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The 2017 Killersports.com Journal of NFL and NCAA Football Research

The 2017 KillerSports.com NFL Handicapping Journal of NFL and NCAA Football Research 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 collection of SDQL Shortcuts on page 31 to get your exploring started.

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

groups.google.com/group/SportsDataBase

The group has many expert members, including MTi Sports Forecasting and the genius behind the Sports Data Query Language, Dr. Joe Meyer. Feel free to post any questions/comments about this publication there as well.

You can also 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 brand new 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 2017 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 2017 Friday Football Tipsheet. This two-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.

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:

O<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.

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 Redskins are 12-0 OU (8.3 ppg) since October 18, 2015 when the total is under 49 and they are coming off a game where Kirk Cousins attempted more than 30 passes.



SDQL Text

Kirk Cousins:p:passes>30 and total<49 and date>=20151018

System Analysis

Player trends are one of our favorite handicapping when they are strong. While teams are ever changing, a player has traits that will be with them for the long haul.

Kirk Cousins is not among the top-tier of quarterbacks in football, but that does not mean that he cannot produce meaningful trends.

In fact, this featured trend makes sense to us because Cousins is not among the elite group of quarterbacks, but is still a young, improving player.

The trend looks at Cousins coming off games where he attempted more than 30 passes. Cousins is a rhythm passer who does better the more he is able to throw the ball. And as a younger quarterback, the extra reps are important for improved performance.

What we see in these games is the overs in these games are generally driven by strong performances from the Washington offense. The Redskins are covering by an average of 4.9 ppg. in these contests and are not afraid to continue airing out the ball.

And getting in rhythm does translate for Cousins. In active games, Washington has completed 67.5% of their passes compared to just 62.6% after a game where Cousins tossed the ball no more than 30 times.

Consider the over in these situations in 2017.

SU: 10-2-0 (4.83, 83.3%)
 ATS: 9-3-0 (4.88, 75.0%) avg line: 0.0
 O/U: 12-0-0 (8.25, 100.0%) avg total: 44.9



	Rushes	RY	Passes	COMP	PY	T0	Q1	Q2	Q3	Q4	Final
Team	27.0	120.2	32.9	22.2	267.4	0.9	7.5	8.2	6.8	6.6	29.0
Opp	26.1	133.2	34.8	23.4	276.9	2.0	3.7	10.2	5.1	5.2	24.2

Day	Wk	YR	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr	ot
Sunday	6	2015	Redskins	Jets	away	7-7	6-3	0-17	7-7	20-34	7.0	40.5	-14	-7.0	13.5	3.2	10.2	L	L	0	0
Sunday	7	2015	Redskins	Buccaneers	home	0-10	7-14	14-0	10-6	31-30	-3.0	43.5	1	-2.0	17.5	7.8	9.8	W	L	0	0
Sunday	14	2015	Redskins	Bears	away	7-0	7-7	7-14	3-0	24-21	3.5	43.5	3	6.5	1.5	4.0	-2.5	W	W	0	0
Sunday	15	2015	Redskins	Bills	home	7-0	14-0	7-17	7-8	35-25	2.0	45.0	10	12.0	15.0	13.5	1.5	W	W	0	0
Sunday	17	2015	Redskins	Cowboys	away	21-0	3-14	3-0	7-9	34-23	3.5	41.0	11	14.5	16.0	15.2	0.8	W	W	0	0
Sunday	2	2016	Redskins	Cowboys	home	0-10	10-3	13-7	0-7	23-27	-3.0	47.0	-4	-7.0	3.0	-2.0	5.0	L	L	0	0
Sunday	3	2016	Redskins	Giants	away	6-14	10-7	7-3	6-3	29-27	3.5	47.0	2	5.5	9.0	7.2	1.8	W	W	0	0
Sunday	4	2016	Redskins	Browns	home	14-0	3-17	0-3	14-0	31-20	-7.5	47.5	11	3.5	3.5	3.5	0.0	W	W	0	0
Sunday	6	2016	Redskins	Eagles	home	7-0	14-14	3-0	3-6	27-20	3.0	45.0	7	10.0	2.0	6.0	-4.0	W	W	0	0
Sunday	10	2016	Redskins	Vikings	home	7-0	7-20	6-0	6-0	26-20	-2.5	42.5	6	3.5	3.5	3.5	0.0	W	W	0	0
Sunday	14	2016	Redskins	Eagles	away	0-3	7-10	14-0	6-9	27-22	-2.5	48.5	5	2.5	0.5	1.5	-1.0	W	W	0	0
Saturday	16	2016	Redskins	Bears	away	14-0	10-14	7-0	10-7	41-21	-3.5	48.0	20	16.5	14.0	15.2	-1.2	W	W	0	0

Vince Akins of SportsBook Breakers is a top NFL Handicaper over the long haul. During the past six seasons, has produced an overall winning NFL record. SportsBook Breakers picks, which include strong player trends and dynamite NFL systems, 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 11-0 ATS (11.1 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>
Derek Carr is 8-0 OU (9.3 ppg) coming off a road game where he completed at least 60% of his passes.	<i>Derek Carr:p:completions / Derek Carr:p:passes>=.60 and p:A and date>=20151101</i>
Andy Dalton is 15-0 ATS (11.0 ppg) in his career at home off a road game where he threw 30-53 passes.	<i>53>=Andy Dalton:p:passes>=30 and H and p:A and date>=20121230</i>
Eli Manning is 9-0 OU (11.4 ppg) since 2009 coming off a loss where he threw at least three touchdowns.	<i>Eli Manning:p:passing touchdowns>=3 and p:L and season>=2009</i>
Carson Palmer is 0-8 (-9.9 ppg) since December 29, 2013 after a game where he threw multiple interceptions.	<i>Carson Palmer:p:interceptions thrown>=2 and date>=20131229</i>
Philip Rivers is 0-16-1 OU (-9.5 ppg) since 2012 coming off a non-shutout win where he threw for at least three touchdowns.	<i>Philip Rivers:p:passing touchdowns>=3 and p:W and po:points>0 and season>=2012</i>
Aaron Rodgers is 12-0 ATS (16.1 ppg) since January 2011 when not 14+ point favorite coming off a road win where he threw for at least three touchdowns.	<i>Aaron Rodgers:p:passing touchdowns>=3 and p:AW and line>-14 and date>=20110101</i>
Ben Roethlisberger is 9-0 ATS (8.6 ppg) since December 2015 facing a team he threw at least two touchdowns against last matchup in a win.	<i>Ben Roethlisberger:P:passing touchdowns>=2 and P:W and date>=20151206</i>
Matt Stafford is 0-9 OU (-9.9 ppg) since 2013 on the road coming off a home game where he completed at least 63% of his passes.	<i>Matthew Stafford:p:completions / Matthew Stafford:p:passes>=.63 and A and p:H and season>=2013</i>
Russell Wilson is 10-0-1 ATS (14.0 ppg) in his career at home coming off a game where he threw at least 33 passes.	<i>Russell Wilson:p:passes>=33 and H</i>



If you like what you are seeing with these 30 player trends, you are not going to want to miss the 2017 Killersports.com NFL Newsletter. Each week the Newsletter will select include Player-Based NFL Trends active that week. Subscribe now at killersports.com.

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 (-9.6 ppg) in his career the week after a road win where he scored a rushing touchdown.	<i>0<Steelers:LeVeon Bell:p:rushing touchdowns and p:AW and NB</i>
Telvin Coleman is 11-0 OU (11.7 ppg) in his career coming off a game where he had a touchdown.	<i>(Tevin Coleman:p:rushing touchdowns+Tevin Coleman:p:receiving touchdowns)>0</i>
Matt Forte is 0-8-1 ATS (-10.1 ppg) since 2012 coming off a road win where he had at least 80 rushing yards.	<i>Matt Forte:p:rushing yards>=80 and p:AW and season>=2012</i>
Devonta Freeman is 0-9-1 OU (-9.6 ppg) in his career coming off a game where he carried the ball, but less than five times.	<i>1<Devonta Freeman:p:rushes<5</i>
Frank Gore is 8-0 ATS (8.4 ppg) since 2011 at home coming off a road game where he rushed for at least 90 yards.	<i>Frank Gore:p:rushing yards>=90 and A and p:H and season>=2011</i>
Carlos Hyde is 0-8 ATS (-11.1 ppg) in his career coming off a game where he ran the ball at least 14 times and they had less than 30 passes as a team.	<i>Carlos Hyde:p:rushes>=14 and p:passes<30</i>
David Johnson is 14-0 OU (12.0 ppg) in his career on the road coming off a game where he had at least 19 receiving yards.	<i>A and David Johnson:p:receiving yards>=19 and season>=2015</i>
Marshawn Lynch is 10-0 (12.1 ppg) since November 23, 2008 coming off a home game where he had more than 30 receiving yards.	<i>Marshawn Lynch:p:receiving yards>30 and p:H and date>=20081123</i>
DeMarco Murray is 0-11 ATS (-8.9 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>
Danny Woodhead is 10-0 ATS (12.5 ppg) in his career coming off a game where he had at least eight rushes but less than three receptions.	<i>Danny Woodhead:p:rushes>=8 and Danny Woodhead:p:receptions<3</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
Doug Baldwin 9-0 ATS (7.3 ppg) since Nov 09, 2014 at home after he had at least six catches last game.	<i>Doug Baldwin:p:receptions>=6 and H and date>=20141123</i>
Brandin Cooks is 9-0 ATS (5.8 ppg) since December 2015 after a game where he caught a touchdown.	<i>Brandin Cooks:p:receiving touchdowns>=1 and date>=20151201</i>
Julian Edelman is 17-0 ATS (16.1 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>Larry Fitzgerald:p:receiving yards>=100 and H and p:A and season>=2008</i>
Alshon Jeffrey is 0-9 ATS (-12.1 ppg) since December 2015 after a game where he had at least 75 receiving yards.	<i>Alshon Jeffery:p:receiving yards>=75 and date>=20151201</i>
Jarvis Landry is 0-10 ATS (-10.9 ppg) since December 2014 as a favorite after a game where he had at least seven receptions.	<i>Jarvis Landry:p:receptions>=7 and F and date>=20141201</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 10-0 ATS (10.5 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>
Emmanuel Sanders 0-8-1 OU (-9.2 ppg) since November 2015 after a game where he had at least 88 receiving yards.	<i>Emmanuel Sanders:p:receiving yards>=88 and date>=20151101</i>
Golden Tate is 0-11 OU (-13.8 ppg) since 2014 on the road after a home game where he had at least five receptions.	<i>Golden Tate:p:receptions>=5 and A and p:H and season>=2014</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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breaking the books one win at a time

has proven to be one of the best handicappers in the business and has dominated starting in 2009

One of the reasons that SBB has found success and offers a value-based proposition with these picks is systems like this one. SBB uses 100s of winning long-term systems such as this in its handicapping.

SBB is also best when the stakes are highest, going a strong 47-31-1 (60.3%) on its postseason plays the past six 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.

NFL handicapping is a mix of expectations, current form and long-term ability. Once you establish a team's true ability, that does not change greatly over a course of a season except for in the case of injuries. That leaves current form and expectations as the biggest week-to-week factors once you get into the heart of the NFL season.

One area we are interested in researching is how teams perform when their expectations in a game do not match up with a their recent play. There are two basic versions of this, teams which are favored that are coming off a particularly poor performance and teams that are underdogs after a particularly strong performance. This situation looks like the former, spots where a team is carrying expectations after a very poor performance. Does Vegas know more than we see on the surface or is the value in these spots hiding in plain sight.

Our first parameter is games where the team is favored. Later on we'll examine if the amount by which they are favored is important, but for now, finding a team that is favored is as simple of a parameter as is available using the powerful Sports Data Query Language (SDQL). A favorite can be defined as "*line<0*" using SDQL or even simpler with the shortcut "*F*."

Running a query of just favorites produces a result that covers 49.1% of the time. That is obviously not a meaningful number, but that is to be expected using only such a broad parameter. To drill down on the quality of a team's previous game, there are a number of avenues that one could examine. The simplest is using "*p:margin*," to signify a team's margin in their last game. We want to go a step further, using both "*p:points*" and "*po:points*" to examine how each side of the ball played. There are various ways to examine the quality of a team's performance in a game, using total yards or even delta points scored and delta points allowed, which also takes into account the expectations of that previous game, but in this case how a team performed on each side of the ball in the most basic sense will suffice.

To start with we are going to look at each side of the ball individually, examining favored teams coming off bad offensive and bad defensive games respectively. 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 previous points scored with open ended text using the following two SDQLs. "*F and p:points<20, 17, 13,10,7*" and "*F and po:points>21, 24,28,31,35*." The results of those two queries are found in the charts below.

p:line	ATS	SU	# of Games
p:points < 20	1052-1148-73 (0.03, 47.8%)	1479-789-5 (5.22, 65.2%)	2273
p:points < 17	781-826-57 (0.20, 48.6%)	1079-582-3 (5.39, 65.0%)	1664
p:points < 13	436-424-27 (0.64, 50.7%)	576-310-1 (5.63, 65.0%)	887
p:points < 10	258-257-15 (0.55, 50.1%)	345-184-1 (5.52, 65.2%)	530
p:points < 7	137-136-11 (0.07, 50.2%)	177-106-1 (4.83, 62.5%)	284

p:line	ATS	SU	# of Games
po:points > 21	1285-1325-69 (0.12, 49.2%)	1768-907-4 (5.51, 66.1%)	2679
po:points > 24	910-963-45 (-0.04, 48.6%)	1251-663-4 (5.33, 65.4%)	1918
po:points > 28	579-607-25 (-0.26, 48.8%)	788-420-3 (5.07, 65.2%)	1211
po:points > 31	375-373-11 (0.34, 50.1%)	502-254-3 (5.71, 66.4%)	759
po:points > 35	211-232-6 (-0.46, 47.6%)	286-160-3 (4.88, 64.1%)	449

Looking at these results, we do not see the kind of push or pull in the data we were hoping. Regardless of how few points a team scored, or how many they allowed, there is no major effect on this next games ATS result. But we still have the chance to dig deeper and see if poor performance on each side of the ball has an effect. To look at this we are going to set the condition toward the upper limit of extreme on one side of the ball and

below the average on the other side of the ball. Below are the results

F and po:points>35 and p:points<20: ATS: 75-104-3 (-1.62, 41.9%)

F and p:points<10 and po:points>21: ATS: 132-119-3 (0.60, 52.6%)

Interestingly we see a divergence in the two situations, but also a meaningful result. Teams that are favored after a very bad offensive game where they were at least worse than average defensively have slightly exceeded expectations next game. However when the defense was horrible and the offense was below average or worse, teams have failed to meet expectations at a significant rate.

That later system already looks like a good play, but now we want to get back to something we promised at the beginning — to see if the line matters. To so this we will run the following grouping query: *po:points>35 and p:points<20 and line<=6,3,0,-2,-3.5,-6,-7.5*

Line	ATS	SU	# of Games
line <= 6	159-185-9 (-0.97, 46.2%)	179-172-2 (0.02, 51.0%)	353
line <= 3	120-152-7 (-1.30, 44.1%)	153-124-2 (1.14, 55.2%)	279
line <= 0	77-115-3 (-1.98, 40.1%)	114-79-2 (2.59, 59.1%)	195
line <= -2	63-95-3 (-1.75, 39.9%)	100-59-2 (3.63, 62.9%)	161
line <= -3.5	39-68-2 (-2.09, 36.4%)	71-37-1 (4.59, 65.7%)	109
line <= -6	25-36-1 (-1.61, 41.0%)	45-16-1 (6.98, 73.8%)	62
line <= -7.5	14-22-0 (-1.94, 38.9%)	28-8-0 (8.11, 77.8%)	36

The result is that it clearly does matter that the team is favored in this game. The strong results actually start when the line is a pick, but the play against success gets really good when the team is favored by more than a field goal.

Summary:

When you are laying points with a team, you want something you can hang your hat on at the very least. If a team has been struggling defensively, you want a team that can put up points to match it to potentially justify the line. These teams did not show that capacity in their last game and fail to live up to expectations again.

Play against: Teams that are favored (or pick em) when they allowed more than 35 points last game and scored less than 20.

SportsBook Breakers systems on the Killersports.com Trend Mart



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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 2017 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 85-57 (59.9%) over the past six NFL regular seasons (15-9 in 2016)!!

MTi's 6-point, 2-team teasers are 94-63 (59.9%) over the past three NFL regular seasons (25-15 in 2016)!!

Put the power of the SDQL and a team of PhD scientists in your corner in 2017.

MTi's Teasers are available only at KillerCappers.com.

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

MTi's 33-0 NFL System!



The Sports Data Query Language (SDQL) offers plenty of opportunity to fine-tune systems and trends with the wealth of parameters available. This system starts off with a road team on grass off a double-digit road loss. The SDQL for this situation is

```
p:margin<=-10 and p:A and A and surface = grass
```

Next we insist that they had single-digit wins in the previous regular season and are facing a non-divisional opponent that had more regular season wins in the previous season.

```
NDIV and PRSW < o:PRSW and PRSW<10
```

Note that NDIV is the SDQL shortcut for a game between non-divisional opponents and PRSW is the SDQL shortcut for previous regular season wins.

What all this adds up to is an overconfident home team. They are facing a team that:

1. Is playing their second straight road game.
2. Is off a double-digit loss.
3. Has fewer wins than them.
4. Had fewer than ten wins the previous season.

```
p:margin<=-10 and p:A and A and surface = grass and NDIV and PRSW < o:PRSW and PRSW<10 and date >= 20031221
```

This system is 35-3 ATS and what is really interesting is that the system was 0-3 ATS 2011. If we exclude 2011, the system is a perfect 35-0 ATS. We can also get it perfect with a number of other "tweaks." One is by insisting that the team has a season-to-date rushing average of at least 3.3 yards per rush and that their opponent is not on a 12-plus game winning streak. These two modest requirements bring the system to 33-0 ATS since December 21st, 2003. The complete SDQL for the 33-0 ATS system is:

```
p:margin<=-10 and p:A and A and surface = grass and NDIV and PRSW < o:PRSW and PRSW<10 and tA(YPRA)>3.3 and o:streak<12 and date >= 20031221
```

There have been at least two active dates every season since 2004. In 2017, we can see that there are 14 possible active dates by running this query,

```
p:A and A and surface = grass and NDIV and PRSW < o:PRSW and PRSW<10 and season =2017
```

which gives all the games in which a team that had single-digit wins in 2016 is playing their second straight road game and they are facing a non-divisional opponent on grass that had more wins than them last season. Located on the next page is the SDQL Query output file for this system.

These teams that nobody wants to play have an average of 6.5 point underdogs, but they are 20-13 straight up! No major betting sport has more soft money than the NFL. There are a lot of people with a lot of money that aren't very sophisticated handicappers. When you have PhD scientists analyzing the data with the SDQL, the linesmakers are no match.

MTi Sports is a top futures handicapper in part due to the next-level research that goes into its Regular Season Win Report (RSW).

The RSW Report includes:

- Last Six Years RSW Lines and Results
- Divisional Rankings
- Divisional Match-Ups
- Complete Difficulty of Schedule Analysis
- Sample RSW Selections from Past Seasons

The 2017 RSW Report is now available at Killersports.com for just \$50 in web debit value or for FREE with a paid Killersports.com NFL Newsletter subscription.

MTI'S 33-0 NFL SYSTEM

SportsBook
Breakers

SU: 20-13-0 (2.15, 60.6%)
 ATS: 33-0-0 (8.62, 100.0%)
 O/U: 15-18-0 (-1.42, 45.5%)

avg line: 6.5
 avg total: 40.2



Query Output File

	Rushes	RY	Passes	COMP	PY	T0	Q1	Q2	Q3	Q4	Final
Team	28.5	127.4	29.8	16.9	179.6	1.2	4.1	4.8	3.5	7.9	20.5
Opp	27.6	112.4	35.4	21.2	225.0	1.6	4.2	5.8	2.8	5.4	18.3

Day	Wk	YR	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr	ot
Sunday	16	2003	Lions	Panthers	away	0-7	0-10	0-3	14-0	14-20	8.0	37.0	-6	2.0	-3.0	-0.5	-2.5	L	W	U	0
Sunday	3	2004	Texans	Chiefs	away	0-7	6-0	8-7	10-7	24-21	7.5	47.5	3	10.5	-2.5	4.0	-6.5	W	W	U	0
Sunday	3	2004	Steelers	Dolphins	away	3-0	0-0	3-0	7-3	13-3	1.0	33.0	10	11.0	-17.0	-3.0	-14.0	W	W	U	0
Sunday	8	2004	Falcons	Broncos	away	3-14	17-0	7-0	14-14	41-28	6.5	39.0	13	19.5	30.0	24.8	5.2	W	W	0	0
Sunday	9	2004	Raiders	Panthers	away	3-0	14-7	0-7	10-10	27-24	6.5	41.5	3	9.5	9.5	9.5	0.0	W	W	0	0
Sunday	9	2004	Cardinals	Dolphins	away	3-9	0-3	7-0	14-11	24-23	3.0	34.5	1	4.0	12.5	8.2	4.2	W	W	0	0
Sunday	12	2004	Redskins	Steelers	away	0-3	0-10	7-0	0-3	7-16	10.0	35.5	-9	1.0	-12.5	-5.8	-6.8	L	W	U	0
Sunday	12	2005	Dolphins	Raiders	away	7-0	7-7	9-7	10-7	33-21	7.0	42.0	12	19.0	12.0	15.5	-3.5	W	W	0	0
Sunday	15	2005	Fortyniners	Jaguars	away	3-0	3-7	0-0	3-3	9-10	15.5	38.0	-1	14.5	-19.0	-2.2	-16.8	L	W	U	0
Saturday	16	2005	Cowboys	Panthers	away	7-10	3-3	7-0	7-7	24-20	5.5	37.5	4	9.5	6.5	8.0	-1.5	W	W	0	0
Sunday	13	2006	Texans	Raiders	away	7-0	0-14	7-0	9-0	23-14	3.0	36.5	9	12.0	0.5	6.2	-5.8	W	W	0	0
Sunday	2	2007	Falcons	Jaguars	away	0-0	7-3	0-0	0-10	7-13	10.0	34.5	-6	4.0	-14.5	-5.2	-9.2	L	W	U	0
Sunday	2	2007	Chiefs	Bears	away	0-0	7-17	3-3	0-0	10-20	12.0	35.0	-10	2.0	-5.0	-1.5	-3.5	L	W	U	0
Monday	12	2007	Dolphins	Steelers	away	0-0	0-0	0-0	0-3	0-3	16.0	40.0	-3	13.0	-37.0	-12.0	-25.0	L	W	U	0
Sunday	5	2008	Falcons	Packers	away	10-0	7-7	0-3	10-14	27-24	4.5	40.5	3	7.5	10.5	9.0	1.5	W	W	0	0
Sunday	13	2008	Panthers	Packers	away	7-0	14-10	0-11	14-10	35-31	3.0	42.0	4	7.0	24.0	15.5	8.5	W	W	0	0
Sunday	2	2009	Rams	Redskins	away	0-3	7-3	0-3	0-0	7-9	9.5	37.0	-2	7.5	-21.0	-6.8	-14.2	L	W	U	0
Sunday	13	2009	Raiders	Steelers	away	3-3	3-7	0-0	21-14	27-24	14.5	37.0	3	17.5	14.0	15.8	-1.8	W	W	0	0
Sunday	15	2009	Bengals	Chargers	away	3-7	10-7	0-10	11-3	24-27	6.5	43.5	-3	3.5	7.5	5.5	2.0	L	W	0	0
Sunday	5	2010	Bears	Panthers	away	17-3	0-0	0-3	6-0	23-6	1.0	33.0	17	18.0	-4.0	7.0	-11.0	W	W	U	0
Sunday	6	2010	Seahawks	Bears	away	7-7	7-6	2-0	7-7	23-20	6.5	37.5	3	9.5	5.5	7.5	-2.0	W	W	0	0
Sunday	6	2010	Chiefs	Texans	away	7-0	7-7	10-7	7-21	31-35	4.5	44.5	-4	0.5	21.5	11.0	10.5	L	W	0	0
Sunday	6	2012	Bills	Cardinals	away	9-3	0-7	7-3	0-3	19-16	4.5	44.5	3	7.5	-9.5	-1.0	-8.5	W	W	U	1
Monday	10	2012	Chiefs	Steelers	away	7-0	3-10	0-0	3-3	13-16	12.5	40.5	-3	9.5	-11.5	-1.0	-10.5	L	W	U	1
Sunday	16	2012	Colts	Chiefs	away	7-3	6-0	0-10	7-0	20-13	-6.5	41.5	7	0.5	-8.5	-4.0	-4.5	W	W	U	0
Sunday	4	2013	Cardinals	Bucs	away	0-7	0-3	0-0	13-0	13-10	2.5	40.5	3	5.5	-17.5	-6.0	-11.5	W	W	U	0
Sunday	6	2013	Lions	Browns	away	7-0	0-17	7-0	17-0	31-17	-2.5	45.0	14	11.5	3.0	7.2	-4.2	W	W	0	0
Sunday	3	2014	Steelers	Panthers	away	3-3	6-0	14-3	14-13	37-19	3.0	42.5	18	21.0	13.5	17.2	-3.8	W	W	0	0
Sunday	4	2014	Bucs	Steelers	away	10-10	0-7	7-7	10-0	27-24	7.0	45.0	3	10.0	6.0	8.0	-2.0	W	W	0	0
Sunday	10	2015	Dolphins	Eagles	away	3-16	10-0	0-0	7-3	20-19	5.5	48.0	1	6.5	-9	-1.2	-7.8	W	W	U	0
Sunday	16	2015	Browns	Chiefs	away	0-10	3-7	7-0	3-0	13-17	11.5	42.5	-4	7.5	-12.5	-2.5	-10.0	L	W	U	0
Sunday	5	2016	Giants	Packers	away	0-7	6-10	3-0	7-6	16-23	7.5	48.5	-7	0.5	-9.5	-4.5	-5.0	L	W	U	0
Sunday	9	2016	Jaguars	Chiefs	away	0-7	7-3	0-6	7-3	14-19	7.0	43.0	-5	2.0	-10.0	-4.0	-6.0	L	W	U	0

NFL WEEK 1 ANGLES

By John Currey, SDQL Master

Odds makers are remarkably proficient at what they do. As evidence, in the history of the database heading into the 2017 season, home teams are 4077-2937-9 straight up. This record points out that NFL home teams win 58.2 percent of the time. The average margin of victory by the home team for 7023 games in the database is 2.76 points. The oddsmaker's job is essentially to nullify the home team's 58.2% advantage by using the line to in attempt to make the home team a 50-50 proposition. Using the very simple SDQL NFL query of "H" shows that with the spread in play, home teams are 3398-3441-18 which is a 49.7 winning percentage. Over 7000+ games, that's pretty darn close to 50%. For the same 7023 games, the over/under record is 3422-3469-132. These numbers state that the over also hit in 49.7 percent of the games. The .3 or three tenths of one percent differential is well within the typical 10% vigorish and proves that the bookie's business plan is sound.

As bettors, we try to turn a profit by beating the oddsmakers at their game. There's no question that the bookie is a worthy opponent. Using SDQL queries is a great way to research the historical data to gain an advantage over the oddsmakers

In theory, early season NFL games might provide such an opportunity due to the unknown that comes with a new season. There are new coaches, new players, new systems in place, and the important team chemistry that takes time to evaluate and assess. The oddsmakers do not have as much data going into week 1 as they do farther into the season which might provide an edge to the sharp bettor. Since we have SDQL, let's use the query below to check for sure:

week and H and playoffs=0

The results show that in week 1, the home team covers 50.8% of the time and the over hits 48.2%. So much for catching the bookies off guard out of the chute with a simply query. We'll have to probe deeper. Interestingly, the data shows the oddmakers are farthest from their 50% ATS target in week 9, when the home team covers only 45.8% of the games and in week 11, when the over comes in at only 44.5% of the time.

Despite the oddsmaker's solid record out of the gate, in week one, a team's performance in the previous season likely factors into establishing the line more than it does in any other week. The query below shows how playoff teams from the previous season fare against non-playoff teams in week 1:

*Sum(playoffs@team,N=1)=1 and
Sum(playoffs@o:team,N=1)=0 and week=1*

The results show that while the playoff team wins 56.6% of these week one matchups, their ATS record is a less-than-stellar 41-62-3 (39.8%) which means the non-playoff team

covers just over 60% of the time in these matchups.

Divisional games are always critically important no matter which week they occur. The enhanced query below shows how playoff teams perform against divisional opponents who failed to make the playoffs in the previous season in week 1:

*Sum(playoffs@team,N=1)=1 and
Sum(playoffs@o:team,N=1)=0 and playoffs=0 and DIV*

Teams off a playoff appearance are a paltry 10-30 ATS in this situation, which equates to a 75% winning percentage for the divisional opponent whose season ended in week 17 the prior season. This play is active in week one of 2017 on the Browns, +9.5 hosting the Steelers and the Jaguars, +4.5 visiting the Texans.

Teams with low win totals in the previous seasons show promising ATS numbers in week one. Teams with a losing record in the previous season cover 54.4% of the time in week one games. Teams with fewer than 7 wins are 162-126-7 (56.2%) against the spread. The following query shows that teams with 6 or fewer wins and are away dogs in week 1 cover a more than 60% of the time.

tS(W)[team and season-1]<7 and week=1 and AD

Since 2000, this system is 49-24-3 ATS covering at a 67.1% clip. The SDQL is the same with the addition of the date criterion.

*tS(W)[team and season-1]<7 and week=1 and AD and
season>=2000*

Eliminating the weakest of teams from the prior season by insisting that the teams have at least four wins returns a very impressive ATS record of 44-15-3 (74.6%) in week 1. The SDQL text below shows that it is active in two games this season - the Jets, +6 at Buffalo, and the Chargers +4 in Denver.

*3<tS(W)[team and season-1]<7 and week=1 and AD and
season>=2000*

Let's translate these four query phrases one at a time. The first condition, *3<tS(W)[team and season-1]<7*, states that the sum of the team's wins from the previous season is greater than 3 and less than 7. The second phrase, *week=1*, is pretty clear. It filters the results to only include games from the first week of the season. The third phrase, *AD*, insists that only away dogs are included and the last phrase requires that the season of the game is greater than or equal to 2000.

Put it all together and we get, "Since 2000, NFL road dogs in week one that won more than 3 and less than 7 games last season are 44-15-3 (74.6%) ATS.

Editor's Note: John Currey was a student in the Las Vegas SDQL class in December 2016. He received his SDQL Master's Status in early 2017.

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By Jarvis Simes, Pick Sixty Sports

The NFL off-season is a time of preparation for the year ahead and like most things, you get out of it what you put into it. Whether it's a hard-core schedule analysis, tracking the flurry of free agency or simply brushing up on this year's top takes from the draft, everything carries an element of value.

Utilizing SDQL in the summer months is a bit different from the regular season in that we don't possess the exact knowledge for how a game sets up. Scoring patterns, for example, are impossible to predict with certainty before Week 1, but that shouldn't stop us from making notes on the future.

Think back to Week 5, 2016, when Atlanta traveled to Denver as a 3.5-point underdog. The Falcons were 3-1 SU/ATS and had increased their offense in four consecutive weeks (24-35-45-48 points scored). In the past 11 seasons, this SDQL revealed a 65-percent Over/Under trend on the UNDER for any team off a win that had shown similar progress in a four-week run.

SDQL: *p:points > pp:points > ppp:points > pppp:points and p:W and 2016>season>2004*

It was the first time this angle had any eligibility for 2016 and it was also "live" on the Washington at Baltimore game. Each stayed under the number and the rest of the year, this profile went on to produce a total of nine unders in 11 possible games. That extends the streak to 12-years since this angle finished with more overs than unders and the average number of plays per season is 9.7 — in other words, it's going to happen again this year.

WRITE THIS DOWN: PRSW

Utilizing data from the past season, from scoring averages to win-loss record, we can get an early feel for how lines will move once the action hits full throttle. Teams that won a huge number of games last year go up against some tough

lines in the early part of the season and if they don't play up to the same standard, they often start shifting into underdog territory, especially on the road.

Note: To quickly find any team's regular season win count, use **SDQL:** *tS(W @ REG) @ team and season=2016*

With the 'Previous Regular Season Win' function, or PRSW for short, here is an angle that has produced an "Over" at a rate of 71-percent with 50 games.

SDQL: *PRSW > 12 and 10 <= month <= 11 and AD and 34 < total < 46 and rest > 5*

With totals between 34 and 46, we're looking for value on these teams to play "Over" in October-November. Coaches know they need to make adjustments and the host team is fully aware they have desperate foe venturing into the den. Regardless of that opponent's current record, if they won 13 or more games last year they are dangerous.

This was "live" on Arizona at Minnesota in Week 11 last year, an easy winner, and has now cashed seven-straight times (35-14-1 O/U overall). The dog that's traveling needs a minimum six days rest so avoid Thursday games.

The reason 'month' makes sense is that weather is less likely to be a factor in October-November as it is in December or January. Even if you take away the 'month' parameter this record is solid since 2009 (11-2 O/U). One of the unders was in Week 17, where incentives are sometimes questionable.

New England (14-2) and Dallas (13-3) led the league in wins last year. It is tough seeing the Patriots as a road dog anywhere but Week 10 at Denver is a possibility. Dallas could be eligible up to three times this year.

SDQL = THE NEW BOX SCORE

Home dogs off a road loss are a common occurrence in the NFL and their database win percentage is .343 straight up with an ATS mark just a hair under .500 (.498 to be exact). These teams literally went 17-17-1 ATS in 2016. Books have



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got the market cornered for this simple inquiry (HD and p:AL), but there is no reason for bettors to stop there.

One of the first things to consider when handicapping a team off a loss is to figure out what led to their setback. Was it a tough scheduling spot? Did they perform uncharacteristically poor in a critical area such as 'third down conversions' or time of possession?

Penalties can be a killer for any team and one thing I like to look for is a home dog coming off a road loss where the yardage calls against them were substantially lopsided. The code looks just like this:

SDQL: *HD and p:AL and p:penalty yards >= po:penalty yards + 30*

One of the key indicators in this situation is that the team took more penalties than their season average. Another thing I'm looking at is 'rest'. If a team loses on the road by result of sloppy play but returns home with enough prep time, it is fair to expect a much more disciplined effort. First of all, the offensive line won't have crowd noise to deal with and fewer jumps generates better field position. Also keep in mind that owners write letters to the league every week complaining about shoddy officiating. Refs are notified and subtle corrections are often made to help rectify the situation.

Here's a secondary code that sets up the scenario described above. You'll note that the "Under" has a 56-percent record dating back to 1989.

SDQL: *HD and p:AL and p:penalty yards >= po:penalty yards + 30 and p:penalties > tA(penalties) and rest>5*

The more recent record for this angle is 23-41-3 O/U, a 64-percent trend to the "Under". All you have to do while researching this or any other statistical angle is compare

team stats with their season averages. The weekly code for this example would look like this:

SDQL: *tA(PENY) @ week,1 and team=Saints and season=2016*

The English translation is 'Team Average Penalty Yards' for the Saints in 2016, broken down by the week. It's been "live" an average of 7.4 times per year the past nine seasons and this type of handicapping with SDQL puts you above and beyond the norm, which is who the book is catering its lines towards.

It was live last year on the Seattle at New Orleans game in Week 8, following a sloppy Saints loss in Kansas City. New Orleans (+6.5) took 10 penalties for 75 yards at Arrowhead, 45 more than the Chiefs and greater than their season average to date. Against the Seahawks, the Saints were only called twice for 10 yards vs. the Hawks' 11 penalties for 76 yards. As a small home dog, the Saints won 25-20 (UN 48.5) and one of Seattle's scores came on a 34-yard fumble recovery TD. Never in doubt!

These are just a few examples of how SDQL can work for you during the regular season and the most important step is being prepared. Set aside some time each week in August to iron out your handicapping routine, practice SDQL and isolate a few top systems with long-term success. The guidelines in this racket are not rigid — it's what works for you. And you always have the support of the SDQL community at Sports Database Google Group if you hit a road block.

Good luck this season and don't hesitate to contact me @PickSixtySports for anything sports related. You can also check out Pick Sixty's top NFL systems at the SDQL Trend Mart.



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.

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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 HOUSTON Under 8.5 +110 (Bet Online) – Looking at a purely record, Houston's win total is a slight step down from where they finished last year at 9-7. And it is not just last season that Houston was a 9-7 team as they have posted that record for three straight years. However, as we will show here, the Texans were not at the quality of a 9-7 last year and will fail to get back to that mark, even if they did make marginal improvements heading into this season.


Let's start by looking at where the Texans really were in 2016. While they went 9-7, and even made it to the second round of the playoffs, nothing about their team profile would suggest that they should have put up a

record nearly that strong. This starts with their point differential, which was a very un-division winning like -49. Using the Pythagorean Theorem method for record, that equates to a 6.5-win team, meaning they outperformed expectations by 2.5 wins.

There are a number of performance-based reasons for this, and that starts with their record in close games. Houston was an incredibly unsustainable 8-2 in one-score games. Even the one victory beyond that was a nine-point victory in week one against the lowly Bears. That means they did not have a single double-digit victory all season. Double-digit losses on the other hand, those were quite prevalent. They lost five games by more than seven points and three of those games by more than 17 points. And those losses were not against extremely difficult foes, especially considering the 27-0 loss to the Patriots came with Jacoby Brissett at quarterback for New England. The other two big losses were at the hands of the Trevor Siemian-led Broncos and the Sam Bradford-led Vikings.

But somehow, this does not even capture how bad Houston was last season the way advance stats do. According to Football Outsiders team efficiency rating, DVOA, Houston was the 29th best team in football. That came in one spot below San Francisco. Even with considerable improvement, that is not the makings of an above .500 team in 2017.

Now let's look at the Texans' 2017 schedule, broken down with preseason lines and expected win percentages for each game based on the lines and site each game, along with 28 years of historical winning percentages associated with those line and site combinations, provided after just a few clicks at killersports.com:



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 18-11-1 in the NFL. This season, SBB will be releasing the its 2017 NFL Futures in mid-August. These plays will be available at killercappers.com.

Vince Akins of SportsBook Breakers is a top NFL Handicapper over the long haul. During the past six seasons, has produced a winning NFL record. SportsBook Breakers picks, which include strong player trends and dynamite NFL systems, can be found at Killercappers.com.



Week	Opp	Site	Line	Win Expectancy
1	Jaguars	home	-4	0.683
2	Bengals	away	3	0.419
3	Patriots	away	10	0.197
4	Titans	home	-2	0.562
5	Chiefs	home	1	0.525
6	Browns	home	-7.5	0.766
8	Seahawks	away	9	0.206
9	Colts	home	-3	0.581
10	Rams	away	-3	0.602
11	Cardinals	home	-1.5	0.532
12	Ravens	away	3	0.419
13	Titans	away	3	0.419
14	Fortyniners	home	-8	0.815
15	Jaguars	away	1	0.487
16	Steelers	home	3	0.398
17	Colts	away	4	0.31

In most cases, we find this unique use of the SDQL database provides a truer indication of how Vegas and bettors really feel about a team, even if they do not realize it. In this case, Houston's average line suggests that they are expected to win 7.92 games using these historical expectations. There are two easy games, home contests against Cleveland and San Francisco, two extremely tough games at New England and at Seattle, and a lot of tightly

contested games in between.

What we see as the biggest difference between the Texans who have managed 9-7 records the past three years and this year's team is the schedule in the AFC South. For years the AFC South has been considered a joke, and the Texans have taken advantage. The last three years, they are 5-1, 5-1 and 4-2 against their divisional foes. However, after five straight seasons where the AFC South has been ranked last in total execrated wins based on combined preseason totals, a new respectability is forecasted for the AFC South in 2017. The division is now fourth out of the eight divisions in expected wins. That huge difference alone should make for a 1-2 win difference in Houston's expected victories in 2017.

Now there is one major difference from 2017 than 2016 for the Texans and that is behind center. Brock Osweiler is gone, replaced by either Tom Savage or DeShaun Watson. Let's start with Savage, because if he does play any meaningful time as the Texans' coaches are indicating he will, that is a major negative behind center for Houston and certainly not an improvement over 2016. At some point, we expect Watson will see the field and while he comes in well hyped, the track record for rookie quarterbacks is not great. And while Watson had great college success, several teams in the top 10 in desperate need a quarterback passed over him. It is far from likely that he is ready for immediate, playoff-level success.

We don't necessarily think that Houston is going to be worse in 2016 than 2017. The thing is, they were really a 6-10 team all along and we expect it to stay that way.

SPORTSBOOK BREAKERS PREDICTION: Houston 6-10



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In the world of football, there are some constants and some areas of the game that vary greatly from the NFL to college and then down to high school and even below. For instance, the importance of a strong rushing game decreases as the level of football increases.

One aspect of the game that is critical no matter what level of the sport is being played is turnovers. From the NFL all the way down to pee-pee football, you will find coaches harping on the importance of protecting the ball and winning the turnover battle.

There is a catch to this concept though. When you get to the higher levels of pro and college football, turnover margin is largely random from game to game, particularly when it comes to fumbles and forcing turnovers on defense. While turnovers have a major impact on the current game, that isn't necessarily to the detriment of a team's long-term prospects. This is a key concept that is often misapplied and misunderstood.

What we are investigating is if Vegas properly takes into account the effect that a previous games turnover margin has going forward to the next game. Do they underrate or overrate a team that benefitted from a huge turnover margin last game. The same with the team that suffered from an ugly turnover margin.

For an easy and quick way to explore the subject, we will look at how teams perform in the SDQL using the open-ended feature. We defined the turnover margin with open ended text using the following SDQL of "*po:turnovers-p:turnovers*." The *p* is the prefix signifies previous game, meaning we are look at team results for the following game, and the *o*: signifies opponent. The results are below.

<i>po:turnovers</i> <i>- p:turnovers</i>	ATS	SU	# of Games
8	1-1-0 (-5.75, 50.0%)	1-1-0 (-9.00, 50.0%)	2
7	7-2-0 (0.61, 77.8%)	5-4-0 (6.00, 55.6%)	9
6	17-19-3 (0.09, 47.2%)	19-20-0 (0.28, 48.7%)	39
5	74-74-3 (0.04, 50.0%)	89-63-0 (4.64, 58.6%)	152
4	221-211-8 (-0.02, 51.2%)	250-193-0 (3.42, 56.4%)	443
3	509-486-25 (-0.59, 51.2%)	565-462-0 (2.60, 55.0%)	1027
2	887-916-36 (0.12, 49.2%)	988-859-0 (2.49, 53.5%)	1847
1	1414-1378-70 (0.11, 50.6%)	1555-1332-0 (2.03, 53.9%)	2887
0	1688-1686-76 (-0.07, 50.0%)	1780-1713-0 (0.47, 51.0%)	3493
-1	1308-1392-70 (-0.37, 48.4%)	1374-1423-0 (-0.35, 49.1%)	2797
-2	883-821-40 (0.88, 51.8%)	860-905-0 (-0.46, 48.7%)	1765
-3	441-495-10 (-0.69, 47.1%)	417-537-0 (-2.82, 43.7%)	954
-4	197-204-8 (0.01, 49.1%)	191-223-0 (-1.30, 46.1%)	414
-5	82-54-3 (2.21, 60.3%)	71-72-0 (-0.87, 49.7%)	143
-6	21-15-3 (2.35, 58.3%)	20-19-0 (-0.92, 51.3%)	39
-7	4-4-1 (1.00, 50.0%)	4-5-0 (2.00, 44.4%)	9
-8	1-1-0 (5.00, 50.0%)	2-0-0 (8.50, 100.0%)	2

Let's the get the obvious out of the way for starters. Most games have a turnover margin close to 0, and those normal turnover margins have no effect on a team's performance in their next game. The places we want to look are the two outer limits.

Let's start with teams coming off a game where they benefitted from a large turnover margin. This is largely due to good luck, but we see that Vegas does not overrate this factor when handicapping the next game. Teams that had a turnover margin of +5 or more last game are 99-96-4 ATS (50.8%). While it is valuable to know that there is no impact in these cases,



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it is not actionable situation.

That is not the case going the other way. Teams with a turnover margin of -5 or worse last game are 108-74-7 ATS (59.3%). This alone makes this a great play on situation.

Digging into the numbers, it seems like the linemakers do move the lines away from these teams. In these active instances, teams are underdogs by an average of 3.0 points per game. In the games where they committed the large number of turnovers, they were dogs by an average of 7.1 points, but we are throwing that out as meaningful, as there is a selection bias that teams are more likely to commit turnovers in games they are trailing, as well as game where they are big underdogs and are forced to go for broke. However, the power of the SDQL even allows us to look at these team's situations the game before their turnover nightmares, using the SDQL text `no:turnovers-n:turnovers<=-5` (NOTE: this query is only useful in this specific context, as there is no way to know a team's turnover margin in their next game ahead of time.) This tellingly shows that team's average lines in those games were as favorites of .7 points per game, suggesting that there is a meaningful line shift that occurred to get to +3 in these games.

As far as the effect on turnovers specifically, the situation just immediately regresses to the mean. On average, teams committed 1.9 turnovers per game in these contest and force 2.0 turnovers per game.

Summary:

One of the biggest pieces of advice in sports handicapping is do not get fooled by randomness. With the limited sample size, football is the easiest sport for that to happen in but also provides opportunities such as this where there is value playing on teams that suffered extremely poor luck.

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10 ATS NCAA TRENDS TO WATCH

SportsBook
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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>
Louisville is 13-0 ATS (10.9 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>
Vanderbilt is 13-0 ATS (15.0 ppg) since October 15, 2011 coming off a road loss where they scored fewer points than expected.	<i>team=VAN and p:dps<0 and p:AL and date>=20111015</i>
Michigan State is 12-0 ATS (14.2 ppg) since December 2012 coming off a road game where they allowed no more than 18 first downs.	<i>team=MCST and po:first downs<=18 and p:A and date>=20121201</i>
Oklahoma is 11-0 ATS (15.4 ppg) since September 1999 coming off a loss as an underdog.	<i>team=OKLA and date>=19991023 and p:DL</i>
Hawaii is 0-15-1 ATS (-11.7 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>
Texas A&M is 0-14-1 ATS (-13.2 ppg) since October 2014 when they allowed more than 25 points last game.	<i>team=TXAM and po:points>25 and date>=20141001</i>
Cincinnati is 0-13-1 ATS (-18.1 ppg) since October 12, 2002 coming 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>
Purdue is 0-13 ATS (-12.5 ppg) since 2008 at home coming off a home game where they scored fewer points than expected.	<i>team=PUR and H and p:dps>0 and p:H and season>=2008</i>
Arkansas is 0-11 ATS (-13.9 ppg) since October 2004 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>

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>
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>
Texas Tech is 13-0-1 OU (17.2 ppg) since Oct 30, 2010 coming off a road game where they ran for at least 140 yards.	<i>team=TXT and p:rushing yards>=140 and p:A and date>=20101001</i>
Arkansas State is 12-0 OU (14.4 ppg) since November 8, 2014 when their last two games went over the total.	<i>team=AKST and ou streak>=2 and date>=20141108</i>
Indiana is 12-0 OU (8.1 ppg) since 2008 at home coming off a home game where they forced at least two turnovers.	<i>team=IND and H and po:turnovers>=2 and p:H and season>=2008</i>
Auburn is 0-16 OU (-15.3 ppg) since 2007 coming off a loss as an underdog where they allowed at 400 total yards.	<i>team=AUB and p:DL and po:passing yards+po:rushing yards>=400 and season>=2007</i>
Stanford is 0-16 OU (-11.1 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>
UCLA is 0-15 OU (-8.7 ppg) since 2006 coming off a game where they allowed less than 250 total yards.	<i>team=UCLA and po:passing yards + po:rushing yards<250 and season>=2006</i>
USC is 0-14-1 OU (-11.8 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>
Duke is 0-12 OU (-12.3 ppg) since October 2011 at home coming off a game where they had at least 24 first downs.	<i>team=DUKE and H and p:first downs>=24 and date>=20111001</i>

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

In addition to the dozens of active NFL trends you will find each week, the 2017 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 2007 through 2016. There is also a column which gives the cumulative 2007-2016 results.

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

Both MTi Sports and SportsBook Breakers will have complimentary selections available in the NFL at KillerCappers.com early in the 2017 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 and the play-UNDER trends are all numbered 12. The second column gives a description of the trend. Included is the exact trend details and the record of the trend.

The third column gives the SDQL text of the trend. With the SDQL text you can get the complete record of the trend anytime with a query text box. You can check the trend right now, or anytime during the season. You will also notice in the SDQL if how far back the trend dates using either the *date* or season parameters. If the search-from date is 1989, then the record might be even better than what is published because the database at sportsdatabase.com only goes back to 1989. Since the database at KillerSports.com is updated daily, the record will be up-to-date.

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

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

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:

groups.google.com/group/SportsDataBase

ARIZONA CARDINALS

PLAY ON	ARZ001	The Cardinals are 15-0 ATS (+9.58 ppg) on grass off a loss by more than a field goal when the line is within 3 of pick and they suffered a positive turnover margin in each of their last two games.	team = Cardinals and p:margin<-3 and -3 <= line <= 3 and surface = grass and 0 < p:TOM and 0 < pp:TOM
	ARZ002	The Cardinals are 15-0 ATS (+11.13 ppg) 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 (+13.46 ppg) 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 12-0 ATS (+9.12 ppg) at home vs a non-divisional opponent when they are off a loss as a dog in which they rushed for at least 45 yards less than their season-to-date average.	team = Cardinals and H and p:LD and NDIV and p:RY + 45 <= tA(p:RY) and season >= 1996
	ARZ005	The Cardinals are 9-0 ATS (+13.44 ppg) 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
PLAY AGAINST	ARZ006	The Cardinals are 0-16 ATS (-14.47 ppg) on the road off a game as a home dog when their scoring output increased by more than ten points in their last game.	team = Cardinals and p:HD and A and p:points - pp:points >10 and season >= 1993
	ARZ007	The Cardinals are 0-12 ATS (-11.38 ppg) off a win by more than a TD in when they had fewer than five third down conversions and multiple first downs rushing.	team = Cardinals and p:margin>7 and p:3DM<5 and po:RFD>1
	ARZ008	The Cardinals are 0-10 ATS (-8.05 ppg) off a double-digit road loss in which their opponent had more punts than third downs converted.	team = Cardinals and p:margin<=-10 and p:A and po:3DM < po:punts and date >= 20041128
	ARZ009	The Cardinals are 0-10 ATS (-11.50 ppg) as a dog and on turf after a game in which their QB was sacked four-plus times.	team = Cardinals and D and surface = artificial and 4 <= po:sacks and date >= 20050925
	ARZ010	The Cardinals are 0-10 ATS (-12.90 ppg) when they are off a game as a dog and facing a divisional opponent that is off two TD-plus point losses.	team = Cardinals and p:D and DIV and op:margin<=-7 and opp:margin<=-7 and date >= 20001126
PLAY OVER	ARZ011	Cardinals are 14-0 OU (+9.21 ppg) 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 14-0 OU (+8.71 ppg) on grass off a win as a dog off a win and they are averaging more than 24 points per game over their last three games.	team = Cardinals and surface = grass and p:WD and tA(points,N=3) > 24 and date >= 20061210
PLAY UNDER	ARZ013	The Cardinals are 0-14 OU (-10.50 ppg) 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 (-9.08 ppg) 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: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
SStraight Up Record	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	7-8-1	86-73-1
Straight Up Home	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	4-3-1	53-26-1
Straight Up Away	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	3-5-0	33-47-0
Average Line	0.44	-1.44	-3.41	3.41	2.62	5.47	1.41	1.31	-5.06	-3.12	0.16
Average O/U Line	43.03	45.72	45.72	41.94	42.28	40.56	43.38	43.16	46.44	45.69	43.79
Against the Spread Record	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	6-10-0	83-74-3
Six Point Teaser Record	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	9-7-0	110-44-6
Seven Point Teaser Record	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	9-6-1	117-42-1
Ten Point Teaser Record	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	11-5-0	126-33-1
ATS Home	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	3-5-0	42-37-1
ATS Away	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	3-5-0	41-37-2
Over/Under Record	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	10-6-0	82-75-3
Over/Under Home	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	2-6-0	41-38-1
Over/Under Away	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	8-0-0	41-37-2
ATS as Favorite	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	5-7-0	39-39-1
ATS as Underdog	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	1-3-0	44-35-2
ATS as Home Favorite	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	3-5-0	25-28-1
ATS as a Home Dog	2-0-0	1-1-0	1-0-0	3-2-0	2-2-0	3-2-0	2-1-0	3-1-0	---	---	17-9-0
ATS Away Favorite	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	2-2-0	14-11-0
ATS Away Dog	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	1-3-0	27-26-2
vs Division	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	3-3-0	30-29-1
ATS after 10+ ATS Win	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	1-2-0	15-23-1
ATS after 10+ ATS Loss	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	3-2-0	18-13-0
ATS in games 1-4	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	1-3-0	22-17-1
ATS in games 5-8	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	2-3-0	22-19-0
ATS in games 9-12	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	1-3-0	19-19-2
ATS in games 13-16	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	2-1-0	20-19-0
Points Scored per Game	25.25	26.69	23.44	18.06	19.50	15.62	23.69	19.38	30.56	26.12	22.83
Points Allowed per Game	24.94	26.62	20.31	27.12	21.75	22.31	20.25	18.69	19.56	22.62	22.42
Yds Offense per Game	344.06	365.75	344.38	268.69	324.50	263.06	346.38	319.75	408.31	366.75	335.16
Yds Allowed per Game	330.19	331.50	346.75	373.56	355.12	337.81	317.44	368.19	321.75	305.19	338.75
Yds Passing per Game	253.56	292.12	251.00	181.94	222.94	187.81	250.12	238.00	288.50	258.75	242.47
Opp. Yds Passing per Game	232.25	221.25	234.00	228.38	231.00	200.81	233.00	259.50	230.44	210.31	228.09
Percent Completions	60.4	66.3	66.0	50.8	55.8	55.4	63.2	56.3	62.7	59.4	59.7
Opp Percent Completions	63.3	62.5	58.3	60.8	58.8	54.3	58.7	63.0	59.9	62.9	60.3
Yds per Pass Attempt	6.86	7.42	6.76	5.19	6.49	4.94	6.97	6.70	8.20	6.40	6.59
Opp Yds per Pass Attempt	6.52	6.85	6.31	6.86	6.39	6.46	5.96	7.17	6.43	6.15	6.50
Yds Rushing per Game	90.50	73.62	93.38	86.75	101.56	75.25	96.25	81.75	119.81	108.00	92.69
Opp Yds Rushing per Game	97.94	110.25	112.75	145.19	124.12	137.00	84.44	108.69	91.31	94.88	110.66
Yds per Rush Attempt	3.61	3.46	4.09	4.34	4.18	3.42	3.65	3.29	4.24	4.34	3.87
Opp Yds per Rush Attempt	3.85	3.96	4.49	4.42	4.18	4.33	3.65	4.37	3.92	3.58	4.09
Turnovers per Game	2.25	1.88	2.25	2.19	2.00	2.12	1.94	1.06	1.50	1.75	1.89
Takeaways per Game	1.81	1.88	1.81	1.88	1.19	2.06	1.88	1.56	2.06	1.75	1.79
Sacks per Game	2.25	1.94	2.69	2.06	2.62	2.38	2.94	2.19	2.25	3.00	2.43
Sacks Allowed per Game	1.50	1.75	1.62	3.12	3.38	3.62	2.56	1.75	1.69	2.56	2.36
Average Possession Time	30:39	30:10	29:52	26:22	28:43	29:19	30:59	29:48	32:03	30:53	29:53
Punts per Game	5.00	3.75	5.38	5.88	5.75	7.00	4.88	5.75	3.81	5.00	5.22
Opp Punts per Game	4.56	3.81	5.25	4.00	5.75	5.81	5.50	4.88	4.88	5.00	4.94
Percent Rushes	39.5	34.1	37.1	34.4	39.2	34.6	40.7	40.0	43.4	36.6	38.0
Opp Percent Rushes	40.2	44.8	38.7	48.2	43.4	48.6	35.5	39.3	38.0	41.6	41.9

ATLANTA FALCONS

PLAY ON	ATL001	The Falcons are 18-0 ATS (+9.78 ppg) on the road and vs a non-divisional opponent and when their opponent allowed fewer than 254 total yards in their last game and has less than 14 days rest.	team = Falcons and A and NDIV and opo:TY<254 and o:rest<14 and season >= 1994
	ATL002	The Falcons are 12-0 ATS (+7.88 ppg) vs a non-divisional opponent when they are off a game as a road dog in which their opponent had more punts than third downs made.	team = Falcons and p:AD and NDIV and po:3DM < po:punts and date >= 20041200
	ATL003	The Falcons are 12-0 ATS (+12.25 ppg) on the road off a road game in which they were outgained, as long as they are not getting four-plus points.	team = Falcons and A and p:A and line<4 and p:TY<po:TY and season >= 1992
	ATL004	The Falcons are 11-0 ATS (+11.91 ppg) on grass off a home game when they benefited from a negative turnover margin in each of their last two games.	team = Falcons and p:H and surface=grass and p:TOM < 0 and pp:TOM < 0 and date >= 20011118
	ATL005	The Falcons are 11-0 ATS (+11.64 ppg) as a road dog off a game as a road dog in which fewer than 30 percent of their first downs were from third down.	team = Falcons and p:AD and AD and p:3DM / p:FD < 0.30 and date >= 20031116
PLAY AGAINST	ATL006	The Falcons are 0-14 ATS (-8.86 ppg) on artificial turf when they are off two consecutive 7+ wins, the last of which coming as a favorite.	team = Falcons and p:F and surface = artificial and p:margin>=7 and pp:margin>=7 and date >= 20051009
	ATL007	The Falcons are 0-13 ATS (-11.69 ppg) on turf vs a divisional opponent when they are off a win and had at least 30:30 of possession time in each of their last two games.	team = Falcons and p:W and surface = artificial and DIV and 30.5 * 60 < p:TOP and 30.5 * 60 < pp:TOP and season >= 2001
	ATL008	The Falcons are 0-11 ATS (-11.18 ppg) as a dog when they are off two consecutive games with a positive DPS and were favored in the most recent.	team = Falcons and p:F and D and 0 < p:dps and 0 < pp:dps and date >= 20021208
	ATL009	The Falcons are 0-10 ATS (-8.20 ppg) on turf and after a loss in which they were leading at the end of the 3rd quarter.	team=Falcons and surface=artificial and p:L and p:M3>0 and date>=20031123
	ATL010	The Falcons are 0-10 ATS (-8.80 ppg) on turf off a game as a favorite when the line is within 3 of pick and they are averaging at least 24 points per game over their last three games.	team = Falcons and p:F and -3 <= line <= 3 and surface = artificial and tA(points,N=3) >= 24 and date >= 20101227
PLAY OVER	ATL011	The Falcons are 16-0 OU (+12.25 ppg) on turf after a game as a road dog in which they had at least 8.75 fewer rushes than their season-to-date average and passed for more than 100 yards.	team = Falcons and surface = artificial and p:AD and p:rushes - tA(p:rushes) <= -8.75 and p:PY>100 and season >= 1993
	ATL012	The Falcons are 11-0 OU (+10.27 ppg) off a win by more than a TD as a favorite when the are facing a team that allowed more than 400 total yards in their last game.	team = Falcons and p:F and p:margin>7 and opo:TY>=400 and date >= 20000000
PLAY UNDER	ATL013	The Falcons are 0-13 OU (-8.92 ppg) vs a non-divisional opponent when they are off a win as a dog in which they had fewer than 10 incompletions.	team = Falcons and NDIV and p:WD and p:INC<10 and date >= 19931121
	ATL014	The Falcons are 0-12 OU (-7.33 ppg) as a road dog when they are off a SU and ATS win and their opponent is off a SU and ATS loss.	team = Falcons and AD and p:W and p:ATSW and op:L and op:ATSL and date >= 20030111

ATLANTA FALCONS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	11-5-0	89-71-0
Straight Up Home	3-5-0	7-1-0	6-2-0	7-1-0	6-2-0	7-1-0	3-5-0	3-4-0	4-4-0	5-3-0	51-28-0
Straight Up Away	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	6-2-0	38-42-0
Average Line	5.53	0.72	0.16	-4.03	-2.78	-3.19	1.75	1.44	-1.47	-2.06	-0.39
Average O/U Line	39.06	43.75	44.50	43.78	46.00	48.75	47.09	49.84	47.78	49.84	46.04
Against the Spread Record	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	10-6-0	87-71-2
Six Point Teaser Record	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	13-3-0	113-44-3
Seven Point Teaser Record	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	13-3-0	117-40-3
Ten Point Teaser Record	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	16-0-0	132-24-4
ATS Home	3-5-0	5-3-0	6-2-0	5-3-0	5-2-1	4-4-0	4-4-0	3-4-0	3-5-0	3-5-0	41-37-1
ATS Away	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	7-1-0	45-34-1
Over/Under Record	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	13-3-0	74-83-3
Over/Under Home	6-2-0	5-3-0	2-6-0	4-4-0	3-5-0	1-7-0	5-3-0	4-3-0	1-7-0	8-0-0	39-40-0
Over/Under Away	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	5-3-0	35-42-3
ATS as Favorite	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	5-5-0	45-38-2
ATS as Underdog	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	5-1-0	40-32-0
ATS as Home Favorite	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	2-5-0	28-27-1
ATS as a Home Dog	1-5-0	2-0-0	1-1-0	---	1-1-0	---	2-1-0	2-1-0	2-0-0	1-0-0	12-9-0
ATS Away Favorite	---	1-0-0	1-1-0	5-1-0	2-3-0	3-2-1	---	1-1-0	1-3-0	3-0-0	17-11-1
ATS Away Dog	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	4-1-0	27-23-0
vs Division	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	4-2-0	29-30-1
ATS after 10+ ATS Win	1-1-0	2-5-0	2-0-0	3-1-0	1-2-0	3-1-0	---	1-2-0	0-2-0	6-3-0	19-17-0
ATS after 10+ ATS Loss	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	---	16-10-0
ATS in games 1-4	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	3-1-0	23-17-0
ATS in games 5-8	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	2-2-0	21-19-0
ATS in games 9-12	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	2-2-0	18-20-2
ATS in games 13-16	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	3-1-0	25-15-0
Points Scored per Game	16.19	24.44	22.69	25.88	25.12	26.19	22.06	23.81	21.19	33.75	24.13
Points Allowed per Game	25.88	20.31	20.31	18.00	21.88	18.69	27.69	26.06	21.56	25.38	22.57
Yds Offense per Game	300.81	361.19	340.44	341.12	376.62	369.12	343.12	378.19	374.06	415.81	360.05
Yds Allowed per Game	355.50	348.25	348.88	332.44	333.62	365.56	379.38	398.25	346.81	371.19	357.99
Yds Passing per Game	205.81	208.50	223.19	222.94	262.00	281.81	265.19	284.56	273.69	295.31	252.30
Opp. Yds Passing per Game	227.94	220.38	241.94	226.56	236.62	242.38	243.56	279.44	242.62	266.50	242.79
Percent Completions	60.5	61.1	58.2	62.6	61.4	68.6	67.5	66.1	66.0	69.6	64.3
Opp Percent Completions	62.8	59.2	62.5	65.0	60.7	61.2	66.1	63.4	66.0	64.3	63.1
Yds per Pass Attempt	5.93	7.69	6.26	6.18	7.06	7.33	6.44	7.20	7.05	8.80	6.97
Opp Yds per Pass Attempt	6.79	6.42	7.22	6.47	6.76	7.04	7.55	7.90	6.92	6.50	6.95
Yds Rushing per Game	95.00	152.69	117.25	118.19	114.62	87.31	77.94	93.62	100.38	120.50	107.75
Opp Yds Rushing per Game	127.56	127.88	106.94	105.88	97.00	123.19	135.81	118.81	104.19	104.69	115.19
Yds per Rush Attempt	3.95	4.36	4.16	3.80	4.05	3.70	3.88	4.03	3.82	4.58	4.05
Opp Yds per Rush Attempt	4.25	4.93	3.95	4.63	4.17	4.80	4.78	4.23	4.01	4.54	4.42
Turnovers per Game	1.50	1.31	1.56	1.06	1.31	1.12	1.75	1.44	1.88	0.69	1.36
Takeaways per Game	1.75	1.12	1.75	1.94	1.81	1.94	1.31	1.75	1.44	1.38	1.62
Sacks per Game	1.56	2.12	1.75	1.94	2.06	1.81	2.00	1.44	1.19	2.19	1.81
Sacks Allowed per Game	2.94	1.06	1.69	1.44	1.62	1.75	2.75	1.94	2.00	2.31	1.95
Average Possession Time	28:43	31:10	29:53	32:47	32:18	30:52	30:20	29:27	32:19	30:22	30:49
Punts per Game	5.50	4.06	3.94	4.69	4.44	3.88	4.38	4.19	3.69	3.00	4.17
Opp Punts per Game	4.62	4.75	3.88	4.56	4.69	4.00	3.88	3.50	4.06	4.12	4.21
Percent Rushes	39.0	55.4	43.0	45.3	42.2	37.0	31.3	35.9	39.1	42.3	41.1
Opp Percent Rushes	46.1	41.6	43.4	38.2	38.5	41.5	45.4	43.3	41.8	34.8	41.5

BALTIMORE RAVENS

PLAY ON	BAL001	The Ravens are 12-0 ATS (+10.25 ppg) in franchise history as a dog on grass after a home game when they are facing a divisional opponent with a better record.	team = Ravens and p:H and D and surface = grass and DIV and WP<o:WP
	BAL002	The Ravens are 11-0 ATS (+10.91 ppg) on the road off a loss in which they had at least ten fewer rushes than their season-to-date average.	team = Ravens and p:L and A and p:rushes - tA(p:rushes) <= -10 and season >= 2001
	BAL003	The Ravens are 11-0 ATS (+7.27 ppg) on the road off a win as a favorite in which their opponent scored first.	team = Ravens and p:WF and A and po:SF>0 and date >= 20061224
	BAL004	The Ravens are 10-0 ATS (+8.80 ppg) on the road off a game as a favorite in which they got a first down on less than 25 percent of their plays.	team = Ravens and p:F and A and p:FDP<25 and date >= 20081130
	BAL005	The Ravens are 12-0 ATS (+10.15 ppg) off a win and hosting a team that is completing less than 56 percent of their passes.	team = Ravens and p:W and H and oS(100*completions) / oS(passes) < 56 and season >= 1997
PLAY AGAINST	BAL006	The Ravens are 0-14 ATS (-7.64 ppg) 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 (-5.36 ppg) when the line is within three of pick on turf and when they are off two consecutive games with a positive DPS.	team=Ravens and -3<=line<=3 and surface=artificial and 0<p:dps and 0<pp:dps and date>=20061130
	BAL008	The Ravens are 0-11 ATS (-5.82 ppg) off a home win when facing a non-divisional opponent that has allowed a completion rate of more than 65 percent.	team = Ravens and p:HW and NDIV and oS(100*o:completions) / oS(o:passes) > 65 and date >= 20001217
	BAL009	The Ravens are 0-11 ATS (-6.27 ppg) on the road on turf vs a non-divisional opponent when they are off a double-digit win in which they converted at least 5 third downs.	team = Ravens and p:margin>=10 and A and surface = artificial and NDIV and p:3DM >= 5 and date >= 20041219
	BAL010	The Ravens are 0-9 ATS (-15.17 ppg) as a road favorite vs a non-divisional when they are off a game as a favorite in which their defense recorded four-plus sacks.	team = Ravens and p:F and AF and NDIV and 4 <= p:sacks and date >= 20000102
PLAY OVER	BAL011	The Ravens are 13-0 OU (+10.27 ppg) vs a non-divisional opponent when they are off a loss in which they did not have a 60-plus yard rusher and scored fewer than 17 points.	team = Ravens and p:L and NDIV and max:p:RY<60 and p:points<17 and date >= 20051100
	BAL012	The Ravens are 11-0 OU (+13.23 ppg) 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
PLAY UNDER	BAL013	The Ravens are 0-14 OU (-10.25 ppg) 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
	BAL014	The Ravens are 0-12 OU (-9.50 ppg) as a home dog vs a team that had more regular season wins the previous season.	team = Ravens and HD and PRSW < o:PRSW and date >= 20030928

BALTIMORE RAVENS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	8-8-0	90-70-0
Straight Up Home	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	6-2-0	58-22-0
Straight Up Away	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	2-6-0	32-48-0
Average Line	1.50	-0.50	-5.19	-4.59	-6.28	-1.97	0.41	-3.59	1.84	-0.66	-1.90
Average O/U Line	39.12	37.41	41.09	40.31	40.62	44.84	43.84	44.94	44.38	43.69	42.02
Against the Spread Record	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	7-9-0	73-83-4
Six Point Teaser Record	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	13-2-1	116-40-4
Seven Point Teaser Record	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	14-2-0	122-36-2
Ten Point Teaser Record	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	15-1-0	135-24-1
ATS Home	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	5-3-0	40-39-1
ATS Away	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	2-6-0	33-44-3
Over/Under Record	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	7-9-0	78-81-1
Over/Under Home	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	3-5-0	36-43-1
Over/Under Away	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	4-4-0	42-38-0
ATS as Favorite	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	5-4-0	44-50-3
ATS as Underdog	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	2-4-0	28-31-1
ATS as Home Favorite	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	4-3-0	31-31-1
ATS as a Home Dog	2-2-0	1-1-0	0-1-0	---	---	1-1-0	2-0-0	---	1-2-0	1-0-0	8-7-0
ATS Away Favorite	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	1-1-0	13-19-2
ATS Away Dog	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	1-4-0	20-24-1
vs Division	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	4-2-0	27-30-3
ATS after 10+ ATS Win	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	1-2-0	15-17-1
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	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	2-2-0	20-19-1
ATS in games 5-8	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	1-3-0	17-23-0
ATS in games 9-12	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	3-1-0	20-17-3
ATS in games 13-16	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	1-3-0	16-24-0
Points Scored per Game	17.19	24.06	24.44	22.31	23.62	24.88	20.00	25.56	20.50	21.44	22.40
Points Allowed per Game	24.00	15.25	16.31	16.88	16.62	21.50	22.00	18.88	25.06	20.06	19.66
Yds Offense per Game	302.00	324.00	351.19	322.88	338.69	352.50	307.38	364.69	359.31	347.69	337.03
Yds Allowed per Game	301.56	261.06	300.50	318.88	288.88	350.94	335.50	336.31	337.06	322.12	315.28
Yds Passing per Game	189.69	175.50	213.69	208.44	213.94	233.69	224.38	238.69	266.94	256.56	222.15
Opp. Yds Passing per Game	221.94	179.69	207.25	224.94	196.25	228.12	230.06	248.31	233.25	232.75	220.26
Percent Completions	61.2	60.3	62.9	62.7	57.7	59.6	58.6	62.0	63.0	64.7	61.4
Opp Percent Completions	59.8	52.3	58.4	58.6	53.8	60.2	56.9	64.2	64.2	63.8	59.3
Yds per Pass Attempt	5.45	6.48	6.70	6.79	6.29	6.68	5.80	6.88	6.32	6.04	6.32
Opp Yds per Pass Attempt	7.25	5.45	6.33	6.04	5.87	6.54	6.67	6.68	6.85	6.44	6.41
Yds Rushing per Game	112.31	148.50	137.50	114.44	124.75	118.81	83.00	126.00	92.38	91.12	114.88
Opp Yds Rushing per Game	79.62	81.38	93.25	93.94	92.62	122.81	105.44	88.00	103.81	89.38	95.03
Yds per Rush Attempt	4.03	4.01	4.70	3.76	4.35	4.28	3.14	4.50	3.86	3.96	4.07
Opp Yds per Rush Attempt	2.86	3.56	3.43	3.91	3.54	4.00	3.84	3.62	3.97	3.72	3.65
Turnovers per Game	2.50	1.31	1.38	1.25	1.50	1.00	1.81	1.25	1.75	1.44	1.52
Takeaways per Game	1.44	2.12	2.00	1.69	1.62	1.56	1.50	1.38	0.81	1.75	1.59
Sacks per Game	2.06	2.12	2.00	1.69	3.00	2.31	2.56	3.12	2.31	1.94	2.31
Sacks Allowed per Game	2.44	2.06	2.25	2.50	2.06	2.38	3.00	1.19	1.50	2.00	2.14
Average Possession Time	31:10	33:22	29:33	31:20	30:35	28:39	30:20	29:39	30:32	30:45	30:36
Punts per Game	4.94	5.25	4.62	5.06	4.56	5.19	5.69	3.75	4.62	5.00	4.87
Opp Punts per Game	4.75	5.75	4.94	5.56	5.38	5.56	6.12	4.75	5.06	5.69	5.36
Percent Rushes	42.8	56.0	46.2	47.8	44.3	42.6	38.8	43.8	35.4	34.1	43.1
Opp Percent Rushes	46.0	39.4	43.9	38.1	41.8	45.2	42.5	37.6	41.8	38.7	41.5

BUFFALO BILLS

PLAY ON	BUF001	The Bills are 14-0 ATS (+13.21 ppg) at home off a game as a favorite in which they allowed their opponent to score ten-plus points more than their season-to-date average.	team = Bills and p:F and H and Average(po:points@po:team and p:season = season) + 10 <= po:points
	BUF002	The Bills are 13-0 ATS (+6.15 ppg) as a dog vs a non-divisional opponent when they are off a road game in which they outgained their opponent.	team = Bills and p:A and D and NDIV and p:TY > po:TY and date >= 19971026
	BUF003	The Bills are 12-0 ATS (+8.79 ppg) 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 11-0 ATS (+7.73 ppg) 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
	BUF005	The Bills are 10-0 ATS (+8.05 ppg) on the road off a road loss in which they held the lead.	team = Bills and p:AL and A and p:BL > 0 and season >= 2005
PLAY AGAINST	BUF006	The Bills are 0-20 ATS (-15.28 ppg) 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 0-15 ATS (-12.63 ppg) 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:margin>=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 0-12 ATS (-15.00 ppg) off a home game in which they scored at least 13 points fewer than in the game before.	team = Bills and p:H and pp:points - p:points >= 13 and season >= 2003
	BUF010	The Bills are 0-11 ATS (-12.91 ppg) off a loss as a home favorite in which they allowed at least five third down conversions.	team = Bills and p:LHF and po:3DM >= 5 and season >= 2003
PLAY OVER	BUF011	The Bills are 14-0 OU (+14.07 ppg) 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 (+13.96 ppg) as a dog on turf when they are off a home game and facing a team that had more regular season wins the previous season and is not undefeated this season.	team = Bills and p:H and D and surface = artificial and PRSW < o:PRSW and date >= 20101024 and o:WP<100
PLAY UNDER	BUF013	The Bills are 0-14 OU (-12.93 ppg) when the line is within four of pick and on turf vs a team that had fewer regular season wins the previous season, as long as they are not hosting the Dolphins.	team = Bills and -4 <= line <= 4 and surface = artificial and PRSW > o:PRSW and not (H and o:team=Dolphins) and season
	BUF014	The Bills are 0-12 OU (-10.29 ppg) when the line is within three of pick and they are off a loss when their rushing yards decreased over each of their last 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: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	7-9-0	66-94-0
Straight Up Home	4-4-0	3-4-0	3-4-0	2-5-0	5-3-0	4-3-0	4-4-0	5-3-0	5-3-0	4-4-0	39-37-0
Straight Up Away	3-5-0	4-4-0	3-5-0	2-6-0	1-7-0	2-6-0	2-6-0	4-4-0	3-4-0	3-5-0	27-52-0
Average Line	5.22	-0.62	3.53	5.44	2.56	2.09	3.69	1.41	-0.19	-0.41	2.27
Average O/U Line	38.97	41.25	40.25	41.34	45.72	44.91	43.75	43.62	43.66	44.66	42.81
Against the Spread Record	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	6-9-1	76-79-5
Six Point Teaser Record	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	11-4-1	100-56-4
Seven Point Teaser Record	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	12-4-0	107-48-5
Ten Point Teaser Record	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	13-3-0	121-37-2
ATS Home	6-2-0	2-5-0	3-3-1	3-4-0	4-4-0	4-3-0	6-2-0	4-4-0	5-3-0	3-5-0	40-35-1
ATS Away	3-4-1	5-3-0	5-3-0	5-3-0	3-5-0	3-5-0	2-6-0	5-3-0	2-4-1	3-4-1	36-40-3
Over/Under Record	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	12-4-0	80-80-0
Over/Under Home	5-3-0	4-3-0	3-4-0	2-5-0	5-3-0	4-3-0	4-4-0	1-7-0	4-4-0	8-0-0	40-36-0
Over/Under Away	2-6-0	5-3-0	3-5-0	5-3-0	5-3-0	3-5-0	6-2-0	2-6-0	3-4-0	4-4-0	38-41-0
ATS as Favorite	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	2-4-0	25-25-1
ATS as Underdog	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	3-4-1	49-49-4
ATS as Home Favorite	2-0-0	1-4-0	2-1-0	2-1-0	1-3-0	4-2-0	0-1-0	3-2-0	3-1-0	2-2-0	20-17-0
ATS as a Home Dog	4-2-0	0-1-0	1-2-1	1-3-0	3-0-0	0-1-0	6-1-0	1-1-0	2-1-0	1-2-0	19-14-1
ATS Away Favorite	0-0-1	2-0-0	1-0-0	---	0-1-0	1-0-0	1-0-0	0-1-0	0-2-0	0-2-0	5-6-1
ATS Away Dog	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	2-2-1	30-33-2
vs Division	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	1-5-0	27-30-3
ATS after 10+ ATS Win	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	3-1-0	13-18-1
ATS after 10+ ATS Loss	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	0-1-1	16-19-1
ATS in games 1-4	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	2-2-0	21-19-0
ATS in games 5-8	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	2-2-0	20-19-1
ATS in games 9-12	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	1-2-1	17-20-3
ATS in games 13-16	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	1-3-0	18-21-1
Points Scored per Game	15.75	21.00	16.12	17.69	23.25	21.50	21.19	21.44	23.69	24.94	20.66
Points Allowed per Game	22.12	21.38	20.38	26.56	27.12	27.19	24.25	18.06	22.44	23.62	23.31
Yds Offense per Game	277.12	305.12	273.88	304.88	351.50	342.88	338.12	318.50	360.94	354.06	322.70
Yds Allowed per Game	363.00	326.06	340.56	361.62	371.12	362.88	333.38	311.75	356.38	357.00	348.38
Yds Passing per Game	164.62	190.00	157.19	197.38	231.44	204.31	193.94	225.88	208.94	189.75	196.34
Opp. Yds Passing per Game	238.38	204.44	184.25	192.00	232.12	217.06	204.44	205.19	248.38	223.88	215.01
Percent Completions	59.1	64.5	58.0	57.0	61.6	60.5	57.3	62.7	63.4	60.4	60.5
Opp Percent Completions	62.4	61.2	56.8	62.2	63.3	57.1	55.3	60.3	57.7	60.0	59.5
Yds per Pass Attempt	5.92	6.35	5.70	6.08	6.41	6.40	5.94	6.24	7.19	6.39	6.27
Opp Yds per Pass Attempt	6.73	6.65	5.68	6.49	7.33	6.48	5.83	5.87	6.59	7.00	6.46
Yds Rushing per Game	112.50	115.12	116.69	107.50	120.06	138.56	144.19	92.62	152.00	164.31	126.36
Opp Yds Rushing per Game	124.62	121.62	156.31	169.62	139.00	145.81	128.94	106.56	108.00	133.12	133.36
Yds per Rush Attempt	4.02	4.20	4.40	4.29	4.91	5.02	4.23	3.69	4.78	5.34	4.50
Opp Yds per Rush Attempt	4.38	4.28	4.67	4.75	4.76	4.96	4.37	4.09	4.40	4.55	4.54
Turnovers per Game	1.31	1.88	1.88	2.44	1.88	2.12	1.69	1.44	1.19	0.75	1.66
Takeaways per Game	1.88	1.38	2.06	1.38	1.94	1.31	1.88	1.88	1.56	1.12	1.64
Sacks per Game	1.56	1.50	2.00	1.69	1.81	2.25	3.50	3.25	1.31	2.44	2.13
Sacks Allowed per Game	1.62	2.38	2.88	2.12	1.44	1.88	3.00	2.44	2.62	2.88	2.33
Average Possession Time	28:50	30:03	28:11	28:35	30:10	30:11	28:43	29:44	31:18	29:47	29:33
Punts per Game	5.06	3.62	5.62	4.69	4.56	5.00	6.00	5.38	5.12	4.69	4.97
Opp Punts per Game	3.81	4.00	4.88	4.44	4.25	4.50	5.88	5.50	4.69	4.38	4.63
Percent Rushes	48.7	45.9	46.5	42.0	39.4	45.0	48.9	39.4	50.1	48.6	45.5
Opp Percent Rushes	43.5	46.9	49.3	53.3	46.6	45.1	43.3	40.6	38.6	45.9	45.3

CAROLINA PANTHERS

PLAY ON	CAR001	The Panthers are 14-0 ATS (+11.11 ppg) as a regular season home favorite when they are off a road game and facing an opponent that is averaging at least 360 offensive yards per game.	team = Panthers and REG and p:A and HF and oA(TY)>=360
	CAR002	The Panthers are 13-0 ATS (+9.81 ppg) as a road dog vs a non-divisional opponent when they are off two consecutive games with a negative DPA.	team = Panthers and AD and NDIV and p:dpa < 0 and pp:dpa < 0 and season >= 1999
	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 10-0 ATS (+9.60 ppg) as a home favorite off a road game when they are off two consecutive SU and ATS wins.	team = Panthers and p:A and p:WHF and p:ATSW and pp:W and pp:ATSW and date >= 19961201
	CAR005	The Panthers are 10-0 ATS (+9.60 ppg) off a win as a dog in which they scored 20 points or fewer.	team = Panthers and p:WD and p:points<=20 and date >= 20001210
PLAY AGAINST	CAR006	The Panthers are 0-12 ATS (-9.92 ppg) on turf vs a divisional opponent that has allowed a completion percentage of at least 64.5%.	team = Panthers and surface = artificial and DIV and oS(100*o:completions) / oS(o:passes) >64.5
	CAR007	The Panthers are 0-10 ATS (-11.45 ppg) off a loss as a dog when facing a non-divisional opponent that is scoring more than 23.5% of their points from field goals.	team = Panthers and p:L and D and NDIV and oS(FG*3) / oS(points) > 0.235 and date >= 20041017
	CAR008	The Panthers are 0-9 ATS (-11.28 ppg) when their QB was sacked three-plus times in each of their last three games and they are not the favorite.	team = Panthers and line>=0 and 3 <= po:sacks and 3 <= ppo:sacks and date >= 20101100
	CAR009	The Panthers are 0-9 ATS (-11.44 ppg) off a home loss when facing an opponent that is averaging fewer than four punts per game.	team = Panthers and p:HL and oA(punts)<4
	CAR010	The Panthers are 0-9 ATS (-9.67 ppg) as a dog off a home loss in which they scored first.	team = Panthers and p:HL and D and p:SF>0 and season >= 2006
PLAY OVER	CAR011	The Panthers are 15-0 OU (+8.20 ppg) 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 14-0 OU (+12.0 ppg) 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 0-19 OU (-7.03 ppg) after a win in which they had at least at 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 0-18 OU (-8.97 ppg) as a single-digit home favorite vs a divisional opponent that had fewer regular season wins the previous season.	team = Panthers and H and -10<line<0 and DIV and PRSW > o:PRSW and date >= 19981200

CAROLINA PANTHERS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	6-10-0	82-77-1
Straight Up Home	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	4-4-0	46-34-0
Straight Up Away	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	2-6-0	36-43-1
Average Line	2.47	-2.62	2.72	6.03	1.97	0.94	-2.84	2.16	-4.22	-1.44	0.52
Average O/U Line	39.03	40.84	42.56	38.50	46.38	46.59	43.88	44.72	44.34	47.03	43.39
Against the Spread Record	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	6-9-1	80-78-2
Six Point Teaser Record	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	9-5-2	108-49-3
Seven Point Teaser Record	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	11-5-0	114-43-3
Ten Point Teaser Record	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	12-4-0	123-34-3
ATS Home	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	3-5-0	40-40-0
ATS Away	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	3-4-1	40-38-2
Over/Under Record	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	6-9-1	74-81-5
Over/Under Home	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	2-6-0	30-48-2
Over/Under Away	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	4-3-1	44-33-3
ATS as Favorite	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	3-7-1	39-37-2
ATS as Underdog	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	3-2-0	40-40-0
ATS as Home Favorite	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	3-4-0	28-25-0
ATS as a Home Dog	2-2-0	---	2-1-0	1-4-0	2-1-0	2-3-0	1-1-0	1-1-0	1-0-0	0-1-0	12-14-0
ATS Away Favorite	2-0-0	1-1-0	1-0-0	---	2-0-0	1-2-0	1-3-1	---	3-3-0	0-3-1	11-12-2
ATS Away Dog	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	3-1-0	28-26-0
vs Division	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	1-5-0	30-30-0
ATS after 10+ ATS Win	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	1-1-0	17-21-0
ATS after 10+ ATS Loss	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	2-2-0	20-16-0
ATS in games 1-4	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	1-3-0	17-23-0
ATS in games 5-8	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	1-2-1	23-17-1
ATS in games 9-12	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	1-3-0	17-22-1
ATS in games 13-16	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	3-1-0	23-16-0
Points Scored per Game	16.69	25.88	19.69	12.25	25.38	22.31	22.88	21.19	31.25	23.06	22.06
Points Allowed per Game	21.69	20.56	19.25	25.50	26.81	22.69	15.06	23.38	19.25	25.12	21.93
Yds Offense per Game	283.94	349.69	331.06	258.44	389.81	360.69	316.19	346.50	366.94	343.69	334.69
Yds Allowed per Game	324.81	331.19	315.81	335.88	377.62	333.06	301.25	339.81	322.94	359.69	334.21
Yds Passing per Game	169.94	197.38	174.94	143.06	239.31	230.19	190.06	219.44	224.31	230.31	201.89
Opp. Yds Passing per Game	214.12	211.69	191.00	212.06	246.81	223.00	214.31	227.81	234.50	268.19	224.35
Percent Completions	56.4	59.4	56.8	52.9	60.1	58.0	61.7	60.0	59.8	54.4	57.9
Opp Percent Completions	62.8	59.8	61.6	62.0	64.9	66.8	66.6	64.8	60.0	66.8	63.6
Yds per Pass Attempt	5.38	7.63	6.02	4.73	7.38	7.52	6.43	6.44	7.15	6.55	6.51
Opp Yds per Pass Attempt	6.38	6.08	6.17	6.45	8.06	6.43	6.09	6.49	5.77	7.01	6.47
Yds Rushing per Game	114.00	152.31	156.12	115.38	150.50	130.50	126.12	127.06	142.62	113.38	132.80
Opp Yds Rushing per Game	110.69	119.50	124.81	123.81	130.81	110.06	86.94	112.00	88.44	91.50	109.86
Yds per Rush Attempt	4.04	4.84	4.76	4.31	5.41	4.52	4.20	4.28	4.34	4.00	4.47
Opp Yds per Rush Attempt	3.75	4.43	4.44	3.94	4.64	4.23	3.95	4.51	3.89	3.90	4.17
Turnovers per Game	1.81	1.19	1.94	2.31	1.44	1.38	1.19	1.44	1.19	1.81	1.57
Takeaways per Game	1.88	1.56	2.31	1.81	1.50	1.44	1.88	1.62	2.44	1.69	1.81
Sacks per Game	1.44	2.31	1.94	1.94	1.94	2.44	3.75	2.50	2.75	3.00	2.40
Sacks Allowed per Game	2.06	1.25	2.06	3.12	2.19	2.25	2.75	2.62	2.06	2.25	2.26
Average Possession Time	28:44	29:28	30:12	27:24	30:15	29:51	31:53	32:17	32:04	30:50	30:18
Punts per Game	5.75	4.75	4.81	5.94	4.12	4.81	4.38	4.62	4.38	4.75	4.83
Opp Punts per Game	4.75	5.00	4.62	4.75	3.25	4.19	4.56	4.50	4.88	4.44	4.49
Percent Rushes	45.6	53.7	51.3	44.5	44.5	46.8	48.2	44.7	49.6	43.1	47.2
Opp Percent Rushes	45.7	42.1	46.1	47.5	46.4	41.2	36.1	39.7	34.4	36.2	41.5

CHICAGO BEARS

PLAY ON	CHI001	The Bears are 15-0 ATS (+12.40 ppg) 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 13-0 ATS (+15.88 ppg) 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
	CHI003	The Bears are 12-0 ATS (+11.58 ppg) as a home dog off a double-digit loss when they are between road games.	team = Bears and p:margin <= -10 and HD and p:A and n:A and season >= 1992
	CHI004	The Bears are 12-0 ATS (+7.04 ppg) at home when they suffered a positive turnover margin in each of their last three games.	team = Bears and H and 0 < ppp:TOM and 0 < pp:TOM and 0 < p:TOM
	CHI005	The Bears are 12-0 ATS (+15.04 ppg) when they off a game as a dog and visiting a team with a third down make percentage less than 36%	team = Bears and p:D and A and oS(100*3DM) / oS(3DA) < 36 and season >= 2004
PLAY AGAINST	CHI006	The Bears are 0-15 ATS (-10.67 ppg) 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
	CHI007	The Bears are 0-14 ATS (-14.75 ppg) 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
	CHI008	The Bears are 0-12 ATS (-9.58 ppg) 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 0-12 ATS (-8.33 ppg) 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 (-8.86 ppg) as a dog on grass after a win as a favorite in which they had at least 33:15 minutes of possession time.	team = Bears and D and surface = grass and p:WF and p:TOP >= 33.25 * 60 and date >= 19941200
PLAY OVER	CHI011	The Bears are 13-0 OU (+13.15 ppg) as a favorite and on grass when they are off a win which one player had at least 75% of their rushing yards and they had fewer than 38 minutes of possession time.	team = Bears and p:W and F and surface = grass and max:p:rushing yards / p:RY >0.75 and p:TOP<38*60 and date >= 20061001
	CHI012	The Bears are 12-0 OU (+13.58 ppg) as a favorite by more than six points when they are off a game as a favorite.	team = Bears and p:F and line<-6 and date >= 20051200
PLAY UNDER	CHI013	The Bears are 0-17 OU (-9.00 ppg) when they are facing a non-divisional opponent and they are off a road loss by more than a TD in which they committed three-plus turnovers.]	team = Bears and p:margin<-7 and p:A and NDIV and p:TO>=3 and season >= 1993
	CHI014	The Bears are 0-11 OU (-7.77 ppg) as a TD-plus road dog when they are off a loss and facing a team that had more regular season wins the previous season.	team = Bears and p:L and A and line>=7 and PRSW < o:PRSW and season >= 2002

CHICAGO BEARS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	3-13-0	74-86-0
Straight Up Home	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	3-5-0	41-39-0
Straight Up Away	3-5-0	3-5-0	2-6-0	5-2-0	2-5-0	5-3-0	3-5-0	3-5-0	5-3-0	0-8-0	31-47-0
Average Line	0.59	-0.84	0.62	0.06	1.28	-3.00	-0.09	2.53	3.88	3.75	0.88
Average O/U Line	40.38	41.47	42.38	40.31	42.25	41.69	46.97	48.56	44.66	44.03	43.27
Against the Spread Record	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	6-10-0	68-86-6
Six Point Teaser Record	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	10-6-0	113-45-2
Seven Point Teaser Record	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	10-5-1	117-41-2
Ten Point Teaser Record	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	12-4-0	128-31-1
ATS Home	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	4-4-0	30-45-5
ATS Away	4-4-0	4-4-0	2-6-0	5-2-0	3-4-0	4-4-0	3-5-0	4-4-0	6-2-0	2-6-0	37-41-0
Over/Under Record	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	7-8-1	80-75-5
Over/Under Home	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	3-4-1	41-37-2
Over/Under Away	4-4-0	2-5-1	3-5-0	2-4-1	3-4-0	6-2-0	6-2-0	5-2-1	4-4-0	4-4-0	39-36-3
ATS as Favorite	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	0-3-0	26-33-5
ATS as Underdog	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	5-7-0	40-50-1
ATS as Home Favorite	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	0-2-0	15-26-4
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	3-2-0	14-18-1
ATS Away Favorite	1-1-0	2-1-0	2-0-0	1-1-0	---	3-2-0	1-1-0	---	---	0-1-0	10-7-0
ATS Away Dog	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	2-5-0	26-32-0
vs Division	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	4-2-0	26-33-1
ATS after 10+ ATS Win	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	1-1-0	15-15-2
ATS after 10+ ATS Loss	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	1-2-0	15-16-0
ATS in games 1-4	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	1-3-0	17-22-1
ATS in games 5-8	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	1-3-0	17-21-2
ATS in games 9-12	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	2-2-0	15-23-2
ATS in games 13-16	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	2-2-0	19-20-1
Points Scored per Game	20.88	23.44	20.44	20.88	22.06	23.44	27.81	19.94	20.94	17.44	21.73
Points Allowed per Game	21.75	21.88	23.44	17.88	21.31	17.31	29.88	27.62	24.81	24.94	23.08
Yds Offense per Game	293.25	295.88	310.31	289.44	314.19	310.56	381.81	327.06	344.62	356.50	322.36
Yds Allowed per Game	354.69	334.69	337.75	314.31	350.44	315.62	394.56	377.12	345.44	346.75	347.14
Yds Passing per Game	210.12	191.31	217.06	188.44	188.19	187.44	267.56	236.56	228.75	248.38	216.38
Opp. Yds Passing per Game	231.75	241.19	211.38	224.25	254.06	213.94	233.00	264.38	224.56	224.88	232.34
Percent Completions	57.5	57.6	60.4	59.2	56.7	59.2	64.4	65.0	63.9	62.1	60.7
Opp Percent Completions	63.4	61.6	64.2	62.4	60.7	59.1	62.1	66.8	62.9	64.5	62.7
Yds per Pass Attempt	5.91	5.80	6.17	6.47	6.37	6.18	7.39	6.22	7.00	7.11	6.47
Opp Yds per Pass Attempt	6.85	6.20	6.37	6.16	6.44	5.78	7.35	7.72	7.02	6.79	6.64
Yds Rushing per Game	83.12	104.56	93.25	101.00	126.00	123.12	114.25	90.50	115.88	108.12	105.98
Opp Yds Rushing per Game	122.94	93.50	126.38	90.06	96.38	101.69	161.56	112.75	120.88	121.88	114.80
Yds per Rush Attempt	3.14	3.85	4.00	3.90	4.42	4.19	4.52	4.09	3.96	4.54	4.06
Opp Yds per Rush Attempt	4.33	3.42	4.33	3.73	4.02	4.19	5.36	4.27	4.47	4.38	4.27
Turnovers per Game	2.12	1.69	2.12	1.94	1.81	1.50	1.44	1.81	1.31	1.94	1.77
Takeaways per Game	2.06	2.00	1.75	2.19	1.94	2.75	1.75	1.50	1.06	0.69	1.77
Sacks per Game	2.56	1.75	2.19	2.12	2.06	2.56	2.00	2.44	2.19	2.31	2.22
Sacks Allowed per Game	2.69	1.81	2.19	3.50	3.06	2.75	1.88	2.62	2.12	1.69	2.43
Average Possession Time	28:28	28:36	28:36	29:30	30:25	31:47	31:02	30:13	31:29	28:06	29:49
Punts per Game	5.88	6.00	4.81	5.19	5.56	5.06	4.31	4.50	4.62	4.25	5.02
Opp Punts per Game	5.88	5.19	4.44	5.50	5.31	5.56	3.62	3.06	4.62	4.19	4.74
Percent Rushes	40.9	43.8	38.4	44.2	46.6	47.0	39.9	35.2	45.7	39.4	42.1
Opp Percent Rushes	43.8	40.2	45.2	38.5	36.6	38.0	47.2	41.8	44.2	44.0	41.9

CINCINNATI BENGALS

PLAY ON	CIN001	The Bengals are 12-0 ATS (+12.25 ppg) off a win on the road when the line is within 3.5 of pick vs a team that has a third down make percentage less than 35%.	team = Bengals and p:W and A and $-3.5 \leq \text{line} \leq 3.5$ and $\text{oS}(100 * 3\text{DM}) / \text{oS}(3\text{DA}) < 35$
	CIN002	The Bengals are 11-0 ATS (+10.95 ppg) 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
	CIN003	The Bengals are 11-0 ATS (+9.32 ppg) on the road off a 10+ win in which more than 30 percent of their first downs were from third down.]	team = Bengals and p:margin >= 10 and A and p:3DM / p:FD > 0.30 and season >= 2009
	CIN004	The Bengals are 11-0 ATS (+10.77 ppg) at home on turf when their opponent allowed more than 365 total yards and had less than 33 minutes of possession time in their last game.	team=Bengals and D and p:ats margin >= 13 and season >= 2008
	CIN005	The Bengals are 10-0 ATS (+11.50 ppg) when they are off a game as a favorite and visiting a team with a better record.	team = Bengals and p:F and A and WP > o:WP and date >= 20141116
PLAY AGAINST	CIN006	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
	CIN007	The Bengals are 0-12 ATS (-14.96 ppg) on artificial turf vs a non-divisional opponent after a loss as a road dog.	team = Bengals and p:LAD and surface = artificial and NDIV and p:TY > po:TY and p:PEN > 2 and season >= 1990]
	CIN008	The Bengals are 0-9 ATS (-8.17 ppg) on the road off a game as a favorite when they are playing a team with a worse record.	team = Bengals and p:F and A and WP < o:WP and date >= 20091213
	CIN009	The Bengals are 0-9 ATS (-11.22 ppg) on grass after playing as a road dog when their opponent had 27:20 of possession time or less in their last game.	team = Bengals and p:AD and surface = grass and op:TOP <= 1640 and date >= 20001126
CIN010	The Bengals are 0-8 ATS (-9.38 ppg) as a home favorite over a non-divisional opponent that averaging less than five yards per play.	team = Bengals and HF and NDIV and $\text{oS}(\text{RY} + \text{PY}) / \text{oS}(\text{plays}) < 5$ and season >= 2009	
PLAY OVER	CIN011	The Bengals are 12-0 OU (+13.54 ppg) when the line is within three of pick after a game as a road dog in which their QB was sacked four-plus times.	team = Bengals and p:AD and $4 \leq \text{op:sacks}$ and $-3 \leq \text{line} \leq 3$
	CIN012	The Bengals are 12-0 OU (+12.75 ppg) when they are off a game as a dog and their line is within 3 of pick vs a team that is averaging more than 6.8 rushing first downs per game.	team = Bengals and $-3 \leq \text{line} \leq 3$ and p:D and $\text{oA}(\text{RFD}) > 6.8$
PLAY UNDER	CIN013	The Bengals are 0-14 OU (-12.82 ppg) on the road after a game in which at least 30 percent of their first downs were from third down.	team = Bengals and A and p:3DM / p:FD >= 0.30 and date >= 20121118
	CIN014	The Bengals are 0-13 OU (-9.96 ppg) when visiting a divisional opponent that is averaging fewer than four punts per game.	team = Bengals and A and DIV and $\text{oA}(\text{punts}) < 4$ and $\text{oA}(\text{TO}) < 3.5$ and season >= 1991

CINCINNATI BENGALS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	6-9-1	83-74-3
Straight Up Home	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	4-3-0	48-29-2
Straight Up Away	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	2-6-0	35-45-0
Average Line	-0.66	6.56	-0.62	3.00	0.25	-0.84	-2.97	-1.38	-4.12	-1.03	-0.18
Average O/U Line	45.69	39.81	40.72	41.88	39.66	44.78	44.06	45.94	44.56	44.72	43.18
Against the Spread Record	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	5-9-2	80-72-8
Six Point Teaser Record	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	12-4-0	111-45-4
Seven Point Teaser Record	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	13-3-0	120-37-3
Ten Point Teaser Record	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	13-2-1	130-28-2
ATS Home	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	4-3-0	41-35-3
ATS Away	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	1-5-2	39-36-5
Over/Under Record	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	6-10-0	71-87-2
Over/Under Home	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	3-4-0	35-42-2
Over/Under Away	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	2-6-0	35-45-0
ATS as Favorite	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	4-4-1	36-39-5
ATS as Underdog	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	0-4-1	39-29-3
ATS as Home Favorite	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	3-2-0	23-23-3
ATS as a Home Dog	1-2-0	3-2-0	2-0-0	3-1-0	1-2-0	1-2-0	1-0-0	2-0-0	---	0-1-0	14-10-0
ATS Away Favorite	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	1-1-1	13-15-2
ATS Away Dog	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	0-3-1	25-19-3
vs Division	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	3-3-0	27-31-2
ATS after 10+ ATS Win	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	1-0-0	21-12-1
ATS after 10+ ATS Loss	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	2-1-0	19-9-1
ATS in games 1-4	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	1-2-1	22-15-3
ATS in games 5-8	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	1-4-0	17-24-1
ATS in games 9-12	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	2-2-0	20-20-1
ATS in games 13-16	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	1-1-1	21-13-3
Points Scored per Game	23.75	12.75	19.06	20.12	21.50	24.44	26.88	22.81	26.19	20.31	21.78
Points Allowed per Game	24.06	22.75	18.19	24.69	20.19	20.00	19.06	21.50	17.44	19.69	20.76
Yds Offense per Game	347.94	245.38	309.12	330.56	319.88	332.69	368.38	348.00	358.00	356.94	331.69
Yds Allowed per Game	348.69	325.50	301.38	332.00	316.25	319.69	305.50	359.12	340.81	350.75	329.97
Yds Passing per Game	250.69	150.38	180.62	235.44	208.75	223.62	258.69	213.81	245.25	246.38	221.36
Opp. Yds Passing per Game	230.38	205.44	203.06	216.81	211.56	212.50	209.00	243.00	248.50	237.50	221.78
Percent Completions	64.9	59.1	60.0	61.9	57.6	62.0	62.0	64.1	66.1	64.7	62.3
Opp Percent Completions	65.4	62.3	58.1	63.4	59.2	61.8	59.0	60.0	64.2	63.1	61.6
Yds per Pass Attempt	6.98	4.69	6.06	6.38	6.24	6.63	7.05	6.79	7.77	7.00	6.57
Opp Yds per Pass Attempt	6.83	6.50	5.94	6.75	6.28	6.07	5.45	6.39	6.15	6.41	6.26
Yds Rushing per Game	97.25	95.00	128.50	95.12	111.12	109.06	109.69	134.19	112.75	110.56	110.33
Opp Yds Rushing per Game	118.31	120.06	98.31	115.19	104.69	107.19	96.50	116.12	92.31	113.25	108.19
Yds per Rush Attempt	3.74	3.62	4.07	3.56	3.91	4.06	3.65	4.36	3.85	3.97	3.89
Opp Yds per Rush Attempt	4.22	3.92	3.94	4.43	3.94	4.04	4.01	4.23	4.29	4.40	4.14
Turnovers per Game	1.88	1.62	1.56	2.12	1.38	1.62	1.88	1.62	1.06	1.06	1.58
Takeaways per Game	2.19	1.50	1.56	1.62	1.38	1.88	1.94	1.62	1.75	1.25	1.67
Sacks per Game	1.38	1.06	2.12	1.69	2.81	3.12	2.69	1.25	2.62	2.06	2.08
Sacks Allowed per Game	1.06	3.19	1.81	1.75	1.56	2.88	1.81	1.44	1.94	2.56	2.00
Average Possession Time	29:24	29:17	32:28	31:13	30:18	30:26	32:49	30:31	31:13	30:19	30:48
Punts per Game	3.69	6.31	5.38	4.50	5.69	4.75	4.69	4.56	4.31	4.88	4.88
Opp Punts per Game	3.62	4.94	5.19	4.75	6.12	5.38	5.62	4.69	4.81	4.62	4.97
Percent Rushes	41.3	42.7	50.0	40.9	44.8	42.3	43.8	48.3	46.6	42.5	44.3
Opp Percent Rushes	44.4	48.4	40.7	43.5	42.1	41.0	36.9	41.1	33.3	39.7	41.1

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<=line<=7 and op:margin<=-7 and opp:margin<=-7 and date>=20051100
	CLE002	The Browns are 12-0 ATS (+6.42 ppg) as a dog on grass when they are off a loss and playing a team with the same record.	team = Browns and p:L and D and surface = grass and wins = o:wins and losses = o:losses and season >= 1999
	CLE003	The Browns are 12-0 ATS (+10.04 ppg) off a road game and facing a team that had the same number of regular season wins the previous season.	team = Browns and p:A and PRSW = o:PRSW and date >= 20021124
	CLE004	The Browns are 11-0 ATS (+9.59 ppg) at home off a road win by less than 21 points in which they had at least as many third down conversions as punts.	team = Browns and H and p:AW and p:3DM >= p:punts and p:margin<21 and date >= 20031000
	CLE005	The Browns are 11-0 ATS (+8.14 ppg) as a 7+ dog the week after a game in which they punted at least eight times.	team=Browns and 7<=line and 8<=p:punts and NB and date>=20001210
PLAY AGAINST	CLE006	The Browns are 0-12 ATS (-9.33 ppg) on grass off a 10+ loss as a 7+ dog in which they committed at least two turnovers.	team = Browns and p:margin <= -10 and 7 <= line and surface = grass and 2 <= p:T0 and date >= 20081228
	CLE007	The Browns are 0-11 ATS (-11.41 ppg) when they are off two consecutive losses ATS losses and facing a divisional opponent.	team = Browns and DIV and p:L and p:ATSL and pp:L and pp:ATSL and date >= 20101226
	CLE008	The Browns are 0-11 ATS (-6.05 ppg) as a dog vs a team that is averaging at least 30 rushes per game.	team = Browns and D and oA(rushes) >= 30 and date >= 20101010
	CLE009	The Browns are 0-11 ATS (-13.64 ppg) 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 tA(p:CP) - p:CP >= 10 and season >= 2000
	CLE010	The Browns are 0-10 ATS (-11.20 ppg) as a home dog off a home game.	team = Browns and HD and p:H and date >= 20101010
PLAY OVER	CLE011	The Browns are 10-0 OU (+9.95 ppg) as a dog off a win in which they had fewer than 10 incompletions.	team = Browns and D and p:W and p:INC<10 and date >= 20041010
	CLE012	The Browns are 8-0 OU (+14.44 ppg) on grass vs a non-divisional opponent off a loss when they scored more points than expected in each of their last two games.	team = Browns and surface = grass and NDIV and p:L and 0 < p:dps and 0 < pp:dps and date >= 19991226
PLAY UNDER	CLE013	The Browns are 0-21 OU (-10.17 ppg) at home when the line is within three 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 <= line <= 3 and p:D and tS(RY) / tS(rushes) < 3.6 and date >= 19901200
	CLE014	The Browns are 0-19 OU (-9.29 ppg) when the line is within three of pick and they are off two games in which they scored fewer points than expected.	team=Browns and -3<=line<=3 and p:dps<0 and pp:dps<0 and season >= 1991

CLEVELAND BROWNS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	1-15-0	48-112-0
Straight Up Home	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	1-7-0	31-49-0
Straight Up Away	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	0-8-0	17-63-0
Average Line	0.47	4.81	7.09	3.75	4.03	4.19	3.06	1.19	5.47	7.12	4.12
Average O/U Line	44.28	41.34	38.56	39.53	38.47	41.28	42.25	44.31	43.34	44.53	41.79
Against the Spread Record	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	5-11-0	77-81-2
Six Point Teaser Record	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	8-8-0	104-54-2
Seven Point Teaser Record	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	9-6-1	109-45-6
Ten Point Teaser Record	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	13-3-0	126-32-2
ATS Home	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	2-6-0	37-42-1
ATS Away	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	3-5-0	40-39-1
Over/Under Record	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	8-8-0	69-88-3
Over/Under Home	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	2-6-0	33-45-2
Over/Under Away	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	6-2-0	36-43-1
ATS as Favorite	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	---	18-19-1
ATS as Underdog	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	5-11-0	56-60-1
ATS as Home Favorite	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	---	13-17-1
ATS as a Home Dog	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	2-6-0	22-23-0
ATS Away Favorite	3-1-0	---	---	---	1-0-0	1-0-0	---	0-1-0	---	---	5-2-0
ATS Away Dog	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	3-5-0	34-37-1
vs Division	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	2-4-0	28-31-1
ATS after 10+ ATS Win	1-1-0	2-1-0	2-0-0	1-1-0	---	0-2-0	2-0-0	0-2-0	0-2-0	---	8-9-0
ATS after 10+ ATS Loss	1-0-0	3-2-0	1-4-0	---	1-1-0	0-2-0	1-4-0	4-0-0	3-2-0	1-2-0	15-17-0
ATS in games 1-4	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	2-2-0	21-18-1
ATS in games 5-8	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	1-3-0	19-20-1
ATS in games 9-12	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	0-4-0	17-23-0
ATS in games 13-16	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	2-2-0	20-20-0
Points Scored per Game	25.12	14.50	15.31	16.94	13.62	18.88	19.25	18.69	17.38	16.50	17.62
Points Allowed per Game	23.88	21.88	23.44	20.75	19.19	23.00	25.38	21.06	27.00	28.25	23.38
Yds Offense per Game	351.25	249.06	260.19	289.75	288.81	314.25	338.94	324.56	331.94	311.00	305.98
Yds Allowed per Game	359.56	356.50	389.31	350.06	332.38	363.81	332.44	365.25	379.19	392.44	362.09
Yds Passing per Game	232.44	148.75	129.75	186.81	193.12	214.69	252.50	217.81	236.38	204.00	201.62
Opp. Yds Passing per Game	230.06	204.56	244.69	220.69	184.94	245.19	221.12	224.00	250.75	249.75	227.57
Percent Completions	56.0	48.8	49.4	61.9	56.1	58.0	55.7	54.8	60.9	59.6	56.3
Opp Percent Completions	58.8	64.1	59.5	60.9	56.5	63.0	60.0	57.1	63.0	63.9	60.6
Yds per Pass Attempt	6.82	4.88	4.69	6.25	5.42	6.07	5.93	6.91	6.21	5.76	5.92
Opp Yds per Pass Attempt	6.37	7.34	7.44	6.96	6.31	6.54	5.85	6.11	7.85	7.36	6.78
Yds Rushing per Game	118.81	100.31	130.44	102.94	95.69	99.56	86.44	106.75	95.56	107.00	104.35
Opp Yds Rushing per Game	129.50	151.94	144.62	129.38	147.44	118.62	111.31	141.25	128.44	142.69	134.52
Yds per Rush Attempt	4.33	3.92	4.19	3.98	3.69	4.02	3.99	3.59	4.02	4.89	4.05
Opp Yds per Rush Attempt	4.50	4.49	4.57	4.10	4.42	4.15	3.85	4.52	4.49	4.58	4.37
Turnovers per Game	1.81	1.62	1.94	1.81	1.19	1.62	1.81	1.44	1.88	1.56	1.67
Takeaways per Game	1.69	1.94	1.19	1.75	1.25	1.81	1.31	1.81	1.31	0.81	1.49
Sacks per Game	1.75	1.06	2.50	1.81	2.00	2.38	2.50	1.94	1.81	1.62	1.94
Sacks Allowed per Game	1.25	1.50	1.88	2.19	2.44	2.25	3.12	1.88	3.31	4.12	2.39
Average Possession Time	29:30	27:32	28:54	28:21	29:14	28:14	28:41	28:12	31:01	28:16	28:48
Punts per Game	4.31	4.75	5.88	4.88	5.56	5.62	5.38	5.81	4.38	5.19	5.17
Opp Punts per Game	4.31	3.69	4.81	4.00	4.75	5.50	5.50	5.38	3.94	4.62	4.65
Percent Rushes	43.7	44.4	51.3	44.7	40.5	39.7	32.2	47.1	36.5	35.6	41.4
Opp Percent Rushes	43.2	53.9	47.2	48.5	51.6	41.7	41.7	44.7	45.9	46.7	46.4

DALLAS COWBOYS

PLAY ON	DAL001	The Cowboys are 13-0 ATS (+11.88 ppg) as a dog after they had more third down conversions than punts.	team = Cowboys and D and p:3DM > p:punts and date >= 20131229
	DAL002	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
	DAL003	The Cowboys are 10-0 ATS (+8.30 ppg) as a dog off a road game when they are averaging more than 24 points per game over their last three games.	team = Cowboys and p:A and D and tA(points,N=3)>24 and date >= 20101212
	DAL004	The Cowboys are 9-0 ATS (+7.11 ppg) as a road dog after a game in which they had more than 34 minutes of possession time.	team = Cowboys and AD and p:TOP > 34*60 and date >= 20101205
	DAL005	The Cowboys are 9-0 ATS (+10.28 ppg) after a win in which they were trailing at the end of the 3rd quarter.	team = Cowboys and p:W and p:M3 < 0 and date >= 20121209
PLAY AGAINST	DAL006	The Cowboys are 0-25 ATS (-12.22 ppg) the week after they attempted at least eight more passes than their season-to-date average and rushed for less than 140 yards as a favorite.	team = Cowboys and p:F and p:passes - tA(p:passes) >= 8 and NB and date >= 19931100 and p:RY<140
	DAL007	The Cowboys are 0-15 ATS (-7.57 ppg) 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
	DAL008	The Cowboys are 0-14 (-8.61 ppg) ATS as a home favorite off a SU and ATS loss.	team = Cowboys and HF and p:L and p:ATSL and date >= 20091122
	DAL009	The Cowboys are 0-14 ATS (-9.75 ppg) as a favorite on turf vs a divisional opponent after a win as a favorite in which they came back from a deficit.	team = Cowboys and p:WF and F and surface = artificial and DIV and po:BL > 0 and date >= 20061023
	DAL010	The Cowboys are 0-10 ATS (-8.80 ppg) as a home favorite off a loss in which they were outgained by their opponent.	team = Cowboys and HF and p:L and p:TY < po:TY and date >= 20091122
PLAY OVER	DAL011	The Cowboys are 15-0 OU (+10.57 ppg) off a home win and not on a ten-plus game winning streak when they 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 streak<10 and season >= 2005
	DAL012	The Cowboys are 12-0 OU (+11.46 ppg) as a favorite on turf after a win as a home favorite in which they allowed twenty or fewer points and four or fewer third down conversions.	team = Cowboys and F and surface = artificial and p:WHF and po:3DM <= 4 and po:points<=20 and date >= 20031127
PLAY UNDER	DAL013	The Cowboys are 0-17 OU (-9.47 ppg) as a regular season favorite off a loss in which their scoring output dropped by at least 13 points over their previous game.	team = Cowboys and p:AL and F and pp:points - p:points >= 13 and REG and season >= 1994
	DAL014	The Cowboys are 0-14 OU (-9.68 ppg) 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: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	13-3-0	92-68-0
Straight Up Home	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	7-1-0	46-34-0
Straight Up Away	7-1-0	3-5-0	5-3-0	4-4-0	3-5-0	4-4-0	3-5-0	7-0-0	3-5-0	6-2-0	45-34-0
Average Line	-5.75	-4.66	-4.59	-0.59	-3.12	-1.19	-0.41	-1.69	2.47	-2.22	-2.17
Average O/U Line	46.19	44.75	45.41	45.06	46.28	45.81	50.44	49.41	45.09	46.47	46.49
Against the Spread Record	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	10-6-0	76-82-2
Six Point Teaser Record	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	14-2-0	110-47-3
Seven Point Teaser Record	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	15-1-0	116-42-2
Ten Point Teaser Record	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	16-0-0	128-31-1
ATS Home	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	5-3-0	34-45-1
ATS Away	4-4-0	3-5-0	4-4-0	4-4-0	3-4-1	5-3-0	4-4-0	6-1-0	3-5-0	5-3-0	41-37-1
Over/Under Record	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	6-10-0	82-76-2
Over/Under Home	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	4-4-0	44-34-2
Over/Under Away	6-2-0	4-4-0	3-5-0	5-3-0	3-5-0	2-6-0	5-3-0	6-1-0	1-7-0	2-6-0	37-42-0
ATS as Favorite	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	6-4-0	44-55-1
ATS as Underdog	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	4-1-0	32-23-1
ATS as Home Favorite	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	4-2-0	26-36-0
ATS as a Home Dog	0-1-0	---	---	2-0-0	---	1-1-0	2-0-0	1-1-0	1-3-1	1-0-0	8-6-1
ATS Away Favorite	3-3-0	3-2-0	2-4-0	0-2-0	1-2-1	2-1-0	0-2-0	3-1-0	1-0-0	2-2-0	17-19-1
ATS Away Dog	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	3-1-0	24-17-0
vs Division	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	2-4-0	25-35-0
ATS after 10+ ATS Win	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	3-1-0	17-12-0
ATS after 10+ ATS Loss	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	---	11-16-1
ATS in games 1-4	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	3-1-0	21-18-1
ATS in games 5-8	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	4-0-0	21-19-0
ATS in games 9-12	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	2-2-0	19-21-0
ATS in games 13-16	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	1-3-0	15-24-1
Points Scored per Game	28.44	22.62	22.56	24.62	23.06	23.50	27.44	29.19	17.19	26.31	24.49
Points Allowed per Game	20.31	22.81	15.62	27.25	21.69	25.00	27.00	22.00	23.38	19.12	22.42
Yds Offense per Game	365.50	344.50	399.38	364.25	375.50	374.62	341.19	382.31	334.94	376.69	365.89
Yds Allowed per Game	307.62	294.31	315.88	351.75	343.19	355.44	415.31	355.06	348.19	343.94	343.07
Yds Passing per Game	256.56	236.81	267.94	252.62	262.56	295.56	247.00	235.50	216.94	226.94	249.84
Opp. Yds Passing per Game	213.06	187.69	225.38	243.38	244.12	230.25	286.81	251.94	227.25	260.75	237.06
Percent Completions	64.4	60.0	63.1	65.8	66.0	66.0	64.0	68.9	63.3	67.3	64.8
Opp Percent Completions	58.9	60.6	60.1	64.4	61.7	62.6	64.7	66.5	65.1	67.1	63.2
Yds per Pass Attempt	7.73	6.93	7.79	7.02	7.37	7.19	6.74	7.92	6.57	7.52	7.26
Opp Yds per Pass Attempt	5.87	5.91	6.30	7.21	7.17	7.21	7.37	7.22	7.17	6.59	6.80
Yds Rushing per Game	108.94	107.69	131.44	111.62	112.94	79.06	94.19	146.81	118.00	149.75	116.04
Opp Yds Rushing per Game	94.56	106.62	90.50	108.38	99.06	125.19	128.50	103.12	120.94	83.19	106.01
Yds per Rush Attempt	4.16	4.30	4.82	4.17	4.43	3.56	4.49	4.62	4.63	4.80	4.42
Opp Yds per Rush Attempt	3.97	4.24	3.97	4.31	4.12	4.54	4.70	4.21	4.20	3.90	4.23
Turnovers per Game	1.50	2.06	1.19	1.88	1.31	1.81	1.25	1.56	2.06	0.94	1.56
Takeaways per Game	1.81	1.38	1.31	1.88	1.56	1.00	1.75	2.00	0.69	1.25	1.46
Sacks per Game	2.88	3.69	2.62	2.19	2.62	2.12	2.12	1.75	1.94	2.19	2.41
Sacks Allowed per Game	1.56	1.94	2.12	1.94	2.44	2.25	2.19	1.94	2.06	1.75	2.02
Average Possession Time	30:33	30:02	32:16	31:24	31:24	31:01	29:01	32:50	31:07	32:24	31:12
Punts per Game	3.94	4.88	4.50	4.12	4.44	4.31	4.81	3.62	4.31	3.69	4.26
Opp Punts per Game	4.56	4.62	5.75	4.38	4.50	4.62	3.81	4.19	4.62	4.38	4.54
Percent Rushes	43.0	41.0	42.7	41.4	40.1	33.8	35.1	50.0	42.1	49.4	41.9
Opp Percent Rushes	37.8	41.5	37.3	41.1	39.6	44.7	39.9	40.1	46.1	33.8	40.2

DENVER BRONCOS

PLAY ON	DEN001	The Broncos are 14-0 ATS (+12.71 ppg) at home when the line is within 3 of pick and they are facing a team that is averaging less than 30.5 passes per game.	team = Broncos and H and -3 <= line <= 3 and oA(passes)<30.5 and season >= 1992
	DEN002	The Broncos are 11-0 ATS (+7.36 ppg) as a favorite off a loss when they are playing a divisional opponent that is ahead of them in the standings.	team = Broncos and p:L and F and DIV and WP < o:WP and date >= 19901200
	DEN003	The Broncos are 11-0 ATS (+11.50 ppg) on grass vs a divisional opponent after a win by more than a TD as a home favorite in which they were up by more than a FG at the half.	team = Broncos and p:HF and surface=grass and DIV and p:margin>7 and p:M2>3 and date >= 19971130
	DEN004	The Broncos are 10-0 ATS (+13.20 ppg) 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
	DEN005	The Broncos are 10-0 ATS (+10.35 ppg) after a game in which Demaryius Thomas had fewer than 3 receptions.	team=Broncos and Demary- ius Thomas:p:receptions<3 and date>=20111023
PLAY AGAINST	DEN006	The Broncos are 0-13 ATS (-10.96 ppg) on turf vs a non-divisional opponent that is averaging 1.25 turnovers or less per game and they are off a home game.	team = Broncos and p:H and surface = artificial and NDIV and oA(TO) <= 1.25 and date >= 19981101
	DEN007	The Broncos are 0-12 ATS (-13.33 ppg) 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
	DEN008	The Broncos are 0-12 ATS (-8.04 ppg) off a TD+ win as a favorite when they are facing a non-divisional opponent that is completing at least 65% of their passes.	team = Broncos and p:margin>=7 and p:F and NDIV and oS(100*completions) / oS(passes) >=65 and date >= 20050109
	DEN009	The Broncos are 0-10 ATS (-9.95 ppg) off a win as a favorite when they are facing a non-divisional opponent that had fewer regular season wins the previous season.	team = Broncos and p:WF and NDIV and PRSW > o:PRSW and date >= 20141102
	DEN010	The Broncos are 0-10 ATS (-10.85 ppg) at home vs a divisional opponent off a win as a dog.	team = Broncos and H and DIV and p:WD and date >= 19951022
PLAY OVER	DEN011	The Broncos are 16-0 OU (+13.12 ppg) as a favorite vs a non-divisional opponent that had less than 26:15 minutes of possession time in their last game.	team = Broncos and F and NDIV and op:TOP <26.25 * 60 and date >= 20051217
	DEN012	The Broncos are 15-0 OU (+9.47 ppg) on turf off a home game when they are averaging at least 21 points per game over their last three games.	team = Broncos and surface = artificial and p:H and tA(points, N=3)>=21 and date >= 20050000
PLAY UNDER	DEN013	The Broncos are 0-14 OU (-10.07 ppg) on grass off a win as a dog in which they had more punts than third down conversions.	team = Broncos and surface = grass and p:WD and p:3DM < p:punts and date >= 20020915
	DEN014	The Broncos are 0-13 OU (-10.12 ppg) when the line is within three of pick on grass when they are playing a team with a better record.	team = Broncos and -3 <= line <= 3 and surface = grass and WP > o:WP and date >= 20090920

DENVER BRONCOS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	9-7-0	94-66-0
Straight Up Home	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	5-3-0	52-28-0
Straight Up Away	2-6-0	4-4-0	4-4-0	1-6-0	5-3-0	6-2-0	6-2-0	4-4-0	6-2-0	4-4-0	42-37-0
Average Line	0.19	-0.97	0.56	2.66	2.50	-5.00	-9.69	-7.12	-2.72	-1.16	-2.08
Average O/U Line	41.16	47.34	40.56	44.16	41.78	47.66	53.44	49.47	43.62	42.69	45.19
Against the Spread Record	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	9-7-0	77-81-2
Six Point Teaser Record	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	10-6-0	108-49-3
Seven Point Teaser Record	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	11-5-0	115-44-1
Ten Point Teaser Record	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	12-3-1	121-36-3
ATS Home	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	5-3-0	37-43-0
ATS Away	1-7-0	4-4-0	5-3-0	2-5-0	6-2-0	5-3-0	5-3-0	4-4-0	4-2-2	4-4-0	40-37-2
Over/Under Record	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	6-9-1	87-67-6
Over/Under Home	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	3-4-1	43-33-4
Over/Under Away	5-3-0	5-2-1	4-3-1	5-2-0	4-4-0	5-3-0	5-3-0	4-4-0	4-4-0	3-5-0	44-33-2
ATS as Favorite	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	6-3-0	47-48-1
ATS as Underdog	3-5-0	3-3-0	6-4-0	4-8-0	6-4-0	1-3-0	---	0-1-0	3-0-1	3-4-0	29-32-1
ATS as Home Favorite	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	4-2-0	25-32-0
ATS as a Home Dog	2-0-0	---	3-2-0	2-3-0	1-3-0	0-1-0	---	---	2-0-0	1-1-0	11-10-0
ATS Away Favorite	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	2-1-0	22-16-1
ATS Away Dog	1-5-0	3-3-0	3-2-0	2-4-0	5-1-0	1-2-0	---	0-1-0	1-0-1	2-3-0	18-21-1
vs Division	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	2-4-0	31-29-0
ATS after 10+ ATS Win	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	1-1-0	21-18-0
ATS after 10+ ATS Loss	4-2-0	2-5-0	2-3-0	0-3-0	1-3-0	---	2-1-0	2-1-0	0-0-2	2-2-0	15-20-2
ATS in games 1-4	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	4-0-0	23-17-0
ATS in games 5-8	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	2-2-0	16-24-0
ATS in games 9-12	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	2-2-0	24-15-1
ATS in games 13-16	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	1-3-0	14-25-1
Points Scored per Game	20.00	23.12	20.38	21.50	19.31	30.06	37.88	30.12	22.19	20.81	24.54
Points Allowed per Game	25.56	28.00	20.25	29.44	24.38	18.06	24.94	22.12	18.50	18.56	22.98
Yds Offense per Game	346.31	395.81	341.44	348.88	316.62	397.94	457.31	402.88	355.50	323.06	368.57
Yds Allowed per Game	336.00	374.56	315.00	390.81	357.81	290.81	356.00	305.19	283.12	316.06	332.54
Yds Passing per Game	224.00	279.44	226.69	252.38	152.12	283.38	340.25	291.31	248.12	230.31	252.80
Opp. Yds Passing per Game	193.38	228.50	186.31	236.25	231.50	199.69	254.38	225.44	199.75	185.75	214.09
Percent Completions	63.3	62.3	61.1	57.6	50.6	68.4	68.3	65.7	60.7	59.5	62.2
Opp Percent Completions	60.9	67.3	58.4	59.2	62.4	57.4	58.2	62.1	60.0	55.4	60.1
Yds per Pass Attempt	6.96	7.21	6.50	6.96	5.67	7.71	8.07	7.68	6.55	6.46	7.04
Opp Yds per Pass Attempt	6.76	7.39	5.85	7.53	6.94	5.72	6.64	5.62	5.58	5.38	6.30
Yds Rushing per Game	122.31	116.38	114.75	96.50	164.50	114.56	117.06	111.56	107.38	92.75	115.78
Opp Yds Rushing per Game	142.62	146.06	128.69	154.56	126.31	91.12	101.62	79.75	83.38	130.31	118.44
Yds per Rush Attempt	4.56	4.81	4.17	3.88	4.82	3.81	4.06	4.02	4.18	3.62	4.20
Opp Yds per Rush Attempt	4.55	4.98	4.50	4.66	4.14	3.61	3.87	3.66	3.26	4.33	4.20
Turnovers per Game	1.81	1.88	1.44	1.69	1.88	1.56	1.62	1.25	1.94	1.56	1.66
Takeaways per Game	1.88	0.81	1.88	1.12	1.12	1.50	1.62	1.56	1.69	1.69	1.49
Sacks per Game	2.06	1.62	2.44	1.44	2.56	3.25	2.56	2.56	3.19	2.62	2.43
Sacks Allowed per Game	2.00	0.75	2.12	2.50	2.62	1.31	1.25	1.06	2.44	2.50	1.86
Average Possession Time	29:34	28:43	30:11	28:09	29:42	31:16	30:31	30:45	30:29	29:03	29:50
Punts per Game	3.75	2.88	4.88	5.38	6.31	4.19	4.12	4.31	5.31	5.56	4.67
Opp Punts per Game	3.75	3.25	4.75	4.56	5.75	5.88	5.56	5.50	5.75	5.56	5.03
Percent Rushes	44.0	38.0	42.6	39.1	53.7	44.1	39.9	41.6	38.9	40.2	42.2
Opp Percent Rushes	50.5	47.4	45.5	50.3	45.9	39.8	39.1	33.8	39.6	44.8	43.6

DETROIT LIONS

PLAY ON	DET001	The Lions are 15-0 ATS (+7.20 ppg) as a six-plus point dog on Sunday when they are off a loss by more than a TD in which they had a completion percentage of at least 45% and suffered a double-digit ATS loss.	team=Lions and day=Sunday and p:margin<-7 and line>=6 and p:ats margin<=-10 and p:CP>45 and season >= 2001
	DET002	The Lions are 13-0 ATS (+8.08 ppg) 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
	DET003	The Lions are 12-0 ATS (+9.96 ppg) 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
	DET004	The Lions are 11-0 ATS (+8.05 ppg) on turf when the line is within 3 of pick and they are off a win in which they had at least three times as many passing yards as rushing yards.	team = Lions and p:W and -3 <= line <= 3 and surface = artificial and p:PY/ p:RY >= 3 and date >= 19910915
	DET005	The Lions are 9-0 ATS (+6.44 ppg) off a loss and facing a divisional opponent that is averaging 375 yards of offense per game season-to-date.	= Lions and p:L and DIV and oA(TY)>=375
	DET006	The Lions are 0-15 ATS (-7.80 ppg) 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
PLAY AGAINST	DET007	The Lions are 0-15 ATS (-13.43 ppg) as a road favorite when their opponent had less than 26:30 of possession time in their last game, losing every game straight up.	team = Lions and AF and op:TOP < 26.5*60 and season >= 1993
	DET008	The Lions are 0-13 ATS (-8.31 ppg) after a game in which they benefitted from a takeaway margin of at least plus two and rushed for fewer than 130 yards.	team = Lions and p:TOM <= -2 and p:RY<130 and date >= 20111023
	DET009	The Lions are 0-12 ATS (-5.12 ppg) 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
	DET010	The Lions are 0-12 ATS (-7.96 ppg) when playing a divisional opponent off a game as a favorite in which they scored 33-plus points.	team = Lions and p:F and DIV and p:points>=33 and date >= 20030914
PLAY OVER	DET011	The Lions are 17-0 OU (+11.65 ppg) 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 (+13.96 ppg) off a road game loss when they are facing an opponent that is averaging more than 2.2 turnovers per game.	team = Lions and p:AL and oA(TO)>2.2 and season >= 2001
PLAY UNDER	DET013	The Lions are 0-14 OU (-12.64 ppg) on the road after a game in which they made four or fewer third downs.	team = Lions and A and p:3DM <= 4 and date >= 20121022
	DET014	The Lions are 0-11 OU (-12.77 ppg) on the road off a home game in which no receiver had at least 40% of their passing yards.	team = Lions and p:H and A and max:p:receiving yards / p:PY < 0.40 and date >= 20131229

DETROIT LIONS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	9-7-0	63-97-0
Straight Up Home	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	6-2-0	39-41-0
Straight Up Away	2-6-0	0-8-0	0-8-0	2-6-0	5-3-0	2-6-0	3-5-0	3-4-0	3-4-0	3-5-0	23-55-0
Average Line	2.72	8.41	9.50	4.81	-2.03	-0.06	-2.25	-2.31	1.41	0.78	2.10
Average O/U Line	44.78	44.41	43.78	44.31	46.94	47.38	48.88	45.00	45.56	46.44	45.75
Against the Spread Record	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	7-8-1	67-88-5
Six Point Teaser Record	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	12-3-1	106-51-3
Seven Point Teaser Record	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	15-1-0	112-47-1
Ten Point Teaser Record	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	15-1-0	125-34-1
ATS Home	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	4-3-1	37-40-3
ATS Away	2-6-0	5-2-1	1-7-0	5-3-0	3-5-0	2-5-1	3-5-0	2-5-0	4-3-0	3-5-0	30-46-2
Over/Under Record	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	6-10-0	87-71-2
Over/Under Home	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	3-5-0	44-35-1
Over/Under Away	6-2-0	6-2-0	4-4-0	5-3-0	7-1-0	5-2-1	3-5-0	1-6-0	2-5-0	3-5-0	42-35-1
ATS as Favorite	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	2-3-1	27-33-3
ATS as Underdog	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	4-5-0	35-53-2
ATS as Home Favorite	2-0-2	---	0-2-0	3-0-0	4-3-0	1-3-0	3-5-0	5-3-0	2-1-0	2-2-1	22-19-3
ATS as a Home Dog	2-2-0	1-7-0	3-3-0	4-1-0	0-1-0	2-2-0	---	---	0-3-0	1-1-0	13-20-0
ATS Away Favorite	---	0-1-0	---	---	1-3-0	1-3-0	2-2-0	0-2-0	1-1-0	0-1-0	5-13-0
ATS Away Dog	2-6-0	5-1-1	1-7-0	5-3-0	2-2-0	1-2-1	0-2-0	0-3-0	3-2-0	3-4-0	22-32-2
vs Division	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	2-4-0	23-34-3
ATS after 10+ ATS Win	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	1-1-0	11-13-1
ATS after 10+ ATS Loss	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	0-1-0	17-14-2
ATS in games 1-4	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	1-3-0	17-22-1
ATS in games 5-8	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	2-1-1	20-18-2
ATS in games 9-12	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	4-0-0	16-24-0
ATS in games 13-16	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	0-4-0	14-24-2
Points Scored per Game	21.62	16.75	16.38	22.62	29.62	23.25	24.69	20.06	22.38	21.62	21.90
Points Allowed per Game	27.75	32.31	30.88	23.06	24.19	27.31	23.50	17.62	25.00	22.38	25.40
Yds Offense per Game	322.94	268.25	299.00	338.94	396.06	408.75	391.94	340.12	346.75	338.81	345.16
Yds Allowed per Game	377.62	404.38	392.12	343.56	367.56	341.19	346.62	300.94	349.50	355.00	357.85
Yds Passing per Game	242.44	185.00	198.00	238.12	300.88	307.94	279.62	251.25	263.25	256.94	252.34
Opp. Yds Passing per Game	258.19	232.25	265.56	218.62	239.44	223.06	246.88	231.62	236.69	248.44	240.07
Percent Completions	62.6	55.2	54.0	60.5	63.5	60.1	58.5	60.4	66.5	65.3	60.8
Opp Percent Completions	70.1	68.4	68.1	63.7	62.3	63.6	59.1	64.7	68.2	72.7	66.0
Yds per Pass Attempt	6.60	5.82	5.42	6.02	7.23	6.66	7.06	6.66	6.66	6.92	6.53
Opp Yds per Pass Attempt	6.86	8.39	7.80	6.75	6.34	6.56	6.91	6.26	7.16	7.24	6.99
Yds Rushing per Game	80.50	83.25	101.00	100.81	95.19	100.81	112.31	88.88	83.50	81.88	92.81
Opp Yds Rushing per Game	119.44	172.12	126.56	124.94	128.12	118.12	99.75	69.31	112.81	106.56	117.78
Yds per Rush Attempt	3.98	3.78	3.95	3.99	4.28	4.13	4.05	3.59	3.77	3.74	3.93
Opp Yds per Rush Attempt	4.27	5.14	4.42	4.51	5.00	4.49	4.23	3.17	4.23	4.38	4.42
Turnovers per Game	2.25	1.81	2.56	1.56	1.44	2.06	2.12	1.25	1.50	0.94	1.75
Takeaways per Game	2.19	1.25	1.44	1.81	2.12	1.06	1.38	1.69	1.12	0.88	1.49
Sacks per Game	2.31	1.88	1.62	2.75	2.56	2.06	2.06	2.62	2.69	1.62	2.22
Sacks Allowed per Game	3.31	3.25	2.69	1.69	2.25	1.81	1.50	2.81	2.75	2.31	2.44
Average Possession Time	27:43	26:59	28:56	29:47	30:09	32:05	32:21	31:41	31:29	30:06	30:08
Punts per Game	4.25	5.62	4.62	5.62	5.12	4.75	4.56	4.25	5.00	3.88	4.77
Opp Punts per Game	3.81	3.69	4.12	5.19	4.88	4.94	5.25	5.12	4.50	3.81	4.53
Percent Rushes	33.6	38.6	39.4	38.0	33.6	33.7	40.3	37.9	34.4	35.7	36.5
Opp Percent Rushes	41.2	53.1	44.5	44.1	38.9	42.2	38.4	35.6	42.7	40.4	42.1

GREEN BAY PACKERS

PLAY ON	GB001	The Packers are 18-0 ATS (+11.33 ppg) as a favorite on grass off a road win in which fewer than 31.5 percent of their first downs were from third down.	team = Packers and p:AW and F and surface = grass and p:3DM / p:FD < 0.315 and date >= 20100919
	GB002	The Packers are 16-0 ATS (+12.91 ppg) 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 15-0 ATS (+16.00 ppg) 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
	GB004	The Packers are 14-0 ATS (+13.39 ppg) as a favorite over a non-divisional opponent after a road game in which they outscored their opponent by at least seven points in the second half.	team = Packers and p:A and F and NDIV and p:margin - p:M2 >= 7 and date >= 20031228
	GB005	The Packers are 13-0 ATS (+10.04 ppg) 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
PLAY AGAINST	GB006	The Packers are 0-13 ATS (-8.38 ppg) as a road dog vs a non-divisional opponent after they had at least six fewer rushes than their season-to-date average.	team = Packers and p:F and surface = artificial and oA(TOP) >= 1920
	GB007	The Packers are 0-12 ATS (-10.88 ppg) when the line is within 3 of pick vs a non-divisional opponent when they are off a loss in which they were outgained.	team = Packers and p:L and -3 <= line <= 3 and NDIV and p:TY < po:TY and date >= 20021124
	GB008	The Packers are 0-12 ATS (-16.58 ppg) 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
	GB009	The Packers are 0-11 ATS (-11.18 ppg) when the line is within 3 of pick after a game in which they allowed at least 100 more yards of offense than their season-to-date average.	team = Packers and -3 <= line <= 3 and tA(po:TY) + 100 <= po:TY and season >= 2000
GB010	The Packers are 0-11 ATS (-8.32 ppg) on turf off a game in which they converted fewer than five third downs and did not lose.	team=Packers and -4<=line<=0 and po:PY>=300 and season >= 2008	
PLAY OVER	GB011	The Packers are 16-0 OU (+12.12 ppg) 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
	GB012	Packers are 14-0 OU (+11.54 ppg) as a dog on turf facing an opponent that is averaging at least 371.5 offensive yards per game.	team = Packers and D and surface = artificial and oA(TY) > 371.5 and season >= 2000
PLAY UNDER	GB013	The Packers are 0-13 OU (-9.15 ppg) at home with a Monday night game next.	team = Packers and H and n:day = Monday and date >= 20010909
	GB014	The Packers are 0-13 OU (-7.92 ppg) on grass after a win as a home favorite in which they committed at least two turnovers.	team = Packers and surface = grass and p:WHF and 2 <= p:TO and date >= 20021215

GREEN BAY PACKERS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	10-6-0	106-53-1
Straight Up Home	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	6-2-0	62-17-1
Straight Up Away	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	4-4-0	44-36-0
Average Line	-2.34	-1.25	-5.00	-3.75	-8.81	-5.31	-2.41	-5.09	-4.81	-3.25	-4.20
Average O/U Line	41.78	44.38	44.22	44.47	48.25	47.44	47.78	50.81	47.00	47.22	46.33
Against the Spread Record	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	8-8-0	92-66-2
Six Point Teaser Record	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	12-4-0	117-40-3
Seven Point Teaser Record	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	12-4-0	124-34-2
Ten Point Teaser Record	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	12-4-0	132-26-2
ATS Home	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	5-3-0	49-29-2
ATS Away	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	3-5-0	43-37-0
Over/Under Record	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	10-6-0	88-70-2
Over/Under Home	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	4-4-0	45-35-0
Over/Under Away	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	6-2-0	43-35-2
ATS as Favorite	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	5-7-0	71-49-2
ATS as Underdog	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	3-1-0	20-15-0
ATS as Home Favorite	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	4-3-0	43-26-2
ATS as a Home Dog	2-0-0	1-1-0	1-0-0	---	1-0-0	---	---	---	---	1-0-0	6-1-0
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	1-4-0	28-23-0
ATS Away Dog	3-1-0	3-2-0	2-1-0	2-1-0	---	1-1-0	1-3-0	0-3-0	0-1-0	2-1-0	14-14-0
vs Division	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	4-2-0	39-20-1
ATS after 10+ ATS Win	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	1-1-0	18-17-0
ATS after 10+ ATS Loss	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	2-2-0	14-12-1
ATS in games 1-4	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	1-3-0	22-18-0
ATS in games 5-8	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	2-2-0	22-17-1
ATS in games 9-12	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	2-2-0	23-18-0
ATS in games 13-16	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	3-1-0	25-13-1
Points Scored per Game	27.19	26.19	28.81	24.25	35.00	27.06	26.06	30.38	23.00	27.00	27.49
Points Allowed per Game	18.19	23.75	18.56	15.00	22.44	21.00	26.75	21.75	20.19	24.25	21.19
Yds Offense per Game	370.81	351.12	379.06	358.12	405.12	359.44	400.25	386.12	334.56	368.75	371.34
Yds Allowed per Game	313.31	334.31	284.44	309.06	411.56	336.75	372.25	346.31	346.69	363.81	341.85
Yds Passing per Game	271.00	238.31	261.25	257.75	307.75	253.56	266.75	266.31	218.94	262.44	260.41
Opp. Yds Passing per Game	210.38	202.75	201.12	194.19	299.75	218.25	247.25	226.44	227.62	268.62	229.64
Percent Completions	66.3	63.4	64.6	65.1	68.1	67.1	64.2	65.1	60.7	65.0	64.9
Opp Percent Completions	55.2	55.4	54.4	56.2	61.2	55.1	61.6	59.0	58.3	64.8	58.2
Yds per Pass Attempt	7.50	7.05	7.56	7.62	8.92	7.26	7.49	7.95	6.11	6.77	7.41
Opp Yds per Pass Attempt	6.30	6.26	5.96	5.90	7.53	6.15	7.34	6.42	6.61	7.53	6.62
Yds Rushing per Game	99.81	112.81	117.81	100.38	97.38	105.88	133.50	119.81	115.62	106.31	110.93
Opp Yds Rushing per Game	102.94	131.56	83.31	114.88	111.81	118.50	125.00	119.88	119.06	95.19	112.21
Yds per Rush Attempt	4.12	4.13	4.30	3.81	3.94	3.92	4.65	4.40	4.24	4.55	4.21
Opp Yds per Rush Attempt	3.88	4.60	3.59	4.65	4.67	4.54	4.63	4.27	4.54	4.06	4.35
Turnovers per Game	1.50	1.31	1.00	1.38	0.88	1.00	1.56	0.81	1.06	1.06	1.16
Takeaways per Game	1.75	1.75	2.50	2.00	2.38	1.44	1.38	1.69	1.38	1.56	1.78
Sacks per Game	2.25	1.69	2.31	2.94	1.81	2.94	2.75	2.56	2.69	2.56	2.45
Sacks Allowed per Game	1.19	2.12	3.19	2.38	2.56	3.19	2.81	1.88	2.94	2.19	2.44
Average Possession Time	30:19	31:37	33:02	32:01	30:29	30:26	30:52	30:32	30:08	31:13	31:04
Punts per Game	3.88	4.06	4.19	4.44	3.44	4.44	4.00	3.19	5.06	3.50	4.02
Opp Punts per Game	5.00	4.75	4.62	4.88	3.62	4.69	4.38	3.88	5.12	3.69	4.46
Percent Rushes	39.4	43.2	42.0	42.1	40.0	41.5	42.7	43.5	41.3	36.3	41.2
Opp Percent Rushes	42.7	45.7	39.1	40.8	36.5	40.5	42.6	42.6	41.4	38.0	41.0

HOUSTON TEXANS

PLAY ON	HOU001	The Texans are 12-0 ATS (+12.46 ppg) 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 (+9.82 ppg) 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 10-0 ATS (+10.50 ppg) on the road on grass when they are off a win in which they allowed fewer than five third down conversions.	team = Texans and p:W and A and surface = grass and po:3DM<5 and season >= 2011
	HOU004	The Texans are 10-0 ATS (+11.25 ppg) as a road favorite on grass vs a team with fewer wins.	team = Texans and AF and surface = grass and wins>o:wins and season >= 2011
	HOU005	The Texans are 9-0 ATS (+12.56 ppg) as a road dog after a game as a dog in which more than 30 percent of their first downs were from third down.	team = Texans and p:D and AD and p:3DM / p:FD >= 0.30 and date >= 20061100
PLAY AGAINST	HOU006	The Texans are 0-15 ATS (-7.53 ppg) as a dog vs a team that has averaged more than 392 yards of offense per game season to date.	team=Texans and D and oA(TY) > 392 and date>=20091129
	HOU007	The Texans are 0-15 ATS (-11.63 ppg) on the road on turf off a game as a favorite when they are facing an opponent that is averaging more than 34 passes per game.	team = Texans and p:F and A and surface = artificial and 34 < oA(passes) and date >= 20091200
	HOU008	The Texans are 0-11 ATS (-15.00 ppg) 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	Texans are 0-11 ATS (-13.23 ppg) 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 0-11 ATS (-10.00 ppg) on the road on turf when they are off a game as a favorite and playing a team with a fewer wins.	team = Texans and p:F and A and surface = artificial and WP > o:WP and date >= 20091220
PLAY OVER	HOU011	The Texans are 19-0 OU (+7.50 ppg) on grass when their previous opponent had more third down conversions than punts and fewer than thirty first downs, as long as they are not a favorite by more than three points.	team = Texans and line>=-3 and surface = grass and po:3DM > po:punts and po:FD<30 and date >= 20081228
	HOU012	The Texans are 14-0 OU (+11.14 ppg) in franchise history off a loss in which they scored fewer than 28 points and were turnover-free.	team=Texans and p:L and p:TO=0 and p:points<28
PLAY UNDER	HOU013	The Texans are 0-13 OU (-9.50 ppg) off a game as a dog in which they had at least 3 more penalties than their season-to-date average.	team = Texans and p:D and tA(p:penalties) - p:penalties <=-3 and date >= 20061105
	HOU014	The Texans are 0-11 OU (-11.09 ppg) as a 7+ dog when their opponent allowed fewer than 250 total yards in their last game.	team = Texans and line>=7 and opo:TY < 250 and date >= 20020915

HOUSTON TEXANS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	9-7-0	82-78-0
Straight Up Home	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	7-1-0	49-31-0
Straight Up Away	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	2-5-0	33-46-0
Average Line	1.78	0.66	-1.62	0.19	-2.75	-6.69	0.41	-0.41	0.59	1.06	-0.68
Average O/U Line	42.75	45.62	45.69	47.38	43.31	44.91	44.09	43.72	43.31	42.88	44.37
Against the Spread Record	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	6-8-2	73-80-7
Six Point Teaser Record	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	13-3-0	114-44-2
Seven Point Teaser Record	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	13-3-0	116-42-2
Ten Point Teaser Record	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	14-2-0	124-34-2
ATS Home	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	4-2-2	38-37-5
ATS Away	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	2-5-0	35-42-2
Over/Under Record	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	7-9-0	79-78-3
Over/Under Home	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	3-5-0	38-40-2
Over/Under Away	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	3-4-0	40-38-1
ATS as Favorite	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	4-1-2	42-36-5
ATS as Underdog	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	1-6-0	30-40-2
ATS as Home Favorite	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	4-1-2	30-25-4
ATS as a Home Dog	1-0-1	1-1-0	0-1-0	1-2-0	2-0-0	---	1-3-0	1-2-0	1-1-0	0-1-0	8-11-1
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	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	1-4-0	22-28-1
vs Division	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	3-2-1	30-27-3
ATS after 10+ ATS Win	3-2-1	2-1-0	1-2-1	0-1-1	2-0-1	2-1-0	---	1-4-0	4-2-0	0-1-0	15-14-4
ATS after 10+ ATS Loss	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	1-0-1	20-14-1
ATS in games 1-4	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	3-1-0	21-17-2
ATS in games 5-8	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	1-2-1	12-25-3
ATS in games 9-12	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	1-3-0	21-18-1
ATS in games 13-16	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	1-2-1	19-20-1
Points Scored per Game	23.69	22.88	24.25	24.38	23.81	26.00	17.25	23.25	21.19	17.44	22.41
Points Allowed per Game	24.00	24.62	20.81	26.69	17.38	20.69	26.75	19.19	19.56	20.50	22.02
Yds Offense per Game	333.56	382.06	383.06	386.56	372.12	372.12	347.25	344.25	347.75	314.69	358.34
Yds Allowed per Game	344.19	336.56	324.88	376.94	285.69	323.25	317.56	348.19	310.19	301.31	326.88
Yds Passing per Game	234.44	266.69	290.88	258.94	219.12	239.38	238.31	208.94	239.56	198.50	239.47
Opp. Yds Passing per Game	230.12	213.94	217.94	267.50	189.69	225.56	195.19	243.56	210.44	201.62	219.56
Percent Completions	65.4	66.1	67.3	63.6	61.7	63.9	58.6	60.8	57.8	59.5	62.4
Opp Percent Completions	66.1	62.4	62.8	64.7	51.9	53.0	59.3	58.7	59.0	61.1	59.8
Yds per Pass Attempt	7.09	7.69	7.85	7.22	7.51	6.91	6.02	6.89	6.19	5.45	6.85
Opp Yds per Pass Attempt	6.74	7.27	6.36	7.82	5.64	6.21	6.45	6.29	6.09	6.18	6.49
Yds Rushing per Game	99.12	115.38	92.19	127.62	153.00	132.75	108.94	135.31	108.19	116.19	118.87
Opp Yds Rushing per Game	114.06	122.62	106.94	109.44	96.00	97.69	122.38	104.62	99.75	99.69	107.32
Yds per Rush Attempt	3.80	4.27	3.47	4.83	4.48	4.18	4.21	3.94	3.67	4.08	4.10
Opp Yds per Rush Attempt	4.38	4.47	4.32	4.04	4.06	4.02	4.31	3.99	4.10	4.02	4.18
Turnovers per Game	2.38	2.00	1.75	1.12	1.25	1.06	1.94	1.38	1.25	1.50	1.56
Takeaways per Game	1.56	1.38	1.69	1.12	1.69	1.81	0.69	2.12	1.56	1.06	1.47
Sacks per Game	1.94	1.56	1.88	1.88	2.75	2.81	2.00	2.31	2.75	1.94	2.18
Sacks Allowed per Game	1.38	2.00	1.56	2.00	2.06	1.75	2.62	1.69	2.25	2.00	1.93
Average Possession Time	29:41	32:04	31:53	29:32	32:40	33:46	31:30	31:06	30:47	31:33	31:27
Punts per Game	3.44	3.31	4.19	3.94	4.62	5.50	5.50	5.25	6.00	4.50	4.62
Opp Punts per Game	3.69	4.19	4.75	4.19	5.19	5.75	5.69	5.19	6.31	5.25	5.02
Percent Rushes	43.1	42.4	40.7	41.1	52.2	46.6	38.0	51.8	41.9	42.6	44.0
Opp Percent Rushes	42.0	47.0	40.7	42.9	39.4	38.3	46.8	39.0	39.5	41.8	41.7

INDIANAPOLIS COLTS

PLAY ON	IND001	The Colts are 13-0 ATS (+12.19 ppg) 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 12-0 ATS (+9.04 ppg) as a favorite off a 10+ loss when their previous opponent had more third down conversions than punts.	team = Colts and p:margin<=-10 and F and po:3DM > po:punts and season >= 2010
	IND003	The Colts are 11-0 ATS (+14.27 ppg) 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
	IND004	The Colts are 11-0 ATS (+12.27 ppg) on turf off a loss when they are facing a team that had more regular season wins the previous season.	team = Colts and p:L and surface = artificial and PRSW < o:PRSW and date >= 20111204
	IND005	e Colts are 9-0 ATS (+9.33 ppg) at home off a road game in which their defense achieved 4+ sacks.]	team = Colts and p:A and H and p:sacks>=4 and season >= 2004
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 0-10 ATS (-17.95 ppg) on the road vs a non-divisional opponent after a win in which they came back from a deficit.	team = Colts and A and NDIV and po:BL > 0 and p:W and date >= 20121014
	IND009	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
	IND010	The Colts are 0-8 ATS (-12.56 ppg) vs a divisional opponent when they are off two consecutive SU and ATS losses.	team = Colts and DIV and p:L and p:ATSL and pp:L and pp:ATSL and date >= 20011021
PLAY OVER	IND011	The Colts are 20-0 OU (+11.12 ppg) 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 13-0 OU (+8.19 ppg) 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 (-15.64 ppg) 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 0-13 OU (-8.19 ppg) off a win as a dog off when their opponent allowed more than 380 total yards in their last game.	team = Colts and p:WD and opo:TY >380 and season >=2000

INDIANAPOLIS COLTS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	8-8-0	100-60-0
Straight Up Home	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	4-4-0	54-26-0
Straight Up Away	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	4-3-0	46-33-0
Average Line	-6.41	-4.09	-4.62	-3.81	8.00	2.38	-1.28	-3.97	0.78	1.00	-1.20
Average O/U Line	45.84	43.78	44.66	47.53	41.81	46.19	45.53	50.03	45.91	49.25	46.05
Against the Spread Record	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	7-8-1	87-70-3
Six Point Teaser Record	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	11-5-0	117-39-4
Seven Point Teaser Record	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	12-4-0	123-34-3
Ten Point Teaser Record	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	13-3-0	131-27-2
ATS Home	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	3-5-0	42-38-0
ATS Away	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	4-2-1	45-31-3
Over/Under Record	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	9-7-0	79-78-3
Over/Under Home	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	2-6-0	31-47-2
Over/Under Away	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	6-1-0	47-31-1
ATS as Favorite	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	4-4-0	54-45-2
ATS as Underdog	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	3-4-1	33-25-1
ATS as Home Favorite	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	3-3-0	29-31-0
ATS as a Home Dog	1-1-0	1-0-0	---	---	3-4-0	4-0-0	2-0-0	---	2-0-0	0-2-0	13-7-0
ATS Away Favorite	4-3-1	3-2-0	6-0-0	2-3-1	---	2-0-0	3-1-0	4-2-0	0-2-0	1-0-0	25-13-2
ATS Away Dog	---	2-1-0	1-1-0	2-0-0	3-5-0	2-4-0	2-2-0	1-1-0	4-2-0	3-2-1	20-18-1
vs Division	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	2-3-1	32-26-2
ATS after 10+ ATS Win	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	1-3-0	16-14-0
ATS after 10+ ATS Loss	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	3-0-0	17-11-0
ATS in games 1-4	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	1-3-0	19-20-1
ATS in games 5-8	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	2-1-1	24-14-2
ATS in games 9-12	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	3-1-0	22-18-0
ATS in games 13-16	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	1-3-0	22-18-0
Points Scored per Game	28.12	23.56	26.00	27.19	15.19	22.31	24.44	28.62	20.81	25.69	24.19
Points Allowed per Game	16.38	18.62	19.19	24.25	26.88	24.19	21.00	23.06	25.50	24.50	22.36
Yds Offense per Game	358.69	335.50	363.06	380.75	286.81	362.44	341.75	406.00	321.38	364.44	352.08
Yds Allowed per Game	279.69	310.94	339.19	341.56	370.94	374.25	357.06	342.56	379.12	382.88	347.82
Yds Passing per Game	252.06	255.88	282.19	288.06	187.19	258.00	233.00	305.88	231.50	262.62	255.64
Opp. Yds Passing per Game	172.75	188.06	212.69	214.56	227.00	237.25	231.94	229.56	257.12	262.50	223.34
Percent Completions	64.4	67.2	66.9	66.2	56.6	54.0	60.2	62.0	57.4	63.4	61.8
Opp Percent Completions	65.3	68.4	63.8	66.5	71.2	62.5	60.3	59.0	60.5	64.9	64.1
Yds per Pass Attempt	7.32	7.00	7.51	6.78	5.61	6.57	6.39	7.40	5.98	7.20	6.79
Opp Yds per Pass Attempt	5.55	6.26	5.84	6.42	7.37	7.08	6.91	6.75	7.03	7.23	6.65
Yds Rushing per Game	106.62	79.62	80.88	92.69	99.62	104.44	108.75	100.12	89.88	101.81	96.44
Opp Yds Rushing per Game	106.94	122.88	126.50	127.00	143.94	137.00	125.12	113.00	122.00	120.38	124.47
Yds per Rush Attempt	3.83	3.44	3.54	3.77	4.17	3.80	4.26	3.85	3.63	3.98	3.83
Opp Yds per Rush Attempt	3.77	4.17	4.33	4.57	4.26	5.13	4.47	4.26	4.32	4.71	4.39
Turnovers per Game	1.19	1.06	1.50	1.56	1.81	1.69	0.88	1.94	1.88	1.38	1.49
Takeaways per Game	2.31	1.62	1.62	1.31	1.06	0.94	1.69	1.62	1.56	1.06	1.48
Sacks per Game	1.75	1.88	2.12	1.88	1.81	2.00	2.56	2.56	2.19	2.06	2.08
Sacks Allowed per Game	1.44	0.88	0.81	1.00	2.19	2.56	2.00	1.81	2.31	2.75	1.77
Average Possession Time	29:49	28:38	27:40	29:54	26:13	30:45	29:41	31:54	30:09	30:52	29:33
Punts per Game	3.25	3.31	4.00	4.31	5.56	4.62	4.81	4.31	5.31	3.50	4.30
Opp Punts per Game	3.50	3.31	4.06	4.19	4.62	4.44	4.69	5.62	5.00	3.94	4.34
Percent Rushes	43.7	38.2	37.3	36.1	40.2	39.7	39.9	37.6	37.6	39.4	39.0
Opp Percent Rushes	46.3	48.0	43.1	44.1	50.8	42.9	43.7	42.0	42.2	40.0	44.3

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 13-0 ATS (+8.73 ppg) off a loss as a dog when they are facing a divisional opponent that is on a three-plus game losing streak and they are not laying more than ten points.	team = Jaguars and p:LD and DIV and o:streak <= -3 and line >=-10
	JAC003	The Jaguars are 11-0 ATS (+8.95 ppg) in franchise history vs a divisional foe when they are off a game as a dog and their ATS margin got worse over their each of their last two games.	team = Jaguars and p:D and DIV and p:ats margin < pp:ats margin < ppp:ats margin
	JAC004	The Jaguars are 10-0 ATS (+7.90 ppg) in franchise history when the line is within 3 of pick and they are off a road game in which their turnovers committed dropped by at least two from their previous game.	= Jaguars and p:A and -3 <= line <= 3 and pp:TO - p:TO >= 2
	JAC005	The Jaguars are 10-0 ATS (+7.60 ppg) in franchise history a road 7+ dog on grass when they are off a loss and facing an opponent that is averaging more than 34 passes per game.	team = Jaguars and p:L and A and line >=7 and surface = grass and oA(passes)>34
PLAY AGAINST	JAC006	Jaguars are 0-14 ATS (-11.46 ppg) 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 0-13 ATS (-10.35 ppg) when they are off a loss and facing a non-divisional opponent that had fewer regular season wins the previous season.	team = Jaguars and p:L and NDIV and PRSW > o:PRSW and date >= 20081123
	JAC008	The Jaguars are 0-11 ATS (-10.73 ppg) as a home favorite over a non-divisional foe when are off a game in which they allowed at least five third down conversions.	team = Jaguars and HF and NDIV and po:3DM >= 5 and date >= 20081005
	JAC009	The Jaguars are 0-11 ATS (-16.41 ppg) when they are off a double-digit win and they are visiting vs a team with a worse record.	team = Jaguars and p:margin >=10 and A and WP > o:WP and date >= 19991200
	JAC010	The Jaguars are 0-10 ATS (-15.05 ppg) 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 (+12.61 ppg) 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 16-0 OU (+12.25 ppg) in franchise history on grass off a home loss in which they never led and they are facing a team that is averaging less than 1.6 turnovers per game.	team = Jaguars and surface = grass and p:HL and oA(TO)<1.6 and p:BL=0
PLAY UNDER	JAC013	The Jaguars are 0-15 OU (-9.07 ppg) at home off a loss in which they had more than 25 rushing yards when they season-to-date yards per rush of less than 3.77.	team = Jaguars and H and p:L and tS(RY) / tS(rushes)<3.77 and p:RY>25 and season >= 2008
	JAC014	The Jaguars are 0-13 OU (-11.58 ppg) as a dog after a loss as a road dog in which they had more third down conversions than punts.	team = Jaguars and D and p:LAD and p:3DM > p:punts and season >= 2008

JACKSONVILLE JAGUARS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	3-13-0	53-107-0
Straight Up Home	6-2-0	2-6-0	5-3-0	5-3-0	4-4-0	1-7-0	1-6-0	3-4-0	3-4-0	1-6-0	31-45-0
Straight Up Away	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	1-7-0	20-60-0
Average Line	-1.72	-0.12	0.78	2.44	4.81	6.31	9.81	7.19	2.62	3.44	3.56
Average O/U Line	38.59	41.56	43.06	44.09	39.44	42.34	43.03	44.12	44.91	44.69	42.58
Against the Spread Record	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	8-8-0	70-88-2
Six Point Teaser Record	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	12-3-1	97-60-3
Seven Point Teaser Record	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	13-3-0	102-54-4
Ten Point Teaser Record	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	13-3-0	118-37-5
ATS Home	5-3-0	1-7-0	2-6-0	5-3-0	3-4-1	2-6-0	2-5-0	3-4-0	3-4-0	2-5-0	28-47-1
ATS Away	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	5-3-0	40-39-1
Over/Under Record	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	10-6-0	84-72-4
Over/Under Home	5-3-0	4-4-0	5-3-0	5-3-0	3-5-0	2-6-0	3-4-0	2-5-0	4-3-0	5-2-0	38-38-0
Over/Under Away	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	4-4-0	42-34-4
ATS as Favorite	6-2-0	1-7-0	0-5-0	4-1-0	2-0-1	0-1-0	---	1-0-0	2-3-0	0-1-0	16-20-1
ATS as Underdog	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	8-6-0	53-67-1
ATS as Home Favorite	5-2-0	0-5-0	0-5-0	4-1-0	1-0-1	0-1-0	---	1-0-0	2-3-0	0-1-0	13-18-1
ATS as a Home Dog	0-1-0	1-2-0	1-1-0	1-2-0	2-4-0	2-5-0	2-5-0	2-4-0	1-1-0	2-3-0	14-28-0
ATS Away Favorite	1-0-0	1-2-0	---	---	1-0-0	---	---	---	---	---	3-2-0
ATS Away Dog	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	5-3-0	37-37-1
vs Division	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	4-2-0	31-27-2
ATS after 10+ ATS Win	5-2-0	0-2-0	1-1-0	3-1-0	0-2-1	---	2-3-0	0-1-0	0-1-0	1-0-0	12-13-1
ATS after 10+ ATS Loss	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	1-2-0	16-23-0
ATS in games 1-4	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	2-2-0	14-25-1
ATS in games 5-8	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	2-2-0	16-23-1
ATS in games 9-12	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	1-3-0	22-18-0
ATS in games 13-16	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	3-1-0	18-22-0
Points Scored per Game	25.69	18.88	18.12	22.06	15.19	15.94	15.44	15.56	23.50	19.88	19.02
Points Allowed per Game	19.00	22.94	23.75	26.19	20.56	27.75	28.06	25.75	28.00	25.00	24.70
Yds Offense per Game	357.44	319.12	336.88	341.25	259.31	299.25	293.81	289.56	348.00	334.94	317.96
Yds Allowed per Game	313.81	330.94	352.31	371.81	313.00	380.50	379.31	370.75	375.00	321.69	350.91
Yds Passing per Game	208.00	208.25	210.06	191.56	136.19	213.69	215.06	187.50	256.75	233.00	206.01
Opp. Yds Passing per Game	213.75	224.12	235.88	250.25	208.81	239.50	247.81	243.44	268.19	215.25	234.70
Percent Completions	61.4	62.4	60.7	62.0	51.2	56.0	59.0	58.3	58.5	58.9	58.8
Opp Percent Completions	58.8	63.9	67.6	65.0	63.5	63.7	64.3	65.6	64.8	62.6	64.0
Yds per Pass Attempt	7.10	6.20	6.48	6.54	4.65	5.83	5.81	5.39	6.77	5.96	6.07
Opp Yds per Pass Attempt	6.29	7.71	7.40	7.91	6.51	7.16	7.18	7.20	7.13	6.25	7.06
Yds Rushing per Game	149.44	110.88	126.81	149.69	123.12	85.56	78.75	102.06	91.25	101.94	111.95
Opp Yds Rushing per Game	100.06	106.81	116.44	121.56	104.19	141.00	131.50	127.31	106.81	106.44	116.21
Yds per Rush Attempt	4.58	4.16	4.54	4.68	4.03	3.82	3.33	4.52	4.12	4.16	4.23
Opp Yds per Rush Attempt	4.12	3.99	4.07	4.68	3.83	4.14	4.15	4.09	3.68	3.82	4.05
Turnovers per Game	1.31	1.50	1.44	2.06	1.44	1.62	1.69	1.62	1.75	1.81	1.62
Takeaways per Game	1.88	1.06	1.56	1.12	1.75	1.44	1.31	1.25	1.12	0.81	1.33
Sacks per Game	2.31	1.81	0.88	1.62	1.94	1.25	1.94	2.88	2.25	2.06	1.89
Sacks Allowed per Game	1.94	2.62	2.75	2.38	2.75	3.12	3.12	4.44	3.19	2.12	2.84
Average Possession Time	32:07	31:29	30:20	31:48	30:01	28:02	27:22	27:11	27:51	29:09	29:32
Punts per Game	3.38	4.19	4.50	3.56	6.19	5.75	5.94	6.00	5.00	4.81	4.93
Opp Punts per Game	4.12	4.19	3.88	4.00	5.56	4.25	4.75	4.69	4.50	5.12	4.51
Percent Rushes	51.1	42.4	44.3	50.2	48.8	36.0	37.1	36.5	35.0	37.3	41.9
Opp Percent Rushes	40.1	46.4	46.6	43.9	44.4	49.5	46.5	45.9	42.1	43.3	44.9

KANSAS CITY CHIEFS

PLAY ON	KC001	The Chiefs are 16-0 ATS (+10.28 ppg) 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 <= o:pos:sacks
	KC002	The Chiefs are 15-0 ATS (+8.50 ppg) 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 (+13.17 ppg) when visiting a non-divisional opponent with a lower winning percentage.	team = Chiefs and A and NDIV and WP > o:WP and date >= 20101017
	KC004	The Chiefs are 12-0 ATS (+7.33 ppg) as a road dog on grass off a loss in which their opponent had more third down conversions than punts.	team = Chiefs and AD and surface = grass and p:L and po:3DM > po:punts and date >= 20070916
	KC005	The Chiefs are 11-0 ATS (+8.59 ppg) on the road when the line is within three of pick after a home win in which they were outgained.	team = Chiefs and p:HW and A and -3 <= line <= 3 and p:TY < po:TY and date >= 20031012
PLAY AGAINST	KC006	The Chiefs are 0-13 ATS (-11.15 ppg) as a road dog off a game as a home favorite in which they were up by at least a TD at the half.	team = Chiefs and p:HF and AD and 7 <= p:M2 and season >= 1996
	KC007	The Chiefs are 0-12 ATS (-13.67 ppg) vs a non-divisional opponent when they are off a win in which they had at least three times as many passing yards as rushing yards.	team = Chiefs and p:W and NDIV and p:PY / p:RY >=3 and date >= 19921018
	KC008	The Chiefs are 0-12 ATS (-10.17 ppg) as a home favorite by more than six points off a win when they play their next two on the road.	team = Chiefs and p:W and line<-6 and H and n:A and nn:A
	KC009	The Chiefs are 0-11 ATS (-4.77 ppg) as a home favorite off a win as a favorite when they are facing an opponent that is averaging fewer than 27 rushes per game.	team = Chiefs and HF and p:WF and oA(rushes)<27 and season >= 2010
	KC010	The Chiefs are 0-8 ATS (-16.56 ppg) as a favorite off a win as a favorite in which they had more than 300 passing yards.	team = Chiefs and p:WF and F and p:PY >= 300 and season >= 1994
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 15-0 OU(+12.83 ppg) as a favorite over a non-divisional opponent off when they are off a home game in which their scoring output increased by at least 13 points over their previous game.	= Chiefs and p:H and F and p:points - pp:points>=13 and NDIV
PLAY UNDER	KC013	The Chiefs are 0-14 OU (-12.86 ppg) 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 0-14 OU (-8.39 ppg) as a favorite and vs a non-divisional opponent that had fewer regular season wins the previous season.	team = Chiefs and F and NDIV and PRSW > o:PRSW and date >= 20111106

KANSAS CITY CHIEFS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	12-4-0	72-88-0
Straight Up Home	2-6-0	1-7-0	1-7-0	7-1-0	3-5-0	1-7-0	5-3-0	6-2-0	5-2-0	6-2-0	37-42-0
Straight Up Away	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	6-2-0	34-46-0
Average Line	3.84	7.06	6.75	-0.59	4.84	6.09	-2.09	-0.62	-3.12	-2.19	2.00
Average O/U Line	37.53	41.59	39.88	43.12	41.28	42.91	43.94	44.19	43.69	44.88	42.30
Against the Spread Record	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	9-7-0	81-77-2
Six Point Teaser Record	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	13-3-0	111-49-0
Seven Point Teaser Record	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	13-2-1	111-47-2
Ten Point Teaser Record	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	15-1-0	120-36-4
ATS Home	1-6-1	3-5-0	2-6-0	5-3-0	4-4-0	3-5-0	2-6-0	6-2-0	2-5-0	3-5-0	31-47-1
ATS Away	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	6-2-0	49-30-1
Over/Under Record	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	6-10-0	68-87-5
Over/Under Home	5-3-0	5-2-1	5-2-1	3-4-1	1-7-0	3-4-1	3-5-0	3-5-0	2-5-0	2-6-0	32-43-4
Over/Under Away	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	4-4-0	35-44-1
ATS as Favorite	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	6-5-0	28-33-1
ATS as Underdog	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	3-2-0	51-43-1
ATS as Home Favorite	0-3-1	0-1-0	0-2-0	3-3-0	0-4-0	0-1-0	2-5-0	5-1-0	2-5-0	3-5-0	15-30-1
ATS as a Home Dog	1-3-0	3-4-0	2-4-0	2-0-0	4-0-0	3-4-0	0-1-0	1-1-0	---	---	16-17-0
ATS Away Favorite	---	---	---	1-1-0	---	---	5-0-0	0-2-0	3-0-0	3-0-0	12-3-0
ATS Away Dog	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	3-2-0	35-26-1
vs Division	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	5-1-0	30-30-0
ATS after 10+ ATS Win	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	1-3-0	16-21-0
ATS after 10+ ATS Loss	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	1-0-0	18-20-0
ATS in games 1-4	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	1-3-0	18-21-1
ATS in games 5-8	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	2-2-0	23-17-0
ATS in games 9-12	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	3-1-0	22-18-0
ATS in games 13-16	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	3-1-0	18-21-1
Points Scored per Game	14.12	18.19	18.38	22.88	13.25	13.19	26.88	22.06	25.31	24.31	19.86
Points Allowed per Game	20.94	27.50	26.50	20.38	21.12	26.56	19.06	17.56	17.94	19.44	21.70
Yds Offense per Game	276.81	308.69	302.00	349.69	310.81	319.25	337.25	319.12	331.19	343.06	319.79
Yds Allowed per Game	319.44	393.19	388.19	330.19	333.31	356.50	367.81	330.50	329.31	368.56	351.70
Yds Passing per Game	198.81	195.56	182.62	185.50	192.50	169.56	208.75	200.12	203.62	233.75	197.08
Opp. Yds Passing per Game	188.88	234.25	231.69	219.94	201.31	220.81	247.38	203.25	231.12	247.38	222.60
Percent Completions	59.5	57.3	55.2	57.7	59.8	57.6	60.9	64.9	65.5	66.8	60.5
Opp Percent Completions	59.7	66.7	59.3	54.9	56.6	60.1	56.4	58.3	57.5	58.5	58.7
Yds per Pass Attempt	5.65	5.78	5.45	6.25	6.16	5.70	6.11	6.49	6.89	6.85	6.12
Opp Yds per Pass Attempt	6.54	7.18	7.28	6.06	7.09	7.61	6.69	5.97	6.09	6.62	6.68
Yds Rushing per Game	78.00	113.12	119.38	164.19	118.31	149.69	128.50	119.00	127.56	109.31	122.71
Opp Yds Rushing per Game	130.56	158.94	156.50	110.25	132.00	135.69	120.44	127.25	98.19	121.19	129.10
Yds per Rush Attempt	3.25	4.78	4.36	4.72	3.89	4.79	4.64	4.53	4.67	4.25	4.41
Opp Yds per Rush Attempt	4.34	5.00	4.72	4.32	4.16	4.50	4.51	4.70	4.10	4.44	4.49
Turnovers per Game	2.06	1.50	1.69	0.88	1.75	2.31	1.12	1.06	0.94	1.06	1.44
Takeaways per Game	1.38	1.81	1.75	1.44	1.62	0.81	2.25	0.88	1.81	2.06	1.58
Sacks per Game	2.31	0.62	1.38	2.44	1.81	1.69	3.00	2.88	2.94	1.75	2.08
Sacks Allowed per Game	3.38	2.31	2.81	2.00	2.12	2.44	2.50	3.06	2.81	2.00	2.54
Average Possession Time	30:01	28:03	28:00	31:38	29:32	30:19	31:05	29:59	30:54	30:36	30:01
Punts per Game	6.00	5.12	6.06	5.62	5.56	5.19	5.56	4.44	4.69	4.75	5.30
Opp Punts per Game	5.25	3.12	4.94	5.56	5.19	4.62	5.44	4.88	4.88	4.31	4.82
Percent Rushes	38.4	39.6	43.0	52.3	47.7	49.3	43.0	43.7	45.8	41.6	44.5
Opp Percent Rushes	49.1	48.9	50.0	39.7	51.3	49.5	40.0	42.3	36.9	41.1	44.8

MIAMI DOLPHINS

PLAY ON	MIA001	The Dolphins are 14-0 ATS (+9.79 ppg) 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
	MIA002	The Dolphins are 12-0 ATS (+9.17 ppg) 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
	MIA003	The Dolphins are 11-0 ATS (+9.27 ppg) on grass when they are off a FG-plus win in which they threw 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 (+15.77 ppg) as a dog vs a non-divisional opponent off a loss in which they had less than 26 minutes of possession time.	team = Dolphins and p:L and D and NDIV and p:TOP < 26 * 60 and date >= 20051030
	MIA005	The Dolphins are 11-0 ATS (+13.45 ppg) after a win by more than a TD in which they did not score in the first quarter.	team = Dolphins and p:margin>7 and p:P1 = 0 and season >= 2000
PLAY AGAINST	MIA006	The Dolphins are 0-18 ATS (-11.50 ppg) as a home favorite after a loss in which they never led.	team = Dolphins and HF and p:L and p:BL = 0 and date >= 20031116
	MIA007	The Dolphins are 0-17 ATS (-11.62 ppg) 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
	MIA008	The Dolphins are 0-16 ATS (-11.03 ppg) as a home favorite vs a non-divisional opponent in which they allowed at least five third down conversions.	team = Dolphins and p:L and HF and NDIV and po:3DM >= 5 and date >= 20031116
	MIA009	The Dolphins are 0-15 ATS (-11.80 ppg) 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
	MIA010	The Dolphins are 0-15 ATS (-10.53 ppg) 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
PLAY OVER	MIA011	The Dolphins are 12-0 OU (+9.42 ppg) on grass vs a non-divisional opponent when there are off a road loss in which their scoring output dropped by more than ten points over their previous game.	team = Dolphins and p:AL and surface = grass and NDIV and pp:points - p:points>10 and date >= 20031215
	MIA012	The Dolphins are 12-0 OU (+10.96 ppg) 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 (-9.39 ppg) 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 0-19 OU (-10.26 ppg) off a win as a dog and when favored on grass over a team that had fewer regular season wins the previous season.	team = Dolphins and p:WD and F and surface = grass and PRSW > o:PRSW and date >= 19931004

MIAMI DOLPHINS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	10-6-0	71-89-0
Straight Up Home	1-6-0	5-3-0	4-4-0	1-7-0	4-4-0	5-3-0	4-4-0	4-4-0	3-4-0	6-2-0	37-41-0
Straight Up Away	0-8-0	5-2-0	3-5-0	6-2-0	2-6-0	2-6-0	4-4-0	3-4-0	3-5-0	4-4-0	32-46-0
Average Line	6.47	0.12	2.31	0.56	2.53	2.06	0.41	-0.72	1.19	1.84	1.68
Average O/U Line	41.31	41.44	42.94	41.19	43.12	42.09	43.06	44.28	44.91	44.16	42.85
Against the Spread Record	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	9-7-0	73-81-6
Six Point Teaser Record	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	12-4-0	107-51-2
Seven Point Teaser Record	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	12-4-0	109-48-3
Ten Point Teaser Record	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	13-3-0	124-34-2
ATS Home	1-5-1	2-6-0	3-5-0	2-6-0	3-4-1	4-3-1	4-3-1	3-5-0	2-5-0	4-4-0	28-46-4
ATS Away	3-3-2	5-2-0	5-3-0	6-2-0	5-3-0	3-5-0	4-4-0	3-4-0	3-5-0	5-3-0	42-34-2
Over/Under Record	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	12-4-0	75-85-0
Over/Under Home	6-1-0	2-6-0	7-1-0	5-3-0	2-6-0	3-5-0	3-5-0	5-3-0	3-4-0	7-1-0	43-35-0
Over/Under Away	3-5-0	4-3-0	3-5-0	2-6-0	2-6-0	2-6-0	4-4-0	2-5-0	4-4-0	5-3-0	31-47-0
ATS as Favorite	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	2-3-0	18-36-1
ATS as Underdog	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	6-4-0	49-43-5
ATS as Home Favorite	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	1-3-0	12-29-1
ATS as a Home Dog	1-3-1	1-2-0	2-3-0	1-1-0	0-3-0	2-1-1	2-0-1	1-1-0	1-1-0	3-1-0	14-16-3
ATS Away Favorite	---	1-1-0	0-1-0	1-0-0	---	0-1-0	0-2-0	1-1-0	1-1-0	1-0-0	5-7-0
ATS Away Dog	3-3-2	4-1-0	5-2-0	4-2-0	4-2-0	3-4-0	3-2-0	2-3-0	2-4-0	3-3-0	33-26-2
vs Division	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	4-2-0	26-30-4
ATS after 10+ ATS Win	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	3-0-0	13-13-0
ATS after 10+ ATS Loss	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	2-0-0	14-15-1
ATS in games 1-4	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	1-3-0	14-24-2
ATS in games 5-8	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	3-1-0	24-16-0
ATS in games 9-12	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	2-2-0	17-20-3
ATS in games 13-16	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	3-1-0	18-21-1
Points Scored per Game	16.69	21.56	22.50	17.06	20.56	18.00	19.81	24.25	19.38	22.69	20.25
Points Allowed per Game	27.31	19.81	24.38	20.81	19.56	19.81	20.94	23.31	24.31	23.75	22.40
Yds Offense per Game	287.50	345.56	337.56	323.12	317.38	311.50	312.50	350.06	331.69	332.88	324.98
Yds Allowed per Game	342.19	329.00	349.31	309.31	345.12	356.75	359.38	343.38	376.19	382.81	349.34
Yds Passing per Game	190.06	227.00	198.12	220.25	193.19	198.69	222.50	232.69	238.31	218.88	213.97
Opp. Yds Passing per Game	188.69	227.75	234.62	209.25	249.50	248.38	234.50	222.31	250.00	242.38	230.74
Percent Completions	57.0	67.2	60.7	60.2	59.7	58.1	60.1	66.2	62.1	66.2	61.7
Opp Percent Completions	59.2	58.1	57.5	57.4	59.3	58.8	59.3	62.9	64.6	62.2	60.0
Yds per Pass Attempt	5.45	7.40	5.82	6.32	6.59	6.31	5.99	6.26	6.47	7.34	6.36
Opp Yds per Pass Attempt	7.38	6.61	7.68	6.67	6.77	6.62	6.47	6.62	7.38	6.54	6.85
Yds Rushing per Game	97.44	118.56	139.44	102.88	124.19	112.81	90.00	117.38	93.38	114.00	111.01
Opp Yds Rushing per Game	153.50	101.25	114.69	100.06	95.62	108.38	124.88	121.06	126.19	140.44	118.61
Yds per Rush Attempt	4.00	4.23	4.38	3.71	4.24	4.11	4.14	4.72	4.36	4.50	4.24
Opp Yds per Rush Attempt	4.51	4.18	4.22	3.58	3.71	4.02	4.13	4.28	4.01	4.84	4.16
Turnovers per Game	1.81	0.81	1.81	1.94	1.56	1.62	1.62	1.44	1.19	1.44	1.52
Takeaways per Game	1.38	1.88	1.31	1.19	1.19	1.00	1.50	1.56	1.00	1.56	1.36
Sacks per Game	1.88	2.50	2.75	2.44	2.56	2.62	2.62	2.44	1.94	2.06	2.38
Sacks Allowed per Game	2.56	1.62	2.12	2.38	3.25	2.38	3.69	2.94	2.81	1.88	2.56
Average Possession Time	29:27	31:03	32:01	30:53	30:37	28:59	28:42	30:07	27:22	28:59	29:49
Punts per Game	4.81	4.62	4.69	4.69	4.88	4.75	5.31	3.69	5.75	5.62	4.88
Opp Punts per Game	3.88	3.81	4.19	4.81	5.94	5.38	4.88	3.81	4.81	4.62	4.61
Percent Rushes	39.4	46.4	46.8	42.7	47.4	44.8	34.8	38.3	35.1	44.4	42.0
Opp Percent Rushes	55.3	39.6	44.9	45.2	39.5	40.2	43.8	44.0	46.8	42.6	44.1

MINNESOTA VIKINGS

PLAY ON	MIN001	The Vikings are 14-0 ATS (+12.54 ppg) at home off a game as a favorite in which they converted at least five third downs.	team = Vikings and p:F and H and p:3DM >= 5 and date >= 20091129
	MIN002	The Vikings are 13-0 ATS (+11.38 ppg) 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
	MIN003	The Vikings are 13-0 ATS (+11.27 ppg) as a dog when their opponent is off two double-digit wins and they are not off a double-digit win.	team=Vikings and D and op:margin>=10 and opp:margin>=10 and p:margin<10
	MIN004	The Vikings are 13-0 ATS (+7.15 ppg) vs a non-divisional opponent after a game in which they had more punts than third downs made.	team = Vikings and NDIV and p:3DM < p:punts and date >= 20141019
	MIN005	The Vikings are 10-0 ATS (+8.45 ppg) at home facing an opponent that is averaging more than 375 yards of offense per game.	team = Vikings and H and oA(TY) > 375 and date >= 20131107
PLAY AGAINST	MIN006	The Vikings are 0-15 ATS (-11.67 ppg) 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	Vikings are 0-14 ATS (-9.71 ppg) 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 0-14 ATS (-9.18 ppg) as a dog by more than five points when they converted at least five third downs in each of their last two games.	team = Vikings and line>5 and p:3DM >= 5 and pp:3DM >= 5 and date >= 20050116
	MIN009	The Vikings are 0-11 ATS (-13.32 ppg) 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 (-11.00 ppg) on the road on grass when they are off a game as a favorite and facing a team that is off three consecutive losses.	team = Vikings and p:F and A and surface = grass and o:streak <= -3 and date >= 19891200
PLAY OVER	MIN011	The Vikings are 15-0 OU (+10.50 ppg) 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
	MIN012	The Vikings are 13-0 OU (+8.62 ppg) as a favorite and on turf when they are off a TD-plus loss as a dog and they are facing team did not have more wins the previous regular season.	team = Vikings and p:margin<=-7 and p:D and F and surface = artificial and PRSW >= o:PRSW and season>=2000
PLAY UNDER	MIN013	The Vikings are 0-15 OU (-8.03 ppg) off a win by more than a field goal as a favorite when facing a divisional opponent that had fewer regular season wins the previous season.	team = Vikings and p:margin>3 and p:F and DIV and PRSW > o:PRSW and date >= 20000102
	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: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	8-8-0	80-79-1
Straight Up Home	5-3-0	6-2-0	8-0-0	4-3-0	1-7-0	7-1-0	4-3-0	5-3-0	6-2-0	5-3-0	51-27-0
Straight Up Away	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	3-5-0	28-51-1
Average Line	0.28	-1.66	-6.38	1.06	4.00	1.31	4.00	2.84	0.00	-1.22	0.42
Average O/U Line	40.03	42.31	44.69	42.69	44.31	42.62	46.31	45.00	43.75	41.91	43.36
Against the Spread Record	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	9-7-0	85-72-3
Six Point Teaser Record	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	11-4-1	117-36-7
Seven Point Teaser Record	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	12-4-0	125-34-1
Ten Point Teaser Record	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	12-4-0	128-30-2
ATS Home	4-4-0	3-5-0	6-2-0	3-4-0	3-5-0	6-2-0	4-3-0	5-3-0	6-2-0	6-2-0	46-32-0
ATS Away	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	3-5-0	38-39-3
Over/Under Record	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	6-9-1	76-77-7
Over/Under Home	6-2-0	3-5-0	4-4-0	4-3-0	6-2-0	4-4-0	4-2-1	4-4-0	3-4-1	3-5-0	41-35-2
Over/Under Away	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	3-4-1	34-41-5
ATS as Favorite	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	6-4-0	39-32-0
ATS as Underdog	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	3-3-0	43-37-3
ATS as Home Favorite	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	4-2-0	31-20-0
ATS as a Home Dog	1-2-0	0-1-0	---	0-2-0	2-1-0	4-0-0	2-1-0	2-1-0	0-1-0	2-0-0	13-9-0
ATS Away Favorite	1-1-0	0-1-0	3-3-0	1-1-0	0-1-0	0-2-0	---	---	1-1-0	2-2-0	8-12-0
ATS Away Dog	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	1-3-0	29-27-3
vs Division	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	2-4-0	29-30-1
ATS after 10+ ATS Win	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	1-1-0	16-19-1
ATS after 10+ ATS Loss	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	0-4-0	15-17-0
ATS in games 1-4	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	4-0-0	21-16-3
ATS in games 5-8	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	1-3-0	20-20-0
ATS in games 9-12	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	2-2-0	22-19-0
ATS in games 13-16	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	2-2-0	22-17-0
Points Scored per Game	22.81	23.69	29.38	17.56	21.25	23.69	24.44	20.31	22.81	20.44	22.64
Points Allowed per Game	19.44	20.81	19.50	21.75	28.06	21.75	30.00	21.44	18.88	19.19	22.08
Yds Offense per Game	336.19	330.88	379.62	314.94	329.69	336.56	344.25	314.88	321.19	315.06	332.32
Yds Allowed per Game	338.31	292.44	305.50	312.62	358.19	350.00	397.81	344.69	344.19	314.88	335.86
Yds Passing per Game	171.56	184.75	259.75	193.56	184.81	171.94	214.19	202.12	183.00	239.75	200.54
Opp. Yds Passing per Game	264.25	215.56	218.38	210.44	251.19	244.25	287.06	222.88	234.94	207.94	235.69
Percent Completions	57.6	59.1	68.2	60.4	56.1	62.1	59.5	62.3	64.8	70.4	62.3
Opp Percent Completions	64.0	61.1	63.7	62.9	68.2	63.9	64.7	66.2	64.0	60.6	64.0
Yds per Pass Attempt	6.35	6.54	7.52	6.13	5.80	5.70	6.28	6.26	6.45	6.52	6.37
Opp Yds per Pass Attempt	6.52	6.51	6.53	6.36	7.47	6.39	7.09	6.67	6.70	6.07	6.63
Yds Rushing per Game	164.62	146.12	119.88	121.38	144.88	164.62	130.06	112.75	138.19	75.31	131.78
Opp Yds Rushing per Game	74.06	76.88	87.12	102.19	107.00	105.75	110.75	121.81	109.25	106.94	100.17
Yds per Rush Attempt	5.33	4.50	4.11	4.40	5.17	5.42	4.92	4.38	4.66	3.17	4.64
Opp Yds per Rush Attempt	3.13	3.32	3.90	3.92	3.90	3.96	4.01	4.34	4.25	4.24	3.91
Turnovers per Game	1.88	1.94	1.12	2.31	1.62	1.44	2.00	1.25	1.06	1.00	1.56
Takeaways per Game	1.94	1.56	1.50	1.62	1.44	1.38	1.25	1.19	1.38	1.69	1.49
Sacks per Game	2.25	2.81	3.00	1.94	3.12	2.75	2.62	2.62	2.69	2.56	2.64
Sacks Allowed per Game	2.38	2.69	2.12	2.25	3.06	2.00	2.75	3.25	2.81	2.38	2.57
Average Possession Time	29:34	31:18	32:51	30:24	28:42	28:44	28:27	28:52	30:33	30:35	30:00
Punts per Game	5.06	4.62	4.56	5.19	4.81	4.50	4.69	4.75	4.12	4.62	4.69
Opp Punts per Game	5.12	5.00	5.56	5.31	4.19	4.75	4.81	4.75	4.50	4.50	4.85
Percent Rushes	51.2	51.2	44.3	44.9	44.5	48.6	41.8	42.0	48.7	37.8	45.5
Opp Percent Rushes	35.7	39.2	38.0	42.7	42.7	39.4	39.0	43.8	40.5	40.7	40.1

NEW ENGLAND PATRIOTS

PLAY ON	NE001	The Patriots are 19-0 ATS (+16.05 ppg) 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 18-0 ATS (+18.83 ppg) 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 18-0 ATS (+12.81 ppg) at home vs a non-divisional opponent that has allowed a season-to-date average third down conversion percentage of less than 40.25%.	team = Patriots and H and NDIV and oA(o:3DP) < 40.25 and season >= 2013
	NE004	The Patriots are 14-0 ATS (+14.82 ppg) on turf vs non-divisional opponent that is averaging 13+ passing first downs per game, including last season's super bowl vs the Falcons.	team = Patriots and surface = artificial and NDIV and 13 <= oA(PFD) and date >= 20121118
	NE005	The Patriots are 13-0 ATS (+12.73 ppg) 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 0-10 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
	NE007	The Patriots are 0-9 ATS (-10.33 ppg) on the road on grass when they are off a win and averaging less than 3.75 yards per rush.	team = Patriots and A and surface = grass and p:W and tS(RY) / tS(rushes) < 3.75 and date >= 20031123
	NE008	The Patriots are 0-8 ATS (-9.19 ppg) when visiting a team that has an average turnover margin of at least one on the season.	team = Patriots and A and oA(TOM) >= 1 and date >= 20071203
	NE009	The Patriots are 0-8 ATS (-6.00 ppg) as a TD-plus home favorite after a game in which their completion percentage was at least 9 points greater than their average.	team = Patriots and H and line<=-7 and p:CP - tA(p:CP) >= 9
	NE010	The Patriots are 0-8 ATS (-8.56 ppg) as a favorite on turf when facing a team that is allowing an average of more than 375 offensive yards per game.	team = Patriots and F and surface = artificial and oA(o:TY) >= 375 and date >= 20081026
PLAY OVER	NE011	The Patriots are 25-0 OU (+8.46 ppg) off a win by more than a TD in which no player had at least 56% of their rushing yards and they did not commit more turnovers than their opponent.	team = Patriots and p:margin>7 and max:p:rushing yards / p:RY<0.56 and p:TOM<=0 and date >= 20100000
	NE012	The Patriots are 20-0 OU (+10.88 ppg) 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 0-14 OU (-7.36 ppg) as a favorite by more than six points on grass when they are off a loss and facing a team that had fewer regular season wins the previous regular season.	team = Patriots and p:L and line<-6 and surface = grass and PRSW > o:PRSW and season >= 1996
	NE014	The Patriots are 0-11 OU (-6.36 ppg) as a FG-plus favorite on grass vs a non-divisional opponent when they are off a game in which their third down conversions decreased by at least three over their previous game.	team = Patriots and line<=-3 and surface = grass and NDIV and pp:3DM - p:3DM >= 3 and season >= 2002

NEW ENGLAND PATRIOTS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	14-2-0	126-34-0
Straight Up Home	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	6-2-0	70-10-0
Straight Up Away	8-0-0	6-2-0	1-6-0	6-2-0	6-2-0	5-2-0	4-4-0	5-3-0	5-3-0	8-0-0	54-24-0
Average Line	-13.75	-4.25	-5.69	-4.34	-7.94	-7.44	-4.00	-4.03	-7.81	-6.91	-6.62
Average O/U Line	48.09	41.56	45.53	44.59	50.19	49.12	46.84	48.91	48.72	45.84	46.94
Against the Spread Record	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	12-3-1	93-63-4
Six Point Teaser Record	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	14-2-0	117-41-2
Seven Point Teaser Record	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	14-2-0	122-35-3
Ten Point Teaser Record	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	14-2-0	135-24-1
ATS Home	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	6-2-0	48-31-1
ATS Away	5-3-0	6-2-0	2-4-1	6-2-0	5-3-0	4-2-1	2-6-0	4-4-0	3-5-0	6-1-1	43-32-3
Over/Under Record	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	6-10-0	91-68-1
Over/Under Home	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	4-4-0	48-31-1
Over/Under Away	6-2-0	4-4-0	2-5-0	6-2-0	6-2-0	4-3-0	4-4-0	4-4-0	4-4-0	2-6-0	42-36-0
ATS as Favorite	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	10-3-1	76-57-4
ATS as Underdog	---	1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	2-2-0	3-1-0	---	1-0-0	13-5-0
ATS as Home Favorite	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	5-2-0	44-31-1
ATS as a Home Dog	---	---	---	---	---	---	1-0-0	2-0-0	---	---	3-0-0
ATS Away Favorite	5-3-0	4-1-0	0-3-1	4-2-0	4-3-0	3-2-1	0-3-0	3-3-0	2-5-0	5-1-1	30-26-3
ATS Away Dog	---	1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	1-2-0	1-1-0	---	1-0-0	10-5-0
vs Division	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	4-2-0	30-27-3
ATS after 10+ ATS Win	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	4-2-0	31-20-1
ATS after 10+ ATS Loss	1-2-0	2-1-0	1-2-0	1-1-0	2-2-0	1-1-0	---	2-0-0	1-0-0	1-0-1	12-9-1
ATS in games 1-4	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	3-1-0	26-14-0
ATS in games 5-8	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	4-0-0	25-15-0
ATS in games 9-12	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	1-2-1	19-18-3
ATS in games 13-16	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	4-0-0	23-16-1
Points Scored per Game	36.81	25.62	26.69	32.38	32.06	34.81	27.75	29.25	29.06	27.56	30.20
Points Allowed per Game	17.12	19.31	17.81	19.56	21.38	20.69	21.12	19.56	19.69	15.62	19.19
Yds Offense per Game	411.25	365.44	397.31	363.75	428.00	427.88	384.50	365.38	374.44	386.38	390.43
Yds Allowed per Game	288.31	309.00	320.19	366.50	411.06	373.25	373.06	344.12	339.38	326.56	345.14
Yds Passing per Game	295.69	223.06	277.25	240.44	317.75	291.38	255.44	257.56	286.69	269.38	271.46
Opp. Yds Passing per Game	190.06	201.38	209.69	258.31	293.94	271.38	239.00	239.81	240.75	238.00	238.23
Percent Completions	68.8	63.5	65.9	65.3	65.7	62.7	60.5	64.4	64.2	66.8	64.7
Opp Percent Completions	59.7	60.8	58.6	63.6	62.4	62.1	57.0	59.6	60.6	61.7	60.7
Yds per Pass Attempt	8.07	6.68	7.49	7.59	8.31	7.27	6.51	6.76	7.29	7.82	7.37
Opp Yds per Pass Attempt	5.78	6.80	6.55	6.75	7.60	7.31	6.49	6.68	6.46	6.39	6.70
Yds Rushing per Game	115.56	142.38	120.06	123.31	110.25	136.50	129.06	107.81	87.75	117.00	118.97
Opp Yds Rushing per Game	98.25	107.62	110.50	108.19	117.12	101.88	134.06	104.31	98.62	88.56	106.91
Yds per Rush Attempt	4.10	4.44	4.12	4.35	4.03	4.18	4.38	3.93	3.67	3.88	4.12
Opp Yds per Rush Attempt	4.37	4.15	4.44	4.24	4.63	3.93	4.46	3.97	3.97	3.85	4.21
Turnovers per Game	0.94	1.31	1.38	0.62	1.06	1.00	1.25	0.81	0.88	0.69	0.99
Takeaways per Game	1.94	1.38	1.75	2.38	2.12	2.56	1.81	1.56	1.31	1.44	1.82
Sacks per Game	2.94	1.94	1.94	2.25	2.50	2.31	3.00	2.50	3.06	2.12	2.46
Sacks Allowed per Game	1.31	3.00	1.12	1.56	2.00	1.69	2.44	1.62	2.38	1.50	1.86
Average Possession Time	32:35	32:25	33:05	29:24	28:47	30:55	30:20	29:36	30:17	31:12	30:52
Punts per Game	2.81	3.12	3.56	3.62	3.56	3.81	4.81	4.19	4.62	4.50	3.86
Opp Punts per Game	4.75	4.69	4.94	3.62	4.19	4.19	5.00	4.06	5.38	5.00	4.58
Percent Rushes	42.6	46.8	43.3	46.0	40.5	43.9	41.4	40.8	36.5	45.6	42.7
Opp Percent Rushes	38.6	45.1	42.3	38.6	38.1	39.7	43.0	40.6	38.1	36.9	40.1

NEW ORLEANS SAINTS

PLAY ON	N0001	The Saints are 18-0 ATS (+12.47 ppg) vs a non-divisional opponent when they are off a loss in which they did not have a 60-plus yard rusher and rushed for better than 2.3 yards per rush.	team = Saints and p:L and NDIV and max:p:RY<60 and p:YPRA>2.3 and season >= 2008
	N0002	The Saints are 17-0 ATS (+9.65 ppg) 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
	N0003	The Saints are 16-0 ATS (+9.81 ppg) 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
	N0004	The Saints are 13-0 ATS (+12.19 ppg) vs a non-divisional opponent when they are off a game as a dog in which they allowed at least five third down conversions.	team = Saints and NDIV and p:D and po:3DM >= 5 and date >= 20080928
	N0005	The Saints are 13-0 ATS (+10.15 ppg) when facing an undefeated team after week 1.	team=Saints and week>1 and o:losses=0 and season>=2006
PLAY AGAINST	N0006	The Saints are 0-13 ATS (-12.31 ppg) as a home favorite over a winless opponent after week one and they are not laying two TDs or more.	team = Saints and HF and o:wins = 0 and week>1 and line >-14
	N0007	The Saints are 0-10 ATS (-11.85 ppg) 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
	N0008	The Saints are 0-10 ATS (-9.80 ppg) 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
	N0009	The Saints are 0-10 ATS (-8.55 ppg) as a favorite over a winless divisional opponent after week one.	team = Saints and F and DIV and o:wins = 0 and week > 1
	N0010	The Saints are 0-9 ATS (-10.50 ppg) on turf off a loss when they are facing a divisional foe that is averaging less than 275 offensive yards per game.	team = Saints and surface = artificial and DIV and p:L and oA(TY) < 275
PLAY OVER	N0011	The Saints are 23-0 OU (+11.15 ppg) 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 (+10.55 ppg) 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 0-12 OU (-7.96 ppg) on the road vs a divisional opponent the week after a win in which they came back from a deficit.	team = Saints and A and DIV and po:BL > 0 and p:W and NB and date >= 20011200
	N0014	The Saints are 0-11 OU (-10.32 ppg) off a double-digit loss in which they did not have a 50-plus yard rusher.	team = Saints and p:margin<=-10 and max:p:RY<50 and date >= 20101017

NEW ORLEANS SAINTS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	7-9-0	91-69-0
Straight Up Home	3-5-0	5-2-0	6-2-0	5-3-0	8-0-0	4-4-0	8-0-0	3-5-0	4-4-0	4-4-0	50-29-0
Straight Up Away	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	3-5-0	40-40-0
Average Line	-2.56	-0.91	-7.47	-5.84	-6.50	-0.72	-4.06	-4.28	1.03	0.34	-3.10
Average O/U Line	44.09	47.69	49.62	45.62	50.38	52.78	49.03	51.06	49.91	51.75	49.19
Against the Spread Record	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	11-5-0	84-72-4
Six Point Teaser Record	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	14-2-0	110-48-2
Seven Point Teaser Record	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	14-2-0	113-43-4
Ten Point Teaser Record	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	14-2-0	121-36-3
ATS Home	2-6-0	6-1-0	4-4-0	3-4-1	8-0-0	4-4-0	7-0-1	2-6-0	4-3-1	4-4-0	44-32-3
ATS Away	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	7-1-0	39-40-1
Over/Under Record	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	9-7-0	87-68-5
Over/Under Home	5-3-0	5-1-1	3-5-0	3-5-0	5-3-0	5-3-0	4-4-0	5-3-0	5-2-1	5-3-0	45-32-2
Over/Under Away	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	4-4-0	41-36-3
ATS as Favorite	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	3-4-0	58-53-3
ATS as Underdog	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	8-1-0	25-18-1
ATS as Home Favorite	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	2-4-0	38-31-3
ATS as a Home Dog	---	1-0-0	---	---	---	1-1-0	---	---	2-0-0	2-0-0	6-1-0
ATS Away Favorite	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	1-0-0	20-22-0
ATS Away Dog	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	6-1-0	18-17-1
vs Division	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	4-2-0	30-30-0
ATS after 10+ ATS Win	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	0-2-0	19-14-2
ATS after 10+ ATS Loss	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	1-1-0	19-18-0
ATS in games 1-4	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	2-2-0	19-20-1
ATS in games 5-8	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	4-0-0	24-15-1
ATS in games 9-12	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	2-2-0	19-20-1
ATS in games 13-16	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	3-1-0	22-17-1
Points Scored per Game	23.69	28.94	31.88	24.00	34.19	28.81	25.88	25.06	25.50	29.31	27.73
Points Allowed per Game	24.25	24.56	21.31	19.19	21.19	28.38	19.00	26.50	29.75	28.38	24.25
Yds Offense per Game	361.81	410.69	403.81	372.50	467.12	410.88	399.44	411.38	403.81	426.00	406.74
Yds Allowed per Game	348.12	339.50	357.75	306.25	368.44	440.12	305.69	384.00	413.69	375.38	363.89
Yds Passing per Game	270.50	311.06	272.19	277.56	334.19	312.31	307.25	297.75	310.62	317.12	301.06
Opp. Yds Passing per Game	245.25	221.69	235.19	193.94	259.81	292.56	194.06	251.19	284.00	273.75	245.14
Percent Completions	67.6	64.9	69.5	68.1	71.3	63.0	68.5	69.2	69.0	70.0	68.1
Opp Percent Completions	62.4	56.8	57.5	61.9	57.8	61.5	60.0	62.5	68.4	64.9	61.3
Yds per Pass Attempt	6.61	7.83	8.01	6.72	8.08	7.45	7.55	7.23	7.45	7.53	7.43
Opp Yds per Pass Attempt	7.49	6.74	6.56	6.28	6.64	7.78	6.12	7.36	8.35	7.53	7.10
Yds Rushing per Game	91.31	99.62	131.62	94.94	132.94	98.56	92.19	113.62	93.19	108.88	105.69
Opp Yds Rushing per Game	102.88	117.81	122.56	112.31	108.62	147.56	111.62	132.81	129.69	101.62	118.75
Yds per Rush Attempt	3.75	4.01	4.50	4.00	4.94	4.26	3.78	4.48	3.76	4.31	4.19
Opp Yds per Rush Attempt	4.03	4.24	4.52	4.27	4.95	5.17	4.61	4.80	4.93	4.11	4.56
Turnovers per Game	1.88	1.62	1.75	1.94	1.19	1.50	1.19	1.88	1.25	1.50	1.57
Takeaways per Game	1.44	1.38	2.44	1.56	1.00	1.62	1.19	1.06	1.38	1.31	1.44
Sacks per Game	2.00	1.75	2.25	2.06	2.06	1.88	3.06	2.12	1.94	1.88	2.10
Sacks Allowed per Game	0.94	0.81	1.25	1.62	1.50	1.62	2.38	1.88	2.00	1.69	1.57
Average Possession Time	31:08	30:28	31:36	32:05	31:58	29:01	32:40	30:35	31:21	30:56	31:11
Punts per Game	3.94	3.31	3.62	3.56	2.94	4.62	3.81	3.62	4.19	3.56	3.72
Opp Punts per Game	4.19	4.12	4.44	4.19	4.44	3.94	5.19	3.94	3.88	3.50	4.18
Percent Rushes	36.8	38.0	45.3	35.6	38.6	34.7	36.1	37.1	36.2	36.6	37.5
Opp Percent Rushes	42.3	44.5	41.6	44.4	34.8	42.0	41.0	43.3	42.3	39.3	41.5

NEW YORK GIANTS

PLAY ON	NYG001	The Giants are 18-0 (+9.78 ppg) on the road off a win by more than a FG in which they scored more than 17 points when their ATS margin has improved over each of the past two games.	team = Giants and A and p:margin>3 and p:points>17 and ppp:ats margin < pp:ats margin < p:ats margin and season >= 1997
	NYG002	The Giants are 16-0 ATS (+7.41 ppg) as a dog after a game in which they benefitted from at least 95 penalty yards.	team = Giants and D and po:PENY>95 and season >= 1994
	NYG003	The Giants are 14-0 ATS (+14.75 ppg) 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
	NYG004	The Giants are 14-0 ATS (+14.29 ppg) on the road off a win in which one player had at least 75% of their rushing yards.	team = Giants and p:W and A and max:p:RY / p:RY > 0.75 and date >= 20061015
	NYG005	The Giants are 12-0 ATS (+18.25 ppg) on the road vs a non-divisional opponent when they are off a game as a favorite in which they had at least three more minutes of possession time than their season-to-date average.	team = Giants and A and NDIV and p:F and p:TOP - tA(p:TOP) >= 180 and date >= 20051106
PLAY AGAINST	NYG006	The Giants are 0-13 ATS (-14.73 ppg) off a loss facing an opponent that is averaging less than 278 offensive yards per game.	team = Giants and p:L and oA(TY) < 278 and date >= 20011000
	NYG007	The Giants are 0-10 ATS (-15.05 ppg) vs a non-divisional opponent after a win as a road favorite in which they benefitted from a turnover margin of less than minus two.	team = Giants and NDIV and p:WAF and p:TOM <=-2 and season >= 1991
	NYG008	The Giants are 0-10 ATS (-12.10 ppg) 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
	NYG009	Giants are 0-9 ATS (-12.33 ppg) when the line is within three of pick after a loss as a road dog in which they committed at least two turnovers.	team = Giants and -3 <= line <= 3 and p:ADL and 2 <= p:TO and date >= 20011022
	NYG010	The Giants are 0-9 ATS (-10.22 ppg) as a non-divisional dog on Monday night.	team = Giants and NDIV and D and day = Monday and date >= 19981130
PLAY OVER	NYG011	The Giants are 14-0 OU (+7.96 ppg) 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 13-0 OU (+9.19 ppg) as a TD-plus favorite after a road game in which no receiver had at least 40% of their passing yards and the total is less than 45.	team = Giants and p:A and line<=-7 and max:p:receiving yards / p:PY < 0.40 and total <45
PLAY UNDER	NYG013	The Giants are 0-24 OU (-10.81 ppg) 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 0-13 OU (-13.62 ppg) on grass off a win as a favorite in which they came back from a deficit and allowed at least a field goal.	team = Giants and p:WF and surface = grass and po:BL > 0 and po:points>=3 and season >= 2006

NEW YORK GIANTS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	11-5-0	88-72-0
Straight Up Home	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	7-1-0	46-34-0
Straight Up Away	6-1-0	5-3-0	4-4-0	4-3-0	5-3-0	3-5-0	3-5-0	3-5-0	3-5-0	3-4-0	39-38-0
Average Line	-1.12	-4.28	-3.47	-3.12	-0.41	-2.84	1.44	1.56	0.97	-0.34	-1.16
Average O/U Line	42.88	42.47	44.12	44.81	46.47	47.91	46.75	46.62	47.69	45.75	45.55
Against the Spread Record	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	10-6-0	83-76-1
Six Point Teaser Record	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	15-1-0	108-50-2
Seven Point Teaser Record	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	15-1-0	114-44-2
Ten Point Teaser Record	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	16-0-0	122-38-0
ATS Home	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	5-3-0	38-42-0
ATS Away	6-1-0	6-2-0	4-4-0	3-4-0	5-3-0	4-4-0	4-4-0	3-5-0	4-3-1	4-3-0	43-33-1
Over/Under Record	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	4-12-0	80-73-7
Over/Under Home	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	3-5-0	43-32-5
Over/Under Away	2-4-1	4-4-0	6-2-0	4-3-0	5-3-0	1-6-1	3-5-0	6-2-0	5-3-0	1-6-0	37-38-2
ATS as Favorite	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	5-3-0	46-46-0
ATS as Underdog	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	3-2-0	32-28-1
ATS as Home Favorite	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	3-3-0	28-35-0
ATS as a Home Dog	2-1-0	---	1-1-0	---	1-0-0	---	0-2-0	1-2-0	2-1-0	1-0-0	8-7-0
ATS Away Favorite	4-0-0	3-1-0	3-1-0	1-1-0	1-1-0	1-3-0	0-1-0	1-1-0	1-1-0	1-0-0	16-10-0
ATS Away Dog	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	2-2-0	24-21-1
vs Division	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	4-2-0	31-29-0
ATS after 10+ ATS Win	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	---	19-15-0
ATS after 10+ ATS Loss	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	---	16-21-0
ATS in games 1-4	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	1-3-0	21-19-0
ATS in games 5-8	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	4-0-0	23-16-1
ATS in games 9-12	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	2-2-0	17-23-0
ATS in games 13-16	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	3-1-0	22-18-0
Points Scored per Game	23.31	26.69	25.12	24.62	24.62	26.81	18.38	23.75	26.25	19.38	23.89
Points Allowed per Game	21.94	18.38	26.69	21.69	25.00	21.50	23.94	25.00	27.62	17.75	22.95
Yds Offense per Game	331.38	355.94	366.00	380.31	385.06	355.44	307.50	367.12	372.25	330.56	355.16
Yds Allowed per Game	305.00	292.00	323.69	310.75	376.38	383.38	332.25	375.75	420.25	339.69	345.91
Yds Passing per Game	197.12	198.56	251.19	242.81	295.88	239.06	224.25	267.00	271.69	242.31	242.99
Opp. Yds Passing per Game	207.94	196.19	214.06	209.50	255.12	254.25	223.31	240.62	299.06	251.12	235.12
Percent Completions	55.5	60.7	62.4	62.9	61.0	59.9	57.3	63.1	62.9	63.0	60.9
Opp Percent Completions	58.5	58.8	63.1	57.1	61.3	63.9	60.1	62.1	66.3	58.6	61.0
Yds per Pass Attempt	5.80	6.47	7.42	7.21	8.04	7.10	6.33	7.04	6.98	6.48	6.89
Opp Yds per Pass Attempt	6.36	6.24	6.88	6.22	6.93	7.62	5.95	7.38	7.50	6.38	6.75
Yds Rushing per Game	134.25	157.38	114.81	137.50	89.19	116.38	83.25	100.12	100.56	88.25	112.17
Opp Yds Rushing per Game	97.06	95.81	109.62	101.25	121.25	129.12	108.94	135.12	121.19	88.56	110.79
Yds per Rush Attempt	4.58	5.02	4.15	4.58	3.47	4.55	3.50	3.58	3.98	3.55	4.13
Opp Yds per Rush Attempt	3.80	3.97	4.15	4.16	4.46	4.60	3.84	4.94	4.37	3.57	4.20
Turnovers per Game	2.12	0.81	1.94	2.62	1.50	1.31	2.75	1.75	1.31	1.69	1.78
Takeaways per Game	1.56	1.38	1.50	2.44	1.94	2.19	1.81	1.62	1.75	1.56	1.77
Sacks per Game	3.25	2.62	2.00	2.88	3.00	2.06	2.12	2.94	1.44	2.19	2.45
Sacks Allowed per Game	1.75	1.75	2.00	1.00	1.75	1.25	2.50	1.88	1.69	1.38	1.69
Average Possession Time	31:21	33:19	31:41	32:32	29:29	29:10	29:16	30:44	28:28	28:18	30:26
Punts per Game	4.50	4.00	4.00	4.56	5.12	3.62	5.69	5.06	4.75	5.81	4.71
Opp Punts per Game	5.44	4.75	4.50	5.38	4.69	3.38	5.44	4.69	4.00	5.56	4.78
Percent Rushes	45.1	49.2	43.6	46.4	40.0	42.3	38.6	41.3	38.3	39.1	42.4
Opp Percent Rushes	41.6	41.5	44.4	39.9	40.6	44.2	41.7	43.5	40.2	37.4	41.4

NEW YORK JETS

PLAY ON	NYJ001	The Jets are 13-0 ATS (+12.96 ppg) as a favorite with at least normal rest over a team that has suffered an average turnover margin of at least worse than 0.5 per game, season-to-date.	team=Jets and F and oA(TOM)>0.5 and rest>=6 and date>=20091025
	NYJ002	The Jets are 12-0 ATS (+19.42 ppg) when they are off a win and favored on turf over a team that had fewer regular season wins the previous season.	team = Jets and p:AW and F and surface = artificial and PRSW > o:PRSW and date >= 19930926
	NYJ003	The Jets are 12-0 ATS (+9.12 ppg) off a win as a favorite when they are facing an opponent that is scoring on 30% or fewer of their drives.	team = Jets and p:WF and oS(PTD+RTD+FG) / oS(drives) <= 0.30 and date >= 20091203
	NYJ004	The Jets are 10-0 ATS (+10.75 ppg) on turf when their rushing yards increased over each of their past two games.	team = Jets and surface = artificial and ppp:RY < pp:RY < p:RY and date >= 20100109
	NYJ005	The Jets are 10-0 ATS (+12.85 ppg) as a road dog off a game as a dog when they are facing an opponent that is averaging at least 6.8 rushing first downs per game.	team = Jets and AD and p:D and oA(RFD)>6.8 and date >= 20061112
PLAY AGAINST	NYJ006	The Jets are 0-15 ATS (-13.50 ppg) 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 0-13 ATS (-10.54 ppg) off a game as a home favorite in which one player had at least 72% of their rushing yards and they did not win by 40-plus points.	team = Jets and p:HF and max:p:rushing yards / p:RY > 0.72 and p:margin<40 and season >= 2005
	NYJ008	The Jets are 0-12 ATS (-8.21 ppg) on turf after a game as a road dog in which they benefitted from four-plus turnovers.	team = Jets and F and NDIV and p:L and 24 < tA(points,N=3)
	NYJ009	The Jets are 0-12 ATS (-11.33 ppg) vs a non-divisional opponent when they are off a loss in which they scored first	team = Jets and NDIV and p:SF>0 and p:L and date >= 20081026
	NYJ010	The Jets are 0-10 ATS (-15.00 ppg) 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 14-0 OU (+8.86 ppg) as a dog by more than six points on turf when they are off a game as a road dog and facing a team that had more regular season wins the previous season.	team = Jets and p:AD and line>6 and surface = artificial and PRSW < o:PRSW and NB and season >= 1994
	NYJ012	The Jets are 10-0 OU (+13.45 ppg) off a game as a dog in which their third down conversions increased by at least three over their previous game.	team = Jets and p:D and p:3DM - pp:3DM >= 3 and date >= 20100124
PLAY UNDER	NYJ013	The Jets are 0-12 OU (-10.92 ppg) on grass vs a non-divisional opponent when they are off a double-digit loss.	team=Jets and surface=grass and NDIV and p:margin<=-10 and date>=20001217
	NYJ014	The Jets are 0-10 OU (-11.25 ppg) on grass vs non-divisional opponent when their QB was sacked three-plus times in each of their last two games.	team=Jets and surface=grass and NDIV and 3<=po:sacks and 3<=ppo:sacks and date>=20020929

NEW YORK JETS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	5-11-0	74-86-0
Straight Up Home	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	2-6-0	42-38-0
Straight Up Away	1-7-0	4-4-0	4-3-0	6-2-0	2-6-0	3-5-0	2-6-0	2-6-0	3-4-0	3-5-0	30-48-0
Average Line	4.84	-2.34	-1.69	-2.28	-2.41	1.75	3.53	3.94	-2.12	3.50	0.67
Average O/U Line	40.19	42.25	39.44	39.38	42.28	41.19	41.41	43.53	43.09	43.66	41.64
Against the Spread Record	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	6-9-1	76-80-4
Six Point Teaser Record	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	9-7-0	101-57-2
Seven Point Teaser Record	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	9-7-0	106-52-2
Ten Point Teaser Record	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	11-5-0	121-36-3
ATS Home	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	3-4-1	37-41-2
ATS Away	4-4-0	4-4-0	4-3-0	5-3-0	2-5-1	4-4-0	4-4-0	4-4-0	3-3-1	3-5-0	37-39-2
Over/Under Record	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	7-9-0	80-78-2
Over/Under Home	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	4-4-0	40-39-1
Over/Under Away	3-5-0	4-4-0	3-4-0	8-0-0	5-3-0	3-5-0	5-3-0	4-4-0	2-4-1	3-5-0	40-37-1
ATS as Favorite	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	2-0-0	37-39-2
ATS as Underdog	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	3-8-1	38-37-2
ATS as Home Favorite	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	1-0-0	23-27-1
ATS as a Home Dog	2-3-0	---	1-0-0	1-0-0	---	1-2-0	3-1-0	3-1-0	1-0-0	2-3-1	14-10-1
ATS Away Favorite	0-1-0	1-3-0	2-1-0	3-1-0	1-2-0	2-0-0	0-1-0	1-0-0	1-3-1	1-0-0	12-12-1
ATS Away Dog	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	1-5-0	24-27-1
vs Division	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	3-3-0	31-27-2
ATS after 10+ ATS Win	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	---	16-15-1
ATS after 10+ ATS Loss	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	3-2-0	17-20-1
ATS in games 1-4	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	1-2-1	20-18-2
ATS in games 5-8	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	2-2-0	18-22-0
ATS in games 9-12	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	1-3-0	18-22-0
ATS in games 13-16	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	2-2-0	20-18-2
Points Scored per Game	16.75	25.31	21.75	22.94	23.56	17.56	18.12	17.69	24.19	17.19	20.51
Points Allowed per Game	22.19	22.25	14.75	19.00	22.69	23.44	24.19	25.06	19.62	25.56	21.88
Yds Offense per Game	294.69	331.69	321.00	351.00	311.81	299.19	318.12	326.56	370.31	329.31	325.37
Yds Allowed per Game	331.88	329.38	252.31	291.50	312.06	323.38	334.94	327.19	318.62	342.25	316.35
Yds Passing per Game	188.38	206.44	148.75	202.62	206.06	180.69	183.25	184.12	253.56	216.69	197.06
Opp. Yds Passing per Game	197.12	234.50	153.69	200.56	201.00	189.75	246.69	234.12	235.19	243.75	213.64
Percent Completions	60.5	65.6	53.4	54.9	56.7	55.2	55.4	57.6	59.9	56.6	57.8
Opp Percent Completions	61.4	64.3	51.7	50.7	54.2	53.8	58.9	64.1	57.1	63.7	58.1
Yds per Pass Attempt	5.89	6.24	6.06	6.18	6.03	5.86	6.11	5.92	6.72	6.29	6.14
Opp Yds per Pass Attempt	6.70	6.56	4.91	6.04	6.34	6.15	6.74	6.96	6.26	7.16	6.39
Yds Rushing per Game	106.31	125.25	172.25	148.38	105.75	118.50	134.88	142.44	116.75	112.62	128.31
Opp Yds Rushing per Game	134.75	94.88	98.62	90.94	111.06	133.62	88.25	93.06	83.44	98.50	102.71
Yds per Rush Attempt	3.81	4.75	4.54	4.45	3.82	3.84	4.38	4.50	4.17	4.31	4.27
Opp Yds per Rush Attempt	4.17	3.73	3.76	3.57	3.94	4.32	3.35	3.79	3.57	3.67	3.81
Turnovers per Game	1.56	1.94	1.88	1.31	2.12	2.31	1.81	1.50	1.50	2.12	1.81
Takeaways per Game	1.31	1.88	1.94	1.88	1.94	1.44	0.94	0.81	1.88	0.88	1.49
Sacks per Game	1.81	2.56	2.00	2.50	2.19	1.88	2.56	2.81	2.44	1.62	2.24
Sacks Allowed per Game	3.31	1.88	1.88	1.75	2.50	2.94	2.94	2.94	1.38	2.19	2.37
Average Possession Time	29:06	31:06	32:07	32:37	30:49	30:26	30:13	31:01	31:19	30:41	30:56
Punts per Game	4.50	3.69	5.00	5.25	5.75	5.38	5.56	4.94	5.00	4.75	4.98
Opp Punts per Game	4.25	4.31	6.19	6.06	5.75	5.56	5.12	5.06	5.38	4.50	5.22
Percent Rushes	44.1	43.0	58.9	49.1	43.0	47.8	48.3	48.2	41.7	41.6	46.6
Opp Percent Rushes	50.8	39.9	44.1	41.7	45.4	48.6	40.2	40.3	36.9	42.9	43.1

OAKLAND RAIDERS

PLAY ON	OAK001	The Raiders are 14-0 ATS (+12.68 ppg) on the road on grass vs a divisional opponent when they are off a loss in which they held the lead.	team = Raiders and p:LD and A and surface = grass and DIV and p:BL > 0 and date >= 20061015
	OAK002	The Raiders are 13-0 ATS (+14.69 ppg) 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
	OAK003	The Raiders are 13-0 ATS (+10.96 ppg) off a home loss in which they had at least three fewer penalties than their season-to-date average.	team = Raiders and p:HL and p:penalties + 3 <= tA(p:penalties) and date >= 20050925
	OAK004	The Raiders are 12-0 ATS (+14.08 ppg) on the road after playing as a road dog when they lost their last two on the road.	team = Raiders and A and p:LAD and tS(L@A,N=2) = 2 and date >= 19981220
	OAK005	The Raiders are 10-0 ATS (+9.95 ppg) on the road off a loss as a dog when they are seeking same season-revenge.	team = Raiders and A and p:LD and P:L and P:season = season and date >= 20041128
PLAY AGAINST	OAK006	The Raiders are 0-18 ATS (-9.03 ppg) 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 0-16 ATS (-10.25 ppg) 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 (-11.07 ppg) at home vs a divisional opponent when the line is within 3 of pick after a game in which they were outgained.]	team = Raiders and H and -3 <= line <= 3 and DIV and p:TY < po:TY and date >= 19971214
	OAK009	The Raiders are 0-14 ATS (-9.75 ppg) 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
	OAK010	The Raiders are 0-13 ATS (-9.85 ppg) on grass after a game in which they rushed for at least 50 yards more than their season-to-date average.	team = Raiders and surface = grass and p:RY - tA(p:RY) >= 50 and date >= 20101212
PLAY OVER	OAK011	The Raiders are 14-0 OU (+11.29 ppg) vs a non-divisional opponent after a win as a favorite in which they came back from a deficit.	team = Raiders and p:WF and NDIV and po:BL > 0 and date >= 20021124
	OAK012	The Raiders are 12-0 OU (+20.29 ppg) 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
PLAY UNDER	OAK013	The Raiders are 0-14 OU (-10.07 ppg) on the road off a loss in which they committed at least five fewer penalties than their previous game.	team = Raiders and p:L and A and pp:PEN - p:PEN >= 5 and date >= 19971207
	OAK014	The Raiders are 0-14 OU (-10.68 ppg) vs a divisional opponent when they are off a home game in which their opponent had more third down conversions than punts.	team = Raiders and DIV and p:H and po:3DM > po:punts and date >= 20080914

OAKLAND RAIDERS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	12-4-0	60-100-0
Straight Up Home	2-6-0	2-6-0	2-6-0	5-3-0	3-5-0	3-5-0	3-5-0	3-4-0	3-5-0	5-2-0	31-47-0
Straight Up Away	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	6-2-0	28-52-0
Average Line	4.97	6.53	8.56	3.12	1.53	3.78	6.00	8.38	2.44	-1.16	4.42
Average O/U Line	39.97	40.62	38.56	41.84	45.06	45.94	44.69	43.66	44.97	47.56	43.29
Against the Spread Record	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	10-6-0	77-83-0
Six Point Teaser Record	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	13-3-0	106-53-1
Seven Point Teaser Record	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	13-3-0	108-51-1
Ten Point Teaser Record	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	13-3-0	116-42-2
ATS Home	2-6-0	2-6-0	4-4-0	4-4-0	4-4-0	2-6-0	3-5-0	4-3-0	2-6-0	3-4-0	30-48-0
ATS Away	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	6-2-0	46-34-0
Over/Under Record	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	11-5-0	85-70-5
Over/Under Home	4-4-0	3-5-0	4-4-0	6-2-0	5-3-0	3-4-1	2-5-1	5-2-0	5-2-1	6-1-0	43-32-3
Over/Under Away	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	4-4-0	40-38-2
ATS as Favorite	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-3-0	1-0-0	---	1-3-0	7-3-0	14-20-0
ATS as Underdog	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	3-3-0	61-60-0
ATS as Home Favorite	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-2-0	1-0-0	---	0-2-0	3-3-0	9-18-0
ATS as a Home Dog	2-2-0	2-5-0	4-3-0	1-2-0	2-1-0	1-3-0	2-4-0	4-3-0	2-4-0	0-1-0	20-28-0
ATS Away Favorite	---	---	---	---	---	0-1-0	---	---	1-1-0	3-0-0	4-2-0
ATS Away Dog	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	3-2-0	41-31-0
vs Division	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	2-4-0	30-30-0
ATS after 10+ ATS Win	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	1-1-0	10-19-0
ATS after 10+ ATS Loss	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	2-0-0	23-18-0
ATS in games 1-4	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	3-1-0	20-20-0
ATS in games 5-8	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	2-2-0	20-20-0
ATS in games 9-12	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	3-1-0	20-20-0
ATS in games 13-16	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	2-2-0	17-23-0
Points Scored per Game	17.69	16.44	12.31	25.62	22.44	18.12	20.12	15.81	22.44	26.00	19.70
Points Allowed per Game	24.88	24.25	23.69	23.19	27.06	27.69	28.31	28.25	24.94	24.06	25.63
Yds Offense per Game	294.81	272.25	266.12	354.62	379.50	344.00	333.75	282.19	333.38	373.06	323.37
Yds Allowed per Game	341.62	360.94	361.94	322.81	387.56	354.50	363.44	357.56	363.62	375.12	358.91
Yds Passing per Game	164.44	148.06	159.81	198.75	247.62	255.25	208.50	205.00	242.44	252.94	208.28
Opp. Yds Passing per Game	195.75	201.25	206.44	189.19	251.44	235.94	255.50	238.12	258.75	257.50	228.99
Percent Completions	57.6	52.7	52.6	56.7	60.1	59.8	57.4	58.0	61.7	63.5	58.3
Opp Percent Completions	59.5	56.5	59.1	53.0	53.9	66.0	68.2	63.8	63.0	60.6	60.5
Yds per Pass Attempt	5.83	5.63	5.27	6.46	7.56	6.49	6.43	5.21	6.41	6.80	6.23
Opp Yds per Pass Attempt	7.13	6.84	7.54	6.44	6.69	7.18	7.43	7.08	6.46	7.62	7.03
Yds Rushing per Game	130.38	124.19	106.31	155.88	131.88	88.75	125.25	77.19	90.94	120.12	115.09
Opp Yds Rushing per Game	145.88	159.69	155.50	133.62	136.12	118.56	107.94	119.44	104.88	117.62	129.93
Yds per Rush Attempt	4.11	4.33	4.15	4.95	4.53	3.78	4.60	3.65	3.93	4.44	4.28
Opp Yds per Rush Attempt	4.80	4.71	4.54	4.51	5.07	4.27	3.92	3.97	4.13	4.47	4.45
Turnovers per Game	2.31	1.44	2.06	1.62	1.88	1.62	1.88	1.81	1.50	0.88	1.70
Takeaways per Game	1.62	1.50	1.25	1.50	1.62	1.19	1.38	0.88	1.56	1.88	1.44
Sacks per Game	1.69	2.00	2.31	2.94	2.44	1.56	2.44	1.38	2.38	1.56	2.07
Sacks Allowed per Game	2.56	2.44	3.06	2.75	1.56	1.69	2.81	1.69	2.06	1.19	2.18
Average Possession Time	31:26	28:31	28:17	31:12	29:54	29:30	29:54	28:20	29:33	31:44	29:50
Punts per Game	4.56	5.62	6.00	4.88	4.88	5.12	5.38	6.81	5.25	5.06	5.36
Opp Punts per Game	4.44	4.62	4.81	5.88	4.25	4.31	4.81	5.19	4.44	4.50	4.72
Percent Rushes	50.8	49.9	43.4	48.5	45.9	36.4	43.6	34.0	36.7	41.4	43.0
Opp Percent Rushes	51.1	51.9	53.6	47.8	40.2	44.6	42.8	46.2	37.4	42.7	45.7

PHILADELPHIA EAGLES

PLAY ON	PHI001	The Eagles are 14-0 ATS (+12.46 ppg) as a road dog after scoring 33-plus points with less than 300 passing yards.	team=Eagles and AD and p:points>=33 and p:PY<300
	PHI002	The Eagles are 12-0 ATS (+9.96 ppg) 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
	PHI003	The Eagles are 12-0 ATS (+15.29 ppg) vs a divisional opponent when they are off a win as a favorite in which they had a takeaway margin of at least plus two.	team = Eagles and DIV and p:WF and p:TOM <= -2 and date >= 20011216
	PHI004	The Eagles are 10-0 ATS (+13.45 ppg) as a road dog on turf after a loss in which they were outscored by more than eight points in the second half.	team = Eagles and AD and surface = artificial and p:margin - p:M2 >8 and season >= 1991
	PHI005	The Eagles are 10-0 ATS (+11.00 ppg) 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 0-15 ATS (-13.83 ppg) as a favorite vs a non-divisional opponent that has a season-to-date average third down conversion percentage of less than 41% when they are off a home game.]	team = Eagles and p:H and F and NDIV and oA(3DP)<41 and date >= 20091018
	PHI007	The Eagles are 0-14 ATS (-13.50 ppg) as a favorite off a home loss.	team=Eagles and F and p:HL and season>=2010
	PHI008	The Eagles are 0-13 ATS (-10.31 ppg) 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
	PHI009	The Eagles are 0-13 ATS (-12.00 ppg) 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
	PHI010	The Eagles are 0-11 ATS (-13.18 ppg) after a loss as a home favorite in which they had more third downs made than punts.	team = Eagles and p:LHF and p:3DM > p:punts and date >= 20071209
PLAY OVER	PHI011	The Eagles are 15-0 OU (+8.53 ppg) off a game as a dog when they are playing a team they lost to earlier in the season.	team = Eagles and p:D and P:L and P:season = season and date >= 19991031
	PHI012	The Eagles are 14-0 OU (+7.21 ppg) off a loss in which they had more third downs made than punts.	team = Eagles and p:L and p:3DM > p:punts and date >= 20131006
PLAY UNDER	PHI013	The Eagles are 0-13 OU (-8.46 ppg) as a favorite off a win as a favorite in which they scored 10+ points more than their season-to-date average.	team = Eagles and F and p:WF and tA(p:points) - p:points <=-10 and date >= 20041121
	PHI014	The Eagles are 0-12 OU (-10.92 ppg) vs a divisional opponent after a win in which they never trailed.	team = Eagles and DIV and p:W and po:BL = 0 and date >= 20100103

PHILADELPHIA EAGLES

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	7-9-0	84-75-1
Straight Up Home	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	6-2-0	43-37-0
Straight Up Away	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	1-7-0	41-38-1
Average Line	-0.59	-3.88	-4.94	-2.88	-3.47	1.72	-2.09	-2.06	-1.00	0.69	-1.85
Average O/U Line	42.91	42.47	43.56	44.75	46.78	45.31	51.78	50.47	48.59	44.22	46.08
Against the Spread Record	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	8-8-0	77-82-1
Six Point Teaser Record	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	13-3-0	99-57-4
Seven Point Teaser Record	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	13-3-0	105-50-5
Ten Point Teaser Record	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	13-2-1	118-38-4
ATS Home	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	6-2-0	35-45-0
ATS Away	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	2-6-0	42-37-1
Over/Under Record	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	8-7-1	87-70-3
Over/Under Home	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	2-6-0	42-37-1
Over/Under Away	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	6-1-1	45-33-2
ATS as Favorite	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	3-3-0	47-55-0
ATS as Underdog	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	4-5-0	25-27-1
ATS as Home Favorite	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	3-1-0	31-34-0
ATS as a Home Dog	0-1-0	---	0-1-0	0-1-0	0-1-0	0-4-0	---	0-1-0	0-1-0	2-1-0	2-11-0
ATS Away Favorite	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	0-2-0	16-21-0
ATS Away Dog	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	2-4-0	23-16-1
vs Division	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	2-4-0	28-32-0
ATS after 10+ ATS Win	2-3-0	3-1-0	2-2-0	1-2-0	3-3-0	---	3-2-0	0-3-0	2-1-0	2-2-0	18-19-0
ATS after 10+ ATS Loss	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	1-2-0	20-20-0
ATS in games 1-4	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	3-1-0	16-23-1
ATS in games 5-8	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	1-3-0	21-19-0
ATS in games 9-12	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	1-3-0	20-21-0
ATS in games 13-16	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	3-1-0	20-19-0
Points Scored per Game	21.00	26.00	26.81	27.44	24.75	17.50	27.62	29.62	23.56	22.94	24.73
Points Allowed per Game	18.75	18.06	21.06	23.56	20.50	27.75	23.88	25.00	26.88	20.69	22.61
Yds Offense per Game	358.06	350.50	357.88	389.38	399.12	354.06	417.25	396.75	364.19	337.38	372.46
Yds Allowed per Game	311.38	274.31	321.06	327.19	324.88	343.19	394.00	375.50	401.62	342.75	341.59
Yds Passing per Game	234.69	244.44	255.19	244.12	256.88	236.94	256.62	272.25	255.44	224.06	248.06
Opp. Yds Passing per Game	215.88	182.06	216.38	216.81	212.31	216.88	289.56	264.88	267.06	239.50	232.13
Percent Completions	60.7	59.7	60.6	62.0	59.6	59.4	61.0	61.9	65.0	62.4	61.3
Opp Percent Completions	58.1	54.1	61.0	57.5	58.1	60.2	60.9	58.4	62.2	60.2	59.2
Yds per Pass Attempt	6.51	6.45	7.38	6.96	7.42	6.13	8.08	7.00	6.56	5.89	6.81
Opp Yds per Pass Attempt	6.37	5.55	5.97	6.46	6.56	7.15	6.91	7.17	6.75	6.93	6.59
Yds Rushing per Game	123.38	106.06	102.69	145.25	142.25	117.12	160.62	124.50	108.75	113.31	124.39
Opp Yds Rushing per Game	95.50	92.25	104.69	110.38	112.56	126.31	104.44	110.62	134.56	103.25	109.46
Yds per Rush Attempt	4.69	3.97	4.29	5.43	5.06	4.54	5.15	4.19	3.92	4.14	4.55
Opp Yds per Rush Attempt	3.82	3.51	4.06	4.17	4.35	4.22	3.77	3.74	4.50	4.23	4.04
Turnovers per Game	1.69	1.62	1.44	1.56	2.38	2.31	1.19	2.31	1.94	1.25	1.77
Takeaways per Game	1.19	1.81	2.38	2.12	1.50	0.81	1.94	1.75	1.62	1.62	1.68
Sacks per Game	2.31	3.00	2.75	2.44	3.12	1.88	2.31	3.06	2.31	2.12	2.53
Sacks Allowed per Game	3.06	1.44	2.44	3.06	2.00	3.00	2.94	2.00	2.31	2.06	2.43
Average Possession Time	30:56	31:24	28:14	31:14	31:20	29:43	26:24	26:40	26:05	32:31	29:27
Punts per Game	4.56	4.88	4.75	4.56	4.19	4.50	5.19	4.75	5.50	3.94	4.68
Opp Punts per Game	4.75	6.31	5.00	5.12	5.31	4.88	4.62	5.69	5.56	3.88	5.11
Percent Rushes	40.2	40.4	39.3	41.2	43.4	38.3	47.3	42.1	40.2	40.6	41.3
Opp Percent Rushes	40.9	42.4	39.8	42.3	42.2	48.2	38.5	42.5	41.6	40.0	41.8

PITTSBURGH STEELERS

PLAY ON	PIT001	The Steelers are 15-0 ATS (+15.60 ppg) 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 (+13.93 ppg) 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 14-0 ATS (+7.68 ppg) when they are off a win and facing a divisional opponent that is getting less than 55% of their first downs through the air.	team = Steelers and DIV and p:W and oS(PFD)/oS(FD) < 0.55 and date >= 20001015
	PIT004	The Steelers are 13-0 ATS (+13.31 ppg) off a 10+ road loss and they are facing an opponent that is scoring more than 20% of their points from field goals.	team = Steelers and p:A and p:margin<=-10 and oS(FG*3) / oS(points) >0.20
	PIT005	The Steelers are 11-0 ATS (+11.05 ppg) as a home favorite by more than six points when they are off two consecutive games with a negative DPS.	team = Steelers and H and line<-6 and p:dps < 0 and pp:dps < 0 and date >= 20031100
PLAY AGAINST	PIT006	The Steelers are 0-13 ATS (-8.88 ppg) off a win when they are facing a team that is forcing less than 1.25 turnovers per game and they are on grass.	team = Steelers and A and surface = grass and p:W and oA(o:TO)<1.25 and season >= 2007
	PIT007	The Steelers are 0-13 ATS (-9.35 ppg) as a six-plus point road favorite off a home win.]	team = Steelers and A and line<=-6 and p:HW and season >= 1995
	PIT008	The Steelers are 0-11 ATS (-8.36 ppg) 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
	PIT009	The Steelers are 0-11 ATS (-6.55 ppg) as a road favorite after a home game in which no player had 53%-plus of their rushing yards.	team = Steelers and p:H and AF and max:p:RY / p:RY < 0.53 and date >= 20021200
	PIT010	The Steelers are 0-10 ATS (-11.55 ppg) as a favorite on grass over a non-divisional opponent when they are off a win as a road favorite in which their opponent converted on four or fewer third downs.	team = Steelers and F and surface = grass and NDIV and p:WAF and po:3DM <= 4 and date >= 20021110
PLAY OVER	PIT011	The Steelers are 13-0 OU (+10.31 ppg) as a home favorite off a game as a dog in which their turnovers committed decreased by at least two over their previous game.	team = Steelers and p:D and HF and pp:TO - p:TO >= 2 and date >= 20031026
	PIT012	The Steelers are 13-0 OU (+9.88 ppg) off a home game off a TD-plus win in which they had at least 3 more minutes of possession time than their season-to-date average.	team = Steelers and p:H and p:margin>=7 and tA(p:TOP)- p:TOP<=-180 and date >= 20061022
PLAY UNDER	PIT013	The Steelers are 0-16 OU (-9.31 ppg) as a favorite by more than six points off a game as a favorite in which fewer than one-third of their first downs were from third down.	team = Steelers and line<-6 and p:F and p:3DM / p:FD < 0.334 and date >= 20101100
	PIT014	The Steelers are 0-14 OU (-9.86 ppg) on the road facing an opponent that is averaging at least 35 passes per game and they are not a four-plus point underdog.]	team = Steelers and A and oA(passes)>34 and line<4 and season >= 2014

PITTSBURGH STEELERS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	11-5-0	103-57-0
Straight Up Home	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	6-2-0	59-21-0
Straight Up Away	3-5-0	6-2-0	3-5-0	7-1-0	5-3-0	3-5-0	3-4-0	5-3-0	4-4-0	5-3-0	44-35-0
Average Line	-6.06	-3.22	-5.81	-4.34	-5.72	-2.78	-0.31	-2.00	-1.91	-4.12	-3.63
Average O/U Line	41.22	38.34	39.69	39.03	40.53	42.03	42.06	47.09	46.56	47.53	42.41
Against the Spread Record	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	9-7-0	81-76-3
Six Point Teaser Record	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	12-4-0	110-48-2
Seven Point Teaser Record	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	12-4-0	120-38-2
Ten Point Teaser Record	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	13-2-1	133-22-5
ATS Home	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	4-4-0	43-34-3
ATS Away	3-5-0	5-3-0	3-5-0	5-3-0	2-6-0	3-5-0	4-3-0	4-4-0	4-4-0	5-3-0	38-41-0
Over/Under Record	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	6-10-0	73-85-2
Over/Under Home	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	4-4-0	37-43-0
Over/Under Away	4-4-0	4-4-0	5-3-0	4-4-0	3-4-1	5-2-1	3-4-0	3-5-0	2-6-0	2-6-0	35-42-2
ATS as Favorite	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	9-6-0	58-59-1
ATS as Underdog	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	0-1-0	21-16-2
ATS as Home Favorite	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	4-3-0	37-31-1
ATS as a Home Dog	---	---	---	1-0-0	1-0-0	0-0-1	2-1-0	1-0-0	1-0-1	0-1-0	6-2-2
ATS Away Favorite	3-4-0	1-2-0	2-5-0	3-2-0	2-3-0	1-4-0	1-1-0	2-2-0	1-1-0	5-3-0	21-27-0
ATS Away Dog	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	---	15-14-0
vs Division	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	3-3-0	34-24-2
ATS after 10+ ATS Win	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	3-0-0	18-20-1
ATS after 10+ ATS Loss	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	1-2-0	17-10-0
ATS in games 1-4	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	3-1-0	16-23-1
ATS in games 5-8	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	1-3-0	24-16-0
ATS in games 9-12	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	3-1-0	19-20-1
ATS in games 13-16	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	2-2-0	22-17-1
Points Scored per Game	24.56	21.69	23.00	23.44	20.31	21.00	23.69	27.25	26.44	24.94	23.63
Points Allowed per Game	16.81	13.94	20.25	14.50	14.19	19.62	23.12	23.00	19.94	20.44	18.58
Yds Offense per Game	327.44	311.94	371.31	345.31	372.31	332.75	337.56	410.25	395.12	372.31	357.63
Yds Allowed per Game	266.38	237.19	305.31	276.88	271.75	275.81	336.75	353.38	363.06	342.62	302.91
Yds Passing per Game	192.19	206.31	259.25	225.00	253.38	236.69	251.06	300.75	287.38	262.31	247.43
Opp. Yds Passing per Game	176.50	156.94	215.44	214.06	171.94	185.19	221.19	253.56	271.88	242.62	210.93
Percent Completions	63.9	59.9	65.5	62.2	63.3	61.7	64.3	67.2	66.3	63.9	63.9
Opp Percent Completions	54.5	56.5	58.2	61.2	54.5	57.2	57.8	64.5	64.3	64.6	59.5
Yds per Pass Attempt	6.94	6.52	7.74	7.52	7.52	6.60	6.85	7.86	7.79	7.04	7.25
Opp Yds per Pass Attempt	5.27	4.71	6.29	5.78	5.19	5.67	6.22	7.46	6.96	6.58	6.04
Yds Rushing per Game	135.25	105.62	112.06	120.31	118.94	96.06	86.50	109.50	107.75	110.00	110.20
Opp Yds Rushing per Game	89.88	80.25	89.88	62.81	99.81	90.62	115.56	99.81	91.19	100.00	91.98
Yds per Rush Attempt	4.24	3.67	4.19	4.09	4.38	3.73	3.51	4.15	4.44	4.30	4.07
Opp Yds per Rush Attempt	3.98	3.29	3.87	3.01	4.00	3.71	4.28	4.34	3.82	4.34	3.87
Turnovers per Game	1.38	1.56	1.62	1.12	1.75	1.88	1.50	1.31	1.69	1.12	1.49
Takeaways per Game	1.56	1.81	1.38	2.19	0.94	1.25	1.25	1.31	1.88	1.44	1.50
Sacks per Game	2.25	3.19	2.94	2.94	2.19	2.31	2.19	2.06	3.00	2.38	2.54
Sacks Allowed per Game	2.94	3.06	3.12	2.69	2.62	2.31	2.69	2.12	2.06	1.31	2.49
Average Possession Time	33:28	31:41	32:51	32:24	32:33	32:11	30:53	32:24	29:42	30:45	31:53
Punts per Game	4.25	4.88	4.50	4.62	3.75	4.94	4.75	3.88	3.69	4.31	4.36
Opp Punts per Game	5.12	5.69	5.38	5.06	5.44	5.50	4.94	4.25	4.38	4.38	5.01
Percent Rushes	51.0	45.3	42.2	47.4	42.8	40.3	38.5	39.5	38.4	39.9	42.5
Opp Percent Rushes	38.7	40.0	38.5	34.3	41.4	41.1	41.7	38.9	36.2	37.0	38.8

SAN DIEGO CHARGERS

PLAY ON	SD001	The Chargers are 18-0 ATS (+8.50 ppg) when visiting any team with more wins, as long as their opponent is not seeking same-season revenge for a loss by more than a TD.	team=Chargers and A and wins<o:wins and not (P:season=season and P:margin>7) and date>=20120000
	SD002	The Chargers are 12-0 ATS (+13.46 ppg) as a dog vs a non-divisional opponent when they are off a game as a favorite in which one player had at least 71% of their rushing yards.]	team = Chargers and p:F and D and NDIV and max:p:RY / p:RY >= 0.71 and date >= 20021110
	SD003	The Chargers are 12-0 ATS (+8.25 ppg) vs a non-divisional opponent when they are off a loss in which they threw at least nine more passes than their season-to-date average.	team = Chargers and NDIV and p:L and tA(p:passes) - p:passes <= -9 and season >= 2005
	SD004	The Chargers are 12-0 ATS (+7.29 ppg) 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 (+6.18 ppg) on the road when they lost their last two games on the road.	team = Chargers and A and tS(L@A,N=2) = 2 and date >= 20121118
PLAY AGAINST	SD006	The Chargers are 0-15 ATS (-8.97 ppg) 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 0-13 ATS (-9.27 ppg) on the road off a double-digit win as a favorite in which fewer than 30 percent of their first downs were on third down.	team = Chargers and A and p:F and p:margin>=10 and p:3DM / p:FD < 0.30 and date >= 20061001
	SD008	The Chargers are 0-11 ATS (-12.55 ppg) on the road vs a non-divisional opponent when they are off a double-digit win in which they had fewer than 10 incompletions.]	team = Chargers and A and NDIV and p:margin>=10 and p:INC<10 and date >= 20070916
	SD009	The Chargers are 0-11 ATS (-8.00 ppg) 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
	SD010	The Chargers are 0-11 ATS (-9.95 ppg) as a favorite over a divisional opponent off a game as a dog by less than a TD in which they had at least two fewer minutes of possession time than their season-to-date average.	team = Chargers and F and DIV and p:TOP - tA(p:TOP) <= -120 and 0<p:line<7 and date >= 19961000
PLAY OVER	SD011	The Chargers are 14-0 OU (+13.04 ppg) 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
	SD012	The Chargers are 11-0 OU (+10.50 ppg) on the road on grass when they are off two consecutive games with more than 32 minutes of possession time.	team = Chargers and A and surface = grass and 32 * 60 < p:TOP and 32 * 60 < pp:TOP and date >= 20061015
PLAY UNDER	SD013	The Chargers are 0-11 OU (-13.23 ppg) off a game as a dog when they are facing an opponent that is off two consecutive games with a negative turnover margin.	team = Chargers and p:D and op:TOM < 0 and opp:TOM < 0 and date >= 20080120
	SD014	The Chargers are 0-12 OU (-9.50 ppg) as a dog vs a non-divisional opponent when they are off two consecutive games with a positive DPS, as long as they did not win both games by 24-plus points.	team = Chargers and D and NDIV and 0 < p:dps and 0 < pp:dps and (p:margin<24 or pp:margin<24)and date >= 20031027

SAN DIEGO CHARGERS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	5-11-0	83-77-0
Straight Up Home	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	3-5-0	48-32-0
Straight Up Away	4-4-0	3-4-0	7-1-0	3-5-0	3-5-0	4-4-0	4-4-0	4-4-0	1-7-0	2-6-0	35-44-0
Average Line	-5.09	-4.91	-4.38	-6.41	-2.34	-0.50	0.03	-0.47	2.19	0.41	-2.15
Average O/U Line	42.91	45.09	44.03	46.12	46.06	44.91	48.12	45.62	46.12	48.06	45.71
Against the Spread Record	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	7-9-0	79-80-1
Six Point Teaser Record	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	12-4-0	108-45-7
Seven Point Teaser Record	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	12-4-0	116-39-5
Ten Point Teaser Record	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	13-3-0	131-29-0
ATS Home	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	3-5-0	38-42-0
ATS Away	4-4-0	3-4-0	5-3-0	3-5-0	3-5-0	5-3-0	4-3-1	4-4-0	6-2-0	4-4-0	41-37-1
Over/Under Record	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	9-6-1	81-75-4
Over/Under Home	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	5-2-1	36-43-1
Over/Under Away	6-1-1	3-4-0	4-3-1	5-3-0	6-2-0	6-2-0	3-5-0	4-4-0	3-4-1	4-4-0	44-32-3
ATS as Favorite	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	3-4-0	43-49-0
ATS as Underdog	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	4-5-0	33-29-1
ATS as Home Favorite	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	2-3-0	31-31-0
ATS as a Home Dog	1-0-0	---	---	---	1-1-0	0-2-0	3-2-0	1-2-0	0-2-0	1-2-0	7-11-0
ATS Away Favorite	2-2-0	1-2-0	2-2-0	2-5-0	2-1-0	1-1-0	1-2-0	0-1-0	---	1-1-0	12-17-0
ATS Away Dog	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	3-3-0	26-18-1
vs Division	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	3-3-0	29-31-0
ATS after 10+ ATS Win	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	1-1-0	17-21-1
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	1-2-0	18-11-0
ATS in games 1-4	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	2-2-0	20-19-1
ATS in games 5-8	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	3-1-0	17-23-0
ATS in games 9-12	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	2-2-0	17-23-0
ATS in games 13-16	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	0-4-0	25-15-0
Points Scored per Game	25.75	27.44	28.38	27.56	25.38	21.88	24.75	21.75	20.00	25.62	24.85
Points Allowed per Game	17.75	21.69	20.00	20.12	23.56	21.88	21.75	21.75	24.88	26.44	21.98
Yds Offense per Game	315.25	349.00	360.06	395.56	393.12	297.31	393.06	341.75	371.81	357.00	357.39
Yds Allowed per Game	320.25	349.94	327.00	270.88	346.69	326.50	366.38	338.25	361.94	347.12	335.49
Yds Passing per Game	187.81	241.12	271.12	282.44	276.62	206.00	270.50	256.19	287.00	262.62	254.14
Opp. Yds Passing per Game	213.25	247.38	209.25	177.12	224.44	230.06	258.56	214.12	236.62	249.19	226.00
Percent Completions	59.7	65.3	65.1	66.0	62.9	64.0	69.5	66.2	66.3	60.2	64.6
Opp Percent Completions	60.9	67.9	61.0	58.4	62.6	61.1	66.4	61.1	64.3	62.8	62.7
Yds per Pass Attempt	6.38	8.07	8.36	8.31	7.60	6.24	7.94	7.14	6.87	7.24	7.41
Opp Yds per Pass Attempt	6.15	6.54	6.27	5.81	7.51	6.48	7.55	6.54	7.42	6.87	6.71
Yds Rushing per Game	127.44	107.88	88.94	113.12	116.50	91.31	122.56	85.56	84.81	94.38	103.25
Opp Yds Rushing per Game	107.00	102.56	117.75	93.75	122.25	96.44	107.81	124.12	125.31	97.94	109.49
Yds per Rush Attempt	4.20	4.10	3.33	3.96	4.28	3.55	4.03	3.43	3.46	3.79	3.83
Opp Yds per Rush Attempt	4.11	4.02	4.46	3.71	4.37	3.80	4.59	4.52	4.81	3.82	4.22
Turnovers per Game	1.50	1.25	1.06	1.81	1.75	1.62	1.31	1.44	1.50	2.19	1.54
Takeaways per Game	3.00	1.50	1.62	1.44	1.31	1.75	1.06	1.12	1.25	1.75	1.58
Sacks per Game	2.56	1.75	2.19	2.94	2.00	2.38	2.19	1.62	2.00	2.19	2.18
Sacks Allowed per Game	1.50	1.56	1.62	2.38	1.88	3.06	1.88	2.25	2.50	2.25	2.09
Average Possession Time	30:03	28:53	29:58	33:02	32:26	31:37	33:35	30:58	31:50	30:33	31:17
Punts per Game	5.12	3.19	3.25	3.50	2.94	5.25	3.50	4.69	4.56	3.69	3.97
Opp Punts per Game	4.31	3.75	3.94	5.06	3.75	5.00	4.06	4.31	4.50	3.88	4.26
Percent Rushes	49.5	45.6	43.9	44.0	41.6	41.6	45.8	39.5	35.6	39.3	42.5
Opp Percent Rushes	41.2	39.2	42.6	43.0	46.8	40.1	39.2	44.4	43.5	40.0	41.9

SAN FRANCISCO 49ERS

PLAY ON	SF001	The 49ers are 15-0 ATS (+10.53 ppg) 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 = 49ers 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 (+13.88 ppg) when they are off a game as a favorite and favored over a divisional opponent on Monday Night Football.	team = 49ers and p:F and F and DIV and day = Monday
	SF003	The 49ers are 11-0 ATS (+9.36 ppg) on the road off a game as a favorite facing an opponent that is averaging less than 4 punt receptions per game.	team = 49ers and A and p:F and oA(o:punts)<4 and season >= 1996
	SF004	The 49ers are 10-0 ATS (+13.65 ppg) at home after a win as a road dog and they are facing an opponent that is averaging at least 34.8 passes per game.	team = 49ers and H and p:WAD and oA(passes)>=34.8
	SF005	The 49ers are 9-0 ATS (+10.06 ppg) at home off a loss in which they allowed fewer than five third down conversions.	team = 49ers and H and p:L and po:3DM<5 and date >= 20081116
PLAY AGAINST	SF006	The 49ers are 0-13 ATS (-11.68 ppg) vs a non-divisional opponent after a game in which they threw at least nine fewer passes than their season-to-date average.	team = 49ers and NDIV and p:passes - tA(p:passes) <= -9 and date >= 20061015
	SF007	The 49ers are 0-12 ATS (-6.83 ppg) 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 = 49ers and H and NDIV and p:LAD and pp:A
	SF008	The 49ers are 0-10 ATS (-8.55 ppg) on grass after a loss in which they scored at least the first fourteen points of the game.	team = 49ers and surface = grass and p:L and p:SF>=14
	SF009	The 49ers are 0-10 ATS (-13.45 ppg) when the line is within three of pick vs non-divisional opponent when they are off a SU and ATS loss as a dog.	team = 49ers and -3 <= line <= 3 and NDIV and p:LD and p:ATSL and date >= 19991107
	SF010	The 49ers are 0-10 ATS (-12.35 ppg) as a dog on grass off a home win when facing a team that had more regular season wins the previous season.	team = 49ers and p:HW and D and surface = grass and PRSW < o:PRSW and season >= 2003
PLAY OVER	SF011	The 49ers are 18-0 OU (+8.33 ppg) 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:YPRA)<4.95 and season >= 2005
	SF012	The 49ers are 14-0 OU (+12.32 ppg) off a home game in which fewer than 31 percent of their opponent's first downs were from third down.	team = 49ers and NDIV and p:H and po:3DM / po:FD < 0.31 and date >= 20121119
PLAY UNDER	SF013	The 49ers are 0-12 OU (-10.88 ppg) at home vs a divisional opponent when the line is within 3 of pickem.	team = Fortyniners and H and -3 <= line <= 3 and DIV and date >= 20051204
	SF014	The 49ers are 0-12 OU (-9.54 ppg) off a road loss when they are facing a non-divisional opponent that is averaging more than 370 offensive yards per game.	team = Fortyniners and NDIV and p:AL and oA(TY) > 370 and date >= 20031019

SAN FRANCISCO 49ERS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	2-14-0	77-82-1
Straight Up Home	3-5-0	4-4-0	6-2-0	4-3-0	7-1-0	6-1-1	6-2-0	4-4-0	4-4-0	1-7-0	45-33-1
Straight Up Away	2-6-0	3-5-0	2-6-0	1-7-0	6-2-0	5-3-0	5-2-0	4-4-0	1-7-0	1-7-0	30-49-0
Average Line	5.66	2.88	0.22	-0.50	-2.88	-5.75	-5.41	-2.84	6.56	6.66	0.46
Average O/U Line	39.41	43.06	41.84	40.53	39.84	42.06	43.75	44.22	42.84	45.41	42.30
Against the Spread Record	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	5-10-1	76-76-8
Six Point Teaser Record	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	7-8-1	108-46-6
Seven Point Teaser Record	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	8-8-0	115-44-1
Ten Point Teaser Record	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	11-5-0	124-35-1
ATS Home	3-4-1	3-4-1	6-2-0	4-3-0	7-0-1	4-4-0	4-4-0	0-7-1	5-3-0	2-5-1	38-36-5
ATS Away	2-6-0	4-4-0	5-2-1	2-6-0	4-3-1	5-3-0	5-1-1	4-4-0	2-6-0	3-5-0	36-40-3
Over/Under Record	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	10-6-0	73-83-4
Over/Under Home	2-6-0	5-3-0	2-6-0	5-2-0	4-4-0	5-2-1	3-5-0	1-6-1	1-7-0	4-4-0	32-45-2
Over/Under Away	4-4-0	3-3-2	3-5-0	4-4-0	3-5-0	4-4-0	4-3-0	3-5-0	6-2-0	6-2-0	40-37-2
ATS as Favorite	0-0-1	2-2-1	6-2-0	5-6-0	8-2-1	7-6-0	9-4-0	3-9-1	---	0-1-0	40-32-4
ATS as Underdog	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	5-7-1	36-41-4
ATS as Home Favorite	0-0-1	2-1-1	5-2-0	3-3-0	7-0-0	4-4-0	4-4-0	0-7-1	---	0-1-0	25-22-3
ATS as a Home Dog	3-4-0	1-3-0	1-0-0	1-0-0	0-0-1	---	---	---	5-3-0	2-3-1	13-13-2
ATS Away Favorite	---	0-1-0	1-0-0	1-3-0	1-2-1	3-2-0	4-0-0	3-2-0	---	---	13-10-1
ATS Away Dog	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	3-4-0	23-28-2
vs Division	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	4-2-0	28-30-2
ATS after 10+ ATS Win	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	0-1-1	16-18-3
ATS after 10+ ATS Loss	2-4-0	1-0-0	1-0-1	3-1-0	---	3-2-0	1-1-0	1-4-1	1-4-0	2-3-0	15-19-2
ATS in games 1-4	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	1-3-0	20-17-3
ATS in games 5-8	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	0-4-0	17-22-1
ATS in games 9-12	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	2-1-1	23-16-2
ATS in games 13-16	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	2-2-0	16-21-2
Points Scored per Game	13.69	21.19	20.62	19.06	23.75	24.81	25.38	19.12	14.88	19.31	20.18
Points Allowed per Game	22.75	23.81	17.56	21.62	14.31	17.06	17.00	21.25	24.19	30.00	20.96
Yds Offense per Game	237.44	311.12	290.75	313.31	310.88	361.81	323.75	327.56	303.75	308.12	308.85
Yds Allowed per Game	345.12	326.00	326.38	327.75	308.31	294.38	316.94	321.44	387.44	406.31	336.01
Yds Passing per Game	145.12	211.19	190.75	209.75	183.12	206.12	186.19	191.44	207.25	181.94	191.29
Opp. Yds Passing per Game	226.62	219.19	229.38	231.06	230.94	200.19	220.88	221.75	261.19	240.50	228.17
Percent Completions	53.3	60.7	59.1	56.4	61.4	66.3	58.5	59.8	61.2	58.3	59.4
Opp Percent Completions	63.5	60.7	60.7	65.1	57.5	59.4	59.0	58.9	68.3	61.9	61.5
Yds per Pass Attempt	4.52	6.64	5.78	6.71	6.50	7.56	7.14	6.28	6.30	5.92	6.30
Opp Yds per Pass Attempt	6.68	6.43	6.33	6.72	6.38	5.65	6.04	6.43	7.61	7.37	6.55
Yds Rushing per Game	92.31	99.94	100.00	103.56	127.75	155.69	137.56	136.12	96.50	126.19	117.56
Opp Yds Rushing per Game	118.50	106.81	97.00	96.69	77.38	94.19	96.06	99.69	126.25	165.81	107.84
Yds per Rush Attempt	4.14	4.03	4.31	4.13	4.10	5.06	4.36	4.62	3.96	4.41	4.33
Opp Yds per Rush Attempt	3.76	3.78	3.64	3.46	3.49	3.70	3.88	3.98	4.01	4.84	3.89
Turnovers per Game	2.12	2.19	1.50	1.44	0.62	1.00	1.12	1.38	1.06	1.56	1.40
Takeaways per Game	1.38	1.12	2.06	1.38	2.38	1.56	1.88	1.81	0.75	1.25	1.56
Sacks per Game	1.94	1.88	2.75	2.25	2.50	2.38	2.44	2.25	1.75	2.06	2.22
Sacks Allowed per Game	3.38	3.44	2.50	2.75	2.75	2.56	2.44	3.25	3.31	2.94	2.93
Average Possession Time	27:07	29:30	29:46	28:46	32:07	31:46	30:34	31:44	26:42	26:55	29:30
Punts per Game	6.56	4.19	6.19	5.69	4.94	4.19	4.94	4.56	5.75	6.25	5.33
Opp Punts per Game	5.56	4.50	5.94	5.25	5.44	4.94	5.44	4.62	4.62	4.88	5.12
Percent Rushes	38.6	41.3	39.5	42.4	50.2	50.8	52.5	46.6	40.2	45.9	44.9
Opp Percent Rushes	46.8	44.0	40.6	43.3	36.4	40.2	38.8	40.5	46.6	49.7	42.8

SEATTLE SEAHAWKS

PLAY ON	SEA001	The Seahawks are 18-0 ATS (+13.72 ppg) as a home favorite after they had at least 77 more yards of offense than their season-to-date average.	team = Seahawks and HF and p:TY - tA(p:TY) >= 77 and season >= 2002
	SEA002	The Seahawks are 16-0 ATS (+12.66 ppg) as a favorite on turf after a game in which they had at least 290 passing yards.	team = Seahawks and F and surface = artificial and p:PY >= 290
	SEA003	The Seahawks are 14-0 ATS (+12.82 ppg) 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
	SEA004	The Seahawks are 12-0 ATS (+16.67 ppg) off a game as a favorite when they are facing a non-divisional opponent that had more regular season wins the previous season.	team = Seahawks and p:F and NDIV and PRSW < o:PRSW and date >= 20101017
	SEA005	The Seahawks are 11-0 ATS (+11.36 ppg) at home when they are off two consecutive SU and ATS losses.	team = Seahawks and H and p:L and p:ATSL and pp:L and pp:ATSL and date >= 20061106
PLAY AGAINST	SEA006	The Seahawks are 0-14 ATS (-9.75 ppg) 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 0-13 ATS (-10.15 ppg) off a double-digit home win when they are visiting a non-divisional opponent that had fewer regular season wins the previous season.	team = Seahawks and 10 <= p:margin and p:H and A and NDIV and PRSW > o:PRSW and date >= 20031207
	SEA008	The Seahawks are 0-12 ATS (-8.62 ppg) 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
	SEA009	The Seahawks are 0-12 ATS (-9.58 ppg) 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
	SEA010	The Seahawks are 0-11 ATS (-10.91 ppg) 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
PLAY OVER	SEA011	The Seahawks are 23-0 OU (+10.15 ppg) 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 16-0 OU (+12.25 ppg) 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 0-13 OU (-11.15 ppg) on the road when they are of a home win and the line is within 3 of pick vs a divisional opponent that has forced fewer than 5.75 punts per game.	team = Seahawks and A and -3 <= line <= 3 and DIV and oA(o:punts) < 5.75 and p:HW
	SEA014	The Seahawks are 0-9 OU (-12.06 ppg) as a road favorite off a road win in which they outgained their opponent.	team = Seahawks and AF and p:AW and p:TY > po:TY and date >= 19930926

SEATTLE SEAHAWKS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	10-5-1	89-70-1
Straight Up Home	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	7-1-0	56-24-0
Straight Up Away	3-5-0	2-6-0	1-7-0	2-6-0	3-5-0	2-5-0	6-2-0	5-3-0	5-3-0	3-4-1	32-46-1
Average Line	-4.19	3.53	2.25	3.12	3.78	-1.25	-7.94	-6.31	-5.88	-5.59	-1.85
Average O/U Line	41.69	42.72	43.00	41.69	39.88	40.53	43.12	43.69	43.28	43.97	42.36
Against the Spread Record	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	7-8-1	86-70-4
Six Point Teaser Record	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	9-6-1	105-52-3
Seven Point Teaser Record	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	10-6-0	114-45-1
Ten Point Teaser Record	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	12-4-0	123-32-5
ATS Home	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	4-3-1	51-27-2
ATS Away	3-5-0	4-4-0	1-7-0	2-6-0	4-3-1	3-4-0	6-2-0	4-4-0	4-3-1	3-5-0	34-43-2
Over/Under Record	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	9-7-0	78-80-2
Over/Under Home	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	5-3-0	38-42-0
Over/Under Away	3-4-1	4-3-1	5-3-0	6-2-0	4-4-0	3-4-0	3-5-0	4-4-0	3-5-0	4-4-0	39-38-2
ATS as Favorite	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	5-8-1	53-37-1
ATS as Underdog	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	2-0-0	32-32-3
ATS as Home Favorite	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	4-3-1	36-19-1
ATS as a Home Dog	---	3-3-0	1-1-0	3-3-0	4-1-1	3-0-0	---	---	---	---	14-8-1
ATS Away Favorite	2-2-0	1-0-0	1-0-0	0-1-0	---	0-3-0	5-2-0	3-3-0	3-2-0	1-5-0	16-18-0
ATS Away Dog	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	2-0-0	18-24-2
vs Division	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	3-3-0	36-23-1
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	1-1-0	14-21-2
ATS after 10+ ATS Loss	2-1-0	3-2-0	3-4-0	5-3-0	2-1-0	---	2-0-0	1-1-0	3-0-0	3-1-0	24-13-0
ATS in games 1-4	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	2-2-0	20-20-0
ATS in games 5-8	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	2-2-1	16-22-3
ATS in games 9-12	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	2-2-0	27-13-0
ATS in games 13-16	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	1-2-0	23-15-1
Points Scored per Game	24.56	18.38	17.50	19.38	20.06	25.75	26.06	24.62	26.44	22.12	22.49
Points Allowed per Game	18.19	24.50	24.38	25.44	19.69	15.31	14.44	15.88	17.31	18.25	19.34
Yds Offense per Game	348.94	274.06	316.81	297.81	303.94	350.62	339.00	375.75	378.69	357.19	334.28
Yds Allowed per Game	321.81	378.00	356.44	368.56	332.19	306.19	273.00	267.12	291.88	318.69	321.39
Yds Passing per Game	247.75	163.56	218.94	208.81	194.06	189.44	202.25	203.12	236.88	257.75	212.26
Opp. Yds Passing per Game	219.06	259.31	245.44	249.62	219.88	203.12	172.00	185.62	210.25	225.75	219.01
Percent Completions	62.9	55.3	61.1	59.6	58.7	64.0	63.6	63.2	68.1	64.9	62.1
Opp Percent Completions	58.6	64.7	65.8	57.9	59.7	58.0	59.0	61.7	60.7	61.6	60.8
Yds per Pass Attempt	6.72	5.52	5.75	6.14	6.10	7.48	7.70	7.16	7.75	7.27	6.71
Opp Yds per Pass Attempt	6.17	7.33	6.91	6.83	6.48	5.76	5.25	5.86	6.13	6.73	6.36
Yds Rushing per Game	101.19	110.50	97.88	89.00	109.88	161.19	136.75	172.62	141.81	99.44	122.03
Opp Yds Rushing per Game	102.75	118.69	111.00	118.94	112.31	103.06	101.00	81.50	81.62	92.94	102.38
Yds per Rush Attempt	3.77	4.24	3.96	3.70	3.95	4.81	4.30	5.26	4.54	3.95	4.30
Opp Yds per Rush Attempt	3.90	4.16	4.15	4.21	3.80	4.48	3.84	3.42	3.61	3.37	3.90
Turnovers per Game	1.50	1.69	1.94	1.94	1.44	1.12	1.19	0.88	1.00	1.12	1.38
Takeaways per Game	2.12	1.25	1.44	1.38	1.94	1.94	2.44	1.50	1.44	1.19	1.66
Sacks per Game	2.81	2.19	1.75	2.31	2.06	2.25	2.75	2.31	2.31	2.62	2.34
Sacks Allowed per Game	2.25	2.25	2.56	2.19	3.06	2.06	2.75	2.62	2.88	2.62	2.52
Average Possession Time	29:59	26:37	27:30	27:32	28:22	31:50	30:32	32:22	32:14	30:03	29:42
Punts per Game	5.38	5.62	5.56	4.88	5.94	4.06	4.75	3.88	4.25	4.50	4.88
Opp Punts per Game	5.81	4.25	5.12	5.06	5.06	4.88	5.12	5.19	5.44	4.94	5.09
Percent Rushes	40.7	45.0	37.8	39.9	44.4	55.0	52.3	51.4	48.3	39.8	45.4
Opp Percent Rushes	40.8	43.2	41.8	42.1	45.1	38.0	42.6	41.2	38.2	43.2	41.7

ST LOUIS RAMS

PLAY ON	STL001	The Rams are 13-0 ATS (+10.00 ppg) 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 12-0 ATS (+11.17 ppg) vs a non-divisional opponent after a home games in which their turnovers committed dropped by at least two over their previous game.	team = Rams and p:H and NDIV and pp:T0 - p:T0 >= 2 and date >= 20051030
	STL003	The Rams are 12-0 ATS (+15.62 ppg) 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 11-0 ATS (+11.36 ppg) at home off a home win by more than four points.	team = Rams and H and p:H and p:margin > 4 and season >= 2002
	STL005	Rams are 11-0 ATS (+9.86 ppg) 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
PLAY AGAINST	STL006	The Rams are 0-13 ATS (-10.42 ppg) off a TD-plus loss as a road dog when they are facing a team that is scoring points on less than 30% of their offensive drives.	team = Rams and p:margin <= -7 and p:AD and oS(PTD+RTD+FG) / oS(drives) < 0.30
	STL007	The Rams are 0-12 ATS (-11.54 ppg) as a 4-plus point road dog on turf when they are off a double-digit loss.	team = Rams and A and line >= 4 and surface = artificial and p:margin <= -10 and season >= 1998
	STL008	The Rams are 0-11 ATS (-17.05 ppg) 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
	STL009	The Rams are 0-10 ATS (-13.70 ppg) on the road vs a non-divisional opponent on turf when they are off a road game.	team = Rams and A and surface = artificial and NDIV and p:A and date >= 19961103
	STL010	The Rams are 0-10 ATS (-7.55 ppg) as a home favorite over a divisional opponent that had fewer regular season wins the previous season.	team = Rams and HF and DIV and PRSW > o:PRSW and date >= 20040912
PLAY OVER	STL011	The Rams are 14-0 OU (+10.54 ppg) when they are off a win and they are facing a non-divisional opponent that is scoring less than one-sixth of their points from field goals.	team = Rams and NDIV and p:W and oS(FG*3) / oS(points) < (1/6) and date >= 20001200
	STL012	The Rams are 12-0 OU (+7.12 ppg) 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 0-15 OU (-8.43 ppg) vs a divisional opponent when they are off a game as a favorite in which they allowed four or fewer or third down conversions.	team = Rams and DIV and p:F and po:3DM <= 4 and date >= 20020106
	STL014	The Rams are 0-15 OU (-11.50 ppg) on the road vs a non-divisional opponent that is scoring more than 24.3% of their points from field goals.	team = Rams and A and NDIV and oS(FG*3)/oS(points) > 0.243 and date >= 20061100

ST LOUIS RAMS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	4-12-0	46-113-1
Straight Up Home	1-7-0	1-7-0	0-8-0	5-3-0	1-7-0	4-3-0	5-3-0	3-5-0	5-3-0	1-6-0	26-52-0
Straight Up Away	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	3-5-0	20-59-1
Average Line	4.78	8.22	9.62	2.12	7.16	4.41	3.75	3.06	1.41	4.31	4.88
Average O/U Line	43.19	44.09	42.38	41.25	41.00	41.34	43.38	43.75	42.06	42.06	42.45
Against the Spread Record	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	4-10-2	66-90-4
Six Point Teaser Record	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	10-5-1	95-60-5
Seven Point Teaser Record	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	11-5-0	101-58-1
Ten Point Teaser Record	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	11-5-0	109-49-2
ATS Home	2-6-0	3-5-0	3-5-0	5-3-0	2-5-1	4-3-0	5-3-0	3-5-0	5-3-0	1-5-1	33-43-2
ATS Away	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	3-4-1	33-45-2
Over/Under Record	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	7-9-0	67-89-4
Over/Under Home	4-3-1	3-4-1	5-3-0	3-5-0	4-3-1	4-3-0	5-3-0	5-3-0	3-5-0	4-3-0	40-35-3
Over/Under Away	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	3-5-0	26-53-1
ATS as Favorite	2-2-0	---	---	3-2-0	0-2-0	0-2-0	3-1-0	2-3-0	3-3-0	0-2-0	13-17-0
ATS as Underdog	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	3-6-2	52-70-4
ATS as Home Favorite	1-2-0	---	---	2-1-0	0-2-0	0-2-0	3-1-0	1-3-0	3-1-0	0-1-0	10-13-0
ATS as a Home Dog	1-4-0	3-5-0	3-5-0	3-2-0	2-3-1	4-1-0	2-2-0	2-2-0	2-1-0	1-2-1	23-27-2
ATS Away Favorite	1-0-0	---	---	1-1-0	---	---	---	1-0-0	0-2-0	0-1-0	3-4-0
ATS Away Dog	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	2-3-1	29-41-2
vs Division	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	2-4-0	24-36-0
ATS after 10+ ATS Win	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	1-1-0	16-11-0
ATS after 10+ ATS Loss	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	1-2-1	22-24-1
ATS in games 1-4	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	3-1-0	13-27-0
ATS in games 5-8	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	0-2-2	19-19-2
ATS in games 9-12	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	1-3-0	21-20-0
ATS in games 13-16	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	0-4-0	13-24-2
Points Scored per Game	16.44	14.50	10.94	18.06	12.06	18.69	21.75	20.25	17.50	14.00	16.42
Points Allowed per Game	27.38	29.06	27.25	20.50	25.44	21.75	22.75	22.12	20.62	24.62	24.15
Yds Offense per Game	297.50	287.25	279.38	302.88	283.56	329.06	304.81	314.69	297.69	262.69	295.95
Yds Allowed per Game	341.75	371.88	372.81	336.75	358.38	342.62	345.00	351.38	367.88	337.00	352.54
Yds Passing per Game	202.06	184.19	167.38	204.25	179.38	221.88	195.31	212.50	175.31	184.44	192.67
Opp. Yds Passing per Game	226.50	217.19	235.25	223.62	206.31	225.12	242.12	240.88	254.06	233.25	230.43
Percent Completions	58.0	56.2	57.4	60.0	53.2	59.6	59.5	63.5	57.7	58.2	58.3
Opp Percent Completions	60.8	62.6	64.2	57.4	60.5	66.2	68.1	68.0	66.8	64.8	64.0
Yds per Pass Attempt	5.63	5.67	4.94	5.54	5.23	6.37	6.18	6.60	5.93	5.51	5.75
Opp Yds per Pass Attempt	6.93	7.83	7.67	6.27	6.82	6.59	7.44	7.14	6.81	6.40	6.96
Yds Rushing per Game	95.44	103.06	112.00	98.62	104.19	107.19	109.50	102.19	122.38	78.25	103.28
Opp Yds Rushing per Game	115.25	154.69	137.56	113.12	152.06	117.50	102.88	110.50	113.81	103.75	122.11
Yds per Rush Attempt	3.78	3.95	4.35	3.68	4.08	4.17	4.11	4.14	4.56	3.34	4.02
Opp Yds per Rush Attempt	4.13	4.94	4.40	4.48	4.77	4.25	3.74	4.16	4.02	3.92	4.30
Turnovers per Game	2.31	1.94	2.06	1.31	1.44	1.38	1.31	1.69	1.31	1.81	1.66
Takeaways per Game	1.69	1.62	1.25	1.62	1.12	1.31	1.81	1.56	1.62	1.12	1.48
Sacks per Game	1.88	1.88	1.56	2.69	2.44	3.25	3.31	2.56	2.56	1.94	2.41
Sacks Allowed per Game	3.00	2.81	2.75	2.12	3.44	2.12	2.25	2.94	1.12	3.06	2.56
Average Possession Time	30:06	29:32	29:10	31:01	28:10	29:46	29:05	29:12	28:14	29:20	29:22
Punts per Game	4.88	5.19	5.62	5.88	6.62	5.12	4.88	5.06	6.00	6.12	5.54
Opp Punts per Game	4.12	4.19	4.69	5.12	5.06	4.56	4.62	4.75	5.19	6.00	4.83
Percent Rushes	39.4	42.5	41.3	40.7	40.4	41.0	44.0	41.3	46.6	39.1	41.6
Opp Percent Rushes	44.6	51.4	49.2	39.7	49.4	42.5	43.4	42.2	41.5	40.8	44.4

TAMPA BAY BUCCANEERS

PLAY ON	TB001	The Buccaneers are 13-0 ATS (+12.96 ppg) on turf when they are off a loss in which they outgained their opponent.	team = Buccaneers and surface = artificial and p:L and p:TY > po:TY and season >= 1992
	TB002	The Buccaneers are 11-0 ATS (+12.55 ppg) as a dog vs a non-divisional opponent after a game in which no player had at least 52% of their rushing yards.	team = Buccaneers and D and NDIV and max:p:rushing yards / p:RY < 0.52 and season >= 2009
	TB003	The Buccaneers are 11-0 ATS (+9.59 ppg) on the road off a home game in which they allowed four or fewer third down conversions.	team = Buccaneers and A and p:H and po:3DM <= 4 and date >= 20111120
	TB004	The Buccaneers are 10-0 ATS (+11.45 ppg) when they are off a win and they are visiting a divisional opponent that had more regular season wins the previous season.	team = Buccaneers and p:W and A and DIV and PRSW < o:PRSW and date >= 20051120
	TB005	The Buccaneers are 9-0 ATS (+11.89 ppg) when they are off a home win and visiting a team that is averaging more than 35 passes per game.	team = Buccaneers and A and p:HW and oA(passes) > 35 and date >= 20071202
PLAY AGAINST	TB006	The Buccaneers are 0-15 ATS (-14.93 ppg) as a home dog after fewer a game in which than 28 percent of their first downs were from third down.	team = Buccaneers and HD and p:3DM / p:FD < 0.28 and season >= 2009
	TB007	The Buccaneers are 0-12 ATS (-8.92 ppg) as a favorite off a win by more than a TD in which they allowed fewer than four fewer third down conversions.	team = Buccaneers and F and p:margin>7 and po:3DM <= 4 and season >= 2003
	TB008	The Buccaneers are 0-11 ATS (-9.27 ppg) as a favorite over a non-divisional opponent that is averaging less than 275 offensive yards per game.	team = Buccaneers and F and NDIV and oA(TY) < 275 and date >= 20051002
	TB009	The Buccaneers are 0-11 ATS (-9.50 ppg) 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
	TB010	The Buccaneers are 0-10 ATS (-10.85 ppg) when they are at home after two away losses.	team = Buccaneers and H and p:AL and pp:AL and date >= 19991024
PLAY OVER	TB011	The Buccaneers are 18-0 OU (+13.42 ppg) on the road after a home game in which their turnovers committed decreased by at least two over their previous game, as long as they did not LOSE that game by three-plus TDs.	team = Buccaneers and p:H and A and pp:TO - p:TO >= 2 and p:margin>-21 and date >= 20051100
	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 0-19 OU (-10.39 ppg) 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 0-19 OU (-8.11 ppg) with at least normal rest as a favorite off a win by more than a field goal in which they committed at least two turnovers.	team = Buccaneers and F and p:margin>3 and 2 <= p:TO and rest>=6 and season >= 1994

TAMPA BAY BUCCANEERS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	9-7-0	63-97-0
Straight Up Home	6-2-0	6-2-0	1-6-0	4-4-0	3-4-0	3-5-0	3-5-0	0-8-0	3-5-0	4-4-0	33-45-0
Straight Up Away	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	5-3-0	30-50-0
Average Line	-0.66	-2.78	8.25	1.72	3.62	1.25	4.28	4.50	2.44	2.59	2.52
Average O/U Line	39.03	40.28	42.41	40.62	44.94	46.75	43.22	44.03	44.75	47.03	43.31
Against the Spread Record	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	9-7-0	75-83-2
Six Point Teaser Record	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	12-4-0	105-52-3
Seven Point Teaser Record	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	12-4-0	109-48-3
Ten Point Teaser Record	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	13-3-0	127-32-1
ATS Home	6-2-0	4-4-0	1-6-0	3-5-0	2-5-0	3-4-1	4-4-0	2-6-0	3-5-0	3-5-0	31-46-1
ATS Away	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	6-2-0	44-35-1
Over/Under Record	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	7-8-1	79-80-1
Over/Under Home	4-4-0	3-5-0	3-4-0	5-3-0	4-3-0	4-4-0	5-3-0	1-7-0	5-3-0	4-4-0	38-40-0
Over/Under Away	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	3-4-1	41-38-1
ATS as Favorite	6-3-0	5-5-0	---	3-2-1	1-3-0	3-3-0	2-2-0	0-3-0	2-3-0	1-2-0	23-26-1
ATS as Underdog	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	7-5-0	50-57-1
ATS as Home Favorite	5-1-0	4-4-0	---	3-2-0	1-2-0	2-3-0	2-1-0	0-3-0	2-3-0	1-2-0	20-21-0
ATS as a Home Dog	1-1-0	---	1-6-0	0-3-0	1-3-0	1-1-1	2-3-0	2-3-0	0-2-0	2-3-0	10-25-1
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	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	5-2-0	40-30-0
vs Division	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	3-3-0	30-29-1
ATS after 10+ ATS Win	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	3-1-0	15-15-0
ATS after 10+ ATS Loss	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	2-1-0	19-11-0
ATS in games 1-4	3-1-0	3-1-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	1-3-0	1-3-0	1-3-0	19-21-0
ATS in games 5-8	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	2-2-0	18-22-0
ATS in games 9-12	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	4-0-0	26-13-1
ATS in games 13-16	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	2-2-0	12-27-1
Points Scored per Game	20.88	22.56	15.25	21.31	17.94	24.31	18.00	17.31	21.38	22.12	20.11
Points Allowed per Game	16.88	20.19	25.00	19.88	30.88	24.62	24.31	25.62	26.06	23.06	23.65
Yds Offense per Game	326.81	341.00	287.50	335.12	319.25	363.75	277.00	292.00	376.00	346.38	326.48
Yds Allowed per Game	278.19	306.12	365.56	332.69	394.44	379.88	348.00	368.81	340.38	367.94	348.20
Yds Passing per Game	209.81	226.19	185.81	210.06	228.12	248.94	176.25	206.06	240.88	245.19	217.73
Opp. Yds Passing per Game	170.31	187.31	207.38	201.00	238.38	297.38	237.88	255.62	240.00	251.00	228.62
Percent Completions	64.5	63.2	53.2	61.9	62.1	54.9	56.6	56.7	58.3	61.3	59.3
Opp Percent Completions	60.6	58.1	62.4	58.9	62.6	65.4	64.4	68.6	69.9	63.4	63.6
Yds per Pass Attempt	6.85	6.44	5.67	6.80	6.21	7.04	5.49	6.21	7.20	6.78	6.47
Opp Yds per Pass Attempt	5.56	6.31	6.88	6.17	7.93	7.59	6.96	7.25	7.10	7.32	6.93
Yds Rushing per Game	117.00	114.81	101.69	125.06	91.12	114.81	100.75	85.94	135.12	101.19	108.75
Opp Yds Rushing per Game	107.88	118.81	158.19	131.69	156.06	82.50	110.12	113.19	100.38	116.94	119.58
Yds per Rush Attempt	4.17	4.07	4.03	4.64	4.21	4.42	3.84	3.88	4.75	3.58	4.16
Opp Yds per Rush Attempt	3.80	4.31	4.78	4.75	5.01	3.50	4.02	3.86	3.45	4.39	4.21
Turnovers per Game	1.25	1.62	2.12	1.19	2.50	1.44	1.31	2.06	1.75	1.69	1.69
Takeaways per Game	2.19	1.88	1.81	1.75	1.50	1.62	1.94	1.56	1.44	1.81	1.75
Sacks per Game	2.06	1.81	1.75	1.62	1.44	1.69	2.19	2.19	2.38	2.38	1.95
Sacks Allowed per Game	2.25	2.00	2.06	1.88	2.00	1.62	2.94	3.25	1.69	2.25	2.19
Average Possession Time	30:27	32:14	28:43	30:48	29:01	30:16	29:36	27:16	29:00	30:57	29:50
Punts per Game	4.88	4.81	5.44	4.75	4.19	4.81	5.44	4.94	3.50	4.38	4.71
Opp Punts per Game	5.19	5.06	4.50	4.50	3.62	4.94	4.25	4.00	3.88	4.38	4.43
Percent Rushes	46.1	43.2	42.0	45.1	35.8	41.3	42.8	37.8	44.7	42.4	42.2
Opp Percent Rushes	46.5	46.7	50.9	44.8	49.7	36.6	42.9	43.9	44.6	42.1	44.8

TENNESSEE TITANS

PLAY ON	TEN001	The Titans are 15-0 ATS (+7.33 ppg) 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 14-0 ATS (+11.04 ppg) when they are off a home game that they did not lose by more than 24 points and they are visiting a non-divisional opponent that is scoring on 30% or less of their drives.	team = Titans and A and NDIV and p:H and oS(PTD+RTD+FG) / oS(drives) <= 0.30 and p:margin>-24 and season >= 2006
	TEN003	The Titans are 10-0 ATS (+11.55 ppg) on grass after playing as a road favorite when they are averaging more than 24 points per game over their last three games.	team = Titans and surface = grass and NDIV and p:AF and tA(points,N=3) > 24
	TEN004	The Titans are 9-0 ATS (+8.06 ppg) on grass vs a non-divisional opponent when they are off 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
	TEN005	The Titans are 9-0 ATS (+6.83 ppg) when they are off a game as a road favorite and their passing decreased over each of their past two games.	team = Titans and p:AF and p:PY < pp:PY < ppp:PY and date >= 19991031
PLAY AGAINST	TEN006	The Titans are 0-16 ATS (-9.25 ppg) off a win when they are facing a team allowed more than 370 total yards in their last game.	team = Titans and p:W and opo:TY > 370 and date >= 20091200
	TEN007	The Titans are 0-13 ATS (-14.62 ppg) 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
	TEN008	The Titans are 0-11 ATS (-10.45 ppg) off a win in which they outgained their opponent.	team = Titans and p:W and p:TY > po:TY and date >= 20131201
	TEN009	The Titans are 0-11 ATS (-9.36 ppg) as a dog vs a divisional opponent when they are off a game as a dog.	team = Titans and D and DIV and p:D and date >= 20140928
	TEN010	The Titans are 0-11 ATS (-7.36 ppg) at home off a home game in which they had at least three more minutes of possession time than their season-to-date average.	team = Titans and H and p:H and tA(p:TOP) - p:TOP <= -180 and date >= 19981025
PLAY OVER	TEN011	The Titans are 13-0 OU (+13.73 ppg) 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 11-0 OU (+15.09 ppg) as a dog off a 10+ loss in which they allowed four or fewer third down conversions.	team = Titans and D and p:margin<=-10 and po:3DM <= 4 and date >= 20011216
PLAY UNDER	TEN013	The Titans are 0-13 OU (-9.08 ppg) 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 >=
	TEN014	The Titans are 0-10 OU (-11.75 ppg) on the road vs a divisional opponent when they are off a TD-plus home win.	team = Titans and A and DIV and p:H and p:margin>=7 and season >= 2000

TENNESSEE TITANS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	9-7-0	73-87-0
Straight Up Home	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	5-3-0	39-41-0
Straight Up Away	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	4-4-0	34-46-0
Average Line	-1.31	-3.97	-0.69	0.06	-0.97	4.09	1.19	4.28	3.66	0.12	0.65
Average O/U Line	39.81	38.53	42.59	43.66	41.91	44.94	42.78	44.59	43.66	45.00	42.75
Against the Spread Record	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	8-8-0	70-86-4
Six Point Teaser Record	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	12-3-1	107-50-3
Seven Point Teaser Record	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	14-2-0	111-49-0
Ten Point Teaser Record	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	14-2-0	118-39-3
ATS Home	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	4-4-0	33-45-2
ATS Away	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	4-4-0	37-41-2
Over/Under Record	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	10-5-1	76-76-8
Over/Under Home	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	5-2-1	40-34-6
Over/Under Away	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	5-3-0	36-42-2
ATS as Favorite	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	4-3-0	32-34-2
ATS as Underdog	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	4-5-0	36-47-2
ATS as Home Favorite	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	3-2-0	21-25-2
ATS as a Home Dog	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	1-2-0	12-18-0
ATS Away Favorite	2-0-0	5-2-0	0-2-0	1-0-0	0-2-0	0-1-0	2-1-0	---	---	1-1-0	11-9-0
ATS Away Dog	3-2-0	---	3-3-0	3-3-0	2-1-2	3-4-0	3-2-0	2-6-0	2-5-0	3-3-0	24-29-2
vs Division	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	2-4-0	23-36-1
ATS after 10+ ATS Win	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	0-3-0	13-17-1
ATS after 10+ ATS Loss	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	2-0-0	18-23-0
ATS in games 1-4	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	1-3-0	21-17-2
ATS in games 5-8	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	2-2-0	20-20-0
ATS in games 9-12	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	2-2-0	15-23-2
ATS in games 13-16	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	3-1-0	14-26-0
Points Scored per Game	18.81	23.44	22.12	22.25	20.31	20.62	22.62	15.88	18.69	23.81	20.86
Points Allowed per Game	18.56	14.62	25.12	21.19	19.81	29.44	23.81	27.38	26.44	23.62	23.00
Yds Offense per Game	311.69	313.62	351.44	302.12	335.06	313.12	336.88	303.69	311.75	358.00	323.74
Yds Allowed per Game	291.56	293.62	365.62	367.69	355.12	375.00	338.00	373.00	342.19	357.56	345.94
Yds Passing per Game	179.88	176.19	189.44	194.19	245.19	207.69	218.50	213.25	218.94	220.81	206.41
Opp. Yds Passing per Game	199.19	199.75	258.19	252.00	226.81	247.75	225.75	235.88	229.88	269.19	234.44
Percent Completions	61.9	58.5	56.9	57.6	60.4	58.9	61.5	58.3	62.0	60.9	59.8
Opp Percent Completions	61.3	59.5	66.8	65.6	62.4	66.3	63.1	63.7	63.4	61.1	63.3
Yds per Pass Attempt	6.19	6.22	6.37	6.55	6.72	6.15	6.56	6.65	6.35	7.01	6.48
Opp Yds per Pass Attempt	5.60	5.56	6.85	6.45	6.14	7.03	6.63	6.92	7.31	6.78	6.52
Yds Rushing per Game	131.81	137.44	162.00	107.94	89.88	105.44	118.38	90.44	92.81	137.19	117.33
Opp Yds Rushing per Game	92.38	93.88	107.44	115.69	128.31	127.25	112.25	137.12	112.31	88.38	111.50
Yds per Rush Attempt	3.88	4.33	5.19	4.25	3.82	4.46	4.10	4.06	4.00	4.62	4.29
Opp Yds per Rush Attempt	4.01	3.73	4.27	3.91	4.45	4.22	4.03	4.26	3.89	3.97	4.08
Turnovers per Game	2.12	1.06	1.94	1.81	1.38	1.75	1.56	1.62	2.06	1.12	1.64
Takeaways per Game	2.12	1.94	1.69	1.56	1.44	1.50	1.56	1.00	1.19	1.12	1.51
Sacks per Game	2.50	2.75	2.00	2.50	1.75	2.44	2.25	2.44	2.44	2.50	2.36
Sacks Allowed per Game	1.88	0.75	0.94	1.69	1.50	2.44	2.31	3.12	3.38	1.81	1.98
Average Possession Time	31:52	29:18	28:41	26:01	27:54	27:40	30:16	27:30	29:34	30:31	28:56
Punts per Game	4.56	5.44	4.31	4.81	5.38	5.19	4.94	5.56	5.50	4.81	5.05
Opp Punts per Game	5.06	5.44	4.75	3.81	5.19	4.38	4.75	4.56	4.62	4.50	4.71
Percent Rushes	52.3	52.2	50.4	44.8	38.2	39.5	44.8	38.7	38.0	47.1	44.7
Opp Percent Rushes	37.7	39.4	38.8	41.6	42.7	44.5	43.4	46.9	46.0	34.5	41.6

WASHINGTON REDSKINS

PLAY ON	WAS001	The Redskins are 15-0 ATS (+10.53 ppg) on the road off a home game when their rushing yards increased over the past two games and they do not have two-plus more wins than their opponent.	team = Redskins and A and p:H and ppp:RY < pp:RY < p:RY and wins-o:wins<2 and date >= 20011118
	WAS002	The Redskins are 14-0 ATS (+6.71 ppg) off a game as a road dog when they are facing a divisional opponent that has allowed a season-to-date average third down conversion percentage of less than 40%.	team = Redskins and p:AD and DIV and oA(o:3DP)<40 and date >= 20051106
	WAS003	The Redskins are 11-0 ATS (+12.27 ppg) off a game as a dog when they are on grass vs a divisional opponent they lost to earlier in the season while committing three-plus turnovers.	team = Redskins and surface = grass and DIV and p:D and P:L and 3 <= P:TO and P:season = season and date >= 19921129
	WAS004	The Redskins are 11-0 ATS (+8.77 ppg) as a dog vs a team that is forcing more than 5.9 punts per game.	team = Redskins and D and oA(o:punts) > 5.9 and date >= 20061000
	WAS005	The Redskins are 10-0 ATS (+7.35 ppg) vs a divisional opponent after a game as a home favorite in which they converted at least five third downs.	team = Redskins and DIV and p:HF and p:3DM >= 5 and date >= 20060100
PLAY AGAINST	WAS006	The Redskins are 0-17 ATS (-11.97 ppg) 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 0-15 ATS (-11.10 ppg) when they are off a game as a favorite favored over a divisional opponent that had fewer regular season wins the previous season.	team = Redskins and p:F and F and DIV and PRSW > o:PRSW and date >= 19921213
	WAS008	The Redskins are 0-13 ATS (-11.00 ppg) 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 0-10 ATS (-14.95 ppg) on grass on Monday night vs a non-divisional opponent.	team=Redskins and surface=grass and NDIV and day=Monday and date>=19931004
	WAS010	The Redskins are 0-10 ATS (-14.45 ppg) at home after a loss in which they were up by at least a TD at the end of the first quarter.	team = Redskins and H and p:L and p:M1>=7 and season >= 1994
PLAY OVER	WAS011	The Redskins are 13-0 OU (+8.65 ppg) when they converted at least 5 third downs in each of their last two.	team = Redskins and p:3DM >= 5 and pp:3DM >= 5 and date >= 20151115
	WAS012	The Redskins are 11-0 OU (+9.86 ppg) when they have played at least 5 games and are one game above 500 on the season.	team=Redskins and wins=1+losses and week >5 and date>=20081228
PLAY UNDER	WAS013	The Redskins are 0-15 OU (-11.57 ppg) on grass off a SU and ATS loss as a home favorite when they are facing 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
	WAS014	The Redskins are 0-11 OU (-10.09 ppg) on the road on Monday night.	team = Redskins and A and day = Monday and season >= 1992

WASHINGTON REDSKINS

KillerSports.com Regular Season Records and Stats: 2007–2016

	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2007–2016
Straight Up Record	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	8-7-1	66-93-1
Straight Up Home	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	4-4-0	36-44-0
Straight Up Away	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	4-3-0	30-49-0
Average Line	0.47	-0.19	2.62	3.53	2.91	0.69	2.69	3.12	3.50	-0.75	1.86
Average O/U Line	39.78	40.78	39.50	42.88	42.72	47.06	49.34	46.56	45.16	47.84	44.16
Against the Spread Record	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	10-6-0	76-78-6
Six Point Teaser Record	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	12-4-0	107-51-2
Seven Point Teaser Record	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	12-3-1	112-44-4
Ten Point Teaser Record	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	13-3-0	124-34-2
ATS Home	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	4-4-0	33-43-4
ATS Away	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	5-2-0	42-35-2
Over/Under Record	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	12-4-0	78-80-2
Over/Under Home	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	6-2-0	36-43-1
Over/Under Away	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	5-2-0	41-37-1
ATS as Favorite	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	5-3-0	19-30-1
ATS as Underdog	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	5-2-0	56-46-5
ATS as Home Favorite	3-4-1	1-3-0	0-3-0	---	0-2-0	3-2-0	1-1-0	1-3-0	0-2-0	3-3-0	12-23-1
ATS as a Home Dog	---	1-2-0	2-3-0	3-2-3	3-3-0	2-1-0	2-3-0	1-3-0	5-1-0	1-1-0	20-19-3
ATS Away Favorite	0-1-0	1-2-0	1-1-0	0-1-0	1-0-0	1-1-0	1-1-0	---	---	2-0-0	7-7-0
ATS Away Dog	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	3-1-0	35-27-2
vs Division	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	4-2-0	36-24-0
ATS after 10+ ATS Win	2-1-1	1-1-1	1-1-0	2-1-0	0-2-0	4-1-0	---	1-2-0	2-2-0	1-2-0	14-13-2
ATS after 10+ ATS Loss	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	1-1-0	14-17-1
ATS in games 1-4	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	2-2-0	20-18-2
ATS in games 5-8	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	4-1-0	15-24-2
ATS in games 9-12	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	3-1-0	17-23-0
ATS in games 13-16	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	1-2-0	24-13-2
Points Scored per Game	20.88	16.56	16.62	18.88	18.00	27.25	20.88	18.81	24.25	24.75	20.69
Points Allowed per Game	19.38	18.50	21.00	23.56	22.94	24.25	29.88	27.38	23.69	23.94	23.45
Yds Offense per Game	333.44	320.00	312.50	335.88	336.69	383.19	369.69	358.62	354.12	403.62	350.77
Yds Allowed per Game	305.06	288.81	319.69	389.25	339.81	377.69	354.12	355.38	380.56	377.75	348.81
Yds Passing per Game	216.44	189.06	218.12	244.56	235.81	213.88	234.44	252.94	255.94	297.38	235.86
Opp. Yds Passing per Game	214.00	193.44	207.25	261.69	222.06	281.94	243.50	248.06	257.94	258.00	238.79
Percent Completions	60.8	62.4	63.8	57.7	58.5	65.8	58.1	66.5	69.4	67.1	62.9
Opp Percent Completions	58.3	56.8	61.4	63.5	60.5	61.8	65.6	66.5	62.5	65.7	62.3
Yds per Pass Attempt	6.60	5.93	6.55	6.47	6.38	7.74	6.14	7.40	7.37	7.84	6.83
Opp Yds per Pass Attempt	5.69	6.06	6.49	7.24	6.98	7.09	7.58	7.65	7.29	7.01	6.90
Yds Rushing per Game	117.00	130.94	94.38	91.31	100.88	169.31	135.25	105.69	98.19	106.25	114.92
Opp Yds Rushing per Game	91.06	95.38	112.44	127.56	117.75	95.75	110.62	107.31	122.62	119.75	110.03
Yds per Rush Attempt	3.75	4.38	3.86	4.16	4.02	5.22	4.78	4.22	3.66	4.49	4.28
Opp Yds per Rush Attempt	3.73	3.83	4.01	4.60	4.30	4.22	4.00	4.10	4.83	4.53	4.22
Turnovers per Game	1.81	1.12	1.75	1.94	2.19	0.88	2.12	1.94	1.38	1.31	1.64
Takeaways per Game	1.50	1.12	1.06	1.69	1.31	1.94	1.56	1.19	1.69	1.31	1.44
Sacks per Game	2.06	1.50	2.50	1.81	2.56	2.00	2.25	2.38	2.38	2.38	2.18
Sacks Allowed per Game	1.75	2.38	2.88	2.88	2.50	2.06	2.69	3.62	1.69	1.44	2.39
Average Possession Time	31:10	31:30	29:00	28:50	30:26	31:11	30:53	30:46	31:44	30:05	30:34
Punts per Game	4.69	5.12	4.75	5.88	4.12	4.38	5.31	4.88	4.44	3.06	4.66
Opp Punts per Game	5.06	5.44	4.38	5.38	4.38	4.06	4.62	5.00	4.31	3.81	4.64
Percent Rushes	47.4	46.6	40.3	35.0	38.9	52.2	40.9	39.9	42.4	37.6	42.1
Opp Percent Rushes	38.1	42.7	44.9	42.2	44.3	35.2	44.6	42.9	40.2	40.3	41.5

SDQL FUNCTION HITS LAS VEGAS

By Jarvis Simes, *Pick Sixty Sports*

Trips to Las Vegas can have a lot of different meanings to different people. For many, gambling is at the root of their adventures in Sin City and sportsbooks have been a big part of the scene since the early 1950s.

The offerings at various outlets across the desert were in a constant evolution throughout the following decades. Technology made the books 'smarter' and as the betting menu diversified, handicappers were faced with a decision: They could either stick with their old-school methods or try and utilize the updated science to discover new techniques that would change the rules of the game.

Joe Meyer and his brother, Dr. Edwin Meyer, are an example of two people that saw the challenge and went to work looking for a way to not only gain an advantage, but set it into motion.

The platform is called Sports Data Query Language, or SDQL for short. Originally launched in 1998 as a python front end on an SQL database, the concept morphed into a database running entirely in the Python programming language. The current version, SDQL 2.0, came out in 2013 and has quickly become one of the internet's top sources for high profile betting information on North America's primary sporting events.

CHALK & TALK

In December of 2016, Joe and Dr. Meyer hosted a convention in the heart of America's sports betting capital open to anyone with an interest in expanding their knowledge of SDQL with likeminded individuals. By all accounts, the seminar was a resounding success.

"The attendees were terrific," said Dr. Meyer. "There was a wide range of experience but they were eager to learn and eager to help others. They were simply a funny, delightful group."

As a Business Analytics teacher, Dr. Meyer has plenty of experience in a classroom setting. Meyer has conducted

private workshops in the past and he has also offered free seminars at handicapping conferences on the Strip, but said the energy with this group was unique.

"The classes were scheduled for 90 minutes each night," he said, "but I think every class went at least two and-a-half hours. I'm glad we kept the group small because there was a lot of questions from the attendees. Everyone had a laptop and everyone was performing queries throughout the class."

The timing of this seminar coincided perfectly with the U.S. Table Tennis Open, held at the Las Vegas Convention Center. Joe teaches table tennis at Reed College in Portland, Oregon, and said the competition helps keep him sharp.

"I am not a high ranked player," he said. "My rating is about 1300 and Will Shortz [NY Times, NPR] is about 1800. I accidentally entered the Open Division last December and got four points in my best game (but) I read somewhere that table tennis is good for the brain."

That same intellectual fuel is what helped motivate the younger sibling to design and share SDQL. "The French philosopher Rousseau was always saying that humans are different from other animals because the love to learn. I say we are different because we love to watch people learn; because we love to engage in learning with each other."

Joe said that the most rewarding aspect of the three-day event was the continuous development of each student but he added that, 'those four points' in the Open were pretty cool, too.

SDQL LEVELS THE PLAYING FIELD

Any good handicapper realizes the time and intensity that goes into picking winners. The internet has granted access to a wide range of statistical data that was considered privileged information 25 years ago but the secret is knowing how to sort through all the clutter. While there is a distinct learning curve that goes along with SDQL mastery, once harnessed the tool works with the precision of a scalpel.

Dr. Meyer compared what SDQL has meant to him in



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

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SDQL FUNCTION HITS LAS VEGAS continued

terms of analyzing a matchup.

“A decade ago, when handicapping I would wonder things like, ‘How do the Patriots do after a loss in which they led at the half?’ or ‘How do the Tigers do with Justin Verlander when he went eight-plus innings and lost in his last start?’”

“Before the SDQL, there was no way simple way to access the answer to these questions” said Meyer, “but now anyone on the planet can find the answers with a few clicks and the knowledge of the SDQL.”

Ralph Michaels, formerly of Northcoast Sports, had similar sentiment towards SDQL and during a phone interview said that it’s helping bettors stay competitive in a market that’s more fierce than ever.

“The lines are sharper nowadays and sportsbooks are not in the business to gamble,” said Michaels. “They see a line move and they’ll go with it.”

Documented as a top handicapper in college basketball, Michaels (@CalSportsLV) spends time working on football throughout the year and he has also used SDQL to help discover unique strategies for Major League Baseball.

“As the betting industry grows, you can still find value. Just look at ‘First Five Innings’ for example. This market is growing in popularity with the books but the public can’t find information to handicap it. With SDQL, it’s as easy going into baseball and typing ‘M5 > 0’ to get the margins for each team.”

Michaels discussed the options for comparing a team’s strengths or weaknesses in first five innings vs. full game at Wager Talk and he also noted how SDQL can complement a player’s live betting arsenal. With an endless number of possibilities and so many resources available online to help learn the language, he couldn’t understate the impact Killer Sports has had on his approach to wagering.

“From my standpoint, the SDQL is a powerful force in handicapping and I don’t think anyone should be intimidated when getting into it,” he said.

THE USUAL SUSPECTS

The list of professional handicappers in attendance included Bryan Leonard, Johnny Detroit, Shaun Hess and Marco D’Angelo. Leonard (@BLeonardSports) knew Ed Meyer from his days living in the Cleveland area and as a situational capper, likes how the database allows instant access to anything specific to the matchup he’s researching.

“Anyone who wants to discover how a situation has actually fared in the past, has to get involved with SDQL. Many times we assume what are and (what) are not profitable situations. This lets you know if it’s already factored into a line,” Leonard said. “It’s a great time saver for someone handicapping a full card on a day-to-day basis.”

Paul Sam (@bklynboy63), a former dealer and shift manager at several Vegas casinos, was also onsite for each of the classroom sessions and offered his thoughts.

“I’m always looking for interesting sports forums and other sites to stay sharp... [and with SDQL]... you’re only limited by your imagination,” said Sam. “I use scheduling, situations, angles and trends when looking at the day’s games and the SDQL gives me validation in what I’m looking at.”

Sam also noted that although he’s proficient with computers for everyday use, he has never taken any programming courses or advanced training. Another student, John Currey, is a software developer that has been programming for years. With the help of Joe and Ed Meyer, Currey was able to challenge the SDQL Masters exam in Vegas and is now recognized at www.sdql.com/masters.html

“Meeting Joe and Ed Meyer was very cool. Not only are they extremely bright guys, they were a lot of fun to hang out with. Their phenomenal presentation skills provided the information in a useful and understandable way,” said Currey.

“I got a better understanding of KillerSports.com, Sportdatabase.com, and the database. I now understand the relationship between the sites and what’s available... (and) understanding the database better has assisted me in creating better queries.”

Currey said he would recommend the classroom sessions to anyone that sees the potential of SDQL and wants to get more out of it.

“Sure, I think I have an advantage in learning SDQL since I have a strong programming background. However, the way the class is run and with all the examples that are presented, it gives the non-programmer more than enough information to make significant advances in using SDQL as a tool to be better informed.”

The plan to present another three-day session in December. Follow @Killer_Sports for updates and stay in the loop with the Sports Database Google Group online.

Jarvis is a certified SDQL Master and the lead handicapper at Pick Sixty Sports. Follow @PickSixtySports for NFL handicapping information throughout the season and look for his weekly column in the KillerSports.com NFL newsletter!



NOTES

Friday Football Tipsheet Available FREE!!!

SportsBook Breakers and KillerSports.com are teaming up again to produce the 2017 Friday Football Tipsheet. This two-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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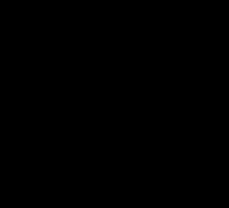
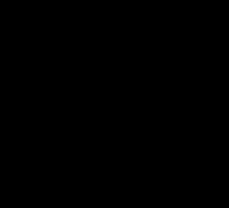


KillerSports.com Trends Mart Going Strong

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



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