332.69	368.38	348.00	358.00	330.13
Yds Allowed per Game	355.06	348.69	325.50	301.38	332.00	316.25	319.69	305.50	359.12	340.81	330.40
Yds Passing per Game	239.56	250.69	150.38	180.62	235.44	208.75	223.62	258.69	213.81	245.25	220.68
Opp. Yds Passing per Game	238.62	230.38	205.44	203.06	216.81	211.56	212.50	209.00	243.00	248.50	221.89
Percent Completions	62.5	64.9	59.1	60.0	61.9	57.6	62.0	62.0	64.1	66.1	62.0
Opp Percent Completions	62.9	65.4	62.3	58.1	63.4	59.2	61.8	59.0	60.0	64.2	61.6
Yds per Pass Attempt	7.33	6.98	4.69	6.06	6.38	6.24	6.63	7.05	6.79	7.77	6.60
Opp Yds per Pass Attempt	6.88	6.83	6.50	5.94	6.75	6.28	6.07	5.45	6.39	6.15	6.31
Yds Rushing per Game	101.81	97.25	95.00	128.50	95.12	111.12	109.06	109.69	134.19	112.75	109.45
Opp Yds Rushing per Game	116.44	118.31	120.06	98.31	115.19	104.69	107.19	96.50	116.12	92.31	108.51
Yds per Rush Attempt	3.74	3.74	3.62	4.07	3.56	3.91	4.06	3.65	4.36	3.85	3.87
Opp Yds per Rush Attempt	4.16	4.22	3.92	3.94	4.43	3.94	4.04	4.01	4.23	4.29	4.12
Turnovers per Game	1.50	1.88	1.62	1.56	2.12	1.38	1.62	1.88	1.62	1.06	1.62
Takeaways per Game	1.94	2.19	1.50	1.56	1.62	1.38	1.88	1.94	1.62	1.75	1.74
Sacks per Game	2.19	1.38	1.06	2.12	1.69	2.81	3.12	2.69	1.25	2.62	2.09
Sacks Allowed per Game	2.25	1.06	3.19	1.81	1.75	1.56	2.88	1.81	1.44	1.94	1.97
Average Possession Time	28:36	29:24	29:17	32:28	31:13	30:18	30:26	32:49	30:31	31:13	30:38
Punts per Game	4.81	3.69	6.31	5.38	4.50	5.69	4.75	4.69	4.56	4.31	4.87
Opp Punts per Game	4.50	3.62	4.94	5.19	4.75	6.12	5.38	5.62	4.69	4.81	4.96
Percent Rushes	43.8	41.3	42.7	50.0	40.9	44.8	42.3	43.8	48.3	46.6	44.4
Opp Percent Rushes	43.2	44.4	48.4	40.7	43.5	42.1	41.0	36.9	41.1	33.3	41.4

CLEVELAND BROWNS

PLAY ON	CLE001	The Browns are 14-0 ATS when their line is anywhere from a FG favorite to a TD dog when facing a team that is off two TD-plus losses.	team=Browns and $-3 \leq \text{line} \leq 7$ and $\text{op:margin} \leq -7$ and $\text{opp:margin} \leq -7$ and $\text{date} \geq 20051100$
	CLE002	The Browns are 12-0 ATS on the road on grass off a game as a dog when facing a team that is averaging more first downs than offensive points season-to-date.	team = Browns and A and surface = grass and p:D and $\text{oS}(7*\text{RTD}+7*\text{PTD}+3*\text{FG}) < \text{oS}(\text{FD})$ and $\text{date} \geq 20011100$
	CLE003	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 $7 \leq \text{line}$ and $8 \leq \text{p:punts}$ and NB and $\text{date} \geq 20001210$
	CLE004	The Browns are 11-0 ATS on grass off a loss as a home dog when facing a team that is averaging less than 5 yards per play season-to-date.	team = Browns and surface = grass and p:LHD and $\text{oS}(\text{RY}+\text{PY}) / \text{oS}(\text{plays}) < 5$ and $\text{date} \geq 20001112$
	CLE005	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 $\text{oA}(\text{o:TO}) < 1.25$ and $\text{season} \geq 1999$
PLAY AGAINST	CLE006	The Browns are 0-12 ATS on grass vs a non-divisional opponent with a worse record when they are off a win by more than eight points.	team=Browns and surface=grass and NDIV and $\text{WP} > \text{o:WP}$ and $\text{p:margin} > 8$ and $\text{date} \geq 19891119$
	CLE007	The Browns are 0-11 ATS at home vs a divisional opponent when they are off a game in which they had a completion percentage at least ten points worse than their season-to-date average.	team = Browns and H and DIV and $\text{tA}(\text{p:CP}) - \text{p:CP} \geq 10$ and $\text{season} \geq 2000$
	CLE008	The Browns are 0-11 ATS on grass when their ATS performance dropped over each of the last two games.	team=Browns and surface=grass and $\text{p:ats margin} < \text{pp:ats margin} < \text{ppp:ats margin}$ and $\text{date} \geq 20081200$
	CLE009	The Browns are 0-10 ATS on grass off a road loss by more than a TD in which their QB was sacked at least four times.	team = Browns and surface = grass and $\text{p:margin} < -7$ and p:A and $4 \leq \text{po:sacks}$ and $\text{date} \geq 20041200$
	CLE010	The Browns are 0-9 ATS when they are off a home game and visiting a non-divisional opponent that has won three straight games.	team = Browns and p:H and A and NDIV and $\text{o:streak} \geq 3$ and $\text{season} \geq 2001$
PLAY OVER	CLE011	The Browns are 10-0 OU as a dog off a win when they are facing a team that is averaging fewer than 4 punts per game season-to-date.	team = Browns and p:W and D and $\text{oA}(\text{punts}) < 4$ and $\text{date} \geq 20041000$
	CLE012	The Browns are 10-0 OU as a road dog by at least six points vs an AFC foe that has forced an average of 2.25-plus turnovers per game season-to-date when they are off a game as a dog.	team = Browns and AC and p:D and $\text{line} \geq 6$ and $\text{oA}(\text{o:TO}) \geq 2.25$ and $\text{season} \geq 2000$
PLAY UNDER	CLE013	The Browns are 0-21 OU at home when the line is within 3 of pickem and they are off a game as a dog and have averaged less than 3.6 yards per rush season-to-date.	team = Browns and H and $-3 \leq \text{line} \leq 3$ and p:D and $\text{tS}(\text{RY}) / \text{tS}(\text{rushes}) < 3.6$ and $\text{date} \geq 19901200$
	CLE014	The Browns are 0-19 OU when the line is within 3 of pick and they are off two games in which they scored fewer points than expected.	team=Browns and $-3 \leq \text{line} \leq 3$ and $\text{p:dps} < 0$ and $\text{pp:dps} < 0$ and $\text{season} \geq 1991$

CLEVELAND BROWNS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	3-13-0	51-109-0
Straight Up Home	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	2-6-0	32-48-0
Straight Up Away	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	1-7-0	19-61-0
Average Line	4.97	0.47	4.81	7.09	3.75	4.03	4.19	3.06	1.19	5.47	3.90
Average O/U Line	37.00	44.28	41.34	38.56	39.53	38.47	41.28	42.25	44.31	43.34	41.04
Against the Spread Record	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	6-10-0	79-77-4
Six Point Teaser Record	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	8-8-0	107-51-2
Seven Point Teaser Record	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	8-8-0	111-43-6
Ten Point Teaser Record	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	11-5-0	126-32-2
ATS Home	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	3-5-0	38-40-2
ATS Away	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	3-5-0	41-37-2
Over/Under Record	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	7-8-1	67-90-3
Over/Under Home	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	4-3-1	33-45-2
Over/Under Away	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	3-5-0	34-45-1
ATS as Favorite	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	1-2-0	20-21-1
ATS as Underdog	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	4-8-0	56-54-3
ATS as Home Favorite	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	1-2-0	14-19-1
ATS as a Home Dog	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	1-3-0	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	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	3-5-0	34-35-2
vs Division	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	1-5-0	28-30-2
ATS after 10+ ATS Win	0-0-1	1-1-0	2-1-0	2-0-0	1-1-0	---	0-2-0	2-0-0	0-2-0	0-2-0	8-9-1
ATS after 10+ ATS Loss	2-1-0	1-0-0	3-2-0	1-4-0	---	1-1-0	0-2-0	1-4-0	4-0-0	3-2-0	16-16-0
ATS in games 1-4	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	2-2-0	21-18-1
ATS in games 5-8	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	2-2-0	20-18-2
ATS in games 9-12	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	0-4-0	19-20-1
ATS in games 13-16	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	2-2-0	19-21-0
Points Scored per Game	14.88	25.12	14.50	15.31	16.94	13.62	18.88	19.25	18.69	17.38	17.46
Points Allowed per Game	22.25	23.88	21.88	23.44	20.75	19.19	23.00	25.38	21.06	27.00	22.78
Yds Offense per Game	264.56	351.25	249.06	260.19	289.75	288.81	314.25	338.94	324.56	331.94	301.33
Yds Allowed per Game	344.81	359.56	356.50	389.31	350.06	332.38	363.81	332.44	365.25	379.19	357.33
Yds Passing per Game	181.12	232.44	148.75	129.75	186.81	193.12	214.69	252.50	217.81	236.38	199.34
Opp. Yds Passing per Game	202.62	230.06	204.56	244.69	220.69	184.94	245.19	221.12	224.00	250.75	222.86
Percent Completions	62.1	56.0	48.8	49.4	61.9	56.1	58.0	55.7	54.8	60.9	56.5
Opp Percent Completions	56.7	58.8	64.1	59.5	60.9	56.5	63.0	60.0	57.1	63.0	59.9
Yds per Pass Attempt	5.66	6.82	4.88	4.69	6.25	5.42	6.07	5.93	6.91	6.21	5.91
Opp Yds per Pass Attempt	6.50	6.37	7.34	7.44	6.96	6.31	6.54	5.85	6.11	7.85	6.69
Yds Rushing per Game	83.44	118.81	100.31	130.44	102.94	95.69	99.56	86.44	106.75	95.56	101.99
Opp Yds Rushing per Game	142.19	129.50	151.94	144.62	129.38	147.44	118.62	111.31	141.25	128.44	134.47
Yds per Rush Attempt	3.59	4.33	3.92	4.19	3.98	3.69	4.02	3.99	3.59	4.02	3.94
Opp Yds per Rush Attempt	4.43	4.50	4.49	4.57	4.10	4.42	4.15	3.85	4.52	4.49	4.36
Turnovers per Game	2.62	1.81	1.62	1.94	1.81	1.19	1.62	1.81	1.44	1.88	1.77
Takeaways per Game	1.69	1.69	1.94	1.19	1.75	1.25	1.81	1.31	1.81	1.31	1.57
Sacks per Game	1.75	1.75	1.06	2.50	1.81	2.00	2.38	2.50	1.94	1.81	1.95
Sacks Allowed per Game	3.38	1.25	1.50	1.88	2.19	2.44	2.25	3.12	1.88	3.31	2.32
Average Possession Time	29:34	29:30	27:32	28:54	28:21	29:14	28:14	28:41	28:12	31:01	28:55
Punts per Game	5.19	4.31	4.75	5.88	4.88	5.56	5.62	5.38	5.81	4.38	5.17
Opp Punts per Game	4.81	4.31	3.69	4.81	4.00	4.75	5.50	5.50	5.38	3.94	4.67
Percent Rushes	39.7	43.7	44.4	51.3	44.7	40.5	39.7	32.2	47.1	36.5	41.8
Opp Percent Rushes	49.4	43.2	53.9	47.2	48.5	51.6	41.7	41.7	44.7	45.9	46.7

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 on the road off a TD-plus defeat when facing a team that has forced an average of at least 2.25 turnovers per game season-to-date.	team = Cowboys and p:margin<=-7 and A and oA(o:TO) >= 2.25 and season>=1991
	DAL003	The Cowboys are 9-0 ATS as a dog off a road game when facing a divisional opponent that has averaged at least 32 minutes of possession time season-to-date.	team = Cowboys and p:A and D and DIV and oA(TOP) >= 32*60 and date >= 19901000
	DAL004	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
	DAL005	The Cowboys are 9-0 ATS as a favorite off a loss vs a team that is off a bye.	team = Cowboys and p:L and F and op:week + 2 = week
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 >= 19931100
	DAL007	The Cowboys are 0-17 ATS as a favorite on turf after a home game when they are averaging less than 3.875 yards per rush season-to-date.	team = Cowboys and p:H and F and surface = artificial and tA(YPRA)<3.875 and date >= 19941219
	DAL008	The Cowboys are 0-13 ATS as a favorite after a home game in which they did not commit a turnover.	team = Cowboys and p:H and F and p:T0=0 and date >= 19981200
	DAL009	The Cowboys are 0-12 ATS as a home favorite off a SU and ATS loss.	team = Cowboys and HF and p:L and p:ATSL and date >= 20091122
	DAL010	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
PLAY OVER	DAL011	The Cowboys are 14-0 OU after a win at home when their are facing a team that is averaging less than five rushing first downs per game.	team = Cowboys and p:HW and oA(RFD) < 5 and season >= 2005
	DAL012	The Cowboys are 14-0 OU off a win and facing a team that allowed 400-plus yards of offense in their last game	team = Cowboys and p:W and opo:TY >= 400 and season >= 2007
PLAY UNDER	DAL013	The Cowboys are 0-15 OU off a loss as a dog in which they rushed for at least 50 yards fewer than their season-to-date average.	team = Cowboys and p:LD and tA(p:RY) - p:RY >= 50
	DAL014	The Cowboys are 0-13 OU as a six-plus point home favorite off a win in which they allowed more points than expected.	team = Cowboys and H and line<=-6 and p:W and p:dpa > 0 and date >= 19941200

DALLAS COWBOYS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	4-12-0	88-72-0
Straight Up Home	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	1-7-0	43-37-0
Straight Up Away	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	3-5-0	45-35-0
Average Line	-5.22	-5.75	-4.66	-4.59	-0.59	-3.12	-1.19	-0.41	-1.69	2.47	-2.48
Average O/U Line	42.53	46.19	44.75	45.41	45.06	46.28	45.81	50.44	49.41	45.09	46.10
Against the Spread Record	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	4-11-1	74-84-2
Six Point Teaser Record	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	11-5-0	105-51-4
Seven Point Teaser Record	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	11-5-0	111-47-2
Ten Point Teaser Record	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	12-4-0	123-36-1
ATS Home	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	1-6-1	33-46-1
ATS Away	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	3-5-0	41-38-1
Over/Under Record	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	6-10-0	85-71-4
Over/Under Home	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	5-3-0	44-33-3
Over/Under Away	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	1-7-0	41-38-1
ATS as Favorite	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	1-2-0	44-58-1
ATS as Underdog	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	3-7-1	29-23-1
ATS as Home Favorite	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	0-2-0	25-38-0
ATS as a Home Dog	---	0-1-0	---	---	2-0-0	---	1-1-0	2-0-0	1-1-0	1-3-1	7-6-1
ATS Away Favorite	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	1-0-0	19-20-1
ATS Away Dog	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	2-4-0	22-17-0
vs Division	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	2-4-0	24-36-0
ATS after 10+ ATS Win	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	0-1-0	16-15-0
ATS after 10+ ATS Loss	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	1-1-1	14-17-1
ATS in games 1-4	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	1-3-0	20-19-1
ATS in games 5-8	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	1-3-0	19-21-0
ATS in games 9-12	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	2-2-0	20-20-0
ATS in games 13-16	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	0-3-1	15-24-1
Points Scored per Game	26.56	28.44	22.62	22.56	24.62	23.06	23.50	27.44	29.19	17.19	24.52
Points Allowed per Game	21.88	20.31	22.81	15.62	27.25	21.69	25.00	27.00	22.00	23.38	22.69
Yds Offense per Game	360.75	365.50	344.50	399.38	364.25	375.50	374.62	341.19	382.31	334.94	364.29
Yds Allowed per Game	322.81	307.62	294.31	315.88	351.75	343.19	355.44	415.31	355.06	348.19	340.96
Yds Passing per Game	239.75	256.56	236.81	267.94	252.62	262.56	295.56	247.00	235.50	216.94	251.12
Opp. Yds Passing per Game	219.12	213.06	187.69	225.38	243.38	244.12	230.25	286.81	251.94	227.25	232.90
Percent Completions	61.3	64.4	60.0	63.1	65.8	66.0	66.0	64.0	68.9	63.3	64.3
Opp Percent Completions	58.9	58.9	60.6	60.1	64.4	61.7	62.6	64.7	66.5	65.1	62.4
Yds per Pass Attempt	7.58	7.73	6.93	7.79	7.02	7.37	7.19	6.74	7.92	6.57	7.27
Opp Yds per Pass Attempt	6.86	5.87	5.91	6.30	7.21	7.17	7.21	7.37	7.22	7.17	6.83
Yds Rushing per Game	121.00	108.94	107.69	131.44	111.62	112.94	79.06	94.19	146.81	118.00	113.17
Opp Yds Rushing per Game	103.69	94.56	106.62	90.50	108.38	99.06	125.19	128.50	103.12	120.94	108.06
Yds per Rush Attempt	4.10	4.16	4.30	4.82	4.17	4.43	3.56	4.49	4.62	4.63	4.34
Opp Yds per Rush Attempt	3.87	3.97	4.24	3.97	4.31	4.12	4.54	4.70	4.21	4.20	4.22
Turnovers per Game	1.88	1.50	2.06	1.19	1.88	1.31	1.81	1.25	1.56	2.06	1.65
Takeaways per Game	1.94	1.81	1.38	1.31	1.88	1.56	1.00	1.75	2.00	0.69	1.53
Sacks per Game	2.12	2.88	3.69	2.62	2.19	2.62	2.12	2.12	1.75	1.94	2.41
Sacks Allowed per Game	2.31	1.56	1.94	2.12	1.94	2.44	2.25	2.19	1.94	2.06	2.08
Average Possession Time	31:02	30:33	30:02	32:16	31:24	31:24	31:01	29:01	32:50	31:07	31:04
Punts per Game	3.50	3.94	4.88	4.50	4.12	4.44	4.31	4.81	3.62	4.31	4.24
Opp Punts per Game	4.50	4.56	4.62	5.75	4.38	4.50	4.62	3.81	4.19	4.62	4.56
Percent Rushes	46.5	43.0	41.0	42.7	41.4	40.1	33.8	35.1	50.0	42.1	41.6
Opp Percent Rushes	44.0	37.8	41.5	37.3	41.1	39.6	44.7	39.9	40.1	46.1	41.2

DENVER BRONCOS

PLAY ON	DEN001	The Broncos are 13-0 ATS as a dog after a loss when their QB was sacked at least three times in each of their last two games.	team = Broncos and p:L and D and 3 <= po:sacks and 3 <= ppo:sacks and season >= 1991
	DEN002	The Broncos are 11-0 ATS on the road off a game as a favorite when their opponent suffered a positive turnover margin in each of their last two games.	team = Broncos and p:F and A and 0 < op:TOM and 0 < opp:TOM and date >= 20021000
	DEN003	The Broncos are 10-0 ATS on the road vs a divisional opponent when they are off a home win in which they had at least four more minutes of possession time than their season-to-date average.	team = Broncos and p:HW and A and DIV and p:TOP - tA(p:TOP) >= 240 and date >= 19981100
	DEN004	The Broncos are 10-0 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
	DEN005	The Broncos are 10-0 ATS after a game in which Demaryius Thomas had fewer than 3 receptions	team=Broncos and Demaryius Thomas:p:receptions<3 and date>=20111023
PLAY AGAINST	DEN006	The Broncos are 0-19 ATS as a home favorite when they are averaging more than 4.235 yds per rush season-to-date.	team = Broncos and HF and tA(YPRA) > 4.235 and date >= 20061015
	DEN007	The Broncos are 0-15 ATS as a home favorite the week after a road game in which the allowed at least 80 more yards of offense 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
	DEN008	The Broncos are 0-12 ATS as a home favorite off a home game when their opponent has averaged fewer than 5 yards per play season-to-date.	team = Broncos and p:H and H and oS(RY+PY) / oS(plays) < 5 and date >= 19991200
	DEN009	The Broncos are 0-11 ATS as a favorite over a non-divisional opponent when they are off a game in which they outgained their opponent.	team = Broncos and F and NDIV and p:TY > po:TY and date >= 20141100
	DEN010	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
PLAY OVER	DEN011	The Broncos are 15-0 OU as a favorite vs a non-divisional opponent that had less than 26 minutes of possession time in their last game.	team = Broncos and F and NDIV and op:TOP < 26 * 60 and date >= 20051200
	DEN012	The Broncos are 15-0 OU as a 7+ favorite vs a non-divisional opponent when they recorded three-plus sacks in each of their last two games.	team=Broncos and line <= -7 and NDIV and 3<=p:sacks and 3<=pp:sacks
PLAY UNDER	DEN013	The Broncos are 0-13 OU off a win as a dog in which they were outgained.	team = Broncos and p:WD and po:TY>p:TY and date >= 19941200
	DEN014	The Broncos are 0-12 OU as a dog vs a divisional opponent when they are off a double digit cover, as long as that divisional opponent is not undefeated on the season.	team = Broncos and D and DIV and p:ats margin>=10 and o:WP<100

DENVER BRONCOS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	12-4-0	94-66-0
Straight Up Home	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	6-2-0	51-29-0
Straight Up Away	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	6-2-0	43-37-0
Average Line	-3.41	0.19	-0.97	0.56	2.66	2.50	-5.00	-9.69	-7.12	-2.72	-2.30
Average O/U Line	39.16	41.16	47.34	40.56	44.16	41.78	47.66	53.44	49.47	43.62	44.83
Against the Spread Record	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	7-7-2	73-85-2
Six Point Teaser Record	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	13-3-0	107-50-3
Seven Point Teaser Record	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	13-2-1	113-45-2
Ten Point Teaser Record	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	14-1-1	121-37-2
ATS Home	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	3-5-0	33-47-0
ATS Away	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	4-2-2	40-38-2
Over/Under Record	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	6-8-2	89-66-5
Over/Under Home	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	2-4-2	45-32-3
Over/Under Away	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	4-4-0	44-34-2
ATS as Favorite	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	4-7-1	44-54-1
ATS as Underdog	2-2-0	3-5-0	3-3-0	6-4-0	4-8-0	6-4-0	1-3-0	---	0-1-0	3-0-1	28-30-1
ATS as Home Favorite	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	1-5-0	22-37-0
ATS as a Home Dog	---	2-0-0	---	3-2-0	2-3-0	1-3-0	0-1-0	---	---	2-0-0	10-9-0
ATS Away Favorite	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	3-2-1	22-17-1
ATS Away Dog	2-2-0	1-5-0	3-3-0	3-2-0	2-5-0	5-1-0	1-2-0	---	0-1-0	1-0-1	18-21-1
vs Division	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	3-3-0	29-31-0
ATS after 10+ ATS Win	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	1-1-0	21-19-0
ATS after 10+ ATS Loss	1-2-0	4-2-0	2-5-0	2-3-0	0-3-0	1-3-0	---	2-1-0	2-1-0	0-0-2	14-20-2
ATS in games 1-4	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	3-1-0	21-19-0
ATS in games 5-8	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	2-2-0	16-24-0
ATS in games 9-12	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	2-1-1	22-17-1
ATS in games 13-16	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	0-3-1	14-25-1
Points Scored per Game	19.94	20.00	23.12	20.38	21.50	19.31	30.06	37.88	30.12	22.19	24.45
Points Allowed per Game	19.06	25.56	28.00	20.25	29.44	24.38	18.06	24.94	22.12	18.50	23.03
Yds Offense per Game	309.44	346.31	395.81	341.44	348.88	316.62	397.94	457.31	402.88	355.50	367.21
Yds Allowed per Game	326.44	336.00	374.56	315.00	390.81	357.81	290.81	356.00	305.19	283.12	333.57
Yds Passing per Game	174.94	224.00	279.44	226.69	252.38	152.12	283.38	340.25	291.31	248.12	247.26
Opp. Yds Passing per Game	213.12	193.38	228.50	186.31	236.25	231.50	199.69	254.38	225.44	199.75	216.83
Percent Completions	56.4	63.3	62.3	61.1	57.6	50.6	68.4	68.3	65.7	60.7	62.0
Opp Percent Completions	60.8	60.9	67.3	58.4	59.2	62.4	57.4	58.2	62.1	60.0	60.6
Yds per Pass Attempt	6.17	6.96	7.21	6.50	6.96	5.67	7.71	8.07	7.68	6.55	7.02
Opp Yds per Pass Attempt	6.34	6.76	7.39	5.85	7.53	6.94	5.72	6.64	5.62	5.58	6.40
Yds Rushing per Game	134.50	122.31	116.38	114.75	96.50	164.50	114.56	117.06	111.56	107.38	119.95
Opp Yds Rushing per Game	113.31	142.62	146.06	128.69	154.56	126.31	91.12	101.62	79.75	83.38	116.74
Yds per Rush Attempt	4.41	4.56	4.81	4.17	3.88	4.82	3.81	4.06	4.02	4.18	4.28
Opp Yds per Rush Attempt	4.06	4.55	4.98	4.50	4.66	4.14	3.61	3.87	3.66	3.26	4.17
Turnovers per Game	1.88	1.81	1.88	1.44	1.69	1.88	1.56	1.62	1.25	1.94	1.69
Takeaways per Game	1.88	1.88	0.81	1.88	1.12	1.12	1.50	1.62	1.56	1.69	1.51
Sacks per Game	2.19	2.06	1.62	2.44	1.44	2.56	3.25	2.56	2.56	3.19	2.39
Sacks Allowed per Game	1.94	2.00	0.75	2.12	2.50	2.62	1.31	1.25	1.06	2.44	1.80
Average Possession Time	30:24	29:34	28:43	30:11	28:09	29:42	31:16	30:31	30:45	30:29	29:58
Punts per Game	5.00	3.75	2.88	4.88	5.38	6.31	4.19	4.12	4.31	5.31	4.61
Opp Punts per Game	4.62	3.75	3.25	4.75	4.56	5.75	5.88	5.56	5.50	5.75	4.94
Percent Rushes	50.2	44.0	38.0	42.6	39.1	53.7	44.1	39.9	41.6	38.9	43.1
Opp Percent Rushes	43.8	50.5	47.4	45.5	50.3	45.9	39.8	39.1	33.8	39.6	43.5

DETROIT LIONS

PLAY ON	DET001	The Lions are 13-0 ATS as a 6-plus point road dog off a double-digit loss in which they got a first down on 25% or less of their offensive plays.	team = Lions and p:margin<=-10 and A and line>=6 and p:FDP<=25
	DET002	The Lions are 12-0 ATS as a home dog when facing a team that has a season-to-date average turnover margin of at least +0.6 per game.	team=Lions and HD and oA(TOM)>=0.6 and season>=1998
	DET003	The Lions are 10-0 ATS on the road off a loss when facing a non-divisional opponent that has averaged 30-plus rushes per game season-to-date.	team = Lions and p:L and A and NDIV and oA(rushes) >= 30 and season >= 2003
	DET004	The Lions are 10-0 ATS as a TD-plus road dog when they committed more turnovers than their opponent for two straight games.	team = Lions and A and line>=7 and 0 < p:TOM and 0 < pp:TOM
	DET005	The Lions are 9-0 ATS off a loss and facing a divisional opponent that is averaging 375 yards of offense per game season-to-date.	team = Lions and p:L and DIV and oA(TY)>=375
PLAY AGAINST	DET006	The Lions are 0-14 ATS on turf vs a divisional opponent when they are off a game in which they had at least three more minutes of possession time than their season-to-date average.	team = Lions and surface = artificial and DIV and p:TOP - tA(p:TOP) >= 180 and date >= 20051030
	DET007	The Lions are 0-14 ATS when they are off a game as a home favorite and facing a team that has completed at least 65 percent of their passes, season-to-date.	team = Lions and p:HF and oS(100*completions) / oS(passes) >= 65 and date >= 20021110
	DET008	The Lions are 0-12 ATS when they are off a home game and visiting a non-divisional opponent that suffered a positive turnover margin in each of their last two games.	team = Lions and A and p:H and NDIV and 0 < op:TOM and 0 < opp:TOM and date >= 19960915
	DET009	The Lions are 0-12 ATS off a win when the line is within 3.5 of pick and they are on grass vs a team with fewer wins.	team = Lions and p:W and -3.5<=line<=3.5 and surface = grass and wins>o:wins and date >= 19961013
DET010	The Lions are 0-11 ATS vs a divisional opponent when they are off a win in which they scored fewer points than expected.	team = Lions and DIV and p:W and p:dps < 0 and date >= 19931121	
PLAY OVER	DET011	The Lions are 16-0 OU vs a non-divisional opponent when they are off a game as a road dog in which they outgained their opponent.	team = Lions and p:AD and NDIV and po:TY < p:TY and season >= 2000
	DET012	The Lions are 14-0 OU when they are off a win and they allowed fewer points than expected for three straight games.	team = Lions and p:W and p:dpa < 0 and pp:dpa < 0 and ppp:dpa < 0 and date>=19891224
PLAY UNDER	DET013	The Lions are 0-14 OU on the road after a home game in which a receiver had six-plus receptions and they did not win by 30-plus points.	team=Lions and A and p:H and 6<=max:p:receptions and p:margin<30 and date>=20121200
	DET014	The Lions are 0-13 OU off a game in which Theo Riddick had at least one carry but did not have a reception of more than 12 yards.	team=Lions and Theo Riddick:p:longest re-ception<=12 and Theo Riddick:p:rushes>0 and date>=20131100

DETROIT LIONS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	7-9-0	57-103-0
Straight Up Home	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	4-4-0	35-45-0
Straight Up Away	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	3-5-0	22-58-0
Average Line	4.06	2.72	8.41	9.50	4.81	-2.03	-0.06	-2.25	-2.31	1.41	2.42
Average O/U Line	42.25	44.78	44.41	43.78	44.31	46.94	47.38	48.88	45.00	45.56	45.33
Against the Spread Record	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	7-9-0	65-90-5
Six Point Teaser Record	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	10-6-0	105-53-2
Seven Point Teaser Record	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	10-6-0	108-51-1
Ten Point Teaser Record	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	14-2-0	121-38-1
ATS Home	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	3-5-0	36-41-3
ATS Away	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	4-4-0	29-49-2
Over/Under Record	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	9-7-0	90-68-2
Over/Under Home	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	6-2-0	44-35-1
Over/Under Away	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	3-5-0	46-33-1
ATS as Favorite	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	3-2-0	25-33-2
ATS as Underdog	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	3-6-0	36-55-3
ATS as Home Favorite	0-3-0	2-0-2	---	0-2-0	3-0-0	4-3-0	1-3-0	3-5-0	5-3-0	2-1-0	20-20-2
ATS as a Home Dog	3-1-1	2-2-0	1-7-0	3-3-0	4-1-0	0-1-0	2-2-0	---	---	0-3-0	15-20-1
ATS Away Favorite	---	---	0-1-0	---	---	1-3-0	1-3-0	2-2-0	0-3-0	1-1-0	5-13-0
ATS Away Dog	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	3-3-0	21-35-2
vs Division	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	2-4-0	21-35-4
ATS after 10+ ATS Win	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	2-1-0	10-13-1
ATS after 10+ ATS Loss	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	1-1-0	18-17-2
ATS in games 1-4	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	1-3-0	17-22-1
ATS in games 5-8	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	0-4-0	20-19-1
ATS in games 9-12	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	3-1-0	13-27-0
ATS in games 13-16	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	3-1-0	15-22-3
Points Scored per Game	19.06	21.62	16.75	16.38	22.62	29.62	23.25	24.69	20.06	22.38	21.64
Points Allowed per Game	24.88	27.75	32.31	30.88	23.06	24.19	27.31	23.50	17.62	25.00	25.65
Yds Offense per Game	309.31	322.94	268.25	299.00	338.94	396.06	408.75	391.94	340.12	346.75	342.21
Yds Allowed per Game	345.62	377.62	404.38	392.12	343.56	367.56	341.19	346.62	300.94	349.50	356.91
Yds Passing per Game	238.75	242.44	185.00	198.00	238.12	300.88	307.94	279.62	251.25	263.25	250.53
Opp. Yds Passing per Game	220.00	258.19	232.25	265.56	218.62	239.44	223.06	246.88	231.62	236.69	237.23
Percent Completions	62.4	62.6	55.2	54.0	60.5	63.5	60.1	58.5	60.4	66.5	60.5
Opp Percent Completions	66.3	70.1	68.4	68.1	63.7	62.3	63.6	59.1	64.7	68.2	65.4
Yds per Pass Attempt	6.41	6.60	5.82	5.42	6.02	7.23	6.66	7.06	6.66	6.66	6.48
Opp Yds per Pass Attempt	6.89	6.86	8.39	7.80	6.75	6.34	6.56	6.91	6.26	7.16	6.95
Yds Rushing per Game	70.56	80.50	83.25	101.00	100.81	95.19	100.81	112.31	88.88	83.50	91.68
Opp Yds Rushing per Game	125.62	119.44	172.12	126.56	124.94	128.12	118.12	99.75	69.31	112.81	119.68
Yds per Rush Attempt	3.71	3.98	3.78	3.95	3.99	4.28	4.13	4.05	3.59	3.77	3.93
Opp Yds per Rush Attempt	4.09	4.27	5.14	4.42	4.51	5.00	4.49	4.23	3.17	4.23	4.39
Turnovers per Game	2.44	2.25	1.81	2.56	1.56	1.44	2.06	2.12	1.25	1.50	1.90
Takeaways per Game	1.88	2.19	1.25	1.44	1.81	2.12	1.06	1.38	1.69	1.12	1.59
Sacks per Game	1.88	2.31	1.88	1.62	2.75	2.56	2.06	2.06	2.62	2.69	2.24
Sacks Allowed per Game	3.94	3.31	3.25	2.69	1.69	2.25	1.81	1.50	2.81	2.75	2.60
Average Possession Time	27:41	27:43	26:59	28:56	29:47	30:09	32:05	32:21	31:41	31:29	29:53
Punts per Game	4.12	4.25	5.62	4.62	5.62	5.12	4.75	4.56	4.25	5.00	4.79
Opp Punts per Game	4.25	3.81	3.69	4.12	5.19	4.88	4.94	5.25	5.12	4.50	4.58
Percent Rushes	31.6	33.6	38.6	39.4	38.0	33.6	33.7	40.3	37.9	34.4	36.1
Opp Percent Rushes	47.6	41.2	53.1	44.5	44.1	38.9	42.2	38.4	35.6	42.7	42.8

GREEN BAY PACKERS

PLAY ON	GB001	The Packers are 14-0 ATS as a home favorite off a road win when they are facing a non-divisional opponent and they play on the road next.	team = Packers and HF and p:AW and NDIV and n:A and date >= 20031123
	GB002	The Packers are 14-0 ATS off a road win and facing a non-divisional opponent that has averaged more first downs than offensive points season-to-date.	team = Packers and p:AW and NDIV and oS(7*RTD+7*PTD+3*FG) < oS(FD) and date >= 20031222
	GB003	The Packers are 13-0 ATS on grass after a win by more than eight points when their opponent allowed 255 yards or fewer in their last game.	team = Packers and p:margin > 8 and surface = grass and o:TY <= 255 and date >= 19961200
	GB004	The Packers are 12-0 ATS as a favorite off a road win in which they trailed at the half.	team = Packers and F and p:AW and p:M2<0 and date >= 19931121
	GB005	The Packers are 11-0 ATS on the road after a loss in which they outgained their opponent.	team = Packers and A and p:L and p:TY > po:TY and date >= 20060924
	GB006	The Packers are 0-14 ATS when they are on turf off a game as a favorite and facing a team that has averaged 32-plus minutes of possession time season-to-date.	team = Packers and p:F and surface = artificial and oA(TOP) >= 1920
PLAY AGAINST	GB007	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
	GB008	The Packers are 0-12 ATS as a dog of turf when they are off a TD-plus win and they have averaged 24-plus points in their last three games.	team = Packers and D and surface = artificial and p:margin>=7 and 24 < tA(points,N=3) and season >=1993
	GB009	The Packers are 0-12 ATS when the line is within three of pick and they are off a game in which they allowed at least 92 more yards than their season-to-date average.	team = Packers and -3 <= line <= 3 and po:TY - tA(po:TY) >= 92 and season >= 2000
	GB010	The Packers are 0-10 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:PY>=300 and season >= 2008
PLAY OVER	GB011	The Packers are 19-0 OU vs a non-divisional opponent when they are not more than a two-point dog and they are off a game as a dog of six points or less.	team = Packers and NDIV and 0<p:line<=6 and line<=2 and season >= 2004
	GB012	The Packers are 15-0 OU as a favorite of more than six points vs a team with the same record.	team=Packers and line<-6 and wins=o:wins and losses=o:losses and date>=19960909
PLAY UNDER	GB013	The Packers are 0-14 OU during the regular season off a game in which they benefitted from four-plus turnovers.	team=Packers and REG and 4<=po:TO and date>=20091200
	GB014	The Packers are 0-12 OU as a road favorite off a win when their opponent is averaging less than 5.05 yards per play season-to-date.	team = Packers and AF and p:W and oS(RY+PY) / oS(plays) < 5.05 and date >= 20091025

GREEN BAY PACKERS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	10-6-0	104-55-1
Straight Up Home	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	5-3-0	59-20-1
Straight Up Away	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	5-3-0	45-35-0
Average Line	3.12	-2.34	-1.25	-5.00	-3.75	-8.81	-5.31	-2.41	-5.09	-4.81	-3.57
Average O/U Line	41.66	41.78	44.38	44.22	44.47	48.25	47.44	47.78	50.81	47.00	45.78
Against the Spread Record	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	9-7-0	91-67-2
Six Point Teaser Record	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	10-6-0	116-41-3
Seven Point Teaser Record	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	10-6-0	123-35-2
Ten Point Teaser Record	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	10-5-1	131-27-2
ATS Home	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	4-4-0	46-32-2
ATS Away	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	5-3-0	45-35-0
Over/Under Record	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	5-11-0	85-72-3
Over/Under Home	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	1-7-0	44-36-0
Over/Under Away	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	4-4-0	41-36-3
ATS as Favorite	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	8-6-0	68-43-2
ATS as Underdog	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	0-1-0	22-22-0
ATS as Home Favorite	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	4-4-0	41-24-2
ATS as a Home Dog	0-5-0	2-0-0	1-1-0	1-0-0	---	1-0-0	---	---	---	---	5-6-0
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	4-2-0	27-19-0
ATS Away Dog	5-3-0	3-1-0	3-2-0	2-1-0	2-1-0	---	1-1-0	1-3-0	0-3-0	0-1-0	17-16-0
vs Division	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	3-3-0	39-20-1
ATS after 10+ ATS Win	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	1-1-0	19-19-0
ATS after 10+ ATS Loss	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	2-3-0	14-13-1
ATS in games 1-4	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	4-0-0	22-18-0
ATS in games 5-8	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	1-3-0	22-17-1
ATS in games 9-12	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	2-2-0	22-19-0
ATS in games 13-16	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	2-2-0	25-13-1
Points Scored per Game	18.81	27.19	26.19	28.81	24.25	35.00	27.06	26.06	30.38	23.00	26.68
Points Allowed per Game	22.88	18.19	23.75	18.56	15.00	22.44	21.00	26.75	21.75	20.19	21.05
Yds Offense per Game	341.12	370.81	351.12	379.06	358.12	405.12	359.44	400.25	386.12	334.56	368.57
Yds Allowed per Game	320.88	313.31	334.31	284.44	309.06	411.56	336.75	372.25	346.31	346.69	337.56
Yds Passing per Game	237.19	271.00	238.31	261.25	257.75	307.75	253.56	266.75	266.31	218.94	257.88
Opp. Yds Passing per Game	206.81	210.38	202.75	201.12	194.19	299.75	218.25	247.25	226.44	227.62	223.46
Percent Completions	55.6	66.3	63.4	64.6	65.1	68.1	67.1	64.2	65.1	60.7	63.9
Opp Percent Completions	55.5	55.2	55.4	54.4	56.2	61.2	55.1	61.6	59.0	58.3	57.3
Yds per Pass Attempt	6.02	7.50	7.05	7.56	7.62	8.92	7.26	7.49	7.95	6.11	7.32
Opp Yds per Pass Attempt	6.43	6.30	6.26	5.96	5.90	7.53	6.15	7.34	6.42	6.61	6.51
Yds Rushing per Game	103.94	99.81	112.81	117.81	100.38	97.38	105.88	133.50	119.81	115.62	110.69
Opp Yds Rushing per Game	114.06	102.94	131.56	83.31	114.88	111.81	118.50	125.00	119.88	119.06	114.10
Yds per Rush Attempt	3.86	4.12	4.13	4.30	3.81	3.94	3.92	4.65	4.40	4.24	4.14
Opp Yds per Rush Attempt	4.14	3.88	4.60	3.59	4.65	4.67	4.54	4.63	4.27	4.54	4.36
Turnovers per Game	2.06	1.50	1.31	1.00	1.38	0.88	1.00	1.56	0.81	1.06	1.26
Takeaways per Game	2.06	1.75	1.75	2.50	2.00	2.38	1.44	1.38	1.69	1.38	1.83
Sacks per Game	2.88	2.25	1.69	2.31	2.94	1.81	2.94	2.75	2.56	2.69	2.48
Sacks Allowed per Game	1.50	1.19	2.12	3.19	2.38	2.56	3.19	2.81	1.88	2.94	2.38
Average Possession Time	30:45	30:19	31:37	33:02	32:01	30:29	30:26	30:52	30:32	30:08	31:01
Punts per Game	5.25	3.88	4.06	4.19	4.44	3.44	4.44	4.00	3.19	5.06	4.19
Opp Punts per Game	5.19	5.00	4.75	4.62	4.88	3.62	4.69	4.38	3.88	5.12	4.61
Percent Rushes	39.7	39.4	43.2	42.0	42.1	40.0	41.5	42.7	43.5	41.3	41.5
Opp Percent Rushes	44.0	42.7	45.7	39.1	40.8	36.5	40.5	42.6	42.6	41.4	41.6

HOUSTON TEXANS

PLAY ON	HOU001	The Texans are 12-0 ATS in franchise history as a road dog off a game as a road dog when they lost their last two road games.	team = Texans and p:AD and AD and tS(L@A,N=2) = 2
	HOU002	The Texans are 11-0 ATS in franchise history off a loss as a dog when they are a five-plus point dog on the road vs a team that has averaged more than 6.5 rushing first downs per game.	team = Texans and p:LD and A and line>=5 and oA(RFD) > 6.5
	HOU003	The Texans are 11-0 ATS on the road on grass when they are off a game as a favorite.	team = Texans and A and surface = grass and p:F and season >= 2011
	HOU004	The Texans are 10-0 ATS on the road when they are off two consecutive 7+ losses.	team = Texans and A and p:margin <= -7 and pp:margin <= -7 and date >= 20021027
	HOU005	The Texans are 10-0 ATS on grass when visiting a team with fewer wins.	team = Texans and A and surface = grass and wins>o:wins and season >= 2011
PLAY AGAINST	HOU006	The Texans are 0-14 ATS as a dog vs a team that has averaged 392-plus yards of offense per game season to date.	team=Texans and D and oA(TY) > 392 and date>=20091129
	HOU007	The Texans are 0-13 ATS on turf when they are off a game as a favorite and facing a team that has averaged at least 35 passes per game season-to-date.	team = Texans and p:F and surface = artificial and oA(passes) >= 35 and date >= 20091220
	HOU008	The Texans are 0-11 ATS in franchise history as a dog vs a non-divisional opponent when they are off a win in which they had at least two more minutes of possession time than their season-to-date average.	team = Texans and D and NDIV and p:W and tA(p:TOP) - p:TOP <= -120
	HOU009	The Texans are 0-9 ATS vs a non-divisional opponent when they are off a win in which they rushed for 150-plus yards.	team = Texans and p:W and NDIV and p:RY >= 150 and date >= 20121223
	HOU010	The Texans are 0-9 ATS in franchise history at home vs a non-divisional opponent when they are off a win and facing a team that has more than 55% of their first downs through the air season-to-date.	team = Texans and H and NDIV and p:W and oS(PFD) / oS(FD) < 0.55
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
	HOU012	The Texans are 12-0 OU at home off a loss when the line is within three points of pick vs a team that is ahead of them in the standings.	team = Texans and p:L and H and -3 <= line <= 3 and WP<o:WP and date >= 20051200
PLAY UNDER	HOU013	The Texans are 0-12 OU off a win by more than 20 points.	team=Texans and p:margin>20 and season >= 2009
	HOU014	The Texans are 0-12 OU off a game as a dog in which they committed at least three more penalties than their season-to-date average.	team = Texans and p:D and p:penalties - tA(p:penalties) >= 3 and date >= 20061100

HOUSTON TEXANS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	9-7-0	79-81-0
Straight Up Home	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	5-3-0	46-34-0
Straight Up Away	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	4-4-0	33-47-0
Average Line	5.78	1.78	0.66	-1.62	0.19	-2.75	-6.69	0.41	-0.41	0.59	-0.21
Average O/U Line	40.09	42.75	45.62	45.69	47.38	43.31	44.91	44.09	43.72	43.31	44.09
Against the Spread Record	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	9-7-0	74-81-5
Six Point Teaser Record	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	11-5-0	111-47-2
Seven Point Teaser Record	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	11-4-1	113-44-3
Ten Point Teaser Record	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	12-4-0	122-35-3
ATS Home	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	5-3-0	38-39-3
ATS Away	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	4-4-0	36-42-2
Over/Under Record	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	7-7-2	80-77-3
Over/Under Home	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	2-5-1	39-39-2
Over/Under Away	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	5-2-1	41-38-1
ATS as Favorite	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	5-1-0	39-37-3
ATS as Underdog	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	4-5-0	35-41-2
ATS as Home Favorite	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	4-1-0	27-26-2
ATS as a Home Dog	3-2-0	1-0-1	1-1-0	0-1-0	1-2-0	2-0-0	---	1-3-0	1-2-0	1-1-0	11-12-1
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	1-0-0	12-11-1
ATS Away Dog	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	3-4-0	24-29-1
vs Division	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	5-1-0	30-28-2
ATS after 10+ ATS Win	1-3-0	3-2-1	2-1-0	1-2-1	0-1-1	2-0-1	2-1-0	---	1-4-0	4-2-0	16-16-4
ATS after 10+ ATS Loss	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	3-1-0	23-14-0
ATS in games 1-4	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	1-3-0	19-19-2
ATS in games 5-8	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	2-2-0	13-25-2
ATS in games 9-12	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	3-1-0	22-17-1
ATS in games 13-16	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	3-1-0	20-20-0
Points Scored per Game	16.69	23.69	22.88	24.25	24.38	23.81	26.00	17.25	23.25	21.19	22.34
Points Allowed per Game	22.88	24.00	24.62	20.81	26.69	17.38	20.69	26.75	19.19	19.56	22.26
Yds Offense per Game	279.06	333.56	382.06	383.06	386.56	372.12	372.12	347.25	344.25	347.75	354.78
Yds Allowed per Game	337.50	344.19	336.56	324.88	376.94	285.69	323.25	317.56	348.19	310.19	330.49
Yds Passing per Game	173.62	234.44	266.69	290.88	258.94	219.12	239.38	238.31	208.94	239.56	236.99
Opp. Yds Passing per Game	215.25	230.12	213.94	217.94	267.50	189.69	225.56	195.19	243.56	210.44	220.92
Percent Completions	68.4	65.4	66.1	67.3	63.6	61.7	63.9	58.6	60.8	57.8	63.2
Opp Percent Completions	65.0	66.1	62.4	62.8	64.7	51.9	53.0	59.3	58.7	59.0	60.2
Yds per Pass Attempt	5.78	7.09	7.69	7.85	7.22	7.51	6.91	6.02	6.89	6.19	6.91
Opp Yds per Pass Attempt	6.82	6.74	7.27	6.36	7.82	5.64	6.21	6.45	6.29	6.09	6.55
Yds Rushing per Game	105.44	99.12	115.38	92.19	127.62	153.00	132.75	108.94	135.31	108.19	117.79
Opp Yds Rushing per Game	122.25	114.06	122.62	106.94	109.44	96.00	97.69	122.38	104.62	99.75	109.58
Yds per Rush Attempt	3.91	3.80	4.27	3.47	4.83	4.48	4.18	4.21	3.94	3.67	4.08
Opp Yds per Rush Attempt	4.39	4.38	4.47	4.32	4.04	4.06	4.02	4.31	3.99	4.10	4.21
Turnovers per Game	1.56	2.38	2.00	1.75	1.12	1.25	1.06	1.94	1.38	1.25	1.57
Takeaways per Game	1.38	1.56	1.38	1.69	1.12	1.69	1.81	0.69	2.12	1.56	1.50
Sacks per Game	1.75	1.94	1.56	1.88	1.88	2.75	2.81	2.00	2.31	2.75	2.16
Sacks Allowed per Game	2.69	1.38	2.00	1.56	2.00	2.06	1.75	2.62	1.69	2.25	2.00
Average Possession Time	29:21	29:41	32:04	31:53	29:32	32:40	33:46	31:30	31:06	30:47	31:14
Punts per Game	4.75	3.44	3.31	4.19	3.94	4.62	5.50	5.50	5.25	6.00	4.65
Opp Punts per Game	4.06	3.69	4.19	4.75	4.19	5.19	5.75	5.69	5.19	6.31	4.90
Percent Rushes	45.1	43.1	42.4	40.7	41.1	52.2	46.6	38.0	51.8	41.9	44.3
Opp Percent Rushes	45.6	42.0	47.0	40.7	42.9	39.4	38.3	46.8	39.0	39.5	42.0

INDIANAPOLIS COLTS

PLAY ON	IND001	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 of fewer than 25.	team=Colts and A and line<=-3 and o:WP<50 and oA(rushes)<25 and date>=20011001
	IND002	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
	IND003	The Colts are 10-0 ATS as a home dog between road games.	team = Colts and HD and p:A and n:A and date >= 19971214
	IND004	The Colts are 10-0 ATS as a home dog when seeking same-season revenge.	team = Colts and HD and P:L and P:season = season and date >= 19941030
	IND005	The Colts are 10-0 ATS as a favorite over a divisional opponent with fewer wins.	team = Colts and F and DIV and wins > o:wins and season >= 2013
PLAY AGAINST	IND006	The Colts are 0-14 ATS at home off a game as a road dog when they are facing a team that has averaged at least 2.2 turnovers per game season-to-date.	team = Colts and H and p:AD and oA(TO) >= 2.2 and season >= 1993
	IND007	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
	IND008	The Colts are 0-12 ATS as a road dog off a loss by more than eight points in which they committed two-plus turnovers.	team = Colts and p:margin<-8 and AD and p:TO>=2 and season >= 1996
	IND009	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
	IND010	The Colts are 0-10 ATS off a win as a home dog vs a non-divisional opponent that is not ahead of them in the win column.	team = Colts and p:WHD and NDIV and wins >= o:wins
PLAY OVER	IND011	The Colts are 20-0 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
	IND012	The Colts are 12-0 OU as a road dog off a loss when facing a team that has averaged fewer than 30 passes per game, season-to-date.	team = Colts and AD and p:L and oA(passes) < 30 and date >= 19911100
PLAY UNDER	IND013	The Colts are 0-14 OU when hosting a divisional opponent that has completed less than 56% of their passes, season-to-date.	team = Colts and H and DIV and oS(COMP) / oS(passes) < 0.56 and season >= 1990
	IND014	The Colts are 0-12 OU as a TD-plus favorite vs a team that has averaged more than 5.8 punts per game season-to-date.	team = Colts and line<=-7 and oA(punts) > 5.8 and date >= 20041125

INDIANAPOLIS COLTS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	8-8-0	104-56-0
Straight Up Home	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	4-4-0	58-22-0
Straight Up Away	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	4-4-0	46-34-0
Average Line	-6.47	-6.41	-4.09	-4.62	-3.81	8.00	2.38	-1.28	-3.97	0.78	-1.95
Average O/U Line	46.22	45.84	43.78	44.66	47.53	41.81	46.19	45.53	50.03	45.91	45.75
Against the Spread Record	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	8-8-0	87-70-3
Six Point Teaser Record	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	10-6-0	116-40-4
Seven Point Teaser Record	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	10-5-1	121-35-4
Ten Point Teaser Record	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	11-5-0	129-29-2
ATS Home	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	4-4-0	43-36-1
ATS Away	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	4-4-0	44-34-2
Over/Under Record	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	8-8-0	78-79-3
Over/Under Home	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	3-5-0	33-45-2
Over/Under Away	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	5-3-0	45-34-1
ATS as Favorite	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	2-6-0	55-48-3
ATS as Underdog	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	6-2-0	32-21-0
ATS as Home Favorite	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	2-4-0	30-31-1
ATS as a Home Dog	---	1-1-0	1-0-0	---	---	3-4-0	4-0-0	2-0-0	---	2-0-0	13-5-0
ATS Away Favorite	1-4-0	4-3-1	3-2-0	6-0-0	2-3-1	---	2-0-0	3-1-0	4-2-0	0-2-0	25-17-2
ATS Away Dog	2-0-0	---	2-1-0	1-1-0	2-0-0	3-5-0	2-4-0	2-2-0	1-1-0	4-2-0	19-16-0
vs Division	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	2-4-0	31-27-2
ATS after 10+ ATS Win	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	1-1-0	15-14-0
ATS after 10+ ATS Loss	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	1-4-0	16-14-0
ATS in games 1-4	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	0-4-0	20-18-2
ATS in games 5-8	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	3-1-0	25-14-1
ATS in games 9-12	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	3-1-0	20-20-0
ATS in games 13-16	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	2-2-0	22-18-0
Points Scored per Game	26.69	28.12	23.56	26.00	27.19	15.19	22.31	24.44	28.62	20.81	24.29
Points Allowed per Game	22.50	16.38	18.62	19.19	24.25	26.88	24.19	21.00	23.06	25.50	22.16
Yds Offense per Game	379.38	358.69	335.50	363.06	380.75	286.81	362.44	341.75	406.00	321.38	353.57
Yds Allowed per Game	332.25	279.69	310.94	339.19	341.56	370.94	374.25	357.06	342.56	379.12	342.76
Yds Passing per Game	269.25	252.06	255.88	282.19	288.06	187.19	258.00	233.00	305.88	231.50	256.30
Opp. Yds Passing per Game	159.25	172.75	188.06	212.69	214.56	227.00	237.25	231.94	229.56	257.12	213.02
Percent Completions	65.0	64.4	67.2	66.9	66.2	56.6	54.0	60.2	62.0	57.4	62.0
Opp Percent Completions	64.1	65.3	68.4	63.8	66.5	71.2	62.5	60.3	59.0	60.5	64.0
Yds per Pass Attempt	7.73	7.32	7.00	7.51	6.78	5.61	6.57	6.39	7.40	5.98	6.84
Opp Yds per Pass Attempt	6.14	5.55	6.26	5.84	6.42	7.37	7.08	6.91	6.75	7.03	6.55
Yds Rushing per Game	110.12	106.62	79.62	80.88	92.69	99.62	104.44	108.75	100.12	89.88	97.28
Opp Yds Rushing per Game	173.00	106.94	122.88	126.50	127.00	143.94	137.00	125.12	113.00	122.00	129.74
Yds per Rush Attempt	4.01	3.83	3.44	3.54	3.77	4.17	3.80	4.26	3.85	3.63	3.84
Opp Yds per Rush Attempt	5.33	3.77	4.17	4.33	4.57	4.26	5.13	4.47	4.26	4.32	4.47
Turnovers per Game	1.19	1.19	1.06	1.50	1.56	1.81	1.69	0.88	1.94	1.88	1.47
Takeaways per Game	1.62	2.31	1.62	1.62	1.31	1.06	0.94	1.69	1.62	1.56	1.54
Sacks per Game	1.56	1.75	1.88	2.12	1.88	1.81	2.00	2.56	2.56	2.19	2.03
Sacks Allowed per Game	0.94	1.44	0.88	0.81	1.00	2.19	2.56	2.00	1.81	2.31	1.59
Average Possession Time	29:31	29:49	28:38	27:40	29:54	26:13	30:45	29:41	31:54	30:09	29:25
Punts per Game	3.00	3.25	3.31	4.00	4.31	5.56	4.62	4.81	4.31	5.31	4.25
Opp Punts per Game	2.94	3.50	3.31	4.06	4.19	4.62	4.44	4.69	5.62	5.00	4.24
Percent Rushes	43.4	43.7	38.2	37.3	36.1	40.2	39.7	39.9	37.6	37.6	39.3
Opp Percent Rushes	54.1	46.3	48.0	43.1	44.1	50.8	42.9	43.7	42.0	42.2	45.7

JACKSONVILLE JAGUARS

PLAY ON	JAC001	The Jaguars are a perfect 16-0 ATS in franchise history off a double-digit loss when their opponent has averaged less than 28:15 of possession time season-to-date, and they are not getting more than 13 points.	team = Jaguars and p:margin <= -10 and oA(TOP) <= 28.25 * 60 and line <= 13
	JAC002	The Jaguars are 11-0 ATS on the road off a home win when their opponent has averaged more than 30 rushing attempts per game, as long as they were not a dog by more than a TD in that home win.	team = Jaguars and p:HW and A and oA(rushes)>30 and p:line<=7 and season >= 2003
	JAC003	The Jaguars are 10-0 ATS as a road dog off a game as a favorite when facing a team that has a better record.	team = Jaguars and AD and p:F and WP<o:WP and season >= 2004
	JAC004	The Jaguars are 10-0 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 p:A and -3.5<=line<=3.5 and wins>o:wins
	JAC005	The Jaguars are 9-0 ATS on grass when they had 32-plus minutes of possession time in each of their last two games.	team = Jaguars and surface = grass and p:TOP >= 32*60 and pp:TOP >= 32*60 and date >= 20061200
PLAY AGAINST	JAC006	The Jaguars are 0-14 ATS vs a non-divisional opponent that is averaging more than 5.75 punts per game season-to-date.	team = Jaguars and NDIV and oA(punts) > 5.75 and date >= 20081200
	JAC007	The Jaguars are 0-11 ATS when they are off a double-digit win and they are on the road vs a team with a worse record.	team = Jaguars and p:margin>=10 and A and WP>o:WP and date >= 19991200
	JAC008	The Jaguars are 0-10 ATS when they are off a win and facing a team that is averaging 13-plus passing first downs per game.	team = Jaguars and p:W and oA(PFD)>=13 and date >= 20081218
	JAC009	The Jaguars are 0-10 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 D and p:AD and p:INC<10 and season>=2003
	JAC010	The Jaguars are 0-9 ATS at home off a win in which they committed two-plus turnovers.	team = Jaguars and H and p:W and 2 <= p:TO and date >= 20041200
PLAY OVER	JAC011	The Jaguars are 18-0 OU vs a non-divisional opponent when they are off a win in which they were turnover-free and had at least 28 minutes of possession time.	team = Jaguars and NDIV and p:W and p:TO=0 and p:TOP >= 28*60 and date >= 19991121
	JAC012	The Jaguars are 12-0 OU at home off a win as a favorite when facing a non-divisional opponent with a worse record.	team = Jaguars and H and p:WF and NDIV and WP>o:WP and season >= 1997
PLAY UNDER	JAC013	The Jaguars are 0-11 OU at home off a win when they are facing a team that is averaging at least 32 minutes of possession time, season-to-date.	team = Jaguars and H and p:W and oA(TOP) >= 32 * 60 and date >= 19971100
	JAC014	The Jaguars are 0-10 OU as a road dog after a home loss when facing a team that has averaged fewer than four punts per game season-to-date.	team = Jaguars and AD and p:HL and oA(punts) < 4 and season >= 2000

JACKSONVILLE JAGUARS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	5-11-0	58-102-0
Straight Up Home	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	4-4-0	37-43-0
Straight Up Away	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	1-7-0	21-59-0
Average Line	-1.81	-1.72	-0.12	0.78	2.44	4.81	6.31	9.81	7.19	2.62	3.03
Average O/U Line	38.44	38.59	41.56	43.06	44.09	39.44	42.34	43.03	44.12	44.91	41.96
Against the Spread Record	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	7-9-0	70-87-3
Six Point Teaser Record	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	9-7-0	95-61-4
Seven Point Teaser Record	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	9-7-0	101-55-4
Ten Point Teaser Record	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	12-4-0	118-37-5
ATS Home	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	4-4-0	33-46-1
ATS Away	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	3-5-0	37-41-2
Over/Under Record	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	10-6-0	82-73-5
Over/Under Home	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	5-3-0	41-39-0
Over/Under Away	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	5-3-0	41-34-5
ATS as Favorite	3-6-0	6-2-0	1-7-0	0-5-0	4-1-0	2-0-1	0-1-0	---	1-0-0	2-3-0	19-25-1
ATS as Underdog	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	5-6-0	49-62-2
ATS as Home Favorite	3-2-0	5-2-0	0-5-0	0-5-0	4-1-0	1-0-1	0-1-0	---	1-0-0	2-3-0	16-19-1
ATS as a Home Dog	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	2-1-0	16-27-0
ATS Away Favorite	0-4-0	1-0-0	1-2-0	---	---	1-0-0	---	---	---	---	3-6-0
ATS Away Dog	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	3-5-0	33-35-2
vs Division	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	3-3-0	29-28-3
ATS after 10+ ATS Win	2-4-1	5-2-0	0-2-0	1-1-0	3-1-0	0-2-1	---	2-3-0	0-1-0	0-1-0	13-17-2
ATS after 10+ ATS Loss	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	2-1-0	17-22-0
ATS in games 1-4	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	2-2-0	14-24-2
ATS in games 5-8	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	2-2-0	17-22-1
ATS in games 9-12	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	2-2-0	23-17-0
ATS in games 13-16	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	1-3-0	16-24-0
Points Scored per Game	23.19	25.69	18.88	18.12	22.06	15.19	15.94	15.44	15.56	23.50	19.36
Points Allowed per Game	17.12	19.00	22.94	23.75	26.19	20.56	27.75	28.06	25.75	28.00	23.91
Yds Offense per Game	338.94	357.44	319.12	336.88	341.25	259.31	299.25	293.81	289.56	348.00	318.36
Yds Allowed per Game	283.62	313.81	330.94	352.31	371.81	313.00	380.50	379.31	370.75	375.00	347.11
Yds Passing per Game	180.12	208.00	208.25	210.06	191.56	136.19	213.69	215.06	187.50	256.75	200.72
Opp. Yds Passing per Game	192.38	213.75	224.12	235.88	250.25	208.81	239.50	247.81	243.44	268.19	232.41
Percent Completions	59.6	61.4	62.4	60.7	62.0	51.2	56.0	59.0	58.3	58.5	58.9
Opp Percent Completions	56.2	58.8	63.9	67.6	65.0	63.5	63.7	64.3	65.6	64.8	63.4
Yds per Pass Attempt	6.46	7.10	6.20	6.48	6.54	4.65	5.83	5.81	5.39	6.77	6.12
Opp Yds per Pass Attempt	5.89	6.29	7.71	7.40	7.91	6.51	7.16	7.18	7.20	7.13	7.03
Yds Rushing per Game	158.81	149.44	110.88	126.81	149.69	123.12	85.56	78.75	102.06	91.25	117.64
Opp Yds Rushing per Game	91.25	100.06	106.81	116.44	121.56	104.19	141.00	131.50	127.31	106.81	114.69
Yds per Rush Attempt	4.95	4.58	4.16	4.54	4.68	4.03	3.82	3.33	4.52	4.12	4.32
Opp Yds per Rush Attempt	3.48	4.12	3.99	4.07	4.68	3.83	4.14	4.15	4.09	3.68	4.02
Turnovers per Game	1.44	1.31	1.50	1.44	2.06	1.44	1.62	1.69	1.62	1.75	1.59
Takeaways per Game	1.50	1.88	1.06	1.56	1.12	1.75	1.44	1.31	1.25	1.12	1.40
Sacks per Game	2.19	2.31	1.81	0.88	1.62	1.94	1.25	1.94	2.88	2.25	1.91
Sacks Allowed per Game	1.88	1.94	2.62	2.75	2.38	2.75	3.12	3.12	4.44	3.19	2.82
Average Possession Time	32:14	32:07	31:29	30:20	31:48	30:01	28:02	27:22	27:11	27:51	29:51
Punts per Game	4.56	3.38	4.19	4.50	3.56	6.19	5.75	5.94	6.00	5.00	4.91
Opp Punts per Game	5.62	4.12	4.19	3.88	4.00	5.56	4.25	4.75	4.69	4.50	4.56
Percent Rushes	51.9	51.1	42.4	44.3	50.2	48.8	36.0	37.1	36.5	35.0	43.3
Opp Percent Rushes	42.9	40.1	46.4	46.6	43.9	44.4	49.5	46.5	45.9	42.1	44.9

KANSAS CITY CHIEFS

PLAY ON	KC001	The Chiefs are 16-0 ATS on the road on grass off a game as a dog when facing a team that suffered four-plus sacks in their last game.	team = Chiefs and A and surface = grass and p:D and 4 <= opo:sacks
	KC002	The Chiefs are 14-0 ATS as a road dog on grass off a loss in which they had less than 26:10 of possession time.	team = Chiefs and AD and surface = grass and p:L and p:TOP < 26.167*60
	KC003	The Chiefs are 13-0 ATS as a 6-plus point dog when facing a team that has allowed more than 64% completions season-to-date	team=Chiefs and line>=6 and oS(o:COMP)/oS(o:passes)>0.64 and season>=2007
	KC004	The Chiefs are 11-0 ATS as a favorite on turf when facing a team that has forced more than 2.25 turnovers per game season-to-date.	team = Chiefs and F and surface = artificial and oA(o:TO) >2.25 and date >= 19921129
	KC005	The Chiefs are 9-0 ATS when visiting a non-divisional opponent with fewer wins.	team = Chiefs and A and NDIV and wins>o:wins and date >= 20101100
PLAY AGAINST	KC006	The Chiefs are 0-12 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 0-12 ATS at home after a loss by at least six points when their opponent has scored at least 23% of their points from field goals, season-to-date.	team = Chiefs and p:margin<=-6 and H and oS(FG*3) / oS(points) > 0.23 and season >= 2007
	KC008	The Chiefs are 0-11 ATS at home off a game as a favorite in which they were outgained.	team = Chiefs and H and p:F and p:TY < po:TY and season >= 2007
	KC009	The Chiefs are 0-10 ATS as a road dog vs a non-divisional opponent when they are off a win and their next two games are at home.	team = Chiefs and AD and NDIV and p:W and n:H and tnn:H
	KC010	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
PLAY OVER	KC011	The Chiefs are 18-0 OU as a favorite off a home game when facing a team that has averaged fewer than 18 points and fewer than 295 yards of offense per game.	team = Chiefs and F and p:H and oA(TY) < 295 and oA(points) < 18 and date >= 19931200
	KC012	The Chiefs are 11-0 OU as a road favorite off a win in which they had fewer than ten incompletions.	team = Chiefs and p:W and AF and p:INC < 10 and season >= 1999
PLAY UNDER	KC013	The Chiefs are 0-12 OU off a win by more than a touchdown when their opponent has forced an average of fewer than 1.25 turnovers per game season-to-date.	team = Chiefs and p:margin > 7 and oA(o:TO) < 1.25 and season >= 2005
	KC014	The Chiefs are 0-12 OU as a favorite when they are off a game in which they had at least three more minutes of possession time than their season-to-date average.	team = Chiefs and F and p:TOP - tA(p:TOP) >= 180 and date >= 20101031

KANSAS CITY CHIEFS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	11-5-0	69-91-0
Straight Up Home	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	6-2-0	38-42-0
Straight Up Away	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	5-3-0	31-49-0
Average Line	-0.47	3.84	7.06	6.75	-0.59	4.84	6.09	-2.09	-0.62	-3.12	2.17
Average O/U Line	39.69	37.53	41.59	39.88	43.12	41.28	42.91	43.94	44.19	43.69	41.78
Against the Spread Record	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	8-8-0	80-78-2
Six Point Teaser Record	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	12-4-0	110-50-0
Seven Point Teaser Record	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	12-4-0	110-49-1
Ten Point Teaser Record	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	13-1-2	118-38-4
ATS Home	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	3-5-0	34-45-1
ATS Away	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	5-3-0	46-33-1
Over/Under Record	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	8-7-1	69-85-6
Over/Under Home	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	3-5-0	35-41-4
Over/Under Away	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	5-2-1	34-44-2
ATS as Favorite	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	6-5-0	27-32-1
ATS as Underdog	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	1-3-0	51-44-1
ATS as Home Favorite	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	3-5-0	17-27-1
ATS as a Home Dog	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	---	17-17-0
ATS Away Favorite	1-2-0	---	---	---	1-1-0	---	---	5-0-0	0-2-0	3-0-0	10-5-0
ATS Away Dog	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	1-3-0	34-27-1
vs Division	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	3-3-0	29-31-0
ATS after 10+ ATS Win	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	3-2-0	15-20-0
ATS after 10+ ATS Loss	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	0-3-0	19-21-0
ATS in games 1-4	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	1-3-0	19-20-1
ATS in games 5-8	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	2-2-0	24-16-0
ATS in games 9-12	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	4-0-0	20-20-0
ATS in games 13-16	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	1-3-0	17-22-1
Points Scored per Game	20.69	14.12	18.19	18.38	22.88	13.25	13.19	26.88	22.06	25.31	19.49
Points Allowed per Game	19.69	20.94	27.50	26.50	20.38	21.12	26.56	19.06	17.56	17.94	21.73
Yds Offense per Game	321.44	276.81	308.69	302.00	349.69	310.81	319.25	337.25	319.12	331.19	317.62
Yds Allowed per Game	328.88	319.44	393.19	388.19	330.19	333.31	356.50	367.81	330.50	329.31	347.73
Yds Passing per Game	187.50	198.81	195.56	182.62	185.50	192.50	169.56	208.75	200.12	203.62	192.46
Opp. Yds Passing per Game	208.38	188.88	234.25	231.69	219.94	201.31	220.81	247.38	203.25	231.12	218.70
Percent Completions	60.4	59.5	57.3	55.2	57.7	59.8	57.6	60.9	64.9	65.5	59.8
Opp Percent Completions	62.1	59.7	66.7	59.3	54.9	56.6	60.1	56.4	58.3	57.5	59.1
Yds per Pass Attempt	6.67	5.65	5.78	5.45	6.25	6.16	5.70	6.11	6.49	6.89	6.09
Opp Yds per Pass Attempt	6.59	6.54	7.18	7.28	6.06	7.09	7.61	6.69	5.97	6.09	6.68
Yds Rushing per Game	133.94	78.00	113.12	119.38	164.19	118.31	149.69	128.50	119.00	127.56	125.17
Opp Yds Rushing per Game	120.50	130.56	158.94	156.50	110.25	132.00	135.69	120.44	127.25	98.19	129.03
Yds per Rush Attempt	4.18	3.25	4.78	4.36	4.72	3.89	4.79	4.64	4.53	4.67	4.39
Opp Yds per Rush Attempt	4.18	4.34	5.00	4.72	4.32	4.16	4.50	4.51	4.70	4.10	4.47
Turnovers per Game	1.62	2.06	1.50	1.69	0.88	1.75	2.31	1.12	1.06	0.94	1.49
Takeaways per Game	1.88	1.38	1.81	1.75	1.44	1.62	0.81	2.25	0.88	1.81	1.56
Sacks per Game	2.00	2.31	0.62	1.38	2.44	1.81	1.69	3.00	2.88	2.94	2.11
Sacks Allowed per Game	2.56	3.38	2.31	2.81	2.00	2.12	2.44	2.50	3.06	2.81	2.60
Average Possession Time	30:30	30:01	28:03	28:00	31:38	29:32	30:19	31:05	29:59	30:54	30:00
Punts per Game	4.50	6.00	5.12	6.06	5.62	5.56	5.19	5.56	4.44	4.69	5.28
Opp Punts per Game	4.69	5.25	3.12	4.94	5.56	5.19	4.62	5.44	4.88	4.88	4.86
Percent Rushes	51.1	38.4	39.6	43.0	52.3	47.7	49.3	43.0	43.7	45.8	45.4
Opp Percent Rushes	46.1	49.1	48.9	50.0	39.7	51.3	49.5	40.0	42.3	36.9	45.3

MIAMI DOLPHINS

PLAY ON	MIA001	The Dolphins are 12-0 ATS on the road on grass after a win in which they committed at least two turnovers.	team = Dolphins and A and p:W and surface = grass and 2 <= p:TO and season >= 1994
	MIA002	The Dolphins are 12-0 ATS on the road on grass vs a non-divisional opponent when they are off two consecutive games with a positive DPS.	team = Dolphins and A and surface = grass and NDIV and 0 < p:dps and 0 < pp:dps and season >= 1997
	MIA003	The Dolphins are 11-0 ATS on grass when they are off a FG-plus win in which the had at least one interception and they are facing a team that has thrown the ball on 56%-plus of their plays season-to-date.	team = Dolphins and surface = grass and p:margin>=3 and o:STDPP>56 and p:INT>0 and season >= 1996
	MIA004	The Dolphins are 11-0 ATS as a road dog vs a non-divisional opponent when they are off a double-digit loss.	team = Dolphins and AD and NDIV and p:margin<=-10 and season >= 2004
	MIA005	The Dolphins are 10-0 ATS vs a non-divisional opponent that has averaged fewer than ten passing first downs per game season-to-date.	team = Dolphins and NDIV and oA(PFD) < 10 and date >= 20091119
PLAY AGAINST	MIA006	The Dolphins are 0-16 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 rest>3 and p:PY/p:RY>=3 and season>=2004
	MIA007	The Dolphins are 0-15 ATS as a favorite the week after a road game in which they got a first down on less than 25% of their offensive plays.	team=Dolphins and F and p:FDP<25 and p:A and NB and season>=2000
	MIA008	The Dolphins are 0-14 ATS as a home favorite off a loss when their opponent is off a road game.	team = Dolphins and HF and p:L and op:A and season >= 2003
	MIA009	The Dolphins are 0-13 ATS as a favorite off a game as a dog in which they got a first down on fewer than 25% of their offensive plays.	team = Dolphins and F and p:D and p:FDP < 25 and date >= 20011100
	MIA010	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
PLAY OVER	MIA011	The Dolphins are 10-0 OU as a home dog off a loss as a road dog in which they were outgained.	team = Dolphins and HD and p:LAD and p:TY<p:TY and season >= 2004
	MIA012	The Dolphins are 10-0 OU off a loss when they are averaging less than 3.75 yards per rush season-to-date.	team = Dolphins and p:L and tS(RY) / tS(rushes) < 3.75 and season >= 2007
PLAY UNDER	MIA013	The Dolphins are 0-19 OU as a favorite over a non-divisional opponent when they are off a TD-plus cover as a dog in which they had 25 or fewer first downs.	team = Dolphins and F and NDIV and p:ats margin >=7 and p:D and p:FD<=25 and season >=1992
	MIA014	The Dolphins are 0-14 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: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	6-10-0	67-93-0
Straight Up Home	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	3-5-0	35-45-0
Straight Up Away	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	3-5-0	32-48-0
Average Line	0.28	6.47	0.12	2.31	0.56	2.53	2.06	0.41	-0.72	1.19	1.52
Average O/U Line	37.31	41.31	41.44	42.94	41.19	43.12	42.09	43.06	44.28	44.91	42.17
Against the Spread Record	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	5-11-0	70-84-6
Six Point Teaser Record	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	6-10-0	105-53-2
Seven Point Teaser Record	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	6-9-1	107-50-3
Ten Point Teaser Record	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	10-6-0	123-35-2
ATS Home	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	2-6-0	28-48-4
ATS Away	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	3-5-0	42-36-2
Over/Under Record	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	7-9-0	69-91-0
Over/Under Home	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	3-5-0	38-42-0
Over/Under Away	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	4-4-0	31-49-0
ATS as Favorite	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	2-4-0	19-38-1
ATS as Underdog	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	3-6-0	46-43-5
ATS as Home Favorite	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	1-3-0	13-30-1
ATS as a Home Dog	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	1-2-0	13-16-3
ATS Away Favorite	1-1-0	---	1-1-0	0-1-0	1-0-0	---	0-1-0	0-2-0	2-1-0	1-1-0	6-8-0
ATS Away Dog	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	2-4-0	33-27-2
vs Division	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	1-5-0	23-33-4
ATS after 10+ ATS Win	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	1-1-0	11-15-0
ATS after 10+ ATS Loss	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	2-4-0	14-17-1
ATS in games 1-4	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	1-3-0	13-25-2
ATS in games 5-8	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	2-2-0	22-18-0
ATS in games 9-12	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	1-3-0	18-19-3
ATS in games 13-16	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	1-3-0	17-22-1
Points Scored per Game	16.25	16.69	21.56	22.50	17.06	20.56	18.00	19.81	24.25	19.38	19.61
Points Allowed per Game	17.69	27.31	19.81	24.38	20.81	19.56	19.81	20.94	23.31	24.31	21.79
Yds Offense per Game	310.00	287.50	345.56	337.56	323.12	317.38	311.50	312.50	350.06	331.69	322.69
Yds Allowed per Game	289.06	342.19	329.00	349.31	309.31	345.12	356.75	359.38	343.38	376.19	339.97
Yds Passing per Game	205.44	190.06	227.00	198.12	220.25	193.19	198.69	222.50	232.69	238.31	212.62
Opp. Yds Passing per Game	187.94	188.69	227.75	234.62	209.25	249.50	248.38	234.50	222.31	250.00	225.29
Percent Completions	57.9	57.0	67.2	60.7	60.2	59.7	58.1	60.1	66.2	62.1	60.9
Opp Percent Completions	56.1	59.2	58.1	57.5	57.4	59.3	58.8	59.3	62.9	64.6	59.4
Yds per Pass Attempt	5.56	5.45	7.40	5.82	6.32	6.59	6.31	5.99	6.26	6.47	6.19
Opp Yds per Pass Attempt	6.05	7.38	6.61	7.68	6.67	6.77	6.62	6.47	6.62	7.38	6.81
Yds Rushing per Game	104.56	97.44	118.56	139.44	102.88	124.19	112.81	90.00	117.38	93.38	110.06
Opp Yds Rushing per Game	101.12	153.50	101.25	114.69	100.06	95.62	108.38	124.88	121.06	126.19	114.67
Yds per Rush Attempt	4.16	4.00	4.23	4.38	3.71	4.24	4.11	4.14	4.72	4.36	4.20
Opp Yds per Rush Attempt	3.51	4.51	4.18	4.22	3.58	3.71	4.02	4.13	4.28	4.01	4.02
Turnovers per Game	1.56	1.81	0.81	1.81	1.94	1.56	1.62	1.62	1.44	1.19	1.54
Takeaways per Game	1.69	1.38	1.88	1.31	1.19	1.19	1.00	1.50	1.56	1.00	1.37
Sacks per Game	2.94	1.88	2.50	2.75	2.44	2.56	2.62	2.62	2.44	1.94	2.47
Sacks Allowed per Game	2.56	2.56	1.62	2.12	2.38	3.25	2.38	3.69	2.94	2.81	2.63
Average Possession Time	30:01	29:27	31:03	32:01	30:53	30:37	28:59	28:42	30:07	27:22	29:55
Punts per Game	5.38	4.81	4.62	4.69	4.69	4.88	4.75	5.31	3.69	5.75	4.86
Opp Punts per Game	5.69	3.88	3.81	4.19	4.81	5.94	5.38	4.88	3.81	4.81	4.72
Percent Rushes	38.9	39.4	46.4	46.8	42.7	47.4	44.8	34.8	38.3	35.1	41.5
Opp Percent Rushes	45.9	55.3	39.6	44.9	45.2	39.5	40.2	43.8	44.0	46.8	44.5

MINNESOTA VIKINGS

PLAY ON	MIN001	The Vikings are 20-0 ATS after any game in which Rhett Ellison did not have a reception over 10 yards.	team=Vikings and Rhett Ellison:p:longest reception <=10 and season >= 2014
	MIN002	The Vikings are 15-0 ATS after a loss in which Matt Asiata had 35 or fewer rushing yards.	team=Vikings and p:L and Matt Asiata:p:RY<=35 and date>=20131100
	MIN003	The Vikings are 14-0 ATS as a dog vs a divisional opponent on turf when that opponent has averaged 32-plus minutes of possession time season-to-date.	team = Vikings and D and surface = artificial and DIV and oA(TOP) >= 60 * 32
	MIN004	The Vikings are 13-0 ATS at home vs a divisional opponent that is forcing an average of more than 2.25 turnovers per game, season-to-date.	team = Vikings and H and DIV and oA(o:T0) > 2.25 and season >= 2001
	MIN005	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
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 0-14 ATS on the road off a TD-plus win in which they did not score in the first quarter.	team = Vikings and A and p:margin>=7 and p:P1 = 0 and season >= 1998
	MIN008	The Vikings are 0-11 ATS as a favorite on grass over a team that lost their last two games.	team = Vikings and F and surface = grass and o:streak<=-2 and date >= 19941100
	MIN009	The Vikings are 0-11 ATS after scoring at least ten points more than their season-to-date average as a home dog.	team = Vikings and p:HD and p:points - tA(p:points) >= 10 and season >= 1993
	MIN010	The Vikings are 0-10 ATS on the road off a loss as a favorite when their opponent has averaged less than five yards per play season-to-date.	team = Vikings and A and p:LF and oA(YPPL) < 5 and season >= 1999
PLAY OVER	MIN011	The Vikings are 14-0 OU on turf off a loss as a dog when they are a dog by a TD or less to a non-divisional opponent that has a better record.	team = Vikings and p:LD and 0<line<=7 and surface = artificial and NDIV and WP<o:WP and date >= 19950924
	MIN012	The Vikings are 14-0 OU off a road loss as a FG-plus dog in which they outgained their opponent.	team = Vikings and p:AL and p:line>=3 and p:TY > po:TY and season >= 2006
PLAY UNDER	MIN013	The Vikings are 0-13 OU as a TD-plus favorite off a double-digit win when they have averaged at least 24 ppg over their last three games.	team = Vikings and line<=-7 and p:margin>=10 and tA(points,N=3) > 24 and date >= 19981226
	MIN014	The Vikings are 0-12 OU off a road win in which they rushed the ball for at least 50 yards more than their season-to-date average.	team = Vikings and p:AW and p:RY - tA(p:RY) >= 50 and season >= 1996

MINNESOTA VIKINGS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	11-5-0	78-81-1
Straight Up Home	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	6-2-0	50-30-0
Straight Up Away	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	5-3-0	28-51-1
Average Line	0.59	0.28	-1.66	-6.38	1.06	4.00	1.31	4.00	2.84	0.00	0.61
Average O/U Line	38.47	40.03	42.31	44.69	42.69	44.31	42.62	46.31	45.00	43.75	43.02
Against the Spread Record	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	13-3-0	83-74-3
Six Point Teaser Record	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	13-3-0	117-37-6
Seven Point Teaser Record	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	13-3-0	124-35-1
Ten Point Teaser Record	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	13-3-0	127-30-3
ATS Home	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	6-2-0	44-36-0
ATS Away	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	7-1-0	39-38-3
Over/Under Record	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	4-8-4	78-75-7
Over/Under Home	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	3-4-1	43-34-3
Over/Under Away	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	1-4-3	35-41-4
ATS as Favorite	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	7-1-0	35-32-0
ATS as Underdog	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	5-1-0	45-39-3
ATS as Home Favorite	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	6-0-0	29-21-0
ATS as a Home Dog	1-2-0	1-2-0	0-1-0	---	0-3-0	2-1-0	4-0-0	3-1-0	2-1-0	0-1-0	13-12-0
ATS Away Favorite	0-1-0	1-1-0	0-1-0	3-3-0	1-1-0	0-1-0	0-2-0	---	---	1-1-0	6-11-0
ATS Away Dog	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	5-0-0	32-27-3
vs Division	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	5-1-0	31-28-1
ATS after 10+ ATS Win	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	3-2-0	15-20-1
ATS after 10+ ATS Loss	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	3-0-0	16-16-0
ATS in games 1-4	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	3-1-0	20-17-3
ATS in games 5-8	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	4-0-0	21-19-0
ATS in games 9-12	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	2-2-0	20-21-0
ATS in games 13-16	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	4-0-0	22-17-0
Points Scored per Game	17.62	22.81	23.69	29.38	17.56	21.25	23.69	24.44	20.31	22.81	22.36
Points Allowed per Game	20.44	19.44	20.81	19.50	21.75	28.06	21.75	30.00	21.44	18.88	22.21
Yds Offense per Game	308.94	336.19	330.88	379.62	314.94	329.69	336.56	344.25	314.88	321.19	331.71
Yds Allowed per Game	300.19	338.31	292.44	305.50	312.62	358.19	350.00	397.81	344.69	344.19	334.39
Yds Passing per Game	195.19	171.56	184.75	259.75	193.56	184.81	171.94	214.19	202.12	183.00	196.09
Opp. Yds Passing per Game	238.62	264.25	215.56	218.38	210.44	251.19	244.25	287.06	222.88	234.94	238.76
Percent Completions	61.5	57.6	59.1	68.2	60.4	56.1	62.1	59.5	62.3	64.8	61.2
Opp Percent Completions	59.3	64.0	61.1	63.7	62.9	68.2	63.9	64.7	66.2	64.0	63.8
Yds per Pass Attempt	5.78	6.35	6.54	7.52	6.13	5.80	5.70	6.28	6.26	6.45	6.28
Opp Yds per Pass Attempt	6.37	6.52	6.51	6.53	6.36	7.47	6.39	7.09	6.67	6.70	6.66
Yds Rushing per Game	113.75	164.62	146.12	119.88	121.38	144.88	164.62	130.06	112.75	138.19	135.62
Opp Yds Rushing per Game	61.56	74.06	76.88	87.12	102.19	107.00	105.75	110.75	121.81	109.25	95.64
Yds per Rush Attempt	4.12	5.33	4.50	4.11	4.40	5.17	5.42	4.92	4.38	4.66	4.71
Opp Yds per Rush Attempt	2.83	3.13	3.32	3.90	3.92	3.90	3.96	4.01	4.34	4.25	3.79
Turnovers per Game	2.00	1.88	1.94	1.12	2.31	1.62	1.44	2.00	1.25	1.06	1.66
Takeaways per Game	2.25	1.94	1.56	1.50	1.62	1.44	1.38	1.25	1.19	1.38	1.55
Sacks per Game	1.88	2.25	2.81	3.00	1.94	3.12	2.75	2.62	2.62	2.69	2.57
Sacks Allowed per Game	2.69	2.38	2.69	2.12	2.25	3.06	2.00	2.75	3.25	2.81	2.60
Average Possession Time	31:51	29:34	31:18	32:51	30:24	28:42	28:44	28:27	28:52	30:33	30:08
Punts per Game	5.88	5.06	4.62	4.56	5.19	4.81	4.50	4.69	4.75	4.12	4.82
Opp Punts per Game	4.94	5.12	5.00	5.56	5.31	4.19	4.75	4.81	4.75	4.50	4.89
Percent Rushes	43.1	51.2	51.2	44.3	44.9	44.5	48.6	41.8	42.0	48.7	46.0
Opp Percent Rushes	35.6	35.7	39.2	38.0	42.7	42.7	39.4	39.0	43.8	40.5	39.7

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 p:L and line>=-3 and date>=20021101
	NE002	The Patriots are 16-0 ATS on turf vs a non-divisional opponent when they are averaging less than 3.80 yards per rush.	team = Patriots and surface = artificial and NDIV and tS(RY)/tS(rushes) < 3.80 and season >= 2001
	NE003	The Patriots are 16-0 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
	NE004	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
	NE005	The Patriots are 12-0 ATS vs a divisional opponent they lost to earlier in the season.	team=Patriots and DIV and P:L and P:season=season and date >= 20001200
PLAY AGAINST	NE006	The Patriots are 0-11 ATS on the road 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
	NE007	The Patriots are 0-10 ATS as a favorite off a home game in which they committed four-plus turnovers.	team = Patriots and F and p:H and 4 <= p:TO and season >= 1994
	NE008	The Patriots are 0-10 ATS since Aaron Dobson was drafted on the road the week after a win in which he did not catch a pass.	team=Patriots and A and Aaron Dobson:p:receptions=0 and p:W and NB and season >= 2013
	NE009	The Patriots are 0-9 ATS when they are off a home game and they had at least 32 minutes of possession time in each of their last two games.	team = Patriots and p:H and p:TOP > 60 * 32 and 32 * 60 < pp:TOP and date >= 20071200
	NE010	The Patriots are 0-8 ATS as a TD-plus favorite on artificial turf vs a non-divisional opponent when they are off a game as a road favorite in which they did not commit a turnover.	team = Patriots and p:AF and line<=-7 and surface = artificial and NDIV and p:TO=0 and date >= 20071125
PLAY OVER	NE011	The Patriots are 18-0 OU when hosting a team that has averaged at least 1.6 sacks and more than six rushing first downs per game season-to-date.	team=Patriots and H and oA(RFD)>6 and oA(sacks)>=1.6 and date>=20101200
	NE012	The Patriots are 18-0 OU as a favorite after a TD-plus win and they are facing a team that just held their opponent to less than 250 yards of offense.	team = Patriots and p:margin >= 7 and F and opo:TY < 250 and season >= 2005
PLAY UNDER	NE013	The Patriots are 0-12 OU as a favorite on grass off a road loss when facing a non-divisional opponent.	team = Patriots and F and surface = grass and p:AL and NDIV and season >= 1992
	NE014	The Patriots are 0-10 OU off a win as a home favorite in which they committed two-plus turnovers.	team = Patriots and p:WHF and p:TO >= 2 and date >= 20080000

NEW ENGLAND PATRIOTS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	12-4-0	124-36-0
Straight Up Home	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	7-1-0	69-11-0
Straight Up Away	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	5-3-0	55-25-0
Average Line	-4.94	-13.75	-4.25	-5.69	-4.34	-7.94	-7.44	-4.00	-4.03	-7.81	-6.42
Average O/U Line	39.97	48.09	41.56	45.53	44.59	50.19	49.12	46.84	48.91	48.72	46.35
Against the Spread Record	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	8-7-1	90-66-4
Six Point Teaser Record	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	11-4-1	113-45-2
Seven Point Teaser Record	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	12-4-0	119-38-3
Ten Point Teaser Record	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	14-2-0	133-25-2
ATS Home	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	5-2-1	44-34-2
ATS Away	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	3-5-0	46-32-2
Over/Under Record	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	8-8-0	91-68-1
Over/Under Home	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	4-4-0	46-33-1
Over/Under Away	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	4-4-0	45-35-0
ATS as Favorite	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	7-7-1	72-60-4
ATS as Underdog	3-0-0	---	1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	2-2-0	3-1-0	---	15-5-0
ATS as Home Favorite	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	5-2-1	41-34-2
ATS as a Home Dog	---	---	---	---	---	---	---	1-0-0	2-0-0	---	3-0-0
ATS Away Favorite	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	2-5-0	31-26-2
ATS Away Dog	3-0-0	---	1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	1-2-0	1-1-0	---	12-5-0
vs Division	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	2-3-1	29-28-3
ATS after 10+ ATS Win	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	3-1-0	30-19-2
ATS after 10+ ATS Loss	3-1-0	1-2-0	2-1-0	1-2-0	1-1-0	2-2-0	1-1-0	---	2-0-0	1-0-0	14-10-0
ATS in games 1-4	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	4-0-0	25-15-0
ATS in games 5-8	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	2-2-0	24-16-0
ATS in games 9-12	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	0-3-1	19-18-3
ATS in games 13-16	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	2-2-0	22-17-1
Points Scored per Game	24.06	36.81	25.62	26.69	32.38	32.06	34.81	27.75	29.25	29.06	29.85
Points Allowed per Game	14.81	17.12	19.31	17.81	19.56	21.38	20.69	21.12	19.56	19.69	19.11
Yds Offense per Game	335.56	411.25	365.44	397.31	363.75	428.00	427.88	384.50	365.38	374.44	385.35
Yds Allowed per Game	294.38	288.31	309.00	320.19	366.50	411.06	373.25	373.06	344.12	339.38	341.93
Yds Passing per Game	212.50	295.69	223.06	277.25	240.44	317.75	291.38	255.44	257.56	286.69	265.77
Opp. Yds Passing per Game	200.19	190.06	201.38	209.69	258.31	293.94	271.38	239.00	239.81	240.75	234.45
Percent Completions	61.9	68.8	63.5	65.9	65.3	65.7	62.7	60.5	64.4	64.2	64.3
Opp Percent Completions	56.8	59.7	60.8	58.6	63.6	62.4	62.1	57.0	59.6	60.6	60.2
Yds per Pass Attempt	6.45	8.07	6.68	7.49	7.59	8.31	7.27	6.51	6.76	7.29	7.25
Opp Yds per Pass Attempt	6.18	5.78	6.80	6.55	6.75	7.60	7.31	6.49	6.68	6.46	6.68
Yds Rushing per Game	123.06	115.56	142.38	120.06	123.31	110.25	136.50	129.06	107.81	87.75	119.58
Opp Yds Rushing per Game	94.19	98.25	107.62	110.50	108.19	117.12	101.88	134.06	104.31	98.62	107.47
Yds per Rush Attempt	3.95	4.10	4.44	4.12	4.35	4.03	4.18	4.38	3.93	3.67	4.13
Opp Yds per Rush Attempt	3.88	4.37	4.15	4.44	4.24	4.63	3.93	4.46	3.97	3.97	4.21
Turnovers per Game	1.69	0.94	1.31	1.38	0.62	1.06	1.00	1.25	0.81	0.88	1.09
Takeaways per Game	2.19	1.94	1.38	1.75	2.38	2.12	2.56	1.81	1.56	1.31	1.90
Sacks per Game	2.75	2.94	1.94	1.94	2.25	2.50	2.31	3.00	2.50	3.06	2.52
Sacks Allowed per Game	1.81	1.31	3.00	1.12	1.56	2.00	1.69	2.44	1.62	2.38	1.89
Average Possession Time	31:35	32:35	32:25	33:05	29:24	28:47	30:55	30:20	29:36	30:17	30:54
Punts per Game	4.31	2.81	3.12	3.56	3.62	3.56	3.81	4.81	4.19	4.62	3.84
Opp Punts per Game	4.94	4.75	4.69	4.94	3.62	4.19	4.19	5.00	4.06	5.38	4.58
Percent Rushes	47.3	42.6	46.8	43.3	46.0	40.5	43.9	41.4	40.8	36.5	42.9
Opp Percent Rushes	40.8	38.6	45.1	42.3	38.6	38.1	39.7	43.0	40.6	38.1	40.4

NEW ORLEANS SAINTS

PLAY ON	N0001	The Saints are 17-0 ATS when they are off a home game, their line is within three of pick and they had negative DPAs in each of their last two games.	team = Saints and p:H and -3 <= line <= 3 and p:dpa < 0 and pp:dpa<0
	N0002	The Saints are 15-0 ATS as a dog off a road game in which they got a first down on 25% or less of their plays.	team = Saints and D and p:A and p:FDP<=25
	N0003	The Saints are 13-0 ATS as a dog of more than six points on artificial turf vs a non-divisional opponent.	team=Saints and line>6 and surface=artificial and NDIV and season >= 1991
	N0004	The Saints are 12-0 ATS when facing an undefeated team after week 1.	team=Saints and week>1 and o:losses=0 and season>=2006
	N0005	The Saints are 12-0 ATS off a loss as a road dog when they are facing a team that has averaged 30-plus rushes per game season-to-date.	team = Saints and p:LAD and oA(rushes)>=30 and season >= 1999
PLAY AGAINST	N0006	The Saints are 0-15 ATS when they are off a 1-3 point win and facing a divisional opponent.	team=Saints and 0<p:margin<=3 and DIV and season >= 1995
	N0007	The Saints are 0-11 ATS at home vs a divisional opponent that has committed an average of at least 2.25 turnovers per game season-to-date.	team = Saints and H and DIV and oA(TO) >= 2.25 and season >= 1996
	N0008	The Saints are 0-10 ATS as a favorite on artificial turf vs a non-divisional opponent when they are off a home game and their opponent has averaged less than 5.1 yards per play season-to-date.	team = Saints and F and surface = artificial and NDIV and p:H and oA(YPPL) < 5.1 and season >= 2004
	N0009	The Saints are 0-10 ATS as a dog after a road game in which they had fewer than ten incompletions.	team = Saints and D and p:A and p:INC<10 and season >= 1995
	N0010	The Saints are 0-10 ATS as a favorite over a divisional opponent with at least one loss and no wins.	team = Saints and F and DIV and o:wins = 0 and o:losses > 0
PLAY OVER	N0011	The Saints are 23-0 OU when they are off a game as a home favorite and facing a non-divisional opponent that has averaged less than 5.14 yards per play and less than 32:10 of possession time season-to-date.	team = Saints and p:HF and NDIV and oS(RY+PY) / oS(plays)<5.14 and oA(TOP) < 1930 and date >= 20031100
	N0012	The Saints are 20-0 OU off a game as a favorite when facing a non-divisional opponent that has averaged fewer than 5.2 rushing first downs per game.	team = Saints and p:F and NDIV and oA(RFD) < 5.2 and o:wins<o:losses
PLAY UNDER	N0013	The Saints are 0-13 OU on the road vs a divisional opponent when they are off a win in which they did not have more than ten incompletions.	team = Saints and A and DIV and p:W and p:INC<=10 and season >= 1995
	N0014	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: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	7-9-0	94-66-0
Straight Up Home	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	4-4-0	51-29-0
Straight Up Away	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	3-5-0	43-37-0
Average Line	0.62	-2.56	-0.91	-7.47	-5.84	-6.50	-0.72	-4.06	-4.28	1.03	-3.07
Average O/U Line	42.72	44.09	47.69	49.62	45.62	50.38	52.78	49.03	51.06	49.91	48.29
Against the Spread Record	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	8-7-1	83-73-4
Six Point Teaser Record	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	9-7-0	108-50-2
Seven Point Teaser Record	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	9-7-0	111-45-4
Ten Point Teaser Record	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	9-6-1	120-37-3
ATS Home	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	4-3-1	44-33-3
ATS Away	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	4-4-0	39-40-1
Over/Under Record	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	9-6-1	86-69-5
Over/Under Home	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	5-2-1	45-33-2
Over/Under Away	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	4-4-0	41-36-3
ATS as Favorite	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	2-4-1	57-53-3
ATS as Underdog	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	6-3-0	25-19-1
ATS as Home Favorite	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	2-3-1	37-31-3
ATS as a Home Dog	2-1-0	---	2-0-0	---	---	---	1-1-0	---	---	2-0-0	7-2-0
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	0-1-0	20-22-0
ATS Away Dog	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	4-3-0	18-17-1
vs Division	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	5-1-0	30-30-0
ATS after 10+ ATS Win	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	1-1-1	22-15-2
ATS after 10+ ATS Loss	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	4-3-0	21-17-0
ATS in games 1-4	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	2-2-0	21-18-1
ATS in games 5-8	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	2-1-1	22-17-1
ATS in games 9-12	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	1-3-0	19-20-1
ATS in games 13-16	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	3-1-0	21-18-1
Points Scored per Game	25.81	23.69	28.94	31.88	24.00	34.19	28.81	25.88	25.06	25.50	27.38
Points Allowed per Game	20.12	24.25	24.56	21.31	19.19	21.19	28.38	19.00	26.50	29.75	23.43
Yds Offense per Game	391.50	361.81	410.69	403.81	372.50	467.12	410.88	399.44	411.38	403.81	403.29
Yds Allowed per Game	307.31	348.12	339.50	357.75	306.25	368.44	440.12	305.69	384.00	413.69	357.09
Yds Passing per Game	281.44	270.50	311.06	272.19	277.56	334.19	312.31	307.25	297.75	310.62	297.49
Opp. Yds Passing per Game	178.38	245.25	221.69	235.19	193.94	259.81	292.56	194.06	251.19	284.00	235.61
Percent Completions	64.1	67.6	64.9	69.5	68.1	71.3	63.0	68.5	69.2	69.0	67.5
Opp Percent Completions	56.3	62.4	56.8	57.5	61.9	57.8	61.5	60.0	62.5	68.4	60.5
Yds per Pass Attempt	7.76	6.61	7.83	8.01	6.72	8.08	7.45	7.55	7.23	7.45	7.45
Opp Yds per Pass Attempt	6.02	7.49	6.74	6.56	6.28	6.64	7.78	6.12	7.36	8.35	6.96
Yds Rushing per Game	110.06	91.31	99.62	131.62	94.94	132.94	98.56	92.19	113.62	93.19	105.81
Opp Yds Rushing per Game	128.94	102.88	117.81	122.56	112.31	108.62	147.56	111.62	132.81	129.69	121.48
Yds per Rush Attempt	3.73	3.75	4.01	4.50	4.00	4.94	4.26	3.78	4.48	3.76	4.13
Opp Yds per Rush Attempt	4.94	4.03	4.24	4.52	4.27	4.95	5.17	4.61	4.80	4.93	4.64
Turnovers per Game	1.44	1.88	1.62	1.75	1.94	1.19	1.50	1.19	1.88	1.25	1.56
Takeaways per Game	1.19	1.44	1.38	2.44	1.56	1.00	1.62	1.19	1.06	1.38	1.43
Sacks per Game	2.38	2.00	1.75	2.25	2.06	2.06	1.88	3.06	2.12	1.94	2.15
Sacks Allowed per Game	1.44	0.94	0.81	1.25	1.62	1.50	1.62	2.38	1.88	2.00	1.54
Average Possession Time	31:53	31:08	30:28	31:36	32:05	31:58	29:01	32:40	30:35	31:21	31:16
Punts per Game	4.81	3.94	3.31	3.62	3.56	2.94	4.62	3.81	3.62	4.19	3.84
Opp Punts per Game	6.00	4.19	4.12	4.44	4.19	4.44	3.94	5.19	3.94	3.88	4.43
Percent Rushes	43.9	36.8	38.0	45.3	35.6	38.6	34.7	36.1	37.1	36.2	38.2
Opp Percent Rushes	44.9	42.3	44.5	41.6	44.4	34.8	42.0	41.0	43.3	42.3	42.1

NEW YORK GIANTS

PLAY ON	NYG001	The Giants are 17-0 ATS on the road off a win by more than a TD when their ATS margin has improved over each of the past two games.	team = Giants and A and p:margin>7 and ppp:ats margin < pp:ats margin < p:ats margin and season >= 1997
	NYG002	The Giants are 16-0 ATS as a dog after a win in which they committed no turnovers.	team=Giants and D and p:W and p:TO=0 and season>=2000
	NYG003	The Giants are 14-0 ATS off a game as a favorite when they are facing a divisional opponent that has forced fewer than 1.25 turnovers per game season-to-date.	team = Giants and p:F and DIV and oA(o:TO) < 1.25 and date >= 19981200
	NYG004	The Giants are 13-0 ATS on the road on turf when they are off a win and they played their last two games at home.	team = Giants and surface = artificial and A and p:W and p:H and pp:H
	NYG005	The Giants are 13-0 ATS off a home game in which they rushed the ball at least ten more times than their season-to-date average.	team = Giants and p:H and p:rushes - tA(p:rushes) >= 10 and date >= 19991200
PLAY AGAINST	NYG006	The Giants are 0-12 ATS as a favorite on turf over a non-divisional opponent when they are off a loss in which they had fewer than 26 minutes of possession time.	team = Giants and F and surface = artificial and NDIV and p:L and p:TOP < 26 * 60 and season >= 1997
	NYG007	The Giants are 0-11 ATS when they are off a game as a favorite and playing a non-divisional opponent on grass that suffered four-plus sacks in their last game.	team = Giants and p:F and surface = grass and NDIV and 4 <= opo:sacks
	NYG008	The Giants are 0-11 ATS as a road dog off a loss when their ATS margin got worse over their last two games.	team = Giants and AD and p:L and p:ats margin < pp:ats margin < ppp:ats margin and date >= 19961100
	NYG009	The Giants are 0-11 ATS as a favorite off a loss when their opponent is averaging fewer than 278 yards of offense per game.	team = Giants and F and p:L and oA(TY) < 278 and season >= 1999
	NYG010	The Giants are 0-10 ATS at home when they are off a game as a dog and the line is within three of pick when facing a non-divisional opponent that has more wins on the season.	team = Giants and H and -3 <= line <= 3 and p:D and NDIV and wins < o:wins and season >= 1997
PLAY OVER	NYG011	The Giants are 14-0 OU as a favorite vs a non-divisional opponent that has averaged at least 5.75 punts per game season-to-date.	team = Giants and F and NDIV and oA(punts) >= 5.75 and date >= 20061100
	NYG012	The Giants are 11-0 OU as a TD-plus favorite over a non-divisional opponent when they are off a road win.	team = Giants and line <= -7 and NDIV and p:AW and season >= 2007
PLAY UNDER	NYG013	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 lose by a field goal or more.	team=Giants and rest>3 and p:H and p:rushes - tA(p:rushes) >= 10 and p:margin>-3 and date>=19921100
	NYG014	The Giants are 0-14 OU as a home favorite off a win when facing a team that has averaged 32-plus minutes of possession time that does not have four-plus fewer wins on the season.	team = Giants and HF and p:W and oA(TOP) > 32*60 and wins-o:wins < 4

NEW YORK GIANTS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	6-10-0	85-75-0
Straight Up Home	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	3-5-0	42-38-0
Straight Up Away	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	3-5-0	43-37-0
Average Line	-1.38	-1.12	-4.28	-3.47	-3.12	-0.41	-2.84	1.44	1.56	0.97	-1.27
Average O/U Line	42.81	42.88	42.47	44.12	44.81	46.47	47.91	46.75	46.62	47.69	45.25
Against the Spread Record	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	8-7-1	81-78-1
Six Point Teaser Record	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	11-5-0	102-56-2
Seven Point Teaser Record	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	12-3-1	109-49-2
Ten Point Teaser Record	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	14-2-0	118-42-0
ATS Home	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	4-4-0	36-44-0
ATS Away	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	4-3-1	45-34-1
Over/Under Record	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	10-6-0	84-69-7
Over/Under Home	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	5-3-0	42-33-5
Over/Under Away	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	5-3-0	42-36-2
ATS as Favorite	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	3-4-0	45-48-0
ATS as Underdog	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	4-3-1	33-29-1
ATS as Home Favorite	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	2-3-0	27-36-0
ATS as a Home Dog	1-1-0	2-1-0	---	1-1-0	---	1-0-0	---	0-2-0	1-2-0	2-1-0	8-8-0
ATS Away Favorite	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	1-1-0	18-12-0
ATS Away Dog	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	2-2-1	25-21-1
vs Division	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	3-3-0	32-28-0
ATS after 10+ ATS Win	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	1-1-0	22-16-0
ATS after 10+ ATS Loss	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	1-1-0	17-24-0
ATS in games 1-4	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	3-1-0	22-18-0
ATS in games 5-8	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	1-2-1	22-17-1
ATS in games 9-12	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	2-2-0	16-24-0
ATS in games 13-16	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	2-2-0	21-19-0
Points Scored per Game	22.19	23.31	26.69	25.12	24.62	24.62	26.81	18.38	23.75	26.25	24.18
Points Allowed per Game	22.62	21.94	18.38	26.69	21.69	25.00	21.50	23.94	25.00	27.62	23.44
Yds Offense per Game	325.88	331.38	355.94	366.00	380.31	385.06	355.44	307.50	367.12	372.25	354.69
Yds Allowed per Game	342.44	305.00	292.00	323.69	310.75	376.38	383.38	332.25	375.75	420.25	346.19
Yds Passing per Game	191.12	197.12	198.56	251.19	242.81	295.88	239.06	224.25	267.00	271.69	237.87
Opp. Yds Passing per Game	228.06	207.94	196.19	214.06	209.50	255.12	254.25	223.31	240.62	299.06	232.81
Percent Completions	57.6	55.5	60.7	62.4	62.9	61.0	59.9	57.3	63.1	62.9	60.4
Opp Percent Completions	58.7	58.5	58.8	63.1	57.1	61.3	63.9	60.1	62.1	66.3	61.1
Yds per Pass Attempt	5.85	5.80	6.47	7.42	7.21	8.04	7.10	6.33	7.04	6.98	6.84
Opp Yds per Pass Attempt	6.44	6.36	6.24	6.88	6.22	6.93	7.62	5.95	7.38	7.50	6.76
Yds Rushing per Game	134.75	134.25	157.38	114.81	137.50	89.19	116.38	83.25	100.12	100.56	116.82
Opp Yds Rushing per Game	114.38	97.06	95.81	109.62	101.25	121.25	129.12	108.94	135.12	121.19	113.38
Yds per Rush Attempt	4.74	4.58	5.02	4.15	4.58	3.47	4.55	3.50	3.58	3.98	4.25
Opp Yds per Rush Attempt	4.00	3.80	3.97	4.15	4.16	4.46	4.60	3.84	4.94	4.37	4.23
Turnovers per Game	1.75	2.12	0.81	1.94	2.62	1.50	1.31	2.75	1.75	1.31	1.79
Takeaways per Game	1.75	1.56	1.38	1.50	2.44	1.94	2.19	1.81	1.62	1.75	1.79
Sacks per Game	2.00	3.25	2.62	2.00	2.88	3.00	2.06	2.12	2.94	1.44	2.43
Sacks Allowed per Game	1.56	1.75	1.75	2.00	1.00	1.75	1.25	2.50	1.88	1.69	1.71
Average Possession Time	29:56	31:21	33:19	31:41	32:32	29:29	29:10	29:16	30:44	28:28	30:35
Punts per Game	4.81	4.50	4.00	4.00	4.56	5.12	3.62	5.69	5.06	4.75	4.61
Opp Punts per Game	4.31	5.44	4.75	4.50	5.38	4.69	3.38	5.44	4.69	4.00	4.66
Percent Rushes	45.4	45.1	49.2	43.6	46.4	40.0	42.3	38.6	41.3	38.3	43.0
Opp Percent Rushes	43.3	41.6	41.5	44.4	39.9	40.6	44.2	41.7	43.5	40.2	42.1

NEW YORK JETS

PLAY ON	NYJ001	The Jets are 13-0 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 12-0 ATS off a win as a favorite when facing a team that has scored on less than 31% of their drives, season-to-date.	team = Jets and p:WF and oS(PTD+RTD+FG) / oS(drives)<0.31 and season >= 2009
	NYJ003	The Jets are 10-0 ATS at home off a home loss when they are averaging less than 3.70 yards per rush, season-to-date.	team = Jets and H and p:LH and tA(YPRA)<3.7 and season >= 1995
	NYJ004	The Jets are 10-0 ATS off a home loss when they are on turf vs a divisional opponent that they lost to in their previous, same-season match-up.	team = Jets and p:HL and surface = artificial and DIV and P:L and P:season = season and season >= 1990
	NYJ005	The Jets are 10-0 ATS as a dog off a loss as a dog when their QB was sacked at least three times in each of their last two games.	team = Jets and D and p:LD and 3 <= po:sacks and 3 <= ppo:sacks and date >= 20060000
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 on turf after a game as a road dog in which they benefitted from four-plus turnovers.	team = Jets and surface = artificial and p:AD and 4 <= po:TO
	NYJ008	The Jets are 0-11 ATS as a favorite over a non-divisional opponent they they are off a loss and have averaged at least 24 ppg over their last three games.	team = Jets and F and NDIV and p:L and 24 < tA(points,N=3)
	NYJ009	The Jets are 0-11 ATS vs a team they beat as a dog in their previous same-season match-up.	t:team = Jets and P:WD and P:season = season and date >= 20020000
	NYJ010	The Jets are 0-9 ATS on turf when they are off a game as a dog in which they rushed for at least 50 yards more than their season-to-date average.	team = Jets and surface = artificial and p:D and p:RY - tA(p:RY) >= 50 and date >= 20051024
PLAY OVER	NYJ011	The Jets are 18-0 OU as a dog on turf when they are off a game as a dog and they suffered a positive turnover margin in each of their last two games.	team = Jets and D and p:D and surface = artificial and 0 < p:TOM and 0 < pp:TOM
	NYJ012	The Jets are 14-0 OU on turf after a loss when facing a team that has allowed a completion rate of more than 63.5 percent, season-to-date.	team = Jets and p:L and surface = artificial and oS(100*o:completions) / oS(o:passes) > 63.5 and season >= 2008
PLAY UNDER	NYJ013	The Jets are 0-10 OU as a favorite over a non-divisional opponent when they are off a road game in which they benefitted from four-plus turnovers.	team = Jets and F and NDIV and p:A and 4 <= po:TO
	NYJ014	The Jets are 0-10 OU on turf off a loss when facing a non-divisional opponent that has allowed an average of less than 275 yards of offense per game, season-to-date.	team = Jets and surface = artificial and p:L and NDIV and oA(o:TY) < 275 and date >= 19901100

NEW YORK JETS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	10-6-0	79-81-0
Straight Up Home	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	6-2-0	44-36-0
Straight Up Away	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	4-4-0	35-45-0
Average Line	1.47	4.84	-2.34	-1.69	-2.28	-2.41	1.75	3.53	3.94	-2.12	0.47
Average O/U Line	38.62	40.19	42.25	39.44	39.38	42.28	41.19	41.41	43.53	43.09	41.14
Against the Spread Record	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	9-6-1	81-76-3
Six Point Teaser Record	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	11-5-0	106-52-2
Seven Point Teaser Record	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	11-4-1	111-47-2
Ten Point Teaser Record	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	14-1-1	124-33-3
ATS Home	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	5-3-0	39-40-1
ATS Away	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	4-3-1	42-36-2
Over/Under Record	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	7-8-1	82-76-2
Over/Under Home	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	5-3-0	41-38-1
Over/Under Away	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	2-5-1	41-38-1
ATS as Favorite	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	6-6-1	40-40-2
ATS as Underdog	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	3-0-0	41-33-1
ATS as Home Favorite	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	4-3-0	26-28-1
ATS as a Home Dog	1-2-0	2-3-0	---	1-0-0	1-0-0	---	1-2-0	3-1-0	3-1-0	1-0-0	13-9-0
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	2-3-1	14-12-1
ATS Away Dog	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	2-0-0	28-24-1
vs Division	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	4-2-0	32-26-2
ATS after 10+ ATS Win	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	3-1-1	19-17-1
ATS after 10+ ATS Loss	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	1-1-0	16-18-1
ATS in games 1-4	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	3-1-0	22-17-1
ATS in games 5-8	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	2-2-0	18-22-0
ATS in games 9-12	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	2-2-0	20-20-0
ATS in games 13-16	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	2-1-1	21-17-2
Points Scored per Game	19.75	16.75	25.31	21.75	22.94	23.56	17.56	18.12	17.69	24.19	20.76
Points Allowed per Game	18.44	22.19	22.25	14.75	19.00	22.69	23.44	24.19	25.06	19.62	21.16
Yds Offense per Game	305.69	294.69	331.69	321.00	351.00	311.81	299.19	318.12	326.56	370.31	323.01
Yds Allowed per Game	331.62	331.88	329.38	252.31	291.50	312.06	323.38	334.94	327.19	318.62	315.29
Yds Passing per Game	197.06	188.38	206.44	148.75	202.62	206.06	180.69	183.25	184.12	253.56	195.09
Opp. Yds Passing per Game	201.38	197.12	234.50	153.69	200.56	201.00	189.75	246.69	234.12	235.19	209.40
Percent Completions	64.1	60.5	65.6	53.4	54.9	56.7	55.2	55.4	57.6	59.9	58.5
Opp Percent Completions	59.4	61.4	64.3	51.7	50.7	54.2	53.8	58.9	64.1	57.1	57.7
Yds per Pass Attempt	6.46	5.89	6.24	6.06	6.18	6.03	5.86	6.11	5.92	6.72	6.16
Opp Yds per Pass Attempt	6.06	6.70	6.56	4.91	6.04	6.34	6.15	6.74	6.96	6.26	6.28
Yds Rushing per Game	108.62	106.31	125.25	172.25	148.38	105.75	118.50	134.88	142.44	116.75	127.91
Opp Yds Rushing per Game	130.25	134.75	94.88	98.62	90.94	111.06	133.62	88.25	93.06	83.44	105.89
Yds per Rush Attempt	3.54	3.81	4.75	4.54	4.45	3.82	3.84	4.38	4.50	4.17	4.19
Opp Yds per Rush Attempt	4.60	4.17	3.73	3.76	3.57	3.94	4.32	3.35	3.79	3.57	3.90
Turnovers per Game	1.56	1.56	1.94	1.88	1.31	2.12	2.31	1.81	1.50	1.50	1.75
Takeaways per Game	1.56	1.31	1.88	1.94	1.88	1.94	1.44	0.94	0.81	1.88	1.56
Sacks per Game	2.19	1.81	2.56	2.00	2.50	2.19	1.88	2.56	2.81	2.44	2.29
Sacks Allowed per Game	2.12	3.31	1.88	1.88	1.75	2.50	2.94	2.94	2.94	1.38	2.36
Average Possession Time	31:02	29:06	31:06	32:07	32:37	30:49	30:26	30:13	31:01	31:19	30:59
Punts per Game	4.62	4.50	3.69	5.00	5.25	5.75	5.38	5.56	4.94	5.00	4.97
Opp Punts per Game	4.62	4.25	4.31	6.19	6.06	5.75	5.56	5.12	5.06	5.38	5.23
Percent Rushes	48.5	44.1	43.0	58.9	49.1	43.0	47.8	48.3	48.2	41.7	47.3
Opp Percent Rushes	44.4	50.8	39.9	44.1	41.7	45.4	48.6	40.2	40.3	36.9	43.2

OAKLAND RAIDERS

PLAY ON	OAK001	The Raiders are 16-0 ATS as a road dog on grass when they are off a loss and facing an opponent that is averaging more first downs than offensive points.	t:team = Raiders and AD and p:L and surface = grass and p:L and oS(FD) > oS(7*RTD+7*PTD+3*FG) and season >= 2004
	OAK002	The Raiders are 16-0 ATS as a four-plus point dog after a loss in which they got a first down on less that 25% of their plays.	team = Raiders and line >= 4 and p:L and p:FDP < 25 and date >= 20091018
	OAK003	The Raiders are 12-0 ATS on the road when they lost their last two road games and they are off a road game.	team = Raiders and A and p:A and tS(L@A,N=2) = 2 and date >= 20041100
	OAK004	The Raiders are 12-0 ATS on the road vs a divisional opponent after a loss as a dog in which they were outgained.	team = Raiders and A and DIV and p:LD and p:TY < po:TY and season >= 2004
	OAK005	The Raiders are 11-0 ATS on the road vs a divisional opponent when they are off a game in which they had at least three times as many passing yards as rushing yards.	team = Raiders and A and DIV and p:PY / p:RY >= 3 and date >= 20041100
PLAY AGAINST	OAK006	The Raiders are 0-17 ATS off a game as a dog when they are on grass vs a non-divisional opponent that has allowed an average of 370-plus yards per game season-to-date.	team = Raiders and p:D and surface = grass and NDIV and oA(o:TY)>=370 and season >= 2004
	OAK007	The Raiders are 0-15 ATS when they are off a road game and favored over a team that has scored more than 25% of its points from field goals.	team = Raiders and p:A and F and oS(FG*3) / oS(points) > 0.25 and season >= 2003
	OAK008	The Raiders are 0-14 ATS when the line is within 4 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 0-13 ATS when they are off a game as a road dog and the line is within three of pick vs a divisional opponent.	team = Raiders and p:AD and -3 <= line <= 3 and DIV and date >= 19981226
	OAK010	The Raiders are 0-12 ATS on grass when they are off a game in which they rushed the ball for 50-plus yards more than their season-to-date average.	team = Raiders and surface = grass and p:RY - tA(p:RY) >= 50 and date >= 20101200
PLAY OVER	OAK011	The Raiders are 11-0 OU off a win when they are facing a non-divisional opponent that is averaging at least 32 minutes of possession time per game.	team = Raiders and p:W and NDIV and oA(TOP) >= 32*60 and season >= 2000
	OAK012	The Raiders are 10-0 OU off an away loss to a non-divisional opponent in which they were not trailing at the half.	team=Raiders and p:AL and p:NDIV and p:M2>=0 and date>=20071125
PLAY UNDER	OAK013	The Raiders are 0-14 OU on the road off a home loss when they play at home in each of their next two games.	team = Raiders and A and p:HL and tn:H and tnn:H and season >= 1997
	OAK014	The Raiders are 0-13 OU off a loss as a home dog in which they outgained their opponent.	team = Raiders and p:LHD and p:TY > po:TY and season >= 2003

OAKLAND RAIDERS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	7-9-0	50-110-0
Straight Up Home	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	3-5-0	28-52-0
Straight Up Away	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	4-4-0	22-58-0
Average Line	6.94	4.97	6.53	8.56	3.12	1.53	3.78	6.00	8.38	2.44	5.22
Average O/U Line	37.47	39.97	40.62	38.56	41.84	45.06	45.94	44.69	43.66	44.97	42.28
Against the Spread Record	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	8-8-0	73-87-0
Six Point Teaser Record	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	12-3-1	101-57-2
Seven Point Teaser Record	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	13-3-0	104-55-1
Ten Point Teaser Record	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	13-3-0	115-43-2
ATS Home	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	2-6-0	30-50-0
ATS Away	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	6-2-0	43-37-0
Over/Under Record	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	8-6-2	77-77-6
Over/Under Home	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	5-2-1	40-37-3
Over/Under Away	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	3-4-1	37-40-3
ATS as Favorite	0-2-0	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-3-0	1-0-0	---	1-3-0	7-19-0
ATS as Underdog	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	7-4-0	64-65-0
ATS as Home Favorite	0-2-0	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-2-0	1-0-0	---	0-2-0	6-17-0
ATS as a Home Dog	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	2-4-0	23-31-0
ATS Away Favorite	---	---	---	---	---	---	0-1-0	---	---	1-1-0	1-2-0
ATS Away Dog	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	5-0-0	41-34-0
vs Division	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	3-3-0	32-28-0
ATS after 10+ ATS Win	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	3-2-0	10-19-0
ATS after 10+ ATS Loss	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	2-1-0	22-21-0
ATS in games 1-4	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	2-2-0	17-23-0
ATS in games 5-8	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	3-1-0	21-19-0
ATS in games 9-12	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	1-3-0	20-20-0
ATS in games 13-16	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	2-2-0	15-25-0
Points Scored per Game	10.50	17.69	16.44	12.31	25.62	22.44	18.12	20.12	15.81	22.44	18.15
Points Allowed per Game	20.75	24.88	24.25	23.69	23.19	27.06	27.69	28.31	28.25	24.94	25.30
Yds Offense per Game	246.19	294.81	272.25	266.12	354.62	379.50	344.00	333.75	282.19	333.38	310.68
Yds Allowed per Game	284.81	341.62	360.94	361.94	322.81	387.56	354.50	363.44	357.56	363.62	349.88
Yds Passing per Game	151.25	164.44	148.06	159.81	198.75	247.62	255.25	208.50	205.00	242.44	198.11
Opp. Yds Passing per Game	150.81	195.75	201.25	206.44	189.19	251.44	235.94	255.50	238.12	258.75	218.32
Percent Completions	54.5	57.6	52.7	52.6	56.7	60.1	59.8	57.4	58.0	61.7	57.4
Opp Percent Completions	59.8	59.5	56.5	59.1	53.0	53.9	66.0	68.2	63.8	63.0	60.4
Yds per Pass Attempt	5.01	5.83	5.63	5.27	6.46	7.56	6.49	6.43	5.21	6.41	6.05
Opp Yds per Pass Attempt	5.89	7.13	6.84	7.54	6.44	6.69	7.18	7.43	7.08	6.46	6.87
Yds Rushing per Game	94.94	130.38	124.19	106.31	155.88	131.88	88.75	125.25	77.19	90.94	112.57
Opp Yds Rushing per Game	134.00	145.88	159.69	155.50	133.62	136.12	118.56	107.94	119.44	104.88	131.56
Yds per Rush Attempt	3.86	4.11	4.33	4.15	4.95	4.53	3.78	4.60	3.65	3.93	4.23
Opp Yds per Rush Attempt	3.96	4.80	4.71	4.54	4.51	5.07	4.27	3.92	3.97	4.13	4.39
Turnovers per Game	2.88	2.31	1.44	2.06	1.62	1.88	1.62	1.88	1.81	1.50	1.90
Takeaways per Game	1.44	1.62	1.50	1.25	1.50	1.62	1.19	1.38	0.88	1.56	1.39
Sacks per Game	2.12	1.69	2.00	2.31	2.94	2.44	1.56	2.44	1.38	2.38	2.12
Sacks Allowed per Game	4.50	2.56	2.44	3.06	2.75	1.56	1.69	2.81	1.69	2.06	2.51
Average Possession Time	28:13	31:26	28:31	28:17	31:12	29:54	29:30	29:54	28:20	29:33	29:29
Punts per Game	4.88	4.56	5.62	6.00	4.88	4.88	5.12	5.38	6.81	5.25	5.34
Opp Punts per Game	4.25	4.44	4.62	4.81	5.88	4.25	4.31	4.81	5.19	4.44	4.70
Percent Rushes	41.5	50.8	49.9	43.4	48.5	45.9	36.4	43.6	34.0	36.7	43.0
Opp Percent Rushes	55.0	51.1	51.9	53.6	47.8	40.2	44.6	42.8	46.2	37.4	46.9

PHILADELPHIA EAGLES

PLAY ON	PHI001	The Eagles are 17-0 ATS as a dog on turf vs a team that as an average completion percentage of better than 64%.	team = Eagles and D and surface = artificial and oA(CP) > 64 and date >= 19951200
	PHI002	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
	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 11-0 ATS on the road between home games when they are off a loss and the line is within three of pick.	team = Eagles and A and p:H and n:H and p:L and -3 <= line <= 3 and date >= 19931219
	PHI005	The Eagles are 10-0 ATS on the road off a loss when facing a team that has rushed the ball fewer than 30 times per game season-to-date.	team = Eagles and A and p:L and oA(passes)<30 and season >= 2001
PLAY AGAINST	PHI006	The Eagles are 0-14 ATS as a favorite off a home loss.	team=Eagles and F and p:HL and season>=2010
	PHI007	The Eagles are 0-13 ATS off a home game when they are on grass vs a non-divisional opponent that has won their last two games.	team = Eagles and p:H and surface = grass and NDIV and o:streak>=2 and season >= 2009
	PHI008	The Eagles are 0-12 ATS off a home game when they are on grass and have won and covered their last two games.	team = Eagles and p:H and surface = grass and streak>=2 and ats streak>=2 and season >= 2008
	PHI009	The Eagles are 0-12 ATS at home vs a divisional opponent when they are off a loss in which they committed at least two turnovers.	team = Eagles and H and DIV and p:L and 2 <= p:TO and season >= 2007
	PHI010	The Eagles are 0-11 ATS as a favorite over a team that has forced at least six punts per game season-to-date.	team = Eagles and F and 6 <= oA(o:punts) and date >= 20061015
PLAY OVER	PHI011	The Eagles are 15-0 OU off a game in which their QB was sacked four-plus times as long as they were not a TD-plus favorite in that game.	team=Eagles and 4<=po:sacks and p:line>-7 and date>=20121100
	PHI012	The Eagles are 14-0 OU at home off a loss as a dog in which they committed at least two turnovers.	team = Eagles and H and p:LD and 2 <= p:TO and date >= 20051200
PLAY UNDER	PHI013	The Eagles are 0-16 OU on turf off a loss in which they punted at least eight times.	team = Eagles and surface = artificial and p:L and 8 <= p:punts and date >= 19941218
	PHI014	The Eagles are 0-11 OU when they are off a game as a favorite and hosting a divisional opponent.	team = Eagles and p:F and H and DIV and season >= 2010

PHILADELPHIA EAGLES

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	7-9-0	87-72-1
Straight Up Home	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	3-5-0	42-38-0
Straight Up Away	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	4-4-0	45-34-1
Average Line	-3.06	-0.59	-3.88	-4.94	-2.88	-3.47	1.72	-2.09	-2.06	-1.00	-2.23
Average O/U Line	42.84	42.91	42.47	43.56	44.75	46.78	45.31	51.78	50.47	48.59	45.95
Against the Spread Record	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	7-9-0	78-81-1
Six Point Teaser Record	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	8-7-1	96-59-5
Seven Point Teaser Record	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	10-6-0	103-52-5
Ten Point Teaser Record	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	11-5-0	118-39-3
ATS Home	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	3-5-0	33-47-0
ATS Away	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	4-4-0	45-34-1
Over/Under Record	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	8-8-0	87-69-4
Over/Under Home	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	4-4-0	43-35-2
Over/Under Away	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	4-4-0	44-34-2
ATS as Favorite	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	4-6-0	50-58-0
ATS as Underdog	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	3-3-0	24-23-1
ATS as Home Favorite	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	3-4-0	31-37-0
ATS as a Home Dog	1-0-0	0-1-0	---	0-1-0	0-1-0	0-1-0	0-4-0	---	0-1-0	0-1-0	1-10-0
ATS Away Favorite	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	1-2-0	19-21-0
ATS Away Dog	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	3-2-0	23-13-1
vs Division	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	3-3-0	31-29-0
ATS after 10+ ATS Win	2-3-0	2-3-0	3-1-0	2-2-0	1-2-0	3-3-0	---	3-2-0	0-3-0	2-1-0	18-20-0
ATS after 10+ ATS Loss	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	3-2-0	21-19-0
ATS in games 1-4	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	1-3-0	16-23-1
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	2-2-0	3-1-0	3-1-0	21-19-0
ATS in games 9-12	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	1-3-0	21-20-0
ATS in games 13-16	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	2-2-0	20-19-0
Points Scored per Game	24.88	21.00	26.00	26.81	27.44	24.75	17.50	27.62	29.62	23.56	24.92
Points Allowed per Game	20.50	18.75	18.06	21.06	23.56	20.50	27.75	23.88	25.00	26.88	22.59
Yds Offense per Game	381.44	358.06	350.50	357.88	389.38	399.12	354.06	417.25	396.75	364.19	376.86
Yds Allowed per Game	328.06	311.38	274.31	321.06	327.19	324.88	343.19	394.00	375.50	401.62	340.12
Yds Passing per Game	257.44	234.69	244.44	255.19	244.12	256.88	236.94	256.62	272.25	255.44	251.40
Opp. Yds Passing per Game	191.69	215.88	182.06	216.38	216.81	212.31	216.88	289.56	264.88	267.06	227.35
Percent Completions	59.4	60.7	59.7	60.6	62.0	59.6	59.4	61.0	61.9	65.0	61.0
Opp Percent Completions	58.9	58.1	54.1	61.0	57.5	58.1	60.2	60.9	58.4	62.2	59.1
Yds per Pass Attempt	7.57	6.51	6.45	7.38	6.96	7.42	6.13	8.08	7.00	6.56	6.98
Opp Yds per Pass Attempt	5.84	6.37	5.55	5.97	6.46	6.56	7.15	6.91	7.17	6.75	6.49
Yds Rushing per Game	124.00	123.38	106.06	102.69	145.25	142.25	117.12	160.62	124.50	108.75	125.46
Opp Yds Rushing per Game	136.38	95.50	92.25	104.69	110.38	112.56	126.31	104.44	110.62	134.56	112.77
Yds per Rush Attempt	4.77	4.69	3.97	4.29	5.43	5.06	4.54	5.15	4.19	3.92	4.61
Opp Yds per Rush Attempt	4.46	3.82	3.51	4.06	4.17	4.35	4.22	3.77	3.74	4.50	4.07
Turnovers per Game	1.50	1.69	1.62	1.44	1.56	2.38	2.31	1.19	2.31	1.94	1.79
Takeaways per Game	1.81	1.19	1.81	2.38	2.12	1.50	0.81	1.94	1.75	1.62	1.69
Sacks per Game	2.50	2.31	3.00	2.75	2.44	3.12	1.88	2.31	3.06	2.31	2.57
Sacks Allowed per Game	1.75	3.06	1.44	2.44	3.06	2.00	3.00	2.94	2.00	2.31	2.40
Average Possession Time	28:58	30:56	31:24	28:14	31:14	31:20	29:43	26:24	26:40	26:05	29:06
Punts per Game	4.88	4.56	4.88	4.75	4.56	4.19	4.50	5.19	4.75	5.50	4.78
Opp Punts per Game	5.12	4.75	6.31	5.00	5.12	5.31	4.88	4.62	5.69	5.56	5.24
Percent Rushes	42.1	40.2	40.4	39.3	41.2	43.4	38.3	47.3	42.1	40.2	41.5
Opp Percent Rushes	46.4	40.9	42.4	39.8	42.3	42.2	48.2	38.5	42.5	41.6	42.4

PITTSBURGH STEELERS

PLAY ON	PIT001	The Steelers are 15-0 ATS at home off a home game in which they had at least 90 more yards than their season-to-date average.	team = Steelers and H and p:H and p:TY - tA(tp:TY) >= 90
	PIT002	The Steelers are 14-0 ATS as a dog when they are off a TD-plus win and they are facing a team that has averaged less than 5.05 yards per offensive play season-to-date.	team = Steelers and D and p:margin >= 7 and oA(YPPL) < 5.05 and season >= 1992
	PIT003	The Steelers are 12-0 ATS on grass vs a non-divisional opponent when they are off a double-digit SU and ATS loss.	team = Steelers and surface = grass and NDIV and p:margin <= -10 and p:ats margin <= -10 and date >= 20021200
	PIT004	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
	PIT005	The Steelers are 11-0 ATS as a favorite on grass over a divisional opponent when they are off a win in which they had a negative DPS.	team = Steelers and F and surface = grass and DIV and p:W and p:dps < 0 and season >= 2004
PLAY AGAINST	PIT006	The Steelers are 0-16 ATS as a favorite off a home win when facing a team that has forced an average of 1.25 or fewer turnovers per game, season-to-date.	team = Steelers and F and p:HW and oA(o:TO) <= 1.25 and date >= 20051100
	PIT007	The Steelers are 0-12 ATS as a favorite on turf vs a non-divisional opponent with fewer wins when they are off a win as a favorite.	team = Steelers and F and surface = artificial and NDIV and p:WF and wins > o:wins and season >= 1997
	PIT008	The Steelers are 0-11 ATS as a road favorite when they are off a game as a favorite in which they had fewer than ten incompletions.	team = Steelers and AF and p:F and p:INC < 10 and season >= 2006
	PIT009	The Steelers are 0-11 ATS on grass when the line is within three of pick and they are off a win and facing a team that has averaged more than 31:40 of possession time season-to-date.	team = Steelers and -3 <= line <= 3 and surface = grass and p:W and oA(TOP) > 1900 and season >= 1994
	PIT010	The Steelers are 0-10 ATS as a TD-plus favorite over a non-divisional foe when they are off a win in which they out-gained their opponent.	team = Steelers and line <= -7 and NDIV and p:W and p:TY > po:TY and date >= 20071100
PLAY OVER	PIT011	The Steelers are 18-0 OU on the road when the line is within three of pick and they off a home game in which they rushed for more than 155 yards.	team = Steelers and A and -3 <= line <= 3 and p:H and p:RY > 155 and season >= 1993
	PIT012	The Steelers are 12-0 OU off a win by more than a TD when they are hosting a team that was on the road in their last game.	team = Steelers and p:margin > 7 and H and op:A and date >= 20020000
PLAY UNDER	PIT013	The Steelers are 0-15 OU as a dog off a road win in which they outgained their opponent.	team = Steelers and D and p:AW and p:TY > po:TY and season >= 1995
	PIT014	The Steelers are 0-11 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: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	10-6-0	100-60-0
Straight Up Home	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	6-2-0	58-22-0
Straight Up Away	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	4-4-0	42-38-0
Average Line	-2.97	-6.06	-3.22	-5.81	-4.34	-5.72	-2.78	-0.31	-2.00	-1.91	-3.51
Average O/U Line	38.66	41.22	38.34	39.69	39.03	40.53	42.03	42.06	47.09	46.56	41.52
Against the Spread Record	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	8-6-2	79-77-4
Six Point Teaser Record	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	12-2-2	107-51-2
Seven Point Teaser Record	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	15-1-0	118-40-2
Ten Point Teaser Record	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	15-1-0	130-25-5
ATS Home	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	4-2-2	44-33-3
ATS Away	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	4-4-0	35-44-1
Over/Under Record	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	6-10-0	76-82-2
Over/Under Home	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	4-4-0	39-41-0
Over/Under Away	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	2-6-0	37-41-2
ATS as Favorite	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	4-2-1	55-59-2
ATS as Underdog	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	3-3-1	22-17-2
ATS as Home Favorite	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	3-1-1	38-31-1
ATS as a Home Dog	---	---	---	---	1-0-0	1-0-0	0-0-1	2-1-0	1-0-0	1-0-1	6-1-2
ATS Away Favorite	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	1-1-0	17-28-1
ATS Away Dog	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	2-3-0	16-16-0
vs Division	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	3-2-1	33-24-3
ATS after 10+ ATS Win	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	2-2-1	16-22-1
ATS after 10+ ATS Loss	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	1-0-0	19-11-0
ATS in games 1-4	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	2-1-1	14-25-1
ATS in games 5-8	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	2-2-0	24-16-0
ATS in games 9-12	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	2-2-0	18-20-2
ATS in games 13-16	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	2-1-1	23-16-1
Points Scored per Game	22.06	24.56	21.69	23.00	23.44	20.31	21.00	23.69	27.25	26.44	23.34
Points Allowed per Game	19.69	16.81	13.94	20.25	14.50	14.19	19.62	23.12	23.00	19.94	18.51
Yds Offense per Game	357.81	327.44	311.94	371.31	345.31	372.31	332.75	337.56	410.25	395.12	356.18
Yds Allowed per Game	300.31	266.38	237.19	305.31	276.88	271.75	275.81	336.75	353.38	363.06	298.68
Yds Passing per Game	233.31	192.19	206.31	259.25	225.00	253.38	236.69	251.06	300.75	287.38	244.53
Opp. Yds Passing per Game	212.06	176.50	156.94	215.44	214.06	171.94	185.19	221.19	253.56	271.88	207.88
Percent Completions	59.7	63.9	59.9	65.5	62.2	63.3	61.7	64.3	67.2	66.3	63.5
Opp Percent Completions	60.3	54.5	56.5	58.2	61.2	54.5	57.2	57.8	64.5	64.3	59.0
Yds per Pass Attempt	7.14	6.94	6.52	7.74	7.52	7.52	6.60	6.85	7.86	7.79	7.26
Opp Yds per Pass Attempt	6.41	5.27	4.71	6.29	5.78	5.19	5.67	6.22	7.46	6.96	6.01
Yds Rushing per Game	124.50	135.25	105.62	112.06	120.31	118.94	96.06	86.50	109.50	107.75	111.65
Opp Yds Rushing per Game	88.25	89.88	80.25	89.88	62.81	99.81	90.62	115.56	99.81	91.19	90.81
Yds per Rush Attempt	4.25	4.24	3.67	4.19	4.09	4.38	3.73	3.51	4.15	4.44	4.07
Opp Yds per Rush Attempt	3.46	3.98	3.29	3.87	3.01	4.00	3.71	4.28	4.34	3.82	3.79
Turnovers per Game	2.31	1.38	1.56	1.62	1.12	1.75	1.88	1.50	1.31	1.69	1.61
Takeaways per Game	1.81	1.56	1.81	1.38	2.19	0.94	1.25	1.25	1.31	1.88	1.54
Sacks per Game	2.44	2.25	3.19	2.94	2.94	2.19	2.31	2.19	2.06	3.00	2.55
Sacks Allowed per Game	3.06	2.94	3.06	3.12	2.69	2.62	2.31	2.69	2.12	2.06	2.67
Average Possession Time	31:29	33:28	31:41	32:51	32:24	32:33	32:11	30:53	32:24	29:42	31:57
Punts per Game	4.06	4.25	4.88	4.50	4.62	3.75	4.94	4.75	3.88	3.69	4.33
Opp Punts per Game	5.38	5.12	5.69	5.38	5.06	5.44	5.50	4.94	4.25	4.38	5.11
Percent Rushes	45.1	51.0	45.3	42.2	47.4	42.8	40.3	38.5	39.5	38.4	43.0
Opp Percent Rushes	41.8	38.7	40.0	38.5	34.3	41.4	41.1	41.7	38.9	36.2	39.3

SAN DIEGO CHARGERS

PLAY ON	SD001	The Chargers are 15-0 ATS when visiting any team with more wins.	team=Chargers and A and wins<o:wins and date>=20120100
	SD002	The Chargers are 14-0 ATS at home vs a non-divisional opponent when they are off a road loss and their next game is on the road.	team = Chargers and NDIV and H and p:AL and n:A and season >= 2002
	SD003	The Chargers are 13-0 ATS as a road dog off a win as a favorite when facing a team with a better record.	team = Chargers and AD and p:WF and o:WP > WP and season >= 1992
	SD004	The Chargers are 12-0 ATS as a road dog vs a non-divisional opponent when they recorded three-plus sacks in each of their previous two games.	team = Chargers and AD and NDIV and 3 <= p:sacks and 3 <= pp:sacks and date >= 19891126
	SD005	The Chargers are 11-0 ATS on the road the week after a loss in which Keenan Allan did not have a 10-plus yard reception.	team=Chargers and A and p:L and NB and Keenan Allen:p:longest reception<10 and date>=20111205
PLAY AGAINST	SD006	The Chargers are 0-15 ATS at home vs a divisional opponent when they are between away games and off a loss by more than a field goal.	team = Chargers and DIV and H and p:A and n:A and p:margin<-3 and season >= 1995
	SD007	The Chargers are 0-11 ATS at home off a win when their passing yards increased over the past two games.	team = Chargers and p:W and H and ppp:PY < pp:PY < p:PY and date >= 19951209
	SD008	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 oA(TO)>=2.25 and line>=-3 and season>=1992
	SD009	The Chargers are 0-10 ATS at home off two away losses.	team = Chargers and H and p:AL and pp:AL and date >= 20011100
	SD010	The Chargers are 0-10 ATS at home after a game in which they had a receiving TD.	team=Chargers and H and p:PTD>0 and date>=20141019
PLAY OVER	SD011	The Chargers are 15-0 OU on the road off a game as a favorite when their opponent allowed more than 350 yards of offense in their last game.	team = Chargers and A and p:F and opo:TY > 350 and date >= 20091200
	SD012	The Chargers are 14-0 OU on the road on grass when they are off a game as a favorite and they are facing a team that has an average time of possession of higher than 31:40.	team = Chargers and A and surface = grass and p:F and oA(TOP) >1900
PLAY UNDER	SD013	The Chargers are 0-18 OU as a favorite off a loss as a dog when they allowed more points than expected in each of their last two games.	team = Chargers and F and p:LD and 0 < p:dpa and 0 < pp:dpa
	SD014	The Chargers are 0-12 OU vs a divisional opponent when they are off a win as a dog in which they had a time of possession of at least 33:20.	team = Chargers and DIV and p:WD and p:TOP > 2000

SAN DIEGO CHARGERS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	4-12-0	92-68-0
Straight Up Home	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	3-5-0	53-27-0
Straight Up Away	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	1-7-0	39-41-0
Average Line	-6.59	-5.09	-4.91	-4.38	-6.41	-2.34	-0.50	0.03	-0.47	2.19	-2.85
Average O/U Line	42.28	42.91	45.09	44.03	46.12	46.06	44.91	48.12	45.62	46.12	45.13
Against the Spread Record	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	8-8-0	81-78-1
Six Point Teaser Record	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	10-6-0	109-43-8
Seven Point Teaser Record	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	10-5-1	118-36-6
Ten Point Teaser Record	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	13-3-0	134-26-0
ATS Home	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	2-6-0	40-40-0
ATS Away	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	6-2-0	41-38-1
Over/Under Record	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	6-9-1	82-75-3
Over/Under Home	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	3-5-0	36-44-0
Over/Under Away	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	3-4-1	46-31-3
ATS as Favorite	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	2-4-0	48-51-0
ATS as Underdog	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	6-4-0	30-25-1
ATS as Home Favorite	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	2-4-0	34-31-0
ATS as a Home Dog	---	1-0-0	---	---	---	1-1-0	0-2-0	3-2-0	1-2-0	0-2-0	6-9-0
ATS Away Favorite	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	---	14-20-0
ATS Away Dog	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	6-2-0	24-16-1
vs Division	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	3-3-0	30-30-0
ATS after 10+ ATS Win	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	1-1-0	18-23-1
ATS after 10+ ATS Loss	---	2-2-0	3-1-0	1-0-0	4-2-0	2-1-0	2-1-0	1-0-0	0-1-0	2-1-0	17-9-0
ATS in games 1-4	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	1-3-0	21-18-1
ATS in games 5-8	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	2-2-0	16-24-0
ATS in games 9-12	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	1-3-0	17-23-0
ATS in games 13-16	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	4-0-0	27-13-0
Points Scored per Game	30.75	25.75	27.44	28.38	27.56	25.38	21.88	24.75	21.75	20.00	25.36
Points Allowed per Game	18.94	17.75	21.69	20.00	20.12	23.56	21.88	21.75	21.75	24.88	21.23
Yds Offense per Game	365.00	315.25	349.00	360.06	395.56	393.12	297.31	393.06	341.75	371.81	358.19
Yds Allowed per Game	301.56	320.25	349.94	327.00	270.88	346.69	326.50	366.38	338.25	361.94	330.94
Yds Passing per Game	203.88	187.81	241.12	271.12	282.44	276.62	206.00	270.50	256.19	287.00	248.27
Opp. Yds Passing per Game	200.75	213.25	247.38	209.25	177.12	224.44	230.06	258.56	214.12	236.62	221.16
Percent Completions	61.6	59.7	65.3	65.1	66.0	62.9	64.0	69.5	66.2	66.3	64.8
Opp Percent Completions	57.1	60.9	67.9	61.0	58.4	62.6	61.1	66.4	61.1	64.3	62.2
Yds per Pass Attempt	7.00	6.38	8.07	8.36	8.31	7.60	6.24	7.94	7.14	6.87	7.39
Opp Yds per Pass Attempt	5.97	6.15	6.54	6.27	5.81	7.51	6.48	7.55	6.54	7.42	6.62
Yds Rushing per Game	161.12	127.44	107.88	88.94	113.12	116.50	91.31	122.56	85.56	84.81	109.92
Opp Yds Rushing per Game	100.81	107.00	102.56	117.75	93.75	122.25	96.44	107.81	124.12	125.31	109.78
Yds per Rush Attempt	4.94	4.20	4.10	3.33	3.96	4.28	3.55	4.03	3.43	3.46	3.96
Opp Yds per Rush Attempt	4.18	4.11	4.02	4.46	3.71	4.37	3.80	4.59	4.52	4.81	4.26
Turnovers per Game	0.94	1.50	1.25	1.06	1.81	1.75	1.62	1.31	1.44	1.50	1.42
Takeaways per Game	1.75	3.00	1.50	1.62	1.44	1.31	1.75	1.06	1.12	1.25	1.58
Sacks per Game	3.81	2.56	1.75	2.19	2.94	2.00	2.38	2.19	1.62	2.00	2.34
Sacks Allowed per Game	1.75	1.50	1.56	1.62	2.38	1.88	3.06	1.88	2.25	2.50	2.04
Average Possession Time	31:38	30:03	28:53	29:58	33:02	32:26	31:37	33:35	30:58	31:50	31:24
Punts per Game	4.31	5.12	3.19	3.25	3.50	2.94	5.25	3.50	4.69	4.56	4.03
Opp Punts per Game	5.50	4.31	3.75	3.94	5.06	3.75	5.00	4.06	4.31	4.50	4.42
Percent Rushes	51.4	49.5	45.6	43.9	44.0	41.6	41.6	45.8	39.5	35.6	43.8
Opp Percent Rushes	39.2	41.2	39.2	42.6	43.0	46.8	40.1	39.2	44.4	43.5	41.9

SAN FRANCISCO 49ERS

PLAY ON	SF001	The 49ers are 15-0 ATS off a game as a favorite when they are visiting a divisional opponent that has forced fewer than 4.25 punts per game season-to-date and is not 8-plus games below 500.	team = Fortyniners and p:F and A and DIV and oA(o:punts) < 4.25 and o:wins-o:losses>-8
	SF002	The 49ers are 13-0 ATS when they are off a game as a favorite and favored over a divisional opponent on Monday Night Football.	team = Fortyniners and p:F and F and DIV and day = Monday
	SF003	The 49ers are 11-0 ATS on turf off a road game in which they had at least three times as many passing yards as rushing yards.	team = Fortyniners and p:A and surface = artificial and p:PY / p:RY >= 3
	SF004	The 49ers are 9-0 ATS on turf off a loss and facing a team with the same record.	team = Fortyniners and p:L and surface = artificial and wins = o:wins and losses = o:losses
	SF005	The 49ers are 8-0 ATS as a favorite over a non-divisional opponent when they are off a game as a dog in which they covered by double-digits.	team = Fortyniners and F and NDIV and p:D and p:ats margin >= 10 and date >= 20001001
PLAY AGAINST	SF006	The 49ers are 0-12 ATS on grass vs a divisional opponent when they are off a loss and their opponent is off a game in which their QB was sacked four-plus times.	team = Fortyniners and surface = grass and DIV and p:L and 4 <= o:opsacks and date >= 19911000
	SF007	The 49ers are 0-11 ATS at home vs a non-divisional opponent when their last two games were on the road and they are off a loss as a dog.	team = Fortyniners and H and NDIV and p:LAD and pp:A
	SF008	The 49ers are 0-11 ATS off a TD-plus loss as a dog when they are on grass and their opponent has forced an average of 1.25 or fewer turnovers per game, season-to-date.	team = Fortyniners and p:margin<=-7 and p:D and surface = grass and oA(o:TO)<=1.25 and season >= 2004
	SF009	The 49ers are 0-10 ATS at home vs a divisional opponent when their passing yards dropped in each of their last two games.	team = Fortyniners and H and DIV and p:PY < pp:PY < ppp:PY
	SF010	The 49ers are 0-9 ATS off a game in which Vance McDonald did not catch a pass.	team=Fortyniners and Vance McDonald:p:receptions=0 and date>=20141123
PLAY OVER	SF011	The 49ers are 20-0 OU as a favorite over a divisional opponent on grass when they are off a road game in which they committed at least two turnovers.	team = Fortyniners and F and surface = grass and DIV and p:A and p:TO>=2 and date >= 19911000
	SF012	The 49ers are 17-0 OU as a dog of not more than ten points vs a team that has forced an average of fewer than 1.25 turnovers per game and allowed less than 4.95 yards per carry, season-to-date.	team = Fortyniners and 0<line<=10 and oA(o:TO) < 1.25 and oA(o:YPPRA)<4.95 and season >= 2005
PLAY UNDER	SF013	The 49ers are 0-14 OU as a favorite on grass off a win when facing a team that has averaged fewer than 30 passes per game season-to-date.	team = Fortyniners and F and surface = grass and p:W and NDIV and oA(passes) < 30
	SF014	The 49ers are 0-13 OU as a TD-plus dog when they are off a SU and ATS loss on the road.	team = Fortyniners and line>=7 and p:AL and p:ATSL

SAN FRANCISCO 49ERS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	5-11-0	82-77-1
Straight Up Home	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	4-4-0	49-30-1
Straight Up Away	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	1-7-0	33-47-0
Average Line	5.41	5.66	2.88	0.22	-0.50	-2.88	-5.75	-5.41	-2.84	6.56	0.33
Average O/U Line	42.91	39.41	43.06	41.84	40.53	39.84	42.06	43.75	44.22	42.84	42.05
Against the Spread Record	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	7-9-0	80-73-7
Six Point Teaser Record	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	10-6-0	110-45-5
Seven Point Teaser Record	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	11-5-0	116-43-1
Ten Point Teaser Record	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	11-5-0	124-35-1
ATS Home	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	5-3-0	41-35-4
ATS Away	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	2-6-0	39-38-3
Over/Under Record	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	7-9-0	72-84-4
Over/Under Home	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	1-7-0	33-45-2
Over/Under Away	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	6-2-0	39-39-2
ATS as Favorite	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	---	41-33-4
ATS as Underdog	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	7-9-0	39-39-3
ATS as Home Favorite	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	---	27-23-3
ATS as a Home Dog	3-2-0	3-4-0	1-3-0	1-0-0	1-0-0	0-0-1	---	---	---	5-3-0	14-12-1
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	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	2-6-0	25-27-2
vs Division	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	2-4-0	29-29-2
ATS after 10+ ATS Win	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	0-2-0	18-20-2
ATS after 10+ ATS Loss	3-2-0	2-4-0	1-0-0	1-0-1	3-1-0	---	3-2-0	1-1-0	1-4-1	1-4-0	16-18-2
ATS in games 1-4	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	1-3-0	21-16-3
ATS in games 5-8	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	2-2-0	19-20-1
ATS in games 9-12	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	3-1-0	24-16-1
ATS in games 13-16	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	1-3-0	16-21-2
Points Scored per Game	18.62	13.69	21.19	20.62	19.06	23.75	24.81	25.38	19.12	14.88	20.11
Points Allowed per Game	25.75	22.75	23.81	17.56	21.62	14.31	17.06	17.00	21.25	24.19	20.53
Yds Offense per Game	303.75	237.44	311.12	290.75	313.31	310.88	361.81	323.75	327.56	303.75	308.41
Yds Allowed per Game	344.19	345.12	326.00	326.38	327.75	308.31	294.38	316.94	321.44	387.44	329.79
Yds Passing per Game	168.00	145.12	211.19	190.75	209.75	183.12	206.12	186.19	191.44	207.25	189.89
Opp. Yds Passing per Game	223.19	226.62	219.19	229.38	231.06	230.94	200.19	220.88	221.75	261.19	226.44
Percent Completions	57.9	53.3	60.7	59.1	56.4	61.4	66.3	58.5	59.8	61.2	59.4
Opp Percent Completions	63.9	63.5	60.7	60.7	65.1	57.5	59.4	59.0	58.9	68.3	61.6
Yds per Pass Attempt	6.05	4.52	6.64	5.78	6.71	6.50	7.56	7.14	6.28	6.30	6.31
Opp Yds per Pass Attempt	6.89	6.68	6.43	6.33	6.72	6.38	5.65	6.04	6.43	7.61	6.51
Yds Rushing per Game	135.75	92.31	99.94	100.00	103.56	127.75	155.69	137.56	136.12	96.50	118.52
Opp Yds Rushing per Game	121.00	118.50	106.81	97.00	96.69	77.38	94.19	96.06	99.69	126.25	103.36
Yds per Rush Attempt	4.95	4.14	4.03	4.31	4.13	4.10	5.06	4.36	4.62	3.96	4.39
Opp Yds per Rush Attempt	4.09	3.76	3.78	3.64	3.46	3.49	3.70	3.88	3.98	4.01	3.79
Turnovers per Game	2.00	2.12	2.19	1.50	1.44	0.62	1.00	1.12	1.38	1.06	1.44
Takeaways per Game	1.69	1.38	1.12	2.06	1.38	2.38	1.56	1.88	1.81	0.75	1.60
Sacks per Game	2.12	1.94	1.88	2.75	2.25	2.50	2.38	2.44	2.25	1.75	2.23
Sacks Allowed per Game	2.19	3.38	3.44	2.50	2.75	2.75	2.56	2.44	3.25	3.31	2.86
Average Possession Time	29:00	27:07	29:30	29:46	28:46	32:07	31:46	30:34	31:44	26:42	29:42
Punts per Game	5.06	6.56	4.19	6.19	5.69	4.94	4.19	4.94	4.56	5.75	5.21
Opp Punts per Game	4.12	5.56	4.50	5.94	5.25	5.44	4.94	5.44	4.62	4.62	5.04
Percent Rushes	47.8	38.6	41.3	39.5	42.4	50.2	50.8	52.5	46.6	40.2	45.1
Opp Percent Rushes	46.1	46.8	44.0	40.6	43.3	36.4	40.2	38.8	40.5	46.6	42.4

SEATTLE SEAHAWKS

PLAY ON	SEA001	The Seahawks are 15-0 ATS as a favorite on turf after a game in which they had more than 282 passing yards.	team = Seahawks and F and surface = artificial and p:PY > 282
	SEA002	The Seahawks are 14-0 ATS as a dog off a game as a dog when they had a negative DPS in each of their last three games.	team = Seahawks and D and p:D and p:dps < 0 and pp:dps < 0 and ppp:dps < 0 and season >= 1992
	SEA003	The Seahawks are 14-0 ATS off any game in which their completion percentage was at least ten percentage points high than their season-to-date average.	team = Seahawks and p:CP - tA(p:CP) > 10 and season >= 2011
	SEA004	The Seahawks are 12-0 ATS at home vs a divisional opponent that is averaging less than five yards per play season-to-date.	team = Seahawks and H and DIV and oA(YPPL) < 5 and season >= 2005
	SEA005	The Seahawks are 11-0 ATS at home vs a non-divisional opponent when they are off a loss and had fewer than 28 minutes of possession time in each of their last two games.	team = Seahawks and H and NDIV and p:L and p:TOP < 28 * 60 and pp:TOP < 28 * 60 and date >= 19961208
PLAY AGAINST	SEA006	The Seahawks are 0-14 ATS when hosting a divisional opponent that has punted fewer than four times per game season-to-date.	team = Seahawks and H and DIV and oA(punts) < 4
	SEA007	The Seahawks are 0-11 ATS on grass vs a non-divisional opponent when they are off a double-digit cover at home.	team = Seahawks and surface = grass and NDIV and p:H and p:ats margin >= 10 and date >= 20051000
	SEA008	The Seahawks are 0-11 ATS as a dog vs a non-divisional opponent when they are off a win and their rushing yards increased over each of their last two games.	team = Seahawks and D and NDIV and p:W and ppp:RY < pp:RY < p:RY
	SEA009	The Seahawks are 0-9 ATS when they are off a TD-plus home win and their opponent is off a game in which they allowed 400-plus yards of offense.	team = Seahawks and p:margin >= 7 and p:H and opo:TY >= 400 and season >= 2007
	SEA010	The Seahawks are 0-9 ATS off a double-digit loss when facing a divisional opponent with an average takeaway margin of at least plus-one on the season.	team = Seahawks and p:margin <= -10 and DIV and oA(TOM) <= -1 and season >= 1994
PLAY OVER	SEA011	The Seahawks are 22-0 OU as a road dog off a win by fewer than 34 points when facing a team that has at least two more wins on the season.	team = Seahawks and AD and p:W and o:wins-wins >= 2 and p:margin < 34
	SEA012	The Seahawks are 15-0 OU as a dog off a win as a favorite in which they scored at least 9 points more than their season-to-date average.	team = Seahawks and D and p:WF and p:points - tA(p:points) >= 9 and date >= 19971100
PLAY UNDER	SEA013	The Seahawks are 0-11 OU as a home favorite off a game as a road dog in which they had at least three times as many passing yards as rushing yards.	team = Seahawks and HF and p:AD and p:PY / p:RY >= 3 and date >= 19901200
	SEA014	The Seahawks are 0-10 OU on turf vs a divisional opponent when they are off a win in which they recorded at least four sacks.	team = Seahawks and surface = artificial and DIV and p:W and 4 <= p:sacks and season >= 2007

SEATTLE SEAHAWKS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	10-6-0	88-72-0
Straight Up Home	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	5-3-0	54-26-0
Straight Up Away	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	5-3-0	34-46-0
Average Line	-2.72	-4.19	3.53	2.25	3.12	3.78	-1.25	-7.94	-6.31	-5.88	-1.56
Average O/U Line	42.12	41.69	42.72	43.00	41.69	39.88	40.53	43.12	43.69	43.28	42.17
Against the Spread Record	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	8-7-1	86-71-3
Six Point Teaser Record	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	10-6-0	107-51-2
Seven Point Teaser Record	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	13-3-0	115-44-1
Ten Point Teaser Record	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	13-2-1	124-31-5
ATS Home	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	4-4-0	52-27-1
ATS Away	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	4-3-1	34-44-2
Over/Under Record	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	7-9-0	78-80-2
Over/Under Home	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	4-4-0	37-43-0
Over/Under Away	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	3-5-0	41-37-2
ATS as Favorite	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	7-6-0	52-36-0
ATS as Underdog	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	1-1-1	33-34-3
ATS as Home Favorite	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	4-4-0	36-19-0
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	0-4-0	2-2-0	1-0-0	1-0-0	0-1-0	---	1-3-0	5-2-0	3-3-0	3-2-0	16-17-0
ATS Away Dog	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	1-1-1	18-26-2
vs Division	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	3-3-0	34-25-1
ATS after 10+ ATS Win	---	1-3-0	0-3-0	0-2-0	0-4-0	2-1-2	3-2-0	3-1-0	2-2-0	2-2-0	13-20-2
ATS after 10+ ATS Loss	1-2-0	2-1-0	3-2-0	3-4-0	5-3-0	2-1-0	---	2-0-0	1-1-0	3-0-0	22-14-0
ATS in games 1-4	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	1-3-0	20-20-0
ATS in games 5-8	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	1-2-1	15-23-2
ATS in games 9-12	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	3-1-0	27-13-0
ATS in games 13-16	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	3-1-0	24-15-1
Points Scored per Game	20.94	24.56	18.38	17.50	19.38	20.06	25.75	26.06	24.62	26.44	22.37
Points Allowed per Game	21.31	18.19	24.50	24.38	25.44	19.69	15.31	14.44	15.88	17.31	19.64
Yds Offense per Game	311.06	348.94	274.06	316.81	297.81	303.94	350.62	339.00	375.75	378.69	329.67
Yds Allowed per Game	330.31	321.81	378.00	356.44	368.56	332.19	306.19	273.00	267.12	291.88	322.55
Yds Passing per Game	190.88	247.75	163.56	218.94	208.81	194.06	189.44	202.25	203.12	236.88	205.57
Opp. Yds Passing per Game	203.50	219.06	259.31	245.44	249.62	219.88	203.12	172.00	185.62	210.25	216.78
Percent Completions	57.0	62.9	55.3	61.1	59.6	58.7	64.0	63.6	63.2	68.1	61.2
Opp Percent Completions	59.3	58.6	64.7	65.8	57.9	59.7	58.0	59.0	61.7	60.7	60.6
Yds per Pass Attempt	5.96	6.72	5.52	5.75	6.14	6.10	7.48	7.70	7.16	7.75	6.57
Opp Yds per Pass Attempt	6.46	6.17	7.33	6.91	6.83	6.48	5.76	5.25	5.86	6.13	6.33
Yds Rushing per Game	120.19	101.19	110.50	97.88	89.00	109.88	161.19	136.75	172.62	141.81	124.10
Opp Yds Rushing per Game	126.81	102.75	118.69	111.00	118.94	112.31	103.06	101.00	81.50	81.62	105.77
Yds per Rush Attempt	3.97	3.77	4.24	3.96	3.70	3.95	4.81	4.30	5.26	4.53	4.29
Opp Yds per Rush Attempt	4.60	3.90	4.16	4.15	4.21	3.80	4.48	3.84	3.42	3.61	4.02
Turnovers per Game	2.12	1.50	1.69	1.94	1.94	1.44	1.12	1.19	0.88	1.00	1.48
Takeaways per Game	1.62	2.12	1.25	1.44	1.38	1.94	1.94	2.44	1.50	1.44	1.71
Sacks per Game	2.56	2.81	2.19	1.75	2.31	2.06	2.25	2.75	2.31	2.31	2.33
Sacks Allowed per Game	3.06	2.25	2.25	2.56	2.19	3.06	2.06	2.75	2.62	2.88	2.57
Average Possession Time	29:48	29:59	26:37	27:30	27:32	28:22	31:50	30:32	32:22	32:14	29:41
Punts per Game	5.38	5.38	5.62	5.56	4.88	5.94	4.06	4.75	3.88	4.25	4.97
Opp Punts per Game	5.50	5.81	4.25	5.12	5.06	5.06	4.88	5.12	5.19	5.44	5.14
Percent Rushes	46.3	40.7	45.0	37.8	39.9	44.4	55.0	52.3	51.4	48.4	46.1
Opp Percent Rushes	44.7	40.8	43.2	41.8	42.1	45.1	38.0	42.6	41.2	38.2	41.8

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 11-0 ATS on turf when they are off a win as a dog in which they benefitted from a two-plus takeaway margin.	team = Rams and surface = artificial and p:WD and p:TOM <= -2 and season >= 1997
	STL003	The Rams are 11-0 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 oS(PFD)/oS(FD) > 2/3 and date>=20091100
	STL004	The Rams are 9-0 ATS on the road vs a non-divisional opponent when they are off a home game and their opponent's completion percentage has dropped over their last two games.	team = Rams and A and NDIV and p:H and op:CP<opp:CP<opp:CP and season >= 2005
	STL005	The Rams are 9-0 ATS on grass vs a non-divisional opponent when they are off a double-digit loss.	team=Rams and surface=grass and NDIV and p:margin <= -10 and season >= 2005
PLAY AGAINST	STL006	The Rams are 0-14 ATS off a TD-plus road loss vs a team that is scoring points on less than 30% of their offensive drives.	team = Rams and p:margin <=-7 and p:A and oS(PTD+RTD+FG) / oS(drives) < 0.30
	STL007	The Rams are 0-12 ATS vs a divisional opponent that had a negative takeaway margin in each of their last two games.	team = Rams and DIV and 0 < op:TOM and 0 < opp:TOM and date >= 20041200
	STL008	The Rams are 0-12 ATS as a dog off a win when facing a team they lost to in their previous, same-season match-up.	team = Rams and D and p:W and P:L and P:season = season
	STL009	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
	STL010	The Rams are 0-10 ATS on the road after a road loss in which they committed two-plus turnovers.	team = Rams and A and p:AL and p:T0 >= 2 and season >= 2002
PLAY OVER	STL011	The Rams are 13-0 OU on turf off a home game when facing a non-divisional opponent that has averaged fewer than 30 passes per game season-to-date.	team = Rams and p:H and surface = artificial and NDIV and oA(passes)<30 and season >= 1992
	STL012	The Rams are 11-0 OU at home off a loss in which they recorded four-plus sacks.	team = Rams and H and p:L and p:sacks >= 4 and season >= 2000
PLAY UNDER	STL013	The Rams are 0-22 OU on the road when they are off a game in which they rushed for a TD and held their opponent to ten or fewer rushing first downs.	team=Rams and A and p:RTD>0 and po:RFD<=10 and date>=20071118
	STL014	The Rams are 0-14 OU on grass after a game as a dog when facing a team that has scored on less than 30% of their drives.	team = Rams and surface = grass and p:D and oS(PTD+RTD+FG) / oS(drives) < 0.30

ST LOUIS RAMS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	7-9-0	50-109-1
Straight Up Home	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	5-3-0	29-51-0
Straight Up Away	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	2-6-0	21-58-1
Average Line	0.66	4.78	8.22	9.62	2.12	7.16	4.41	3.75	3.06	1.41	4.52
Average O/U Line	44.19	43.19	44.09	42.38	41.25	41.00	41.34	43.38	43.75	42.06	42.66
Against the Spread Record	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	7-9-0	71-87-2
Six Point Teaser Record	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	10-4-2	96-60-4
Seven Point Teaser Record	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	12-4-0	101-58-1
Ten Point Teaser Record	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	12-4-0	111-46-3
ATS Home	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	5-3-0	36-43-1
ATS Away	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	2-6-0	35-44-1
Over/Under Record	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	4-12-0	68-87-5
Over/Under Home	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	3-5-0	42-34-4
Over/Under Away	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	1-7-0	26-53-1
ATS as Favorite	4-4-0	2-2-0	---	---	3-2-0	0-2-0	0-2-0	3-1-0	2-3-0	3-3-0	17-19-0
ATS as Underdog	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	4-5-0	54-67-2
ATS as Home Favorite	2-3-0	1-2-0	---	---	2-1-0	0-2-0	0-2-0	3-1-0	1-3-0	3-1-0	12-15-0
ATS as a Home Dog	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	2-1-0	24-27-1
ATS Away Favorite	2-1-0	1-0-0	---	---	1-1-0	---	---	---	1-0-0	0-2-0	5-4-0
ATS Away Dog	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	2-4-0	30-40-1
vs Division	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	4-2-0	25-35-0
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	1-2-0	16-11-0
ATS after 10+ ATS Loss	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	1-3-0	23-23-0
ATS in games 1-4	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	2-2-0	13-27-0
ATS in games 5-8	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	2-2-0	21-19-0
ATS in games 9-12	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	0-4-0	21-20-0
ATS in games 13-16	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	3-1-0	16-21-2
Points Scored per Game	22.94	16.44	14.50	10.94	18.06	12.06	18.69	21.75	20.25	17.50	17.31
Points Allowed per Game	23.81	27.38	29.06	27.25	20.50	25.44	21.75	22.75	22.12	20.62	24.07
Yds Offense per Game	360.44	297.50	287.25	279.38	302.88	283.56	329.06	304.81	314.69	297.69	305.73
Yds Allowed per Game	335.12	341.75	371.88	372.81	336.75	358.38	342.62	345.00	351.38	367.88	352.36
Yds Passing per Game	247.62	202.06	184.19	167.38	204.25	179.38	221.88	195.31	212.50	175.31	198.99
Opp. Yds Passing per Game	189.69	226.50	217.19	235.25	223.62	206.31	225.12	242.12	240.88	254.06	226.07
Percent Completions	62.7	58.0	56.2	57.4	60.0	53.2	59.6	59.5	63.5	57.7	58.8
Opp Percent Completions	59.0	60.8	62.6	64.2	57.4	60.5	66.2	68.1	68.0	66.8	63.5
Yds per Pass Attempt	6.69	5.63	5.67	4.94	5.54	5.23	6.37	6.18	6.60	5.93	5.88
Opp Yds per Pass Attempt	6.73	6.93	7.83	7.67	6.27	6.82	6.59	7.44	7.14	6.81	7.00
Yds Rushing per Game	112.81	95.44	103.06	112.00	98.62	104.19	107.19	109.50	102.19	122.38	106.74
Opp Yds Rushing per Game	145.44	115.25	154.69	137.56	113.12	152.06	117.50	102.88	110.50	113.81	126.28
Yds per Rush Attempt	4.26	3.78	3.95	4.35	3.68	4.08	4.17	4.11	4.14	4.56	4.11
Opp Yds per Rush Attempt	4.88	4.13	4.94	4.40	4.48	4.77	4.25	3.74	4.16	4.02	4.39
Turnovers per Game	1.12	2.31	1.94	2.06	1.31	1.44	1.38	1.31	1.69	1.31	1.59
Takeaways per Game	2.00	1.69	1.62	1.25	1.62	1.12	1.31	1.81	1.56	1.62	1.56
Sacks per Game	2.12	1.88	1.88	1.56	2.69	2.44	3.25	3.31	2.56	2.56	2.42
Sacks Allowed per Game	3.06	3.00	2.81	2.75	2.12	3.44	2.12	2.25	2.94	1.12	2.56
Average Possession Time	31:20	30:06	29:32	29:10	31:01	28:10	29:46	29:05	29:12	28:14	29:34
Punts per Game	4.75	4.88	5.19	5.62	5.88	6.62	5.12	4.88	5.06	6.00	5.40
Opp Punts per Game	4.19	4.12	4.19	4.69	5.12	5.06	4.56	4.62	4.75	5.19	4.65
Percent Rushes	39.8	39.4	42.5	41.3	40.7	40.4	41.0	44.0	41.3	46.6	41.6
Opp Percent Rushes	49.6	44.6	51.4	49.2	39.7	49.4	42.5	43.4	42.2	41.5	45.3

TAMPA BAY BUCCANEERS

PLAY ON	TB001	The Buccaneers are 13-0 ATS on turf when they are off a loss in which they out-gained their opponent.	team = Buccaneers and surface = artificial and p:L and p:TY > po:TY and season >= 1992
	TB002	The Buccaneers are 13-0 ATS as a favorite off a loss as a favorite when they are facing a team that had less than 27 minutes of possession time in their last game.	team = Buccaneers and F and p:LF and op:TOP < 27 * 60
	TB003	The Buccaneers are 11-0 ATS off a loss as a favorite when their opponent has committed an average of more than 2.25 turnovers per game, season-to-date.	team = Buccaneers and p:LF and oA(TO) > 2.25 and season >= 1997
	TB004	The Buccaneers are 10-0 ATS when their line is within 3 of pickem off a loss and their opponent has averaged fewer than four punts per game season-to-date.	team = Buccaneers and -3 <= line <= 3 and p:L and oA(punts) < 4
	TB005	The Buccaneers are 9-0 ATS on grass when they are off a double-digit loss and their opponent has an average completion percentage of at least 65%.	team = Buccaneers and surface = grass and p:margin <= -10 and oA(CP) > 65 and date >= 20091000
PLAY AGAINST	TB006	The Buccaneers are 0-16 ATS on grass of a road game when their opponent has forced fewer than 4.2 punts per game season-to-date.	team = Buccaneers and surface = grass and p:A and oA(o:punts) < 4.2 and date >= 20071000
	TB007	The Buccaneers are 0-11 ATS as a favorite over a non-divisional opponent when they are off a game in which they had 34-plus minutes of possession time.	team = Buccaneers and F and NDIV and p:TOP > 34*60 and date >= 20031100
	TB008	The Buccaneers are 0-11 ATS as a six-plus point dog on turf when facing a team that recorded at least four sacks in their last game.	team=Buccaneers and line >= 6 and surface=artificial and 4<=op:sacks
	TB009	The Buccaneers are 0-10 ATS at home off a road game when their opponent has averaged more than seven rushing first downs per game season-to-date.	team = Buccaneers and H and p:A and oA(RFD) > 7 and season >= 2009
	TB010	The Buccaneers are 0-10 ATS on grass vs a team that has averaged less than 30 passes per game season-to-date.	team = Buccaneers and surface = grass and oA(passes) < 30 and date >= 20081019
PLAY OVER	TB011	The Buccaneers are 13-0 OU as a dog on grass vs a non-divisional opponent when they are off a home game in which they recorded at least four sacks.	team = Buccaneers and D and surface = grass and NDIV and p:H and 4 <= p:sacks and date >= 19891000
	TB012	The Buccaneers are 13-0 OU on the road off a home game when facing a team that has averaged fewer than ten passing first downs per game season-to-date.	team = Buccaneers and A and p:H and oA(PFD) < 10 and date >= 20061200
PLAY UNDER	TB013	The Buccaneers are 0-18 OU on grass during the regular season when they are off a road game and facing a team that has averaged 13-plus passing first downs per game.	team = Buccaneers and surface = grass and REG and p:A and oA(PFD) >= 13
	TB014	The Buccaneers are 0-13 OU at home off a road game in which they allowed a defensive TD and had more than 22:30 of possession time.	team = Buccaneers and H and p:A and po:DTD > 0 and po:TOP > 22.5*60

TAMPA BAY BUCCANEERS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	6-10-0	58-102-0
Straight Up Home	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	3-5-0	32-48-0
Straight Up Away	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	3-5-0	26-54-0
Average Line	4.66	-0.66	-2.78	8.25	1.72	3.62	1.25	4.28	4.50	2.44	2.73
Average O/U Line	37.38	39.03	40.28	42.41	40.62	44.94	46.75	43.22	44.03	44.75	42.34
Against the Spread Record	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	7-9-0	73-85-2
Six Point Teaser Record	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	8-7-1	102-54-4
Seven Point Teaser Record	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	9-7-0	107-49-4
Ten Point Teaser Record	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	10-5-1	126-33-1
ATS Home	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	3-5-0	32-47-1
ATS Away	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	4-4-0	41-38-1
Over/Under Record	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	9-7-0	79-81-0
Over/Under Home	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	5-3-0	38-42-0
Over/Under Away	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	4-4-0	41-39-0
ATS as Favorite	1-3-0	6-3-0	5-5-0	---	3-2-1	1-3-0	3-3-0	2-2-0	0-3-0	2-3-0	23-27-1
ATS as Underdog	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	4-6-0	49-58-1
ATS as Home Favorite	1-3-0	5-1-0	4-4-0	---	3-2-0	1-2-0	2-3-0	2-1-0	0-3-0	2-3-0	20-22-0
ATS as a Home Dog	3-1-0	1-1-0	---	1-7-0	0-3-0	1-4-0	1-1-1	2-3-0	2-3-0	0-2-0	11-25-1
ATS Away Favorite	---	1-2-0	1-1-0	---	0-0-1	0-1-0	1-0-0	0-1-0	---	---	3-5-1
ATS Away Dog	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	4-4-0	38-33-0
vs Division	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	3-3-0	29-30-1
ATS after 10+ ATS Win	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	0-3-0	13-15-0
ATS after 10+ ATS Loss	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	4-1-0	17-13-0
ATS in games 1-4	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	1-3-0	20-20-0
ATS in games 5-8	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	3-1-0	18-22-0
ATS in games 9-12	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	3-1-0	23-16-1
ATS in games 13-16	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	0-4-0	12-27-1
Points Scored per Game	13.19	20.88	22.56	15.25	21.31	17.94	24.31	18.00	17.31	21.38	19.21
Points Allowed per Game	22.06	16.88	20.19	25.00	19.88	30.88	24.62	24.31	25.62	26.06	23.55
Yds Offense per Game	270.06	326.81	341.00	287.50	335.12	319.25	363.75	277.00	292.00	376.00	318.85
Yds Allowed per Game	329.44	278.19	306.12	365.56	332.69	394.44	379.88	348.00	368.81	340.38	344.35
Yds Passing per Game	174.88	209.81	226.19	185.81	210.06	228.12	248.94	176.25	206.06	240.88	210.70
Opp. Yds Passing per Game	209.62	170.31	187.31	207.38	201.00	238.38	297.38	237.88	255.62	240.00	224.49
Percent Completions	55.3	64.5	63.2	53.2	61.9	62.1	54.9	56.6	56.7	58.3	58.7
Opp Percent Completions	61.1	60.6	58.1	62.4	58.9	62.6	65.4	64.4	68.6	69.9	63.4
Yds per Pass Attempt	5.23	6.85	6.44	5.67	6.80	6.21	7.04	5.49	6.21	7.20	6.31
Opp Yds per Pass Attempt	6.80	5.56	6.31	6.88	6.17	7.93	7.59	6.96	7.25	7.10	6.88
Yds Rushing per Game	95.19	117.00	114.81	101.69	125.06	91.12	114.81	100.75	85.94	135.12	108.15
Opp Yds Rushing per Game	119.81	107.88	118.81	158.19	131.69	156.06	82.50	110.12	113.19	100.38	119.86
Yds per Rush Attempt	3.77	4.17	4.07	4.03	4.64	4.21	4.42	3.84	3.88	4.75	4.19
Opp Yds per Rush Attempt	3.86	3.80	4.31	4.78	4.75	5.01	3.50	4.02	3.86	3.45	4.16
Turnovers per Game	2.00	1.25	1.62	2.12	1.19	2.50	1.44	1.31	2.06	1.75	1.73
Takeaways per Game	1.25	2.19	1.88	1.81	1.75	1.50	1.62	1.94	1.56	1.44	1.69
Sacks per Game	1.56	2.06	1.81	1.75	1.62	1.44	1.69	2.19	2.19	2.38	1.87
Sacks Allowed per Game	2.06	2.25	2.00	2.06	1.88	2.00	1.62	2.94	3.25	1.69	2.17
Average Possession Time	28:25	30:27	32:14	28:43	30:48	29:01	30:16	29:36	27:16	29:00	29:35
Punts per Game	5.81	4.88	4.81	5.44	4.75	4.19	4.81	5.44	4.94	3.50	4.86
Opp Punts per Game	5.06	5.19	5.06	4.50	4.50	3.62	4.94	4.25	4.00	3.88	4.50
Percent Rushes	41.6	46.1	43.2	42.0	45.1	35.8	41.3	42.8	37.8	44.7	42.1
Opp Percent Rushes	49.0	46.5	46.7	50.9	44.8	49.7	36.6	42.9	43.9	44.6	45.5

TENNESSEE TITANS

PLAY ON	TEN001	The Titans are 15-0 ATS at home after a game in which their completion percentage was at least 7.5 points high than their season-to-date average, as long as they are not laying more than three points.	team = Titans and H and tA(p:CP) - p:CP >7.5 and line >= -3
	TEN002	The Titans are 11-0 ATS on the road vs a non-divisional opponent when they are off a win and their opponent has averaged less than five yards per play season-to-date.	team = Titans and A and NDIV and p:W and oA(YPPL) < 5 and date >= 20031019
	TEN003	The Titans are 9-0 ATS on grass vs a non-divisional opponent after a game as a road dog in which they scored fewer than ten points.	team = Titans and surface = grass and NDIV and p:AD and p:points < 10
	TEN004	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 op:TOM<0 and opp:TOM<0 and line<=3 and season >=2000
	TEN005	The Titans are 9-0 ATS as a favorite the week following a win in which they threw for more than 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 NB and tA(p:CP) - p:CP >= 7 and p:PY>125 and date>=20021200
PLAY AGAINST	TEN006	The Titans are 0-14 ATS after any game in which they had a reception of more than 38 yards.	team=Titans and max:p:longest reception > 38 and date>=20131200
	TEN007	The Titans are 0-12 ATS as a dog off a game as a favorite when their opponent has averaged fewer than 1.25 turnovers per game season-to-date.	team = Titans and D and p:F and oA(TO) < 1.25 and date >= 20060917
	TEN008	The Titans are 0-12 ATS off a double-digit win when they are facing a team that has averaged fewer than four punts per game season-to-date.	team = Titans and p:margin >= 10 and oA(punts) < 4 and season >= 2004
	TEN009	The Titans are 0-11 ATS at home off a home game in which they had at least four more minutes of possession time than their season-to-date average.	team = Titans and H and p:H and p:TOP - tA(p:TOP) >= 4 * 60 and season >= 1998
	TEN010	The Titans are 0-10 ATS off a 14-plus point loss vs a team that has averaged more than 30 rushes per game season-to-date.	team = Titans and p:margin <= -14 and oA(rushes) > 30 and season >= 2004
PLAY OVER	TEN011	The Titans are 13-0 OU as a dog off a road game in which they scored more than nine points fewer than their season-to-date average.	team = Titans and D and p:A and tA(tp:points) - p:points > 9 and date >= 20021201
	TEN012	The Titans are 12-0 OU as a dog on grass vs a non-divisional opponent when they are off a SU and ATS loss and their opponent is off a SU and ATS win.	team = Titans and D and surface = grass and NDIV and p:L and p:ATSL and op:W and op:ATSW
PLAY UNDER	TEN013	The Titans are 0-15 OU on grass off a double-digit win in which the had at least 33:45 of possession time and rushed for less than 250 yards.	t:team = Titans and surface = grass and p:margin>=10 and p:TOP > 33.75*60 and p:RY<250 and season >= 1999
	TEN014	The Titans are 0-12 OU on turf when they are averaging more than 24 ppg over their last three games.	team = Titans and surface = artificial and tA(points,N=3) > 24 and date >= 20031200

TENNESSEE TITANS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	3-13-0	72-88-0
Straight Up Home	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	1-7-0	38-42-0
Straight Up Away	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	2-6-0	34-46-0
Average Line	6.34	-1.31	-3.97	-0.69	0.06	-0.97	4.09	1.19	4.28	3.66	1.27
Average O/U Line	40.53	39.81	38.53	42.59	43.66	41.91	44.94	42.78	44.59	43.66	42.30
Against the Spread Record	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	6-10-0	73-83-4
Six Point Teaser Record	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	10-6-0	106-52-2
Seven Point Teaser Record	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	10-6-0	108-52-0
Ten Point Teaser Record	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	10-5-1	116-41-3
ATS Home	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	4-4-0	34-44-2
ATS Away	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	2-6-0	39-39-2
Over/Under Record	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	7-6-3	77-74-9
Over/Under Home	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	3-3-2	41-33-6
Over/Under Away	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	4-3-1	36-41-3
ATS as Favorite	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	1-1-0	29-33-2
ATS as Underdog	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	5-8-0	42-45-2
ATS as Home Favorite	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	1-1-0	19-25-2
ATS as a Home Dog	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	3-3-0	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	6-2-0	3-2-0	---	3-3-0	3-3-0	2-1-2	3-4-0	3-2-0	2-6-0	2-5-0	27-28-2
vs Division	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	2-4-0	26-33-1
ATS after 10+ ATS Win	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	0-2-0	18-14-1
ATS after 10+ ATS Loss	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	3-3-0	19-23-0
ATS in games 1-4	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	3-1-0	21-17-2
ATS in games 5-8	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	2-2-0	21-19-0
ATS in games 9-12	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	1-3-0	17-21-2
ATS in games 13-16	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	0-4-0	14-26-0
Points Scored per Game	20.25	18.81	23.44	22.12	22.25	20.31	20.62	22.62	15.88	18.69	20.50
Points Allowed per Game	25.00	18.56	14.62	25.12	21.19	19.81	29.44	23.81	27.38	26.44	23.14
Yds Offense per Game	300.62	311.69	313.62	351.44	302.12	335.06	313.12	336.88	303.69	311.75	318.00
Yds Allowed per Game	369.69	291.56	293.62	365.62	367.69	355.12	375.00	338.00	373.00	342.19	347.15
Yds Passing per Game	162.25	179.88	176.19	189.44	194.19	245.19	207.69	218.50	213.25	218.94	200.55
Opp. Yds Passing per Game	225.12	199.19	199.75	258.19	252.00	226.81	247.75	225.75	235.88	229.88	230.03
Percent Completions	50.6	61.9	58.5	56.9	57.6	60.4	58.9	61.5	58.3	62.0	58.8
Opp Percent Completions	63.2	61.3	59.5	66.8	65.6	62.4	66.3	63.1	63.7	63.4	63.6
Yds per Pass Attempt	5.81	6.19	6.22	6.37	6.55	6.72	6.15	6.56	6.65	6.35	6.37
Opp Yds per Pass Attempt	6.80	5.60	5.56	6.85	6.45	6.14	7.03	6.63	6.92	7.31	6.51
Yds Rushing per Game	138.38	131.81	137.44	162.00	107.94	89.88	105.44	118.38	90.44	92.81	117.45
Opp Yds Rushing per Game	144.56	92.38	93.88	107.44	115.69	128.31	127.25	112.25	137.12	112.31	117.12
Yds per Rush Attempt	4.72	3.88	4.33	5.19	4.25	3.82	4.46	4.10	4.06	4.00	4.30
Opp Yds per Rush Attempt	4.57	4.01	3.73	4.27	3.91	4.45	4.22	4.03	4.26	3.89	4.14
Turnovers per Game	1.62	2.12	1.06	1.94	1.81	1.38	1.75	1.56	1.62	2.06	1.69
Takeaways per Game	1.75	2.12	1.94	1.69	1.56	1.44	1.50	1.56	1.00	1.19	1.57
Sacks per Game	1.62	2.50	2.75	2.00	2.50	1.75	2.44	2.25	2.44	2.44	2.27
Sacks Allowed per Game	1.81	1.88	0.75	0.94	1.69	1.50	2.44	2.31	3.12	3.38	1.98
Average Possession Time	27:23	31:52	29:18	28:41	26:01	27:54	27:40	30:16	27:30	29:34	28:37
Punts per Game	5.50	4.56	5.44	4.31	4.81	5.38	5.19	4.94	5.56	5.50	5.12
Opp Punts per Game	4.25	5.06	5.44	4.75	3.81	5.19	4.38	4.75	4.56	4.62	4.68
Percent Rushes	49.6	52.3	52.2	50.4	44.8	38.2	39.5	44.8	38.7	38.0	44.9
Opp Percent Rushes	47.6	37.7	39.4	38.8	41.6	42.7	44.5	43.4	46.9	46.0	42.9

WASHINGTON REDSKINS

PLAY ON	WAS001	The Redskins are 11-0 ATS on the road on grass when they are off a win as a favorite and facing a team with a worse record.	team = Redskins and A and surface = grass and p:WF and WP>o:WP and season >= 1996
	WAS002	The Redskins are 11-0 ATS on grass vs divisional opponent off a game as a dog when they are seeking same-season revenge for a loss in which they committed three-plus turnovers.	team = Redskins and surface = grass and DIV and p:D and P:L and P:TO >= 3 and P:season = season
	WAS003	The Redskins are 10-0 ATS off a game as a road dog when they are a dog vs a divisional opponent that has averaged more than 35 passes per game season-to-date.	team = Redskins and p:AD and D and DIV and oA(passes) > 35 and season >= 1997
	WAS004	The Redskins are 10-0 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
	WAS005	The Redskins are 10-0 ATS on turf when they are off a loss in which they had more than 140 rushing yards.	team = Redskins and surface = artificial and p:L and p:RY>140
PLAY AGAINST	WAS006	The Redskins are 0-16 ATS as a FG-plus favorite when they are off a road game and facing a team that has forced 4.5 or fewer punts per game.	team = Redskins and line<=-3 and p:A and oA(o:punts)<=4.5 and date >= 20061000
	WAS007	The Redskins are 0-14 ATS as a home favorite after a road game in which they had more than 32:30 minutes of possession time.	team=Redskins and HF and p:A and p:TOP>32.5*60 and date>=20001101
	WAS008	The Redskins are 0-13 ATS as a 5-plus point dog when their opponent is off a bye.	team=Redskins and line>=5 and op:week + 2=week
	WAS009	The Redskins are 0-12 ATS when hosting a non-divisional opponent with a worse record.	team = Redskins and H and NDIV and WP>o:WP and date >= 20051100
	WAS010	The Redskins are 0-11 ATS at home off a win in which they outgained their opponent.	team = Redskins and H and p:W and p:TY > po:TY and date >= 20081000
PLAY OVER	WAS011	The Redskins are 12-0 OU off a win in which they had a receiver with more than 98 yards of receptions.	team=Redskins and p:W and max:p:receiving yards > 98 and season >= 2012
	WAS012	The Redskins are 10-0 OU as a dog on grass off a home game when facing a team that has averaged more than 35 passes per game season-to-date.	team = Redskins and D and surface = grass and p:H and oA(passes) > 35 and date >= 20091026
PLAY UNDER	WAS013	The Redskins are 0-15 OU on grass off a game as a favorite when their opponent has committed an average of fewer than 1.25 turnovers per game season-to-date.	team = Redskins and surface = grass and p:F and oA(TO) < 1.25 and season >= 1992
	WAS014	The Redskins are 0-15 OU on grass off a SU and ATS loss as a home favorite vs a team that is off a SU and ATS win.	team = Redskins and surface = grass and p:LHF and p:ATSL and op:W and op:ATSW and season >= 1995

WASHINGTON REDSKINS

KillerSports.com Regular Season Records and Stats: 2006–2015

	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2006–2015
Straight Up Record	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	9-7-0	63-97-0
Straight Up Home	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	6-2-0	35-45-0
Straight Up Away	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	3-5-0	28-52-0
Average Line	2.38	0.47	-0.19	2.62	3.53	2.91	0.69	2.69	3.12	3.50	2.17
Average O/U Line	40.19	39.78	40.78	39.50	42.88	42.72	47.06	49.34	46.56	45.16	43.40
Against the Spread Record	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	9-7-0	71-83-6
Six Point Teaser Record	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	12-4-0	105-53-2
Seven Point Teaser Record	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	13-2-1	110-47-3
Ten Point Teaser Record	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	15-1-0	123-35-2
ATS Home	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	5-3-0	32-44-4
ATS Away	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	4-4-0	39-39-2
Over/Under Record	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	9-7-0	73-82-5
Over/Under Home	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	3-5-0	33-44-3
Over/Under Away	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	6-2-0	40-38-2
ATS as Favorite	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	0-2-0	15-29-1
ATS as Underdog	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	9-5-0	55-53-5
ATS as Home Favorite	0-2-0	3-4-1	1-3-0	0-3-0	---	0-2-0	3-2-0	1-1-0	1-3-0	0-2-0	9-22-1
ATS as a Home Dog	3-3-0	---	1-2-0	2-3-0	3-2-3	3-3-0	2-1-0	2-3-0	1-3-0	5-1-0	22-21-3
ATS Away Favorite	1-0-0	0-1-0	1-2-0	1-1-0	0-1-0	1-0-0	1-1-0	1-1-0	---	---	6-7-0
ATS Away Dog	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	4-4-0	33-32-2
vs Division	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	4-2-0	33-27-0
ATS after 10+ ATS Win	1-1-0	2-1-1	1-1-1	1-1-0	2-1-0	0-2-0	4-1-0	---	1-2-0	2-2-0	14-12-2
ATS after 10+ ATS Loss	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	1-0-0	14-19-1
ATS in games 1-4	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	2-2-0	20-18-2
ATS in games 5-8	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	1-3-0	12-26-2
ATS in games 9-12	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	2-2-0	15-25-0
ATS in games 13-16	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	4-0-0	24-14-2
Points Scored per Game	19.19	20.88	16.56	16.62	18.88	18.00	27.25	20.88	18.81	24.25	20.13
Points Allowed per Game	23.50	19.38	18.50	21.00	23.56	22.94	24.25	29.88	27.38	23.69	23.41
Yds Offense per Game	327.69	333.44	320.00	312.50	335.88	336.69	383.19	369.69	358.62	354.12	343.18
Yds Allowed per Game	355.50	305.06	288.81	319.69	389.25	339.81	377.69	354.12	355.38	380.56	346.59
Yds Passing per Game	189.19	216.44	189.06	218.12	244.56	235.81	213.88	234.44	252.94	255.94	225.04
Opp. Yds Passing per Game	218.19	214.00	193.44	207.25	261.69	222.06	281.94	243.50	248.06	257.94	234.81
Percent Completions	58.3	60.8	62.4	63.8	57.7	58.5	65.8	58.1	66.5	69.4	62.0
Opp Percent Completions	59.5	58.3	56.8	61.4	63.5	60.5	61.8	65.6	66.5	62.5	61.6
Yds per Pass Attempt	6.44	6.60	5.93	6.55	6.47	6.38	7.74	6.14	7.40	7.37	6.68
Opp Yds per Pass Attempt	7.18	5.69	6.06	6.49	7.24	6.98	7.09	7.58	7.65	7.29	6.92
Yds Rushing per Game	138.50	117.00	130.94	94.38	91.31	100.88	169.31	135.25	105.69	98.19	118.14
Opp Yds Rushing per Game	137.31	91.06	95.38	112.44	127.56	117.75	95.75	110.62	107.31	122.62	111.78
Yds per Rush Attempt	4.52	3.75	4.38	3.86	4.16	4.02	5.22	4.78	4.22	3.66	4.28
Opp Yds per Rush Attempt	4.47	3.73	3.83	4.01	4.60	4.30	4.22	4.00	4.10	4.83	4.22
Turnovers per Game	1.06	1.81	1.12	1.75	1.94	2.19	0.88	2.12	1.94	1.38	1.62
Takeaways per Game	0.75	1.50	1.12	1.06	1.69	1.31	1.94	1.56	1.19	1.69	1.38
Sacks per Game	1.19	2.06	1.50	2.50	1.81	2.56	2.00	2.25	2.38	2.38	2.06
Sacks Allowed per Game	1.19	1.75	2.38	2.88	2.88	2.50	2.06	2.69	3.62	1.69	2.36
Average Possession Time	30:14	31:10	31:30	29:00	28:50	30:26	31:11	30:53	30:46	31:44	30:34
Punts per Game	5.12	4.69	5.12	4.75	5.88	4.12	4.38	5.31	4.88	4.44	4.87
Opp Punts per Game	4.94	5.06	5.44	4.38	5.38	4.38	4.06	4.62	5.00	4.31	4.76
Percent Rushes	50.1	47.4	46.6	40.3	35.0	38.9	52.2	40.9	39.9	42.4	43.3
Opp Percent Rushes	49.3	38.1	42.7	44.9	42.2	44.3	35.2	44.6	42.9	40.2	42.4

NFL SDQL Masters' Exam Questions w/Answers!

There are numerous reasons for becoming a certified SDQL master. If you are a professional handicapper, you can promote this fact to your potential customers. Being a certified SDQL Master lets the wary customer know that you are a serious professional interested in applying the same scientific research tools that are used to forecast the stock market, the weather and indeed the entire global economy.

Unscrupulous touts are not interested in investing time to learn the SDQL; why spend many hours producing a profitable record when they can just make one up? They are not science or math majors, they are marketing majors. They are interested in selling. On the other hand, people who learn the SDQL are interested in the exciting intellectual challenge of beating the competition with the combination of knowledge, information and brains.

To see the list of certified SDQL Masters, visit the website sdql.com.

Of course, there are many uses for the SDQL besides sports handicapping. Another HUGE arena is Daily Fantasy Sports. The SDQL can be used to forecast individual player performance just as it can be used to forecast team performance. For sample player-based trends, check out SportsBook Breakers' article in this document.

Another reason to develop SDQL skill is to become an expert in sports analytics. Numerous teams in a variety of sports are utilizing analytics to quantify and optimize performance and certification as an SDQL master would certainly look good on a resume. For example, with the SDQL it is easy to chart the performance of a running back based on the number of carries/yards he had the previous week. Similarly, the performance of starting pitchers in baseball can be analyzed based on the days rest they have and the number of pitches they threw. In the NBA a

complete analysis can be performed based on the stats of any individual player. For example, what is the Cavs' record when LeBron: takes more than 30 shots, misses five free throws, plays more than 45 minutes, commits five-plus turnovers, whatever.

Finally, you can just use the SDQL for personal enjoyment. For example, let's say you're watching a Chicago Cubs home game and their opponent scored four runs in the top of the first. It will just take a few seconds to see the Cubs' record at home when their opponent scored exactly four runs in the top of the first inning. The SDQL is: team=Cubs and H and o:R1=4.

On the next few pages we present SDQL worksheets that contain questions from past SDQL Masters Exams. The candidate is not expected to *know* the answer - it is not a trivia contest - the candidate is expected to be able to use the SDQL to uncover the answer.

The questions are challenging and cover a wide range of SDQL capabilities. There is an individual video - about one minute long - for each individual question (yes, 50 videos) on the five SDQL worksheets presented here. To find them, go to youtube and search on, for example:

NFL SDQL Worksheet 1, Question 1

The answers are given on the page after the last worksheet.

There are a lot of videos on the SDQL on youtube, perhaps the most relevant is the NFL SDQL Demo Query of the Day. This year's series started on July 1st. To watch this video, search for:

NFL SDQL Demo Query of the Day 20160701

You'll be making your own queries in no time!

NFL SDQL WORKSHEET 1.1

1. In the history of the NFL database, there is only one team that played ten games in a single season in which they had more penalty yards than rushing yards. Name the team and the season.

- a) Detroit Lions, 1995
- b) San Diego Chargers, 1999
- c) Cleveland Browns, 2003
- d) Arizona Cardinals, 2005
- e) Jacksonville Jaguars, 2014

2. Which NFL team is the only one that has not won a single game that was tied at the half since the start of the 2007 season?

- a) New England Patriots
- b) Cleveland Browns
- c) New Orleans Saints
- d) Buffalo Bills
- e) Tampa Bay Buccaneers

3. In the history of the database, what is the highest number of turnovers a team has committed in three straight games within the same season?

- a) 15
- b) 16
- c) 17
- d) 18
- e) 19

4. Which team was the last to have a game with negative rushing yards?

- a) Chargers
- b) Patriots
- c) Broncos
- d) Lions
- e) Jaguars

5. Which is the only NFL team that is undefeated in the history of the database (28-0 straight up), as a home favorite vs a team that has averaged less than 280 yards of offense per game season-to-date?

- a) Cowboys
- b) Falcons
- c) Saints
- d) Eagles
- e) Patriots

6. Since 2002, there has been only one team that is below 500 when outgaining their opponent. Name this team.

- a) Lions
- b) Rams
- c) Browns
- d) Cardinals
- e) Jets

7. Which divisional rivalry contains a 23-0 straight up record at home?*

- a) Packers hosting Lions
- b) Steelers hosting Browns
- c) Colts over Texans
- d) Patriots over Bills
- e) Broncos over Raiders

8. What QB is undefeated in his career vs any team that has lost three straight?

- a) Peyton Manning
- b) Russell Wilson
- c) Drew Brees
- d) Tom Brady
- e) Alex Smith

9. In the history of the database, what is the most number of yards by which a team has been outgained in a win?

- a) 322
- b) 342
- c) 362
- d) 382
- e) 402

10. In the history of the database, what is the largest number of rushing yards that a team had in a loss?

- a) 265
- b) 285
- c) 315
- d) 335
- e) 355

*This question was used before the 2015 season, in which the team that lost 23 straight times broke the long losing streak as a double-digit dog.

NFL SQL WORKSHEET 1.2

1. Which is the only team in the NFL not to lose an overtime game since 2006, going a perfect 7-0?*

- a) Patriots
- b) Seahawks
- c) Broncos
- d) Dolphins
- e) Giants

2. Which is the only NFL team that is undefeated as a home favorite since 2001 when their next two games are on the road, going a perfect 25-0 straight up.†

- a) Lions
- b) Ravens
- c) Packers
- d) Seahawks
- e) 49ers

3. In the history of the database, which is the only team to have won a game in which they scored three fewer TDs than their opponent?

- a) Titans
- b) Browns
- c) Steelers
- d) Raiders
- e) Chargers

4. Which NFL team has the longest ATS winning streak in games that they won by more than a field goal, going a perfect 64-0 since October 19th, 2003.

- a) Texans
- b) Bills
- c) Colts
- d) Redskins
- e) Buccaneers

5. In the history of the database, which team covered by double-digits without scoring a single point?

- a) Bengals
- b) Raiders
- c) Dolphins
- d) Titans
- e) Vikings

*This question was used before the 2015 season and this team lost in overtime in 2015.

†*This question was used before the 2015 season and this team lost in this spot in 2015.

Note that Questions 6-10 all have the same choices, so each choice is an answer to one of the five questions.

The numbers have been adjusted slightly to include the 2015 results.

6. What is the winning percentage of the team that is the home team?

- a) 58.0%
- b) 67.2%
- c) 78.9%
- d) 83.0%
- e) 93.5%

7. What is the winning percentage of the team that scored more touchdowns?

- a) 58.0%
- b) 67.2%
- c) 78.9%
- d) 83.0%
- e) 93.5%

8. What is the winning percentage of the team that committed fewer turnovers?

- a) 58.0%
- b) 67.2%
- c) 78.9%
- d) 83.0%
- e) 93.5%

9. What is the winning percentage of the team that covered the spread?

- a) 58.0%
- b) 67.2%
- c) 78.9%
- d) 83.0%
- e) 93.5%

10. What is the winning percentage of the team that was the favorite?

- a) 58.0%
- b) 67.2%
- c) 78.9%
- d) 83.0%
- e) 93.5%

NFL SQL WORKSHEET 1.3

1. Which is the only game in the database in which a team won with less than 50 yards of total offense?

- a) Jets
- b) Texans
- c) Browns
- d) Titans
- e) Dolphins

2. Which team is the only one in the history of the database to have a game in which their QB had more interceptions than completions?

- a) Chargers
- b) Bengals
- c) Raiders
- d) Browns
- e) Jets

3. What is the winning percentage of teams in games in which they had more non-offensive TDs than offensive TDs?

- a) 40.7%
- b) 44.7%
- c) 48.7%
- d) 52.7%
- e) 56.7%

4. In the history of the database, which team had a game in which they did not punt the ball away a single time, but scored fewer than seven points?

- a) Colts
- b) Browns
- c) Eagles
- d) Patriots
- e) Packers

5. In the history of the database, only one game has been played in which all the points were scored in the third quarter. Which team won this game?

- a) Vikings
- b) Dolphins
- c) Bears

d) Jets

e) Ravens

Note that Questions 6-10 all have the same choices, so each choice is an answer to one of the five questions.

The numbers have been adjusted slightly to include the 2015 results.

6. What is the winning percentage of the team that had more time of possession?

- a) 30.5%
- b) 52.0%
- c) 59.7%
- d) 68.3%
- e) 69.2%

7. What is the winning percentage of the team that attempted more passes?

- a) 30.5%
- b) 52.0%
- c) 59.7%
- d) 68.3%
- e) 69.2%

8. What is the winning percentage of the team that kicked more field goals?

- a) 30.5%
- b) 52.0%
- c) 59.7%
- d) 68.3%
- e) 69.2%

9. What is the winning percentage of the team that had a higher yards-per-rush?

- a) 30.5%
- b) 52.0%
- c) 59.7%
- d) 68.3%

e) 69.2%

10. What is the winning percentage of the team that had a higher



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Can you explain this SDQL query?
`tA(points,N=4) < oA(points,N=4) and p:WAD`

Can you write the SDQL for this situation?
Within 3 of pick vs a team that has more wins

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NFL SQL WORKSHEET 1.4

1. Since 2010, two teams have 15 regular season wins in which they trailed at the end of the third quarter. Name these two come-from-behind teams.*
 - a) 49ers and Patriots
 - b) Packers and Seahawks
 - c) Lions and Cardinals
 - d) Browns and Ravens
 - e) Dolphins and Bills
2. Since November 2006, this team is undefeated at home when they did not throw an interception, going a perfect 25-0†. Name this team.
 - a) Cardinals
 - b) Packers
 - c) Patriots
 - d) Broncos
 - e) Saints
3. Since the start of the 2006 season (and before the 2015 season), there is only one team in the league that is below 500 in games in which they did not throw an interception. Name this team.
 - a) Raiders
 - b) Jaguars
 - c) Titans
 - d) Bills
 - e) Lions
4. Since New Year's 2005, there is only one team in the league that has not lost when they have a 100-yard rusher. Name this team.
 - a) Patriots
 - b) Steelers
 - c) Packers
 - d) Saints
 - e) Dolphins
5. Since the start of the 2005 season and before the 2015 season, this team is winless when the pass for 300-plus yards and rush for less than 200 yards, going 0-17. Name this team.
 - a) Browns
 - b) Vikings
 - c) Lions
 - d) Raiders
 - e) Buccaneers
6. Which team has the longest current winning streak when they have a takeaway margin of at least plus two?
 - a) Broncos
 - b) Bills
 - c) Eagles
 - d) Patriots
 - e) Cowboys
7. Which is the only team in the league that has not had a single game since the start of the 2010 season in which they had more rushing yards than passing yards?
 - a) Jaguars
 - b) Raiders
 - c) Saints
 - d) Buccaneers
 - e) Lions
8. In the history of the database, there have been only two occurrences of a team having more penalty yards than total yards of offense and it was the same team. Name this team.
 - a) Browns
 - b) Jaguars
 - c) Titans
 - d) 49ers
 - e) Colts
9. There is only one game in the database in which a team scored four non-offensive touchdowns. Name the team that accomplished this feat.
 - a) Packers
 - b) Broncos
 - c) Steelers
 - d) Eagles
 - e) Titans
10. What is the greatest number of points a team scored in a game without converting a single third down attempt (going 0-6)?
 - a) 34
 - b) 37
 - c) 40
 - d) 44
 - e) 48

*Question updated to include 2015 results.

†Now 28-0.

NFL SQL WORKSHEET 1.5

1. What is the highest third down conversion percentage a team has achieved in the history of the database?
 - a) 75%
 - b) 84%
 - c) 92%
 - d) 95%
 - e) 100%
2. What is the highest completion percentage a team has achieved in the history of the database?
 - a) 76%
 - b) 82%
 - c) 88%
 - d) 95%
 - e) 100%
3. In a game in which a team rushed the ball at least 30 times, what is the highest average yards per rush in the history of the database?
 - a) 9.2
 - b) 11.0
 - c) 13.2
 - d) 15.3
 - e) 17.4
4. In the history of the database there has only been one occurrence of a divisional opponent shutting out a divisional foe twice in the same season. Name the victor and the victim.
 - a) Falcons over the Panthers
 - b) Bears over the Lions
 - c) Patriots over the Bills
 - d) Saints over the Buccaneers
 - e) Cardinals over the Rams
5. In the history of the database, there is only one game in which a team had four separate "first down and goal to go," but scored fewer than ten points. Name the team that accomplished this.
 - a) Browns
 - b) Bengals
 - c) Redskins
 - d) Lions
 - e) Falcons
6. Name the only team in the database that played five overtime games in a single season - four were during the regular season and one in the playoffs.
 - a) Panthers
 - b) Vikings
 - c) Saints
 - d) Colts
 - e) Seahawks
7. In the history of the database, the Oakland Raiders hold the record for the number of straight games within the same season in which they committed at least three turnovers. How many games?
 - a) 6
 - b) 7
 - c) 8
 - d) 9
 - e) 10
8. In the history of the database, there is only one string of four consecutive games in which a team averaged more than six yards per rush in each game. Name the team.
 - a) Rams (Steven Jackson)
 - b) Vikings (Adrian Peterson)
 - c) Detroit Lions (Barry Sanders)
 - d) 49ers (Garrison Hearst)
 - e) Seahawks (Marshawn Lynch)
9. In the history of the database, there is one game in which one team was awarded ten first downs via their opponent's penalty while their opponent had no first downs via the penalty. Name the combatants.
 - a) 49ers and Raiders
 - b) Patriots and Dolphins
 - c) Chiefs and Raiders
 - d) Browns and Bengals
 - e) Giants and Broncos
10. In the history of the database, what is the great margin by which a team's rushing first downs exceeded their passing first downs in a single game?
 - a) 9
 - b) 11
 - c) 13
 - d) 15
 - e) 17

SDQL Shortcut - PRSW

The shortcut PRSW stands for previous regular season wins. It is very useful for handicapping week one of the NFL. With it, you can find out how a team that finished above 500 the last regular season performs as a road underdog in week one. The SDQL is:

AD and week=1 and PRSW>8

Also, you can see how a team that won fewer than six games last season does vs the number in their opener.

The PRSW parameter is actually useful throughout the year. Do you wonder how teams that won 13-plus games the previous regular season respond after starting the season 0-2? The SDQL is simply:

wins=0 and losses =2 and PRSW>=13

As with every SDQL parameter, the PRSW for the team can be compared with the PRSW of the opponent. For example, to see how teams perform

in week one as a FG-plus home dog vs a team that won at least five more games than they did last season, use:

week=1 and PRSW-o:PRSW <=-5 and H and line>=3

Also, PPRSW gives the team's regular season wins TWO seasons back. How about this one?

PRSW - PPRSW >= 5 and week = 1 and PRSW<=10 and Sum(0<p:margin<=3@team and playoffs=0,N=16)>=2 and season >=2004

The English translation is: Teams that improved their regular season win total by at least five games last season in week one when they won ten or fewer games the previous season with at least two of those wins coming by a FG or less.

Continuing, we can use PPPRSW to query a team's regular season wins THREE seasons ago. Here is a good example of the use of this parameter:

PRSW<6 and PPRSW<7 and PPPRSW<8 and week=1 and HF

The English translation here is: As a home favorite in week one when they won fewer than eight games three seasons, fewer than seven games two seasons ago and fewer than six games last season.

The Buccaneers were in this spot last season and were annihilated by the Titans 42-14. Teams in this spot have not covered in the history of the database and have an average ATS margin of worse than two TDs.

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SDQL Worksheet Answers

Worksheet 1.1

- d
- e
- e
- d
- a
- b
- a
- d
- d
- e

Worksheet 1.2

- e
- b
- a
- b
- c
- a
- e
- c
- d
- b

Worksheet 1.3

- b
- a
- a
- a
- e
- d
- a
- e
- b
- c

Worksheet 1.4

- c
- a
- e
- a
- d
- d
- c
- a
- e
- e

Worksheet 1.5

- c
- d
- b
- a
- c
- a
- b
- c
- e
- d



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NFL SDQL SHORTCUT LIST

ATSL - ats loss	M1 - margin after the first	S1 - team's score after the first quarter
ATSW - ats win	M2 - margin at the half	S2 - team's score after the second quarter
AWP - away wining percentage	M3 - margin after the third	S3 - team's score after the third quarter
3DM - third downs made	NDIV - non-divisional game	SNF - Sunday Night Football
3DA - third downs attempts	NOTD - non-offensive TDs	STDPAPG - season-to-date pass attempts per game
3DF - third down failures	OFPL - offensive plays	STDRAPG - season-to-date rush attempts per game
3DP - third down conversion percentage	OT - overtime	STDRZP - season-to-date red zone percentage
4DM - fourth downs made	P1 - points in the first	STDYPPA - season-to-date yards per passing attempt
4DA - fourth downs attempts	P2 - points in the second	STDYPRA - season-to-date yards per rushing attempt
4DF - fourth down failures	P3 - points in the third	SY - sack yards
4DP - fourth down conversion percentage	P4 - points in the fourth	TD - number of touchdowns
COMP - completions	PEN - penalties	TO - turnovers
CP - completion percentage	PENY - penalty yards	TOM - turnover margin
DIV - divisional game	PFD - passing first downs	TOP - time of possession
DTD - defensive touchdowns	PENFD - penalty first downs	TY - total yards
FD - first downs	PO - playoffs	WP - winning percentage
FDP - first down percentage	PTD - passing touchdowns	YPC - yards per completion
FG - number of field goals	PY - passing yards	YPL - yards per play
FUM - fumbles	RFD - rushing first downs	YPPT - yards per point
FUML - fumbles lost	RTD - rushing touchdowns	YPPA - yards per pass attempt
GTGA - goal to go attempted	REG - regular season	YPPP - yards per pass play
GTGF - goal to go failed	RTD - rushing touchdowns	YPRA - yards per rushing attempt
GTGM - goal to go made	RY - rushing yards	
HWP - Home winning percentage	RZA - red zone attempts	
INC - incomplete passes	RZM - red zones made	
INT - interceptions	RZF - red zone failures	

For the latest news, updates and FAQs about the Sports Data Query Language,
visit the Sports Data Base discussion group at:

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