2018 JOURNAL of FOOTBALL RESEARCH

PICK 60 AT THE TREND MART • MASTER SDQL CAPPERS SDQL.COM • MREAST AT THE TREND ID VS DIVISION • NFL NING MARGIN • BIG OGS • KILLER CAPPERS • 60 CT NFL TEASER TRENDS • BEATING NFL TEASERS IN 2018 • PCG AT THE TREND MART • 2018 WEEK ONE WITH THE SDQL • 2017 ANNU REDS OF TEAM TRENDS WITH SDQL • FINDING VA CE INDICATORS • CUSTOM CONTENT AT SPORTSDATABASE • SDQL MASTERS • BEATING NFL TEASERS • MASTER THE SDQL • MASTER THE BOOK • MYTHBUSTERS NFL EDITION: EXAMINING COMMONLY HELD NFL GAMBLING BELIEFS • NCAA STUDY: CHANGING EXPECTATIONS FOR BIG WINNERS • MART • FEATURING THE

Contributors and Acknowledgements

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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QUICK SDQL OVERVIEW

SDQL stands for Sports Data Query Language. It is a text language that allows the investigation of past sports results over the internet using your home computer. 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 the results for all road favorites in the NFL since 1989 (the start of the database), simply enter:

```
AF
```

into the query text box and then click on the query button. It is as simple as that! The premier site at which to perform your own queries is:

killersports.com/nba.py/query

To see all the NFL games in which a team scored at least 35 points and lost, enter

```
points >= 35 and L
```

That's it!

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, WBA, NHL, MLB and NCAA football and basketball) 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 the trends section of 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 the SDQL is NOT a computer language that requires knowledge of how to program a computer. The SDQL is as simple as it can possibly be. Of course, the SDQL can be complex if the situation you want to query is complex.

Basically, a query consists of a number of conditions separated by the word "and." For example,

```
team = Patriots and p:L and p:TO>=2
```

This query has three conditions. The first is that the team is the New England Patriots. The second is that they lost their previous game. The third is that they committed at least two turnovers in their previous game.

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.

Start by trying the many examples in this book that can be found on the Team Trends pages. You can also learn about the SDQL by watching the daily videos posted on youtube.com, by following KillerSports on twitter at @Killer_Trends with the hashtag #SDQL, and by subscribing to the KillerSports.com Weekly NFL Report.

Finally, there are periodic SDQL classes offered by the developers of the SDQL, Dr Edwin F Meyer and Dr Joseph A Meyer. The next ones at this writing are in Vegas on any of the three dates from the 23rd - 25th of August 2018. For more information, visit KillerSports.com or email

support@killersports.com

Happy Hunting!

Ron Rivera as a Big Dog

By MTi Sports Forecasting

The Sports Data Query Language (SDQL) allows anyone with access to the internet to check handicapping situations quickly and easily. Here we look at Ron Rivera, current Head Coach of the Carolina Panthers, when he is a significant underdog; specifically, when getting more than six points. The SDQL text is:

coach=Ron Rivera and line>6

In his coaching career, the Carolina Panthers are 16-0 OU in this situation and we have known about this tendency for quite some time. It was published in the 2015 NFL Annual as CAR011 when it was 12-0 OU.   The records and stats summaries are shown below.

Records and Average Margins

SU:	3-12-1 (-7.69, 20.0%)	
ATS:	9-7-0 (0.22, 56.2%)	avg line: 7.9
OU:	16-0-0 (11.97, 100.0%)	avg total: 45.8

Statistical Summary

	Rushes	Rush Yds	Passes	Comp	Pass Yds	TOs	Q1	Q2	Q3	Q4	Final
Team	29.1	135.2	36.8	269.4	21.9	1.9	5.1	8.2	4.0	7.6	25.1
Opp	25.2	127.8	33.7	274.0	22.9	1.1	7.1	9.4	5.9	10.2	32.8

Ron Rivera's nickname is "Riverboat Ron" because he is a risk taker. When a team is a big underdog, it usually makes sense to take risks. For example, blitz on defense or try a trick play on offense or special teams. When a team blitzes a lot, more points are scored by both teams - by the offense if the blitz is picked up and by the defense if they get a turnover. Of course, aggressive plays on offense can lead to high scoring games as well.

In other words, when Rivera is a big dog, he does not play conservatively. This makes sense. As their customers know, MTi Sports Forecasting has been capitalizing on this situation for some time now. This includes their 5-Star Playoff Totals Game of the Year on the Panthers and Seahawks OVER 42.5 in the Divisional Round on January 17th, 2016. The final was 31-24. It went over the total at the 7:48 mark of the third quarter.

> ### "What's the SDQL for That?"
> What is Viking's Head Coach Mike Zimmer's career OU record when facing a divisional opponent for the first time in a season and the Vikings are not getting more than a TD?

Knowing the tendencies and philosophies of a head coach is as important as the quality of the players. Indeed, uncovering the play-calling philosophy is perhaps the most under-rated handicapping strategy in the NFL. For example, Ken Whisenhunt played very conservatively when facing a divisional opponent for the first time in a season, going 4-18-1 OU in his career. When Lovie Smith was the coach of the Buccaneers, they were 0-8 OU after a game in which their QB was sacked four-plus times. When Chuck Pagano was the head coach of the Colts, they were 8-1 ATS on the road after suffering a TD-plus ATS loss at home. Play Smart. Use the SDQL to uncover coaching tendencies.

Mythbusters NFL Edition:
Examining Commonly Held NFL Gambling Beliefs

A SportsBook Breakers Investigation

More than any other sport, football is a game of widely held "truths" on how to successfully play the game: "defense wins championships," "teams have to run the ball to have success," "you have to come away with points on this drive," and so on. Oftentimes, these widely held truths are actually myths – either the game has changed over time or they were never true to begin with.

Likewise, there are several commonly held beliefs about winning situations for NFL gambling. These angles are taken to be "true" in many occasion without anyone bothering to look at data to justify them.

This article sets out to change all that – to provide the data on these instances using the records of every NFL game from the past 29 years as captured the game data at Killersports.com and unlocked by the Sports Data Query Language (SDQL). Looking at the true results in these situations, we can determine if these "truth" should be confirmed or if they are myths that can once and for all be busted.

Vince Akins of SportsBook Breakers was the #1 football handicapper in the country in 2017 (as graded by Vegas Insider and Sports Watch Monitor). SBB was number 1 in NCAA handicapping, winning 64% of its selections and finishing $3165 for the $100 player. SBB was also a top-ranked NFL handicapper winning $1,060 for the $100 player. SBB's plays will be available this season at killercappers.com.

Gambling "Truth" 1:
Double-digit favorites can't be trusted

Fact finding SDQL: line<=-10

MYTHBUSTER RESULT: BUSTED

There is a belief that 10 or more points is just too many to ever lay with an NFL team. Unlike in college, this theory goes, NFL teams are too similar in quality to ever want to give that many points to a team.

Examining the data at Killersports.com shows that this notion is completely false. Since the beginning of the database in 1989, teams are 434-441-17 ATS as double-digit favorites. That 49.6% is not meaningfully different than 50%, and is certainly no reason to jump on a double digit dog, or to shy away from a big favorite should other factors suggest they are a play on.

One major potential counter argument to this is that due to increased NFL party that recent results should be given an higher priority in this situation. To look at only double-digit favorites in games since 2010, we use the SDQL: line<=-10 and season>=2010. The results actually run completely count this argument – double digit favorites are 115-92-3 ATS since 2010 and that 55.6% would have made for a profitable play on over that time.

To thoroughly exhaust the possibilities of large favorites, we also queried the result using a couple of alternate big lines. Favorites of 13 points or more (SDQL: line<=-13) have an ATS record of 169-181-6 ATS, for a 48.6% cover percentage. Favorites of more than 14 points (SDQL: line<-14.) are 63-68-2 ATS for a 48.1% cover percentage. At any reasonable line, there is no reason to be scared off by the favorite and this gambling myth is BUSTED.

Gambling "Truth" 2:
Teams fall victim to trap games between rivalry games.

Fact finding SDQL: p:DIV and NDIV and n:DIV

MYTHBUSTER RESULT: BUSTED

Trap games are something that gamblers love to cite and to try to take advantage of. The idea is that a team is "trapped" between two important games with a game deemed less critical or not deserving their full attention.

One issue is that what exactly makes up these trap games is ill-defined. There are several possibilities as to what can be considered a trap game and we are going to look at two of them with the next two truths.

The most commonly cited trap game is when a team has a game sandwiched between rivalry games. In the set up of four teams per division, pretty much every divisional game is considered a rivalry matchup. So we want to isolate when a team is playing a non-divisional game immediate before and after a divisional matchup.

This is not a particularly rare situation so we have over 1,300 instances in the database. The results are not what gamblers following this strategy would hope for. In database history, teams are 643-655-35 ATS, covering 49.5% of the time. The results have not budged one bit in recent season, as teams are 203-207-6 ATS in this situation since 2008 (SDQL: p:DIV and NDIV and n:DIV and season>=2008).

A slightly different version of this would be to isolate teams playing a non-conference game between divisional games. Teams are 277-288-15 ATS in this spot (SDQL p:DIV and conference!=o:conference and n:DIV), covering in 49.0% of games.

Any benefit to be gleaned from this "trap" situation is so marginal that it is not actionable in any way. This is another myth BUSTED.

Gambling "Truth" 3:
Teams fall victim to trap games as big favorites.

Fact finding SDQL: -4<=p:line and line<-7 and -4<=n:line

MYTHBUSTER RESULT: CONFIRMED

This is another one of the many definitions of a trap game. This "truth" looks at a team that could get caught being not all in on a game where they are heavy favorites. The trap part of the equation comes because they are playing in games with much tighter lines the week before and the week after.

There is not a defined line for big favorites or tight lines but for the sake of this, we are considering "big" favorites to mean more than a TD and the tighter lines to be games where the team was not favored by more than four points.

The result in this case is quite exciting, and shows a spot where the narrative is actually spot on. Teams have failed to live up to expectations in these games, going a mere 248-318-7 ATS. That is a cover rate of just 43.8%, or a play against rate of 56.2%, with 573 results over the database history. That is an actionable situation.

There is one catch to this and that is while the line from their previous game is defined, there is no way to definitively know a team's line in their next game.   But knowing the opponent and location of their next game should allow for a fairly accurate estimation and for the opportunity to use this truth that has been CONFIRMED.

Gambling "Truth" 4:
Don't lay points with a bad team

Fact finding SDQL: F and WP<40 and week>=5

MYTHBUSTER RESULT: MAINLY BUSTED

The notion is simple – that it is ill advised to lay points with a bad team. Either they are playing a fellow bad team and it makes since to take the points in matchups of two bad teams, or they are laying points against a good team for some unusual reason.

One note is that for situations like this we usually want to start the results a few weeks into the season. That is because in a small sample size, such as a 0-1 or 1-2 record, we do not necessarily get a true representation of a bad team, and it would be less unusual to see a team with that type record as a favorite.

There are several ways to define this situation, so we'll look at a couple of them. To start with, we have teams that are favored when they have won less than 40% of their games in week five of the season and beyond. These teams actually have a positive ATS record of 404-369-18, covering in 52.3% of games. We can look at even worse teams, teams that have won less than 30% of their games in week five of the season and beyond. The result is just the same, as these teams are 215-196-6 ATS, covering 52.3% of the time as well (SDQL: F and WP<30 and week>=5).

We can also ramp up the degree to which these teams are favored. When bad teams are favored by more than three points in these spots, they are 185-179-7 ATS, for a 50.8% cover rate (SDQL: line<-3 and WP<40 and week>=5). When that line is bumped up to at least six points (SDQL: line<=-6 and WP<40 and week>=5), the result falls barely under .500 at 80-83-5 ATS (49.1%). Getting the line up over a TD (SDQL: line<-7 and WP<40 and week>=5) is finally turning point, albeit a small sample size, at 29-41-3 ATS (41.4%).

There are ways to tweak the line and winning percentage at the higher lines to find play against situations. However, the basic concept of this myth, to avoid or go against bad teams that are favored, is BUSTED.

Gambling "Truth" 5:
Grab the points with a good team

Fact finding SDQL: D and WP>60 and week>=5

MYTHBUSTER RESULT: BUSTED

This concept is a natural extension of the previous concept. But the results of these two concepts are actually completely independent of one another, so let us did into the results and find out if there really is value in good teams that are getting points.

And just as was the case with truth four, there are several ways of defining good teams. To begin, we look at teams that are underdogs when they have won more than 60% of their games in week five of the season and beyond. These teams have gone the other way, with a negative ATS record of 508-546-29, covering in 48.2% of games. So to further this, we will look at even better teams, teams that have won more than 70% of their games in week five of the season and beyond. The result is more or less the same, as these teams are 272-290-14 ATS, covering 48.4% of the time (SDQL: D and WP>70 and week>=5).

Let's also bump up the amount by which these teams are favored. When good teams are getting more than three points in these spots, they are 269-291-9 ATS, for a 48.0% cover rate (SDQL: line>3 and WP>60 and week>=5). When that line goes all the way up to at least six points (SDQL: line>=6 and WP>60 and week>=5), the result is still under .500 at 135-139-5 ATS (49.3%). Getting the line up over a TD (SDQL: line>7 and WP>60 and week>=5) is still a loser at 61-73-1 ATS (45.5%).

No matter how we shake out the lines and quality of teams for this "truth", this one is BUSTED.

Gambling "Truth" 6:
A team that can control the ball will have more success

Fact finding SDQL: tA(TOP)>=1920 and oA(TOP)<=1680

MYTHBUSTER RESULT: CONFIRMED/BUSTED*

We chose to highlight this truth because it is an example of something we have seen quite often – a football truth masquerading as a gambling truth. What we are looking is a matchup of a team that have been strong at controlling the ball throughout the season against a team that has been bad at controlling the ball.

This is a result that can be easily searched using the SDQL because of the ability of its averaging function, with tA(TOP) averaging the time of possession in all of a teams' games on the season. We want to look at games where the two teams are in contrast, with one team controlling the ball an average of at least 32 minutes per game on the season and the other controlling the ball for no more than 28 minutes per game on the season.

The result shows that the team that generally controls the ball more does carry a substantial edge in these games. They have won straight up in 62.2% of these contests (296-180-0), an impressive number without defining anything else about the teams or game situation. That is what makes a team that can control the ball being more successful a football truth.

But of course, that is something far different than a gambling truth. Linesmakers know the difference in quality between these two teams and factor it into the line. The team with better time of possession is favored by an average of 4.5 points in these contests. And that has been absolutely the perfect number. The team with better time of possession has preformed dead even with the worse of the two teams in these contests, with each side going 233-233-10 ATS. There is absolutely no value to be had gambling wise with that.

This is a situation where a football truth was confirmed, but a gambling "truth" was BUSTED.

Gambling "Truth" 7:
Big dogs play better in rivalry games

Fact finding SDQL: line>7 and NDIV

line>7 and DIV

MYTHBUSTER RESULT:
PARTIALLY CONFIRMED

There is a commonly held notion that big dogs play better in rivalry games. The theory is some combination of that the bad team is more motivated than normal to get up for the rivalry game and that they are able to play a tighter game against a team they are familiar with.

We again define rivalry games as all divisional contests. Let's start with looking at teams that are more than touchdown dogs. In games against non-divisional opponents, teams are 513-494-10 ATS, covering at a 50.9% clip. When it is a divisional contest, these divisional dogs are 418-375-12 ATS, covering in 52.7% of games.

It is interesting and maybe more beneficial to look at even larger, double-digit dogs. Non-divisional dogs of 10+ points (SDQL: line>=10 and NDIV) are 232-244-6 ATS, covering 48.7% of those games. In divisional contests, the double-digit dogs (SDQL: line>=10 and DIV) have performed noticeably better, going 209-190-11 ATS (52.4%)).

While this not necessarily actionable information in and of itself, that large divisional dogs do perform slightly better than non-divisional dogs is worthwhile information. For that reason, we grade this "myth" as PARTIALLY CONFIRMED.

Gambling "Truth" 8:
Home teams have an outsized edge in primetime games

Fact finding SDQL: H and ((day!=Saturday and day!=Sunday) or SNF)

MYTHBUSTER RESULT: BUSTED

This is a common "truth" we hear from football fans and gambling enthusiasts alike. In primetime games, the atmosphere and a large, vocal crowd is suppose to give the home team an extra edge compared to standard weekend afternoon games.

For this fact-finding we are isolating games that are played in non-weekend contests as well as the Sunday Night game. So this includes Thursday night, Sunday night, Monday night, Thanksgiving, and the occasional rouge weekday game.

For starters, linesmakers do not seem to be adjusting for an extra home team bump in the primetime contests. Home teams in all games are favored by an average of 2.6 points per game on average. In primetime games, the home team is favored by a slightly lower average of 2.4 points per game. Primetime games tend to feature teams slightly closer than normally in competition level, so this adjustment makes sense but certainly shows that Vegas is typically not making any large line adjustments with their numbers to account for primetime.

The results are quite underwhelming as well. In all games, the home team has covered 49.8% of the time in the last 29 years. In primetime games, that number ticks up only slightly to a 50.3% cover rate (566-560-31 ATS). And home teams actually win less often outright in primetime games, 58.1% vs. 57.0%. In just the last 10 years, the primetime home teams have covered at just a slightly better clip compared to all home teams (51.1% vs. 49.0%), but have nearly identical outright winning percentages (57.4% vs. 57.5%).

Being home in primetime games just does not have the impact that football fans and some gamblers believe it does. This myth is soundly BUSTED.

Gambling "Truth" 9:
Ride a team on a hot streak/Go against a hot streak

Fact finding SDQL: streak>=4

ats streak>=4

MYTHBUSTER RESULT: BUSTED/PLAUSIBLE

This is one of the more unique gambling concepts we are familiar with because people tell it both ways. Some same that you have to keep riding a team on a hot streak while others say that you should be going against these teams because they are overvalued. Are either of these ideas right or is the answer somewhere in the murky middle?

There are varying levels of streaks so let's start with the basics and work from there. Teams on at least four game winning streaks are 526-554-30 ATS (48.7%). At five games or more winning streaks (SDQL: streak>=4), the result is the same at 307-324-17 ATS (48.7%). When the streak is up to 6+ games, teams are 187-203-9 ATS (47.9%) and at 7+ games it is 119-130-5 ATS (47.8%). It is all the way up to 9+ games (SDQL: streak>=9) where we see a definatinve way to go with this one, as teams are just 41-67-1 ATS, covering in only (38.0%). Eventually you do want to go against a team on a winning streak, though it is only really long winning streaks before this comes into play.

There is another kind of hot streak that is more gambling specific – a streak of covering or "ATS streak." Teams that have covered in at least four straight games are 286-324-19 ATS (46.9%). When the gambling hot streak has reached at least five games , teams are 125-131-5 ATS (48.8%) and the streak gets to 6+ games (SDQL: ats streak>=6), teams are 51-58-2 ATS, covering in 46.8%. So this leans toward playing against as well, though not at a demonstrative rate.

There is at least value in knowing it does not make sense to simply ride a team's hot streak and that myth is completely BUSTED. As for going against hot streak, that idea provides a bit more mixed results, and there are some situations where it makes sense. We grade the play against option as PLAUSIBLE.

Gambling "Truth" 10:
Teams suffer a letdown game after an upset win

Fact finding SDQL: p:line>0 and p:W

MYTHBUSTER RESULT: CONFIRMED

The "letdown" game, much like the "trap" game is a time-honored gambling concept. There are a few possibilities of what could be considered a letdown game – based on the previous margin, previous line or simply a movement of lines. For this we are going to look at the version we consider most basic – teams' performance after an upset win.

Winning as an underdog is not all that rare of an occurrence, with over 2,200 active instances in the 29-year history of the Killersports.com Database. Teams coming off that surprising win are 1068-1110-57 ATS, covering at a 49.0% rate. But as we said, simple upset wins are not that rare so let's those lines to look at previous victories that are even more surprising.

Teams that were dogs of more than three points in their upset win (SDQL: p:line>3 and p:W), are 574-611-28 ATS (48.4%) in these next games.   Dogs of at least six points in that previous win (SDQL: p:line>=6 and p:W), are 296-338-13 ATS, covering at a 46.7% rate. When that were really big dogs of at least nine points and pulled off the upset, are 87-107-7 ATS (44.8%) next game.

With the trend line moving in the right direction, there is a truth to be found in this notion of the letdown game when the upset was surprising enough. This "truth" is CONFIRMED.

Closing Thoughts:

The main takeaway is that gambling on the NFL is not easy. If most of the commonly held gambling notions were actually true, everyone would be a winner and the Vegas Sportsbooks would be quickly going out of business. That is obviously not the case. We did find a couple of potential winners among these commonly held beliefs. And now that you know many of the widely held beliefs about NFL gambling are false, question them the next time you see someone blindly cite one of these when making a selection.

The good news is that are plenty of gambling truths out there – situations that have proven to be true winners over decades of gambling. The catch is they are usually more nuisance than the situations that were examined in this article. They are also far less known than these commonly cited notion – and the gambling public being uninformed is often a major part of the long-term success. SportsBook Breakers has uncovered over 200 such situations, and has used them to find serious success with its NFL Handicapping.   For an example, check out SportsBook Breakers' NFL Study found in this NFL Annual.

Beat the Bookmakers in 2018

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Andy Reid Visiting Divisional Foes

By Charlie's Hustle - Follow Charlie's Hustle on Twitter @CharliesHustle2

The Sports Data Query Language (SDQL) allows anyone with access to the internet to check handicapping situations quickly and easily. Here we look at Head Coach Andy Reid when visiting a divisional foe. The SDQL text is:

coach = Andy Reid and A and DIV

In his coaching career, his teams are 39-23 straight up and 44-18 ATS, which is 71% winners. The records and stats summaries are shown below.

> **"What's the SDQL for That?"**
> Which NFL Coach has the best record since 2003 when his team is off a double-digit loss in which they never led? - A perfect 11-0 SU and ATS.

Records and Average Margins

SU:	39-23-0 (4.65, 62.9%)	
ATS:	44-18-0 (5.77, 71.0%)	avg line: +1.1
OU:	27-33-2 (0.44, 45.0%)	avg total: 42.3

Statistical Summary

	Rushes	Rush Yds	Passes	Comp	Pass Yds	TOs	Q1	Q2	Q3	Q4	Final
Team	31.7	122.8	31.2	247.5	20.9	0.8	7.0	9.8	7.7	8.2	32.8
Opp	23.1	94.2	35.7	226.3	20.7	2.2	2.0	5.1	3.4	5.6	16.1

Coach Reid was 32-15 ATS vs visiting divisional opponents when he was coaching the Eagles and is an even-better 12-3 ATS as the head coach of the Chiefs.

The range of importance that coaches assign to divisional games is wide ranging. Some say a win is a win and that all games are equally important whereas others, especially coaches of rebuilding teams, put a lot of emphasis on gaining respect within their division.

Andy Reid, clearly, puts a great deal of importance on road divisional games. Of course, winning divisional road games is a great way to win a division.

He has been especially potent when visiting a divisional foe that is ahead of them in the standings, going 18-4 ATS in his career. The SDQL here is:

coach=Andy Reid and A and DIV and wins<o:wins

Note that he is a perfect 5-0 ATS in this spot as the head coach of the Chiefs.

Knowing the emphasis a head coach puts on divisional games can certainly provide the winning advantage. The SDQL allows this type of research.

If you find something worth sharing, tweet it out and use the hashtag #SDQL.

NCAA STUDY: CHANGING EXPECTATIONS FOR BIG WINNERS

Football handicapping is a mix of expectations, current form and long-term ability. While a team's long-term ability is meaningful in football, there are not a lot of opportunities to take advantage to it due to the lack of games in the college or even NFL season compared to their counterparts in basketball and baseball. That leaves current form and expectations as the most present weekly factors for interesting gambling situations.

There are numerous ways to define each factor and we have certainly taken advantage of a wide variety of them in our wildly successful NCAA handicapping, thanks to the capabilities of the Killersports.com database to isolate specific situations. For this study, we want to keep it simple and use some of the most basic parameters to define both recent form and current expectations. For recent form, we will use the margin of the team's result in their most recent game and for current expectations we will use the game line.

The area we want to research is how a team performs when their expectations in a game do not match up with a team's recent play. There a 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 study will look at the later, games where a team is carrying low expectations after a very strong performance. Does Vegas know more than we see on the surface or is the value in these spots hiding in plain sight?

Now college football is a little different than the pros in this matter as there is a much larger difference in the quality of teams that a college will see on a week to week basis. But our hope is this also leads to an opportunity, as there is room for much bigger swings in a teams' previous margin compared to the current game's line.

The most basic situation is when a team is an underdog after having won last game. Using the Killersports.com database that contains game data going back to 1980, we note that 39.3% of all victorious teams have been underdogs in their next game. So, this is not all that rare of a situation that has over 9,100 active instances in the database.

To search how teams have performed as underdogs in a game following a win, we first need the parameter "D" which is the shortcut for underdogs. The other parameter is "p:W." "W" is the shortcut for a win and the "p:" prefix signifies the previous game (which is the necessary parameter to look at the performance next game.) Running this query shows that team's are 4571-4368-163 ATS in this situation, covering in 51.1% of games. It is not surprising that there is not much of a gambling edge in a situation with over 9,000 actives, and even that 51.1% number given the amount of active games is an encouraging sign that there might be a play on situation to be found as we increase the winning margin and the amount of points a team is getting.

We want to start by increasing the amount by which a team won in their last game. Instead of querying for each individual margin of victory, we can use the SDQL's grouping feature. To run this query, we will use the SDQL text "D and p:margin>=1,7,14,21,28,35,42,49" (p:margin replaces p:W from the previous query to allow for the range of previous margins). This query shows the results when the team is an underdog following a game where they won by at least the margin listed.

Previous Margin of Victory	ATS	SU	# of Games	Average Line
>=1	4571-4368-163 (-0.09, 51.1%)	2509-6511-82 (-9.99, 27.8%)	9102	9.9
>=7	3305-3088-119 (0.15, 51.7%)	1835-4612-65 (-9.51, 28.5%)	6512	9.7
>=14	2245-2111-80 (0.05, 51.5%)	1246-3148-42 (-9.43, 28.4%)	4436	9.5
>=21	1472-1358-47 (0.14, 52.0%)	815-2032-30 (-9.10, 28.6%)	2877	9.2
>=28	882-823-24 (0.01, 51.7%)	489-1225-15 (-9.02, 28.5%)	1729	9
>=35	520-429-13 (0.81, 54.8%)	303-651-8 (-8.10, 31.8%)	962	8.9
>=42	265-219-6 (0.86, 54.8%)	156-332-2 (-8.19, 32.0%)	490	9
>=49	123-102-2 (0.70, 54.7%)	68-157-2 (-8.54, 30.2%)	227	9.2

This is a great result to support the idea that there is value to be had playing on an underdog coming off a big win. The ATS margin is above 50% at every margin benchmark, and ticks up noticeably when the win was by 35 points or more last game. The SU margin also steadily increases based on a larger margin of victory in the last game, despite almost no significant move in the average lines from the last game.

Having determined that underdogs after winning by 35 points or more are a particular spot of interest, we will now turn the attention to how many points a team is getting in these games. We will again use the grouping feature with the SDQL "p:margin>=35 and line>=1,3,5,7,10,13,17,21,24". The results are below.

Line	ATS	SU	# of Games	Average Line
>= 1	517-428-13 (0.78, 54.7%)	300-650-8 (-8.17, 31.6%)	958	8.9
>= 3	427-347-10 (0.76, 55.2%)	216-564-4 (-9.79, 27.7%)	784	10.5
>= 5	333-268-6 (0.46, 55.4%)	139-465-3 (-12.10, 23.0%)	607	12.6
>= 7	267-213-4 (0.25, 55.6%)	89-392-3 (-14.04, 18.5%)	484	14.3
>= 10	188-138-1 (1.13, 57.7%)	50-276-1 (-16.17, 15.3%)	327	17.3
>= 13	149-98-1 (2.26, 60.3%)	35-213-0 (-16.98, 14.1%)	248	19.2
>= 17	89-49-1 (4.00, 64.5%)	19-120-0 (-18.99, 13.7%)	139	23
>= 21	50-30-0 (4.13, 62.5%)	8-72-0 (-22.27, 10.0%)	80	26.4
>= 24	34-16-0 (5.56, 68.0%)	5-45-0 (-23.30, 10.0%)	50	28.9

WOW! What we have found here is a monstrous result as far as bettors go. As we saw from the previous query, this situation makes sense for a play on for almost all underdogs given the positive cover rate. But where this really turns into a monstrous winner is when the team is a 17+ point underdog after winning by 35+ last game. These teams are 89-49-1 ATS, covering in 64.5% of games! That is one of the best gambling situations we have seen, given 139 active instances. This system is not slowing down one bit either, as it has been active 28 times over the past four seasons with teams going 22-6 ATS over that time frame.

Summary:

Sometimes, it is the simplest of situations that turn out to be the most profitable. It seems natural that a huge underdog that is coming off a big win would have much more of a chance to compete than the run of the mill underdog. Using the powerful Killersports.com Database, we were able to confirm that to be the case – in a huge way. This is one to take advantage of in 2018 and beyond.

Play On: Teams that are 17+ point underdogs after winning by 35+ points in their last game.

NFL STUDY: MISLEADING WINNING MARGIN

There are statistics in every sport that are more meaningful representations of how a team played than the final scoring margin. Many of these are highly-complicated advanced statistics but this is often the case with the second statistic the average fan would look at on a score sheet to get a sense of how the game went. In baseball, that stat is hits for both teams. In basketball, it is usually shooting percentage. In hockey and soccer it is total shots or shots on goal.

Football also has a statistic that serves this purpose – total yards. While not a perfect statistic, how many yards a team gained – and how many they allowed – is usually a better indicator of how a team performed in a given game than total margin.

Of course those two factors of a game – scoring margin and total yards differential – are highly correlated. Generally speaking teams win games where they outgain their opponent. And when they outgain an opponent by a big margin, they generally win big. But of course there are outliers – games where the scoring margin and total yard differential are completely out of alignment. Those are the games we want to examine see if gamblers and linesmakers correctly factor this in for the next game.

One way this can go is a team can win a game where they are outgained by their opponent. Some quick SDQL searching reveals that result is actually not all that uncommon and that 32.1% of wins are by the team with fewer yards in the 29 years of results in the Killersports.com Database. To search how teams have performed in a game following a win where they were outgained is also quite simple. Our first parameter is "p:W." "W" is the shortcut for a win and the "p:" prefix signifies the previous game (which is the necessary parameter to look at the performance next game.) The other parameter needed is "p:TY<po:TY." "TY" is the shortcut for total yards and the "o" prefix signal the opponent's total yards. The result of this query is not surprising. Teams that won their last game while being outgained are 1082-1086-66 ATS in these next games, covering at a 49.9% rate. That is not discouraging, because we are looking for outliers, and a situation that occurs in nearly one-third of games is enough to be a true outlier.

What this means is we need to ramp up the margins by which a team won their last game, as well as by how much they were outgained. Let's start with the amount by which they were outgained. Rather than looking at the result at each individual yardage (which would be a tall task since there would be over 200 individual results), or randomly selecting a greater than yardage differential to look at, we can use the SDQL's grouping feature. For this query, the SDQL text is: "p:W and p:TY-po:TY<=0,-20,-40,-60,-80,-100,-120,-140,-160". This query shows the results when the team won despite a yardage differential that was at or worse than the listed number. *Note: For this query we switched from "p:W<po<TY" to "p:TY-po:TY" as the parameter because rather than the opponent similarly outgaining this team, we need to calculate by how much by subtracting the two numbers.*

Total Yard Differential	ATS	SU	# of Games	Average Line
<=0	1097-1095-68 (-0.06, 50.0%)	1092-1120-48 (0.60, 49.4%)	2260	-0.4
<=-20	866-857-53 (-0.08, 50.3%)	854-886-36 (0.59, 49.1%)	1776	-0.3
<=-40	679-663-39 (0.08, 50.6%)	663-687-31 (0.36, 49.1%)	1381	-0.1
<=-60	506-483-31 (0.23, 51.2%)	489-514-17 (0.27, 48.8%)	1020	0.2
<=-80	365-360-24 (0.01, 50.3%)	363-375-11 (0.28, 49.2%)	749	0.3
<=-100	254-261-15 (-0.05, 49.3%)	266-257-7 (0.46, 50.9%)	530	0.5
<=-120	172-189-6 (-0.72, 47.6%)	187-176-4 (0.64, 51.5%)	367	1
<=-140	106-123-3 (-1.06, 46.3%)	115-116-1 (0.66, 49.8%)	232	1.6
<=-160	69-80-3 (-1.24, 46.3%)	79-73-0 (1.37, 52.0%)	152	2.4

There are a couple of interesting items of note here. For starters, the average line in these games goes up as the yardage differential in the previous game was wider. The average line for all the winners that were outgained last game is favored by -.4 points while the average line for victorious teams that outgained their opponent last game is -1.8 points. When the winning team was outgained by at least 160 yards last game, they are underdogs by an average of +2.4 points in these games. So Vegas is definitely taking notice.

However, are they taking notice enough? While it is not a huge gambling edge, the result shows that the Vegas adjustment in lines does not quite catch up to the team's struggles in performance.

But thus far, there is not a strong place to play against. So in search of that we will not ramp up the other parameter, the previous margin. Again we will use the grouping feature, this time using the SDQL: p:TY-po:TY<=-110 and p:margin>=0,3,4,6,7,10,11,14. We selected the 110-yard mark as the mid point between the 100 and 120 yard grouping from the previous chart.

Previous Margin	ATS	SU	# of Games	Average Line
>=0	204-225-9 (-0.40, 47.6%)	200-238-0 (-1.11, 45.7%)	438	0.7
>=3	168-194-8 (-0.83, 46.4%)	167-203-0 (-1.26, 45.1%)	370	0.4
>=4	127-146-6 (-0.44, 46.5%)	129-150-0 (-0.83, 46.2%)	279	0.4
>=6	97-119-6 (-0.74, 44.9%)	95-127-0 (-1.54, 42.8%)	222	0.8
>=7	83-107-4 (-1.03, 43.7%)	80-114-0 (-1.74, 41.2%)	194	0.7
>=10	42-65-2 (-0.82, 39.3%)	40-69-0 (-1.91, 36.7%)	109	1.1
>=11	29-52-1 (-2.04, 35.8%)	29-53-0 (-3.04, 35.4%)	82	1
>=14	20-30-0 (-1.20, 40.0%)	15-35-0 (-2.86, 30.0%)	50	1.7

This result is extremely illuminating. To start with, there is not a significant change in lines depending on how much a team won by in that last game. If anything, the lines move reverse of what might be expected, slightly higher the more a team won by last game. But that does not seem to matter. The more these teams won by last game, the worse they performance next game. Significantly worse, both straight up and against the spread.

There is a definite play against situation to be had here. The strongest result comes from teams who won by more than 10 points last game, despite being outgained by at least 110 yards. These teams are just 29-52-1 ATS (29-53 SU), covering in a mere 35.8% of games. Here is that SDQL to keep for reference: "***p:margin > 10 and p:TY - po:TY <= -110***".

Summary:

Going beyond the top line of the box score is of huge importance in finding gambling edges. Even relatively simple statistics and situations can reveal powerful gambling opportunities. And there are certainly ways to explore the spirit of this defined play against situation even further, both by adding parameters along with the previous margin and previous total yardages, and by looking for other situations where a team's previous result is misleading. For now, we have revealed a powerful gambling situation to take advantage of in 2018 and beyond.

Play against: Teams that won by more than 10 points last game while being outgained by at least 110 yards.

Friday Football Tipsheet Available FREE!!!

SportsBook Breakers and KillerSports.com are teaming up again to produce the 2018 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.

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Tips and Totals from Pick Sixty Sports

By Jarvis Simes, Pick Sixty Sports

In the midst of a heated NFL season there is never any shortage of worthwhile information pertaining to the weekly matchups. Passing yards from the previous game, sacks, point differentials — heck, just pick up a box score and the world is your oyster in terms of handicapping material.

SDQL facilitates the imaginative capper's fantasy, allowing us to efficiently prove ourselves right or wrong within minutes of any theory popping up. Do you think a road dog might have value after coughing up a 40-burger on home turf? The database would agree with you 60% of the time (38-25-4 ATS) including a 3-1 ATS record in 2017. Save this one for a possible play in the years ahead. The SDQL text is:

AD and po:points >= 40 and p:HL and line <= 7

Compounded queries are another way of deciphering data and the combinations are literally endless. Think back to Week 15, for example, when Tampa Bay hosted the Falcons on Monday Night Football. The Bucs were coming off a 24-21 loss to Detroit where they lost three of three fumbles as well as throwing two picks. Atlanta had just beat New Orleans 20-17, despite finishing negative two in takeaway margin.

The total in this game opened at 47.5 but like many primetime games, it was bet up on public money. My expectation was a lower scoring game where two division rivals would try and protect the football after a pair of sloppy performances. Data from the following query supported my theory and although it came close, this "Under" improved the system to 70% with nearly 100 plays (27-62-1 O/U). The SDQL text is:

H and 40 <= total <= 49 and p:turnovers > 3 and op:TOM > 1 and rest > 5 and o:rest > 5

*In the SDQL, TOM stands for turnover margin. If a team had MORE turnovers than their opponent, they had a positive turnover margin. Positive, in this sense, does not means advantageous, it means greater than zero.

PRESEASON PREPARATION
In the preseason, our attention can be turned towards the bigger picture and season win totals are a popular item, as is futures betting on things such as 'divisional winners' or 'odds to make the playoffs'. One thing I like to do while researching the schedule and capping these futures is to circle games that could potentially fit into high-probability look-ahead systems based on last year's results.

To get a feel for this I suggest you first familiarize yourself with the SDQL for 'Previous Regular Season Wins'. The shortcut is PRSW and this is a great way for classifying teams as you develop new angles for the upcoming year. I'll give you an example below.

Note: To find any team's regular season win count, use SDQL:

tS(W @ REG) @ team and season=2017

This is for the 2017 season, but any season can be used, including 2018.

OVER PRIVILEGED (13-Plus PRSW)
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 (which is almost impossible to do), they can start moving into the 'dog house' — especially on the road.

With reasonable totals and normal rest, look for a 62% value on these teams to play "Over" the posted total using this SDQL text:

SDQL: PRSW > 12 and AD and total <= 47 and 3 < rest < 8

One of the reasons this angle keeps producing is that good coaches know they need to shake things up. The four teams potentially "live" this year are New England (Belichick), Pittsburgh (Tomlin), Philadelphia (Pederson) and Minnesota (Zimmer). Can you find a much better group of coaches in the NFL?

The opposing team also realizes that they've got a talented squad coming in. Regardless of a team's current record, protecting the home front against one the league's top teams from the previous year is always a top priority!

The dog that's traveling needs a minimum four days rest so no Thursday nighters. We have all seen how those short rest weeks can create uncharacteristic performances. The home side's rest is not a factor but I will point out that Sunday games have a solid 63% over/under record (60-35-1 OU). The SDQL text is:

PRSW > 12 and AD and total <= 47 and 3 < rest < 8 and day = Sunday

In the past nine seasons, teams in this spot are 6-14 ATS with 14 overs and 6 unders, each good for a strong 70-percent win rate.

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@PickSixtySports

GAME LIST FOR 2018

As mentioned, we are circling four teams this year that finished 2017 with identical 13-3 SU records. Will the Patriots, Steelers, Eagles and/or Vikings be a road dog this year? Tough to say, but it happened six times in 2017.

Will any of their totals be less than 47.5 points? Well, they combined for 48 games last year in that range so while there is no guarantee, there is a good chance. And one thing about gambling; I'd rather have a solid system and not need it than miss the opportunity thanks to a lack of preparation.

HISTORY REPEATS ITSELF

In closing, I want to point out this strategy for profiling a system during the current year as well as using the previous season stats to isolate potentially "live" plays.

This first angle for "Under" bettors thrived in the face of the NFL's OVER era and is solid with all types of matchups. Since 2012, it is 15-44 O/U (75% UNDER) and that includes a record of 5 overs and 25 unders the past three seasons! Check it out with this SDQL text:

tA(3DP) > oA(3DP) and tA(YPPL) > oA(YPPL) and AF and line <= -7 and season > 2011 and week < 17

We are looking for big time road faves that can essentially control the game flow. The indicators are a better third-down percentage (3DP) and better Yards per Play (YPP) than their host.

It's tough saying which teams will have the greatest 3DP and YPP advantage in the coming year but one thing we know for sure is how the stats setup when 2017 ended. With the 'team previous average' function, we can highlight potentially "live" matchups including a Week 1 game between the Steelers and Browns. The SDQL here is:

tpA(3DP) > opA(3DP) and tpA(YPPL) > opA(YPPL) and AF and season > 2011 and week < 17 and line <= -7

The early line on this game is Steelers -7 with a total set at 47. This gem is 9-34 O/U (79% UNDER) since 2012, including a ridiculous record of 1 over and 18 unders the past three years.

For more stats like this, visit Pick 60 at the KillerSports.com Trend Mart throughout the season. We were 26-13-3 ATS (67%) with our posted Power Rating picks in the Trend Mart last season and we also went 11-6 ATS (65%) in the KillerSports.com NFL Report. The goal for 2018 is to is to expand our coverage, improve our SDQL portfolio and continue providing winning information from Week 1, right through to Super Bowl LIII.

Hope to see you there.

Finding Value with Big Home Dogs

By Charlie's Hustle - Follow Charlie's Hustle on Twitter @CharliesHustle2

The Sports Data Query Language (SDQL) allows anyone with access to the internet to check handicapping situations quickly and easily. One interesting spot is home underdogs by more than eight points since 2012. The SDQL is simply:

season>=2012 and H and line>8

The records and stats summaries are shown below.

> **"What's the SDQL for That?"**
> What if the condition is added that the big home dog is not over 500 on the season?

Records and Average Margins

SU:	5-35-0 (-11.97, 12.5%)	
ATS:	19-20-1 (-2.05, 48.7%)	avg line: +9.9
O/U:	6-34-0 (-9.03, 15.0%)	avg total: 46.8

Statistical Summary

	Rushes	Rush Yds	Passes	Comp	Pass Yds	TOs	Q1	Q2	Q3	Q4	Final
Team	23.8	86.7	35.6	198.7	20.6	1.7	3.0	4.1	2.3	3.4	12.9
Opp	27.4	114.8	36.0	258.1	23.1	0.9	4.8	8.7	5.2	6.1	24.9

The ATS record is certainly where most of the bettors will be focused, however, it is the OU record that is providing the line value. Home dogs by more than eight points are 6-34 OU since 2012. That's six overs and 34 unders for a winning percentage of 85% when playing the under.

Last season, there were eight games in which there was a home dog by more than eight points. All eight games stayed under and this includes an overtime game in which the Giants beat the Chiefs 12-9 with the OU line at 45.5.

The average OU line for these 40 games has been 46.8, yet the average final score has been 24.9 to 12.9. That's an average OU margin of minus 9.03 ppg.

This basic situation can be fine-tuned. It would make sense that the games would stay under if the big road favorite has an effective rushing attack that they could use to move the chains and run the clock. It also would make sense that the big home dog will have more of a defeatist, sluggish attitude if they were off a loss rather than a win. Adding the conditions that the big road favorite has averaged more than 3.6 yards per carry and that the big home dog is off a loss, with this SDQL,

season>=2012 and H and line>8 and oA(YPRA)>=3.6 and p:L

returns an 0-25 OU league-wide, multi-season system. Watch for this in 2018 and follow @CharliesHustle2 on Twitter for more great SDQL performance indicators throughout the season, at the #SDQL hashtag.

MTi Sports Forecasting
Continues to Crush NFL Teasers

The Crew at KillerSports.com

There are many events upon which one can wager on the outcome. There are horse races, dog races, lotteries, dice games, card games, sporting events and even the upcoming 2016 national election. Some of these are pure luck whereas others involve a certain degree of skill and intelligence. The "luck" games include the lottery, craps, keno and roulette. The "skill" games include poker, blackjack, horse racing and, of course, betting on sporting events. In the luck events, no person has an advantage over any other -- anyone can win the lottery. In the skill games the bad players lose their money fast and the good players can win money, or at least lose it more slowly.

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

Fortunately for the good teaser players, there are enough bad teaser players to provide the both the sportsbooks *and* the skilled players ample profit. In other words, betting teasers is a beatable game of skill. If you become a skilled 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 and first certified SDQL Master, 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 65% of their 6-point teasers and they were even-money back then!

Over the past 25 seasons, MTi's 6-pointers have

continually won at a 60%-plus 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 with 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 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 more than a TD. 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."

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 that the public likes to play 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 without 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, 34.76% of non-divisional match-ups have finished inside of 6 points of the line and 36.95% of all divisional match-ups have finished inside of 6 points of the line. The difference is definitely 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.

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 Falcons, 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 - especially as a big dog. 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.

4.0 Team Teaser Records

One of the teaser Dos was to know the good teaser teams. Here we present a table of teaser results for each team in the league over the 2017 regular season. The table on the next page is for six-point teasers and the table following that is for ten-point teasers. The results given are for overall, home and away. Only regular season results are included and the teams are ranked in each of the three categories by record. In the 6-point teaser table

we see that the Super Bowl champion Eagles were on top with a record of 15-1 ATSp6 in 2017. There were followed closely by the Jets and Falcons. At the bottom of this column we find the Broncos which were 8-7-1 ATSp6 in 2017. In the "ATSp6 Home" column, we find that the Lions, Eagles and Jets were all a perfect 8-0 ATSp6 at home last season. At the bottom, we fine the Giants, who were 3-5 at home vs the number with an extra six points in 2017.

In the Away column, we see that the Seahawks were the only perfect teaser team on the road over the 2017 regular season and the Broncos were the only NFL team that was below 500 with an extra six points ATSp6 away from home in 2017.

The team with the biggest away-home dichotomy in 2017 was the Seahawks, who were 8-0 ATSp6 on the road and only 4-4 ATSp6 at home. The biggest home-away dichotomy was that of the Lions, who were 8-0 ATSp6 at home and 5-3 ATSp6 on the road. These dichotomies can provide opportunities for the astute handicapper.

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Tuesday: SDQL ATS Trend of the Week

Wednesday: SDQL OU Trend of the Week

Thursday: Thursday Night SDQL ATS Trend of the Week

Friday: NFL Journal SDQL Trend of the Week

Saturday: NFL SDQL Teaser Trend of the Week

Starts Tuesday September 4th with the Week One SDQL ATS Trend of the Week!!

Team	ATSp6	Team	ATSp6 Home	Team	ATSp6 Away
SIX-POINT TEASER RECORDS: 2017 REGULAR SEASON					
Eagles	15-1-0	Lions	8-0-0	Seahawks	8-0-0
Jets	14-2-0	Eagles	8-0-0	Falcons	7-1-0
Chargers	14-2-0	Jets	8-0-0	Ravens	7-0-0
Lions	13-3-0	Bears	7-1-0	Eagles	7-1-0
Vikings	13-3-0	Titans	7-1-0	Chargers	7-1-0
Patriots	12-4-0	Vikings	7-1-0	49ers	7-1-0
Bears	12-4-0	Buccaneers	7-1-0	Rams	7-1-0
Falcons	12-4-0	Chargers	7-1-0	Jets	6-2-0
49ers	12-4-0	Bills	6-2-0	Panthers	6-2-0
Seahawks	12-4-0	Chiefs	6-2-0	Texans	6-2-0
Saints	12-3-1	Colts	6-2-0	Cowboys	6-2-0
Buccaneers	12-4-0	Raiders	6-1-0	Patriots	6-1-0
Chiefs	11-5-0	Saints	6-1-1	Chiefs	5-3-0
Ravens	11-4-1	Steelers	6-2-0	Steelers	5-2-1
Bills	11-5-0	Cardinals	6-2-0	Giants	5-3-0
Steelers	11-4-1	Dolphins	6-1-0	Jaguars	5-2-1
Panthers	11-5-0	Patriots	5-3-0	Saints	5-2-0
Rams	11-5-0	Browns	5-2-0	Bears	5-3-0
Jaguars	11-4-1	49ers	5-3-0	Dolphins	5-3-0
Titans	11-4-1	Packers	5-3-0	Packers	5-3-0
Dolphins	11-5-0	Broncos	5-2-1	Bills	5-3-0
Cardinals	10-6-0	Falcons	5-3-0	Redskins	5-3-0
Packers	10-6-0	Jaguars	5-2-0	Vikings	5-2-0
Colts	10-5-1	Panthers	5-3-0	Lions	5-3-0
Raiders	10-6-0	Bengals	4-4-0	Bengals	5-3-0
Bengals	9-7-0	Redskins	4-3-1	Buccaneers	5-3-0
Browns	9-4-3	Ravens	4-3-1	Browns	4-1-3
Cowboys	9-7-0	Seahawks	4-4-0	Cardinals	4-3-0
Redskins	9-6-1	Cowboys	3-5-0	Colts	4-3-1
Texans	9-6-1	Rams	3-4-0	Titans	4-3-1
Giants	8-8-0	Texans	3-4-1	Raiders	4-4-0
Broncos	8-7-1	Giants	3-5-0	Broncos	3-5-0

Every query performed at KillerSports.com automatically includes teaser records in the query output file. Below we show the records summary for the Lions at home since 2014. We can see that they are a desultory 16-15-1 ATS in the records summary on the bottom left, but the teaser records on the lower right reveals that the Lions are a fantastic 31-1 ATSP10 since 2014.

NFL SDQL Query Access Your query timeout is 60 seconds.

team = Lions and H and season >= 2014

` SDQL! `

team = Lions and H and season >= 2014					
SU: 21-11-0 (4.00, 65.6%)			**Teaser Records**		
ATS: 16-15-1 (1.38, 51.6%)	avg line: -2.6	**+6:** 26-5-1 (83.9%)	**-6:** 7-25-0 (21.9%)	**+10:** 31-1-0 (96.9%)	**-10:** 5-26-1 (16.1%)
O/U: 19-13-0 (-0.16, 59.4%)	avg total: 45.6	**+6:** 10-21-1 (32.3%)	**-6:** 21-11-0 (65.6%)	**+10:** 5-27-0 (15.6%)	**-10:** 24-8-0 (75.0%)

For the 10-pointers, we will expand the results to include the past *two* seasons to get more separation among the teams. The first column reveals that the Lions, Falcons and Saints have been an excellent 10-point teaser teams over the past two seasons, each going 29-3 ATSp10.

Other good 10-point teaser teams have been the Chiefs, Eagles, Ravens and Vikings.

Teams with poor 10-point teaser records since 2016 include the Broncos, Redskins and 49ers.

TEN-POINT TEASER RECORDS: 2016-17 REGULAR SEASONS					
Team	ATSp10	Team	ATSp10 Home	Team	ATSp10 Away
Lions	29-3-0	Lions	16-0-0	Falcons	15-1-0
Falcons	29-3-0	Chiefs	15-1-0	Patriots	14-1-0
Saints	29-3-0	Eagles	15-1-0	Ravens	14-1-0
Chiefs	28-4-0	Falcons	14-2-0	Saints	14-1-0
Eagles	28-3-1	Jets	14-2-0	Chargers	14-2-0
Ravens	28-4-0	Ravens	14-2-0	Cowboys	14-2-0
Vikings	28-4-0	Saints	14-2-0	Vikings	13-2-0
Chargers	27-5-0	Titans	14-2-0	Colts	13-2-0
Titans	27-5-0	Steelers	14-2-0	Eagles	13-2-1
Panthers	26-6-0	Vikings	14-2-0	Panthers	13-3-0
Patriots	26-6-0	Dolphins	13-2-0	Lions	13-3-0
Colts	26-6-0	Browns	12-2-1	Browns	13-3-0
Cowboys	26-6-0	Bills	13-3-0	Buccaneers	13-3-0
Buccaneers	26-6-0	Chargers	13-3-0	Rams	13-3-0
Jaguars	26-6-0	Panthers	13-3-0	Jaguars	13-3-0
Browns	26-5-1	Bears	13-3-0	Titans	13-3-0
Steelers	26-5-1	Buccaneers	13-3-0	Seahawks	13-3-0
Bengals	25-5-2	Cardinals	13-3-0	Chiefs	13-3-0
Giants	25-7-0	Bengals	12-3-0	Bengals	12-2-2
Jets	25-7-0	Broncos	12-3-1	Giants	12-3-0
Bills	25-7-0	Giants	12-4-0	Steelers	12-3-1
Dolphins	25-7-0	Colts	12-4-0	Fortyniners	12-3-1
Rams	25-7-0	Cowboys	12-4-0	Redskins	12-3-0
Seahawks	24-6-2	Texans	12-4-0	Packers	12-4-0
Cardinals	24-8-0	Fortyniners	12-4-0	Bills	12-4-0
Packers	24-8-0	Packers	12-4-0	Raiders	12-4-0
Raiders	24-8-0	Jaguars	11-3-0	Dolphins	12-4-0
Texans	24-8-0	Raiders	11-3-0	Texans	11-4-0
Bears	24-8-0	Seahawks	11-3-2	Cardinals	11-4-0
Fortyniners	24-7-1	Redskins	11-5-0	Bears	11-5-0
Redskins	24-8-0	Patriots	11-5-0	Jets	11-5-0
Broncos	21-10-1	Rams	10-4-0	Broncos	9-7-0

At home, we see that only the Lions are without an ATSp10 loss over the past couple of seasons, going 16-0 ATSp10. In fact, the Lions are a terrific 31-1 ATSp10 at home over the past four regular seasons.   Simply put, Detroit does not get embarrassed in front of their home fans.

On the road, it is the Falcons, Patriots Ravens and Saints that have been the best 10-point teaser teams over the past two seasons. The Broncos are at the bottom of the pile, with an ATSp10 record that is just a tick above 500.

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

5.0 Teaser Trends

In this section, we'll present some impressive teaser trends. They are numbered 1-60 with 1-30 being 6-pointers and 31-60 being the 10-pointers. A complete listing of actives will appear in the KillerSports.com Weekly NFL Report. To subscribe, visit KillerSports.com.

As far as we know, no other handicapper uses teaser-specific trends when handicapping teasers -- most teaser bettors handicap the game like they normally would and then use the same games in their teaser plays.

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

> To test your understanding of basic teaser strategy, consider the two situations for use as part of a 6-point teaser:
>
> Situation 1: A favorite by more than nine points that is off a 20-plus point win.
>
> Situation 2: A team that is above 500 and off a 20-plus point loss.
>
> One is a good play (72.4% ATSp6) and the other is a poor play (61.6% ATSP6). Make your guess and then run the SDQL!

The trends below are just a sampling of THOUSANDS of teaser trends MTi Sports has available as a result of the powerful Sports Data Query Language (SDQL).

	6-point Teaser Trends	
	English Text	SDQL Text
TSR001	The Cardinals are 28-0 ATSP6 at home vs a non-divisional opponent when they are off two consecutive in which they had more turnovers than their opponent.	team=Cardinals and H and NDIV and 0<p:TOM and 0<pp:TOM and date>=19931205
TSR002	The Patriots are 28-0 ATSP6 as a dog facing an opponent that is averaging at least 35 passes per game.	team=Patriots and D and 35<=oA(passes) and date>=19951112
TSR003	The Patriots are 26-0 ATSP6 on grass after playing as a road dog when they are facing an opponent that is averaging less than 5 yards per play.	team=Patriots and surface=grass and p:A and p:D and oS(RY+PY)<oS(plays*5) and date>=19930912
TSR004	The Chiefs are 26-0 ATSP6 when the line is within 3 of pick, they are off a home game, and they are facing an opponent that is averaging at least 35 passes per game.	team=Chiefs and -3<=line<=3 and p:H and 35<=oA(passes) and date>=19891210
TSR005	The Saints are 26-0 ATSP6 when they are off two consecutive games with a negative DPA and their last game was at home.	team=Saints and p:H and p:dpa<0 and pp:dpa<0 and date>=19980927
TSR006	The Vikings are 25-0 ATSP6 when they are off two consecutive SU and ATS losses, the last of which came as an underdog.	team=Vikings and p:LD and p:ATSL and pp:L and pp:ATSL and date>=19961117
TSR007	The Falcons are 24-0 ATSP6 off a game as a dog in which they scored ten-plus points more than their season-to-date average.	team=Falcons and p:D and tA(p:points) + 10<=p:points and date>=19971026
TSR008	The Chargers are 24-0 ATSP6 on the road when they are playing a team with a worse record.	team=Chargers and A and WP<o:WP and date>=20120101
TSR009	The Fortyniners are 24-0 ATSP6 vs a divisional opponent when they are off a game as a favorite in which fewer than 30 percent of their first downs were from third down.	team=Fortyniners and DIV and p:F and p:3DM / p:FD<0.30 and date>=20010923
TSR010	The Packers are 24-0 ATSP6 as a favorite over a non-divisional opponent after a win as a road favorite.	team=Packers and F and NDIV and p:A and p:F and p:W and date>=20011203
TSR011	The Redskins are 24-0 ATSP6 as a road dog on grass when they are facing an opponent that is averaging less than 5 yards per play.	team=Redskins and AD and surface=grass and oS(RY+PY)<oS(plays*5) and date>=19931121

TSR012	The Ravens are 24-0 ATSP6 as a road dog after a game in which they made four or fewer third downs.	team=Ravens and A and D and p:3DM<=4 and date>=20080929
TSR013	The Seahawks are 23-0 ATSP6 at home off a game as a favorite when they are facing a team that is averaging less than 1.25 turnovers per game.	team=Seahawks and H and p:F and oA(TO)<1.25 and date>=20011111
TSR014	The Colts are 23-0 ATSP6 as a favorite off a double-digit loss in which their opponent had more third downs made than punts.	team=Colts and F and p:margin<=-10 and po:3DM>po:punts and date>=20011216
TSR015	The Texans are 22-0 ATSP6 when the line is within 3 of pick on grass and they are averaging less than 3.75 yards per rush.	team=Texans and -3<=line<=3 and surface=grass and tS(RY) / tS(rushes)<3.75 and date>=20021215
TSR016	The Steelers are 22-0 ATSP6 on grass off a win as a favorite when they are facing a divisional opponent that is scoring more than 25% of their points from field goals.	team=Steelers and surface=grass and DIV and p:F and p:W and oS(FG*3)>oS(points*0.25) and date>=20011104
TSR017	The Chiefs are 22-0 ATSP6 as a favorite on grass after a game as a home favorite in which they benefitted from a takeaway margin of at least plus two.	team=Chiefs and F and surface=grass and p:HF and p:TOM<=-2 and date>=19910929
TSR018	The Steelers are 22-0 ATSP6 on grass off a win in which they had at least 100 more yards of offense than their season-to-date average.	team=Steelers and surface=grass and p:W and tA(p:TY) + 100<=p:TY and date>=19941127
TSR019	The Bengals are 22-0 ATSP6 at home off a win when they are facing a team that is averaging fewer than 25 rushes per game.	team=Bengals and H and p:W and oA(rushes)<25 and date>=19921227
TSR020	The Titans are 22-0 ATSP6 as a 7+ favorite after a game in which they outgained their opponent.	team=Titans and line<=-7 and p:TY>po:TY and date>=19990919
TSR021	The Broncos are 22-0 ATSP6 as a favorite off a road game off a double-digit win in which fewer than 30 percent of their opponent's first downs were from third down.	team=Broncos and F and p:A and 10<=p:margin and po:3DM / po:FD<0.30 and date>=20030914
TSR022	The Ravens are 22-0 ATSP6 as a dog off a double-digit win as a favorite.	team=Ravens and D and p:F and 10<=p:margin and date>=20051023
TSR023	The Rams are 21-0 ATSP6 as a favorite after they scored at least ten points more than their season-to-date average.	team=Rams and F and tA(p:points) + 10<=p:points and date>=19991205
TSR024	The Titans are 21-0 ATSP6 when the line is within 3 of pick on grass vs a divisional opponent and they are off a home game.	team=Titans and -3<=line<=3 and surface=grass and DIV and p:H and date>=19981011
TSR025	The Falcons are 21-0 ATSP6 when they are off a road game and they are facing an opponent that is averaging at least 375 offensive yards per game.	team=Falcons and p:A and 375<=oA(TY) and date>=20081109
TSR026	The Vikings are 21-0 ATSP6 facing a team that is averaging at least 375 offensive yards per game.	team=Vikings and 375<=oA(TY) and date>=20121111
TSR027	The Dolphins are 21-0 ATSP6 after a game in which they allowed at least 100 fewer yards of offense than their season-to-date average.	team=Dolphins and 100 + po:TY<=tA(po:TY) and date>=20081214
TSR028	The Bears are 21-0 ATSP6 when the line is within 3 of pick vs a non-divisional opponent after a loss in which they were outscored by at least 10 in the second half.	team=Bears and -3<=line<=3 and NDIV and 10<=p:margin - p:M2 and date>=19891002
TSR029	The Patriots are 21-0 ATSP6 vs a non-divisional opponent that is off three consecutive wins.	team=Patriots and NDIV and o:streak>=3 and date>=20121118
TSR030	The Cowboys are 21-0 ATSP6 as a favorite over a team that is averaging more first downs than offensive points.	team=Cowboys and F and oS(7*RTD+7*PTD+3*FG) < oS(FD) and date>=20121021

Of course, if you are going to use any of these trends to make a play, you should do a "deep dive" into the situation by running the SDQL text and looking at the game listing and perhaps clicking through to the box-scores of some of the games.

The questions to ask are; How recent is this trend? Does the situation make good handicapping sense? Are the reasons for the trend in performance still prevailing?

Now let's look at the ten pointers. We have to comment on the first one as it is one of the many reasons why MTi Sports Forecasting has simply dominated NFL teaser wagering. This has been the proverbial cash cow or golden goose. It's not a typo. The Ravens are really do have 90 ATSP10 covers and zero ATSP10 losses in franchise history as a home favorite of fewer than 13 points before week 17 as long as their defense was not on the field for more than 35:50 in their previous game. This teaser trend is 5-0 over EACH of the past four seasons and it makes great handicapping sense. When the Ravens are a home favorite of less than 13 points, you are laying a maximum of 2.5 points, going through the key number of three. The only other two conditions make sense as well. First, in week 17, a lot of teams rest players and try new tactics so this is no time to play a teaser. Second, the Ravens' defense is a key to their success and we want to avoid them if they might be tired/sore. When this one is active, it makes a 3-team, ten-point teaser really a two-teamer because the Ravens simply do not get embarrassed in this spot.

	10-point Teaser Trends	
	English Text	SDQL Text
TSR031	The Ravens are 90-0 ATSp10 in franchise history as a home favorite of fewer than 13 points before week 17 as long as their defense was on the field for less than 35:50.	team = Ravens and H and -13 < line < 0 and po:TOP<2090 and REG and week<17
TSR032	The Steelers are 58-0-1 ATSp10 since October, 1992 after a game in which their completion percentage was at least 9.5 points higher than their season-to-date average.	team = Steelers and p:CP - tA(p:CP) >= 9.5 and date >= 19921000
TSR033	The Ravens are 51-0 ATSp10 in franchise history as a home favorite of less than 13 points over a divisional opponent when they are off a road game.	team = Ravens and p:A and HF and line>-13 and NDIV
TSR034	The Packers are 49-0-1 ATSp10 since 1994 in regular season games in December and January as a home favorite.	team=Packers and month in [12,1] and HF and playoffs=0 and season>=1994
TSR035	The Ravens are 45-0 ATSp10 in franchise history at home when they are off a win in which they had a rushing TD.	team=Ravens and H and p:RTD>0 and p:W
TSR036	The Jets are 43-0 ATSp10 since 1993 as a dog when facing a team that has allowed an average of fewer than 287.5 yards of offense per game season-to-date.	team=Jets and D and oA(o:TY)<287.5 and season>=1993
TSR037	The Chiefs are 41-0 ATSp10 since 1989 with at least three days rest vs a team that had force and average of six punts per game season-to-date.	team = Chiefs and oA(o:punts) >= 6.0 and rest > 3
TSR038	The Steelers are 41-0-1 ATSp10 since 1993 when they are off a win in which their completion percentage was at least ten points higher than their season-to-date average.	team=Steelers and p:W and p:CP-tA(p:CP)>10 and season>=1993
TSR039	The Ravens are 41-0 ATSp10 in franchise history at home when their DPS was positive in their last two games.	team=Ravens and H and 0<p:dps and 0<pp:dps
TSR040	The Lions are 41-0 ATSp10 since October 29th, 1989 after a home game in which they had at least 2.5 penalties fewer than their season-to-date average.	team = Lions and p:H and tA(p:PEN) - p:PEN >= 2.5 and date >= 19891029
TSR041	The Cardinals are 40-0 ATSp10 at home the week after a loss.	team=Cardinals and H and NDIV and p:L and date>=20021208 and NB
TSR042	The Ravens are 39-0 ATS p10 in franchise history as a home favorite over a non-divisional opponent when they are off a win.	team = Ravens and p:W and HF and NDIV and NB

TSR043	The Ravens are 38-0 ATSp10 in franchise history as a home favorite when their next two games are on the road.	team=Ravens and HF and n:A and nn:A
TSR044	The Chargers are 37-0 ATSp10 after a 1-3 point loss as an underdog.	team = Chargers and p:D and -3 <= p:margin < 0
TSR045	The Chiefs are 37-0-1 ATSp10 since October 17th 1993 as a regular season favorite when they are off a win in which they had four-plus sacks.	team=Chiefs and F and 4<=p:sacks and REG and p:W and date>=19931017
TSR046	The Cardinals are 36-0 ATSp10 at home vs a non-divisional opponent when they are off a loss in which they committed at least two turnovers.	team=Cardinals and H and NDIV and p:L and 2<=p:TO and date>=20011118
TSR047	The Steelers are 36-0 ATSp10 off a win in which they had at least 100 more yards of offense than their season-to-date average.	team=Steelers and p:W and tA(p:TY) + 100<=p:TY and date>=19941127
TSR048	The Chargers are 36-0 ATSp10 when their ATS margin dropped in each of their past two games.	team=Chargers and p:ats margin<pp:ats margin<ppp:ats margin and season>=2000
TSR049	The Falcons are 35-0 ATSp10 since 1997 as a favorite when facing a team that has completed less than 55% of their passes season-to-date.	team=Falcons and F and oS(COMP)/oS(passes)<0.55 and season>=1997
TSR050	The Patriots are 34-0 ATSp10 since October 15th 1995 as a dog vs a team that has averaged at least 33.5 passes per game.	team=Patriots and D and oA(passes)>=33.5 and date>=19951015
TSR051	The Ravens are 35-0 ATSp10 in franchise history as a home favorite over a non-divisional opponent when they are off a game in which they committed two-plus turnovers.	team = Ravens and HF and NDIV and 2 <= p:TO
TSR052	The Colts are 35-0 ATSp10 since November 2000 as a favorite the week after a win in which their DPS was negative.	team=Colts and F and p:W and p:dps<0 and NB and date>=20001101
TSR053	The Chiefs are 34-0 ATSp10 after a game as a road dog facing an opponent that is averaging more than two turnovers per game.	team = Chiefs and p:AD and oA(TO)>2
TSR054	The Packers are 34-0 ATSp10 as a favorite vs a non-divisional opponent after a win on the road.	team = Packers and p:AW and F and NDIV and date >= 20011201
TSR055	The Lions are 33-0 ATSp10 off a home game in which they had at least three fewer penalties than their season-to-date average.	team=Lions and p:H and p:penalties + 3<=tA(p:penalties) and date>=19891224
TSR056	The Chargers are 33-0 ATSp10 as a road dog when they lost their last two on the road.	team = Chargers and AD and tS(L@A,N=2) = 2 and date >= 19981227
TSR057	The Bills are 33-0 ATSp10 as a favorite after a loss when they are off two consecutive games with a negative DPS.	team = Bills and p:L and F and p:dps < 0 and pp:dps < 0
TSR058	The Colts are 33-0 ATSp10 on artificial surface vs a divisional opponent when they have another divisional opponent next.	team=Colts and surface=artificial and DIV and n:DIV and season >= 1994
TSR059	The Chargers are 33-0 ATSp10 as a road dog when they lost their last two road games.	team=Chargers and AD and Sum(L@team and season and site=away,N=2)=2 and date>=19981227
TSR060	The Patriots are 32-0 ATSp10 when they are off a game as a road dog and hosting a team that is averaging less than 5 yards per play.	team = Patriots and p:AD and H and oS(TY) / oS(plays) < 5 and date >= 19901230

6.0 Conclusions

As you can see, a six-point teaser trend that is 20-0 or a ten-point teaser record of 30-0 is simply not good enough to make our list.

If you are looking for thoroughly researched teaser plays from a team of PhD scientists that are certified SDQL masters with a long history of teaser success, we hope you will consider purchasing MTi's teaser plays at KillerCappers.com. If they're not perfect, you don't pay. Yes, if MTi releases a three-pack of 2-team, 6-point teasers and they don't go 3-0, the cost is refunded the next morning.

MTi Sports Forecasting will be releasing their SIX-POINT and TEN-POINT NFL Teaser Plays EXCLUSIVELY at KillerCappers.com in 2018. MTi's teasers can also be purchased as a season package without any guarantee for $699 in web debit value.

Brady's Revenge

By Charlie's Hustle - Follow Charlie's Hustle on Twitter @CharliesHustle2

The Sports Data Query Language (SDQL) allows anyone with access to the internet to check handicapping situations quickly and easily.

@CharliesHustle2 sent this one in. It involves Tom Brady and the Patriots when Brady had more interceptions than touchdown passes in their previous meeting. The SDQL is simply:

Tom Brady:P:INT> Tom Brady:P:PTD

The capital P indicates that the parameter following it refers to the previous match-up between the two teams. The records and stats summary are shown below.

> **"What's the SDQL for That?"** In how many of the 38 games that make up this record was Tom Brady out?

Records and Average Margins

SU:	36-2-0 (16.68, 94.7%)	
ATS:	33-5-0 (12.21, 86.8%)	avg line: -4.5
O/U:	20-16-2 (4.43, 55.6%)	avg total: 44.5

Statistical Summary

	Rushes	Rush Yds	Passes	Comp	Pass Yds	TOs	Q1	Q2	Q3	Q4	Final
Team	31.7	122.8	31.2	247.5	20.9	0.8	7.0	9.8	7.7	8.2	32.8
Opp	23.1	94.2	35.7	226.3	20.7	2.2	2.0	5.1	3.4	5.6	16.1

In his storied career, the Patriots are 36-2 straight up when facing a team that held Tom Brady to fewer TD passes than interceptions thrown in their previous meeting. The Patriots were the underdog in 10 of the 38 games and were 8-2 straight up in this role.

Against the spread they are a very impressive 33-5, including a perfect 10-0 SU and ATS over the past ten seasons.

The first of the two straight losses came in week 11 of 2002, Brady's second year in the league. The Raiders beat the Patriots 27-20 as a four-point favorite. Tom Brady was 18-of-30 and had no TDs, no INTs, and was sacked four times in the loss. In the match-up that made the performance indicator active, the Patriots beat the Raiders 16-13 overtime in the AFC Championship game. Brady was 32-of-52 passing with one INT and no TDs.

The second loss came in the AFC Championship game of the 2006 season. The Colts and Peyton Manning beat the Patriots 38-34 laying 3.5 at home. Indianapolis went on to win the Super Bowl 29-17 over the Bears. In the match-up that made the performance indicator active, the Colts beat the Patriots 27-20. Tom Brady was 20-of-35 in the loss with no TDs and four INTs.

Player-Based handicapping is utilized by professional handicappers SportsBook Breakers and MTi Sports Forecasting, both of which are certified SDQL Masters and sell their selections at KillerCappers.com.

SDQL

Special NFL 2018 Season Week One Early Look

By Pro Computer Gambler (PCG)

Looking ahead at week 1 of the 2018 NFL season, several trends stand out. The sample sizes are small, but the margins are notable. One of the things the makes NFL one of the hardest sports to handicap using historical results is the relatively smaller sample size of most trends that trend-setting sifts to the top. Relative to most other North American sports, procedures that extrapolate volumes of NFL data into trends ('trend-setting') tend to yield small sample sizes. This is due to a lessor sheer volume of games played in NFL. Laws of statistics state that a conditional statement tends to become more 'statistically meaningful' as the sample size increases. For example:

- The Browns are 0-17 ATS since Jan 01, 2017 – 17 games but a massive -10.53 ppg average
- The Packers are 16-0 OU (+12.12 ppg) as a favorite of more than six points vs a team with the same record.
- The Steelers are 3-20-1 OU (-7.10 ppg) since Oct 13, 2013 as a road favorite
- The Vikings are 28-8-2 ATS (3.59 ppg) since Nov 07, 2013 at home

Looks pretty good right? 4 solid bets… Maybe…but then again maybe not. Yes, the Vikings are 28-8-2 ATS at home, and that is amazing, but look at what the line was historically: average -1.9 ppg, and we have the Vikings, with zero games under their belts in Week 1 lined now at -4.5 points over the 49ers.

Capping the NFL is more about forgetting what you know as a fan of the sport and making an attempt to ride on the coat-tails of the linesmakers. By this we simply are implying that much of what the linesmakers do in NFL is set psychological mind traps; such that, one can either fall into them / for them or get on the side against the public. So much more the case than most of the other sports we look at. NFL = Low volume; big public week to week overreactions that might often be more worth analyzing and reacting to than fairly profound trends you might find using even the most professional procedures.

Nonetheless, every once in a while, something notable comes along, and using the power of SDQL, we're able to find these stealthy things that the vast majority of the public is unaware of. We'll usually have 3-5 of these strikingly

> The p-value of a record is the chance of it occurring if the event was be modeled by a coin toss. For example, let's consider the Vikings' record of 28-8 ATS. One question a handicapper could ask is, what it the likelihood of an ATS record of 28-8 being produced by a randomness instead of the Vikings being undervalued at home? The p-value of a 28-8 record is 0.0009, which means that the probability that the Vikings produced a 28-8 ATS record randomly is about one in a thousand.
>
> So, it is very likely that the Vikings were undervalued over their last 36 home games. The next, more important question to ask is, are they STILL undervalued at home or have the linesmakers made the adjustment?

simple, 100 games plus sample size, sub 0.05 p-value record, low number of condition situations that appear to have what we need to go hard on.

On the house, for week one, we have a trend that has 127 games in the books, three primary conditions, two minor filters and a record of 78-43-6 ATS (64.5%) — that is a solid standard score of 3.11.

Here is the key condition:

#1. We want a team that didn't do well last season: 2 games or more below a 0.500 record.

Next…

#2. We are focusing only on early season: before week 7 produces a slight lean 765-719-41 ATS.

PRSW<=6 and week**<7**

for the entire first half, but thanks to a fairly linear trend upwards for our previous season poor-performers, Week 1 alone produces a 149-114-8 ATS record (56.7%)! The SDQL is:

PRSW<=6 and week=1

...and we have the following teams as active plays in 2018: Broncos, Browns, Colts, Dolphins, Giants, Bears, Texans, Bucs, 49ers, Jets, and the Raiders. Let's try and hone in on the best of that platter:

#3. Let's just look at dogs: The record is now 111-77-6 ATS (59.0% ATS).

Minor / optional filters: If we take home dogs +6 points or larger and road dogs no larger than 12 points, the record is 78-43-6 ATS (64.5%). The SDQL is:

PRSW<=6 and week=1 and ((A and 12>line>0) or (H and line>=6))

Consider taking that to the bank in Week 1 perhaps with a little extra capping of your own or using some of our other active PCG Sports Betting NFL Systems available at the Trend Mart via discount link:

There you will find this trend ('NFL Annual Week One PCG SDQL Trend') Active on the Browns, Bears, Texans, Bucs, 49ers and Jets ….along with many more!

Best of luck, PCG (ProComputerGambler.net)
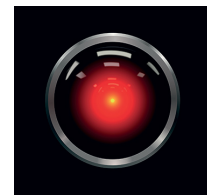
MTi's 2017 Newsletter Selections Go 24-9-1!

Each week during the 2017 NFL regular season, MTi Sports Forecasting published one side play and one totals play in the KillerSports.com Weekly NFL Report. Each play came with a complete write-up featuring the SDQL. These selections were an impressive 24-9-1. That's over 70% winners! We present all of their selection pages from the newsletter with the final scores added in light blue.

MTi's 2017 Newsletter Selections weeks 1-4

MTi's NFL Selections / Week 1

MTi's Newsletter Side Play

4-Star CHICAGO +7 over Atlanta - The Falcons have a rematch of the NFC Championship game against the Packers next week so we expect them to treat this as a tightener for that one. We are grabbing the TD.

The last four times that the Bears were getting a TD at home, they covered, and they won three of the four straight up. In their only loss, they led going into the fourth quarter.

That said, the main reason for this selection is a simple, straightforward week one system that makes sense. The system is to play ON any team that finished below 500 in the last regular season vs facing a team that finished above 500 in the last regular season in week one. The SDQL text is:

PRSW>8 and week=1 and o:PRSW<8 and season>=1994

PRSW stands for Previous Regular Season Wins. Clearly, too much emphasis is placed on the W-L results from the previous season when making the week one line.

The Bears are a lot better than they looked last season, as they committed more turnovers than their opponent in eleven of their sixteen games last season - tops in the league. The prima donna Jay Cutler is gone and we expect the Bears will get back to their smashmouth style of play. Grab the generous points.

MTi's FORECAST: CHICAGO 20 Atlanta 17

W 17-23

MTi's Newsletter Totals Play

4-Star Pittsburgh at Cleveland UNDER 47 - Over the past nine seasons, these two have met 18 times and the OU line has been 44 or higher in only four of them. All four stayed under and we think this one will as well.

Rookie DeShone Kizer is starting at QB for the Browns. We expect the Browns' brass to start Kizer slowly in order to prevent costly rookie mistakes. The Browns have a decent defense and their best chance to win here is to keep the game low scoring and make it a battle of field position.

Cleveland has historically played it close to the vest as a big home dog, as they are 0-10 OU getting at least a TD at home. The SDQL text is:

team = Browns and H and line>=7 and date >= 20091210

Note that Cleveland has scored an average of 10.8 ppg over these ten games.

The Steelers also have demonstrated a tendency to play these games close to the vest, as they are 0-10 OU as a favorite by more than six points over a divisional opponent. Check out the complete game listing and stats summary by running this SDQL text:

team = Steelers and line<-6 and DIV and date >= 20101200

Note that the Steelers have allowed an average of 9.3 ppg in this spot.

Kizer looked dynamic at times in the preseason, and that is contributing to this bloated number. He will not look that good against the Steelers. Take the UNDER.

MTi's FORECAST: Pittsburgh 20 CLEVELAND 16

W 21-18

MTi's NFL Selections / Week 2

MTi's Newsletter Side Play

4.5-Star JACKSONVILLE +2 over Tennessee - The "natural" play here is to take the Titans because they were projected to be better than the Jaguars this season and the Titans are 0-1 and the Jaguars are 1-0. It would seem unnatural for the Jaguars to start 2-0 and the Titans to start 0-2. However, a look at the historical results for week two reveals that teams off a TD-plus cover in week one in which they were turnover free are 13-0 ATS over the past dozen years vs a team that suffered a TD-plus loss in which they did not have a positive takeaway margin. The SDQL text is:

week=2 and p:ats margin>=7 and op:ats margin<=-7 and p:TO=0 and op:TOM>=0 and season >=2005

The Jaguars have been suffering for some time now and with Fournette, a stubborn defense and a fierce pass rush, both they and their fans will be confident in their home opener. Jacksonville is a character-revealing 7-0 ATS when they are at home off a road win and they are facing a team that is behind them in the standings, as long as they are not laying a TD or more. The SDQL text is:

team=Jaguars and line>-7 and H and p:AW and WP>o:WP and season >=2005

Jacksonville is also 8-0 ATS (+8.00 ppg) when playing a divisional opponent that is averaging fewer than 25 rushes per game and they are off a game as a road dog. The SDQL for this one is:

team=Jaguars and DIV and p:AD and oA(rushes)<25 and season >= 2011

The Titans, on the other hand, are 0-15 ATS when they are off a game as a favorite and facing a team that has scored on at least 40% of their drives season-to-date, as long as that opponent does not have 13-plus wins on the season. Check it out with this SDQL text.

team=Titans and p:F and oS(PTD+RTD+FG)/oS(drives)>=0.40 and o:wins<13

Finally, the Titans have not yet developed the mental toughness to perform well on the road against their division, going 0-11 ATS their last eleven trips to face divisional foes. The SDQL is a straightforward:

team=Titans and A and DIV and date>=20131201

It will very hard for the Titans to match the Jaguars' intensity in Jacksonville's home opener, especially with the Jaguars will be playing smashmouth football involving a bruising rushing game and a pin-their-ears-back pass rush.

Jaguars, easy.

MTi's FORECAST: JACKSONVILLE 31 Tennessee 17

L 16-37

MTi's Newsletter Totals Play

4-Star Washington at LA Rams UNDER 46 - Kirk Cousins was sacked four times last week in their 30-17 loss to the Eagles. This activates a pair of complementary performance indicators. For the Redskins we note that they are 0-12 OU (-9.29 ppg) as a dog on grass off a loss as a dog in which their QB was sacked four-plus times. The SDQL for this one is:

team=Redskins and D and surface=grass and p:D and p:L and 4<=op:sacks and date>=19981101

Each of Washington's last five in this spot have stayed under by more than a TD.

For the Rams we note that they are 0-10 OU (-10.60 ppg) off a home win when their opponent's QB was sacked at least four times in their last game. The SDQL is:

team=Rams and p:HW and 4<=opo:sacks and date>=20041212

In their last two games in this spot, the Rams have allowed a total of six points.

So, the Redskins should adopt a more conservative game plan to protect their QB and the Rams should focus on exploiting their opponent's perceived poor pass protection and this should lead to a low-scoring game.

In addition, the Rams are 0-12 OU (-11.96 ppg) when the line is within 3 of pick on grass after a game in which they outgained their opponent and 0-8 OU (-11.69 ppg) off a game as a favorite in which they had fewer than ten incompletions.

With the Redskins 0-12 OU when they are off a game as a dog and visiting a team that has averaged fewer than 280 yards of offense per game season-to-date, we are on the UNDER.

MTi's FORECAST: LA RAMS 17 Washington 16

L 20-27

MTi's NFL Selections / Week 3

MTi's Newsletter Side Play

4.5-Star CHICAGO +8 over Pittsburgh - The Steelers are off a 26-9 win over the Vikings in which Case Keenum was a late sub for Sam Bradford. This has been a soft spot for them, so we are grabbing the generous points.

Pittsburgh is 0-13 as a six-plus point road favorite off a home win. The SDQL text is:

team=Steelers and A and line<=-6 and p:HW and date>=19951008

The Steelers were in this spot last season in week 6, laying seven in Miami after beating the Jets 31-13 at home. Pittsburgh simply did not show up in Miami and was embarrassed 30-15. In addition, the Steelers are 0-13 ATS (-8.88 ppg) on the road on grass off a win when they are facing a team that is forcing less than 1.25 turnovers per game. The SDQL text is:

team=Steelers and A and surface=grass and p:W and oA(o:TO)<1.25 and date>=20070930

Chicago is 0-2 on the season, losing at home to the Falcons in week one and then losing to the Bucs in Tampa in week two and they play in Green Bay next week. The Steelers are 2-0 after beating the Browns and Vikings both as favorites of more than a TD. This line is significantly inflated as a result. However, Chicago is a very tough 12-0 ATS at home after a double-digit loss when they are between road games. The SDQL text is:

team=Bears and D and p:margin<=-10 and H and p:A and n:A and season >= 1992

The Bears won each of their last TEN in this spot straight up - and they were the dog every time. Chicago only won three games last season and two were in just this situation; a 17-14 win over the Lions and a 20-10 win over the Vikings.

Finally, it is worth mentioning that the Bears have done well when they have struggled to put points on the board for two straight games. Chicago is 8-0 ATS as a six-plus point underdog when they are off a game as a road dog and they scored fewer points than expected in each of their last two games. The SDQL text is:

team=Bears and line>=6 and p:AD and p:dps<0 and pp:dps<0 and season >= 2000

In their last three in this spot they are 3-0 straight up scoring 35, 36 and 37 points respectively and they were getting at least a TD in each win.

The Steelers play in Baltimore next week, by far their toughest game of the season and it will be for the division lead. Grab the generous points.

MTi's FORECAST: CHICAGO 17 Pittsburgh 16

W 23-17

MTi's Newsletter Totals Play

4.5-Star Denver at Buffalo OVER 40 - Both these teams like to feature the rush, which is why this total is so low. However, both these team have demonstrated a strong tendency to go over when facing other running teams.

The Broncos are 17-0 as a favorite over a win by more than a TD when they are facing a non-divisional opponent that is averaging at least 28.5 rushes and at least 150 passing yards per game. The SDQL text is:

team=Broncos and F and NDIV and p:margin>7 and oA(rushes)>28.5 and oA(PY)>150

On the Bills' side of the ledger, we see that they are 12-0 OU when they are off a loss and are a home dog to a team that has achieved fewer than 56% of their first downs through the air season-to-date. The SDQL text is:

team=Bills and HD and p:L and oS(PFD)/oS(FD)<0.56 and date>=19981004

Note that Buffalo has gone over by an average of 13.4 ppg in this spot.

Another key factor is that the Bills only had 21:07 of possession time last week in their 9-3 loss to the Panthers. Again, both teams have strong OVER indicators in this spot. Buffalo is 11-0 OU (+10.59 ppg) at home after they had at least three fewer minutes of possession time than their season-to-date average and the Broncos are 15-0 OU (+13.17 ppg) as a favorite over a team that had less than 26 minutes of possession time in their last game. The SDQL text for these two, respectively is:

team=Bills and H and p:TOP -tA(p:TOP) <= -180 and date>=20091129

team=Broncos and F and NDIV and op:TOP<26 * 60 and date>=20051217

In each of the Broncos' last thirteen games in this spot they have scored at least thirty points.

This is the lowest total that the Bills have had since November 2013 and that game finished 37-14.

The OVER here is bursting with line value.

MTi's FORECAST: Denver 31 BUFFALO 27

W 26-16

MTi's NFL Selections / Week 4

MTi's Newsletter Side Play

4.5-Star NY Giants +3 over TAMPA BAY - The Giants' offensive numbers are terrible this season, but they certainly got going late in the Eagles' game last week. We are grabbing the FG, as we think the Buccaneers significantly overrated.

Tampa Bay is 0-9 ATS (-10.50 ppg) when hosting a non-divisional opponent that has a third down conversion rate of less than 35%. The SDQL text is:

team=Buccaneers and H and NDIV and oS(3DM)/oS(3DA) < 0.35 and date>=20081200

Tampa was the favorite in each of their last six games in this spot and they lost straight up each time.

The Buccaneers are off a bad game in Minnesota in which they converted only one third down while committing seven-plus penalties, with Winston throwing three interceptions. Tampa has not demonstrated the mental toughness needed to recover from such a performance. The Bucs are 0-11 ATS (-11.91 ppg) at home off a road loss in which they had at least 3 more penalties than their season-to-date average. Check it out with this SDQL text.

team=Buccaneers and H and p:AL and p:penalties - tA(p:penalties) >= 2.4 and season >= 2007

Note that the Bucs lost each one of these home games straight up and they were the favorite in four of the eleven.

Tampa is also 0-8 at home vs a non-divisional opponent when they are a road loss in which they never led, falling short of expectations by an average of 15.12 ppg. The SDQL here is:

team=Buccaneers and H and NDIV and p:AL and p:BL=0 and date>=20071028

The Giants should be able to build on their offensive performance last week, as they are 11-0 ATS (+12.41 ppg) on the road off a game as a dog in which they scored at least ten points more than their season-to-date average. The SDQL text is:

team=Giants and A and p:D and p:points - tA(p:points) >= 10 and season >= 1999

Finally, the Bucs did not have a single first down rushing the ball last week and this will make things tough for them against the Giants. NY is 8-0 ATS (12.06 ppg) on the road off a game as a dog when they are facing a team that is getting more than 67% of their first downs through the air.

Giants. Outright.

MTi's FORECAST: NY Giants 27 TAMPA BAY 23

W 23-25

MTi's Newsletter Totals Play

4-Star Buffalo at Atlanta OVER 48.5 - Before last week, the Broncos had held their last fifteen non-divisional opponent to under 24 points. Buffalo beat them 26-16 to end that streak. The Bills averaged 2.3 yards per rush, but Tyrod Taylor was a crisp 20-fo-26 passing for two TDs and no INTs. The Bills can't possibly be thinking that they are going to go down to Atlanta and beat them something like 17-16 by rushing the ball. As evidence, Buffalo is 10-0 OU as a five-plus point underdog when they are off a game in which they rushed for at least 44 yards less than their season-to-date average. The SDQL text is:

team=Bills and line>=5 and p:RY -tA(p:RY) <= -44 and date >=20051100

The Bills have allowed a whopping 39.2 ppg over these ten games.

Also, Buffalo is now 8-0 OU vs a non-divisional opponent with a better record. The SDQL here is:

team=Bills and NDIV and WP<o:WP and date>=20151018

Turning our attention to the Falcons, we see that they are 15-0 OU their last 15 games on an artificial surface. Usually, when a team has a trend like this, the OU line is adjusted as a result. However, we see no evidence of that here. We were expecting an opening OU line of something like 51. The SDQL for the Falcons OU performance on turf is simply:

team=Falcons and surface=artificial and date>=20160911

When the Falcons are moving the chains on first and second down, this is an OVER indicator. Atlanta is 12-0 OU since the start of the 2013 season as a home favorite over a non-divisional opponent when fewer than 35 percent of their first downs were from third down and they did not suffer a double-digit loss in last week's game. The SDQL text is:

team=Falcons and HF and NDIV and p:3DM / p:FD < 0.35 and p:margin>-10 and NB and season >= 2013

If the Bills adopt a passing attack, this will translate to more Atlanta possessions. There is plenty of room over this number.

MTi's FORECAST: ATLANTA 34 Buffalo 27

L 23-17

MTi's 2017 Newsletter Selections weeks 5-8

MTi's NFL Selections / Week 5

MTi's Newsletter Side Play

4.5-Star Baltimore +2.5 over OAKLAND - In their first two games, the Ravens allowed a total of 10 points and were 2-0. In their second two games of the season, they allowed a total of 70 points and lost them both to drop to 2-2 on the season. Baltimore had a reputation of playing tough defense and we expect them to do that here. The Ravens are 14-0 ATS since late in their first season in the league when they are a dog on grass when they allowed more points than expected in each of their last two games, as long as they did not commit a total of ten-plus turnovers in those two games. The SDQL text is:

team=Ravens and D and surface=grass and 0<p:dpa and 0<pp:dpa and p:TO + pp:TO<10 and date>=19961200

Note that Baltimore won ten of the fourteen games straight up and they were 2-0 ATS in this spot last season.

In last week's game, the Steelers dominated the clock with their rushing attack and this forced the Ravens to throw the ball. This is relevant because Baltimore is 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 and they are 10-0 ATS (+11.55 ppg) on the road off a loss in which they had at least three fewer minutes of possession time than their season-to-date average, winning each of the last seven straight up.

The Raiders also started well and then dropped off considerably. Oakland won their first two games of the season while scoring a total of 71 points and then lost their last two while scoring ten points in each.

Oakland, unlike the Ravens, does not have a history of demonstrating character in this spot. The Raiders are 0-10 ATS (-13.45 ppg) at home when they allowed at least five third downs in each of their last two, with the most recent coming as a road dog. On the average, the Raiders were a two-point dog in this spot, yet they have been outscored by an average of 15.5 ppg. Check it out with this SDQL text:

team=Raiders and H and p:AD and ppo:3DM>=5 and po:3DM>=5 and date>=20081100

The Raiders are also 0-14 ATS (-9.75 ppg) when the line is within four of pick and they suffered at least three sacks in each of the last two weeks. The SDQL for this one is:

team=Raiders and -4<=line<=4 and 3<=po:sacks and 3<=ppo:sacks and NB and p:NB and season>=2002

Oakland has also been a great venue for an opponent to end a losing streak. The Raiders are 0-9 ATS (-15.11 ppg) at home when they were a dog in their last game and they are facing a non-divisional opponent that is off two losses. The line has been off in these nine games by an average of more than two touchdowns.

Jack Del Rio is a fun coach when things are going right, but he tends to yell and assign blame when things are going wrong and this does not bring the team together. We are on the Ravens.

MTi's FORECAST: Baltimore 34 OAKLAND 23

MTi's Newsletter Totals Play

4-Star Green Bay at Dallas OVER 52.5 - Both these teams like to pass the ball and both tend to play high scoring games when facing a team that also like to throw.

Green Bay is 9-0 OU (+6.78 ppg) when facing a team that is averaging fewer than 25 rushes per game. The SDQL text is:

team=Packers and oA(rushes)<25 and date>=20161106

Dallas is 13-0 OU (+13.08 ppg) when they are off a game as a home favorite and facing a non-divisional opponent that has passed the ball on more than 59.75% of their plays season-to-date. The SDQL text is:

team=Cowboys and NDIV and p:HF and o:STDPP > 59.75

Dallas allowed the Rams 412 yards of offense last week and the Packers have to be thinking the way to win here is to feature their offense rather than their defense. Indeed, Green Bay is 12-0 OU (+13.19 ppg) as a dog off a home game when facing a team that allowed more than 380 total yards in their last game. The SDQL text here is:

team=Packers and D and p:H and opo:TY>380 and season >= 2000

Finally, it is worth mentioning that Green Bay is 8-0 OU (+14.31 ppg) as a road dog off a win when they are facing a team that is averaging less than 1.25 turnovers per game. The SDQL here is:

team=Packers and A and D and p:W and oA(TO)<1.25 and date>=20110000

This number is indeed high, but we don't see either team being afraid of the other's offense to the point where they will feature the rush to limit their opponent's possessions. Take the OVER.

MTi's FORECAST: Green Bay 35 DALLAS 31

W 30-17   **W 35-31**

MTi's NFL Selections / Week 6

October Side Play of the Month

5-Star Pittsburgh +4 over KANSAS CITY - The Chiefs will never be more expensive than they are now and the Steelers will never be cheaper. After their dismal loss to the Jaguars, in which Roethlisberger threw five INTs, many are questioning his ability. This, and a high-quality opponent on the road, is exactly what he and the Steelers need to play at their best. We are grabbing the points.

Pittsburgh is 8-0 ATS (+11.81 ppg) on the road off a home game when they are playing a team with a better record. Not surprisingly, the Steelers were the favorite in only two of the eight games, but the won straight up every time. The SDQL text is:

team=Steelers and A and p:H and WP<o:WP and date>=20081103

The Steelers are also 8-0 ATS (+13.44 ppg) off a home game facing an opponent that is scoring on more than 40% of their drives. The SDQL here is:

team=Steelers and p:H and oS(PTD+RTD+FG) / oS(drives)>0.40 and date>=20081130

Pittsburgh was the favorite in only three of the eight, but they won all eight straight up.

In addition, Pittsburgh is 7-0 ATS on grass after SU loss as a home favorite, outscoring their opponent by an average of 17.3 ppg. See for yourself by running this SDQL text:

team=Steelers and surface=grass and p:LHF and season >= 2010

Finally, the Steelers are 12-0 ATS vs a non-divisional opponent off a double-digit SU and ATS loss in which they scored fewer than 14 points. In their last game in this situation, week four last season, they annihilated these Chiefs 43-14. The SDQL is:

team=Steelers and NDIV and p:margin<-10 and p:points<14 and p:ats margin<=-10 and season >= 1999

The Chiefs are off a 42-34 win in Texas as a small favorite. This has not been a good spot for them, as they are 0-11 ATS off a win as a road favorite when they are facing a team that has averaged at least 36 passes per game season-to-date. The SDQL text is:

team=Chiefs and p:WAF and oA(passes)>36 and season >= 2005

Kansas City is also 0-9 ATS at home on grass off a game as a favorite off a win after more than 28 percent of their first downs were from third down and 0-11 ATS as a favorite by a TD or less over a non-divisional foe when their rushing yards dropped in each of the last two games. The SDQL for the second of this brace is:

team=Chiefs and NDIV and p:RY<pp:RY<ppp:RY and 0 > line >= -7 and season = 1999

The Steelers were the Superbowl favorite before last week.

Now Roethlisberger is over-the-hill? We are grabbing the points. Classic over-reaction to last week's results.

MTi's FORECAST: Pittsburgh 27 KANSAS CITY 24

MTi's Newsletter Totals Play

4-Star NY Giants at Denver OVER 41 - The Broncos have averaged 32:38 of possession time this season which has to have the Giants thinking that they are not going to get many possessions. Despite the fact that they have a injury cluster at the wide receiver position, they are going to have to throw the ball. We are on the OVER. The Giants are 10-0 OU on the road off a home game when facing a team that has averaged 32-plus minutes of possession time and fewer than five rushing first downs per game. New York has flown over the total by an average of 17.85 ppg and we have already cashed with this one this season when the Giants and Eagles went over in this spot in week three.

team=Giants and A and p:H and oA(TOP)>=32 * 60 and oA(YPRA)<5 and season >= 2008

In addition, the Giants are 6-0 OU (+15.58 ppg) as a dog off a home loss in which they converted at least five third downs.

Turning our attention to the Broncos, we see that they are 15-0 OU as a 7+ favorite vs a non-divisional opponent when they recorded three-plus sacks in each of their last two games, going over by an average of 13.5 ppg. The SDQL here is:

team=Broncos and line <= -7 and NDIV and 3<=p:sacks and 3<=pp:sacks

Finally, the Broncos are 20-0 OU (+11.0 ppg) as a six-plus point favorite when they are off a win as a favorite and facing a team that has averaged at least 17.5 ppg and has scored less than 15% of their points from field goals, as long as they are not six games ahead of their opponent in the win column.

The Giants will not give up here. They should play with a nothing-to-lose attitude. The Broncos should get a lot of possessions here. The play is the OVER and we expect it to go lower than 41, so there is no hurry to play this one. Both 41 and 40 are key numbers (24-17, 23-17, 27-14, 27-13, 30-10, 31-10...). The lower the number you can get the stronger the play.

MTi's FORECAST: DENVER 30 NY Giants 20

W 19-13   **L 10-23**

MTi's NFL Selections / Week 7

MTi's Newsletter Side Play

4.5 Cincinnati +5.5 over PITTSBURGH - The Steelers came through last week for us to beat the previously unbeaten Chiefs as a four-point underdog. That victory required an all-out defensive effort at peak intensity and a 179-yard, 32 carry effort from Le'Veon Bell. Here, we are going against them and taking the points with the Bengals. The Bengals have held their last two opponents to 7 and 16 points respectively and they have not been allowing many first downs on first and second down. This is a positive indicator, as Cincinnati is 13-0 ATS on the road when they are off a game in which at least 28% of their opponent's first downs came on third down. The SDQL text is:

team=Bengals and A and po:3DM / po:FD > 0.28 and rest>3 and season >= 2012

The Bengals are 11-2 straight up in these thirteen road games and this includes and overtime loss to the Packers in Green Bay in week three this season.

Also, the Bengals are 9-0 ATS when they are off a win in which they passed for at least 95 yards more than their season-to-date average. The SDQL text is:

team=Bengals and p:W and tA(p:PY) - p:PY <= -95 and season >= 1999

In the Bengals last four games in this spot they; won 27-10 getting a point, won 49-9 laying 6.5 points, won 334-17 laying 6.5 points and won 36-21 laying 4 points.

In an on-point performance indicator, the Steelers are 0-9 ATS (-17.39 ppg) at home off a road game in which they more rushes nine rushes over their season-to-date average. The Steelers, on the average, were laying 7.6 points, but they were outscored by an average of 28.6 to 18.8 points. Yes, that is getting beat by an average of double-digits when laying 7.5 points. The SDQL, shown below, reveals that they lost each of their last five games straight up in this spot, including their 30-9 loss to the Jaguars laying 8 in week five this season.

team=Steelers and H and p:A and p:rushes - tA(p:rushes) > 9 and date>=20021100

The Bengals have committed an average of 2.20 turnovers per game, which is third most in the league behind the Browns and the Bears. Cincinnati has forced an average of only 0.80 turnovers per game, which is the fourth lowest in the entire league. The Steelers have adopted an over-confident, lackadaisical attitude vs similar teams. Pittsburgh is 0-13 ATS as a favorite off a win in which they had at least 30 minutes of possession time and fewer than a team that has averaged at least one more turnover than takeaway per game season-to-date. The SDQL for this one is:

team=Steelers and F and p:W and oA(TOM)>=1 and z:TOP>30*60 and date >= 20051000

The game listing reveals that the Steelers are TERRIBLE in this spot. In their only two wins, the Steelers beat the Ravens 20-19 laying 11

and got by the Chiefs 16-13 in overtime laying 12.5 points. In their last three they were laying at least a TD and lost all three straight up, including their 23-17 loss to the Bears in week three this season. Grab the points and consider an investment on the moneyline as well.

MTi's FORECAST: Cincinnati 23 PITTSBURGH 20

MTi's Newsletter Totals Play

4-Star Carolina at Chicago OVER 40.5 - The Panthers lost 28-23 as a three-point home favorite to the Eagles last week and this is an OVER indicator. Carolina is 9-0 OU as a road favorite off a loss by fewer than 14 points in which they failed to cover. The SDQL text is:

team=Panthers and AF and p:L and p:margin>-14 and p:ATSL and date>=20060100

The Panthers have eclipsed the OU line by an average of 15.06 ppg in this spot. In last season's two qualifying games they lost 48-33 laying 3 to the Falcons and lost to the Saints 41-38 laying 3. Both games went over by more than 24 points and both totals were in the 50s.

Carolina is averaging 3.4 yards per carry this season - third worst in the league. This is relevant because they are 16-0 on the road when averaging less than 3.95 yards per rush season-to-date as long as the OU line is not higher than 50. The SDQL here is:

team=Panthers and A and tS(RY) / tS(rushes) < 3.95 and total <=50 and date>=20101100

This one already cashed for us this season when they beat the Patriots 33-30 with the OU line at 49 points.

The Bears look like they might have a rushing game and they have confidence in their rookie QB as well. Chicago is 9-0 OU (+11.78 ppg) on grass vs a non-divisional opponent when they are off a win in which they rushed for more than 45 yards over than their season-to-date average. The SDQL text is:

team=Bears and surface=grass and NDIV and p:W and tA(p:RY) - p:RY < -45 and season >= 2006

Finally, Chicago is 8-0 OU (+17.44 ppg) after they had at least one interception return TD and 7-0 OU (+22.50 ppg) after a win in which their opponent scored more points than expected. These two have MONSTER average margins and this is part of what we look for. The SDQL for the first of this pair is:

team=Bears and p:interception touchdowns>0 and date>=20121200

There were at least 50 points scored in each of the eight games

This number should be at least 43. The play is OVER.

MTi's FORECAST: CHICAGO 30 Carolina 27

L 29-14   **L 17-3**

MTi's NFL Selections / Week 8

MTi's Newsletter Side Play

4.5-Star Chicago +9 over NEW ORLEANS - The Saints have won and covered four straight after starting the season 0-2 SU and 0-2 ATS. This line is an overreaction to this streak. We are grabbing the bloated number.

The Saints are off a win over the Rogers-less Packers in which Mark Ingram ruhed the ball 22 times for 105 yards. The Saints have not covered in this spot since Sean Peyton returned as their head coach in 2006. Specifically, New Orleans is 0-10 ATS at home when they had a rusher with more than twenty carries. The SDQL text is

team=Saints and H and 20<max:p:rushes and season >= 2006

The Saints are not only 0-10 ATS, they are 0-10 straight up, losing by an average final score of 31.8 to 21.3 while laying an average of 4.3 points.

Also, New Orleans is 0-8 ATS (-12.94 ppg) on turf off a game as a favorite after more than 30 percent of their first downs were from third down and 0-7 ATS as a favorite on turf when they are off a win by fewer than 30 points and they are facing a team with a worse record. The SDQL for the second of this pair is:

team=Saints and F and surface=artificial and 0<p:margin<30 and WP>o:WP and date>=20131100

New Orleans lost each of their last five straight up, failing to cover by double-digits every time.

The Bears are still not getting any respect from the linesmakers. Chicago is 13-0 ATS as a TD-plus underdog when they are off a game in which they had at least one fewer minute of possession time than their season-to-date average and their opponent is off a win. The SDQL text is:

team=Bears and line>=7 and p:TOP - tA(p:TOP)<=-60 and op:W and date>=19991000

The Bears have won NINE of the thirteen games straight up, including a victory over the Steelers this season. Chicago's defense has held their opponent to an average of 15.7 ppg in this spot.

The Bears have tremendous line value at this number.

MTi's FORECAST: Chicago 23 NEW ORLEANS 20

MTi's Newsletter Totals Play

4-Star Minnesota at Cleveland UNDER 37.5 (London) - The Browns have two QBs who are afraid to make a mistake because they will get benched and they just lost their best offensive lineman. We do see them scoring many points against the Vikings.

Cleveland is 0-6 OU (-8.17 ppg) on turf off a home game in which their QB was sacked at least four times and 0-7 OU (-9.93 ppg) as a dog off a game as a dog in which they converted four or fewer third downs. The SDQL for the second of this pair is:

team=Browns and D and p:D and p:3DM<=4 and date>=20161110

This was last active last week with the Browns lost 12-9 to the Titans in OT.

Finally, Cleveland is 0-12 OU when they have averaged fewer than 14 ppg in their last three games and they are not laying more than a FG and their opponent is not off two-plus losses. Check it out with this SDQL text:

team=Browns and line >= -3 and tA(points,N=3)<14 and o:streak>-2 and date>=20111200

The Vikings should be happy to adopt a conservative game plan here. They are not worried about the Browns' offense scoring a lot of points. They should sit back and wait for a mistake. As evidence, we present the following...

Minnesota has allowed 10 and 16 points in their last two games respectively and this activates an on-point trend that states, "The Vikings are 0-12 OU as a 7+ favorite when they allowed fewer points than expected in each of their last two games." The SDQL text is:

team=Vikings and line<=-7 and p:dpa<0 and pp:dpa<0 and date>=19991108

Minnesota is also 0-11 OU as a favorite off a home game when they had more than 32 minutes of possession time in each of their last two games, which means that their defense will be fresh and will expect nothing less than a shutout.

Finally, Minnesota is 0-11 OU as a 7+ favorite off a win facing an opponent that is averaging more than two turnovers per game. Zimmer will have his team focused on playing sound fundamentals and slowly squeezing the hope out of Cleveland.

MTi's FORECAST: Minnesota 16 Cleveland 0

W 12-20   **L 33-16**

Through the first eight weeks of the season, the newsletter plays were a combined 9-7. The sides were 6-2 and the totals were 3-5. The plays rated 4.5-Stars were 5-2 and the lone 5-Star on Pittsburgh +4 over Kansas City was an outright 19-13 winner. MTi would not lose another play rated 4.5-Stars or higher the rest of the season.

MTi's 2017 Newsletter Selections weeks 9-12

MTi's Newsletter Side Play

4.5-Star Ravens +5.5 over Titans - Tennessee is off a 12-9 win over the Browns in which they had 35:23 of possession time. We mention this because the Titans are 0-18 ATS on grass after a game in which they had at least three more minutes of possession time than their season-to-date average - as long as they did not lose that game by 14-plus points. The SDQL text is:

team=Titans and surface=grass and tA(p:TOP) - p:TOP <= -180 and p:margin>-14 and season >= 2011

We also have a character-revealing performance indicator that points to a play against Tennessee. The Titans are 0-12 ATS (-14.54 ppg) as a favorite off a win when they are playing a team with a worse record. The SDQL text is:

team=Titans and F and p:W and WP>o:WP and date>=20081214

This has been active twice this season. In week 4 the Titans lost 57-14 as a road favorite to the Texans in this spot and in week 7 the winless Browns took them to overtime and held them without a TD.

We also have a character-revealing trend of the Ravens. Baltimore is 9-0 ATS as a dog on grass when facing a team that has allowed an average of fewer than 27 ppg this season that is ahead of them in the standings. The SDQL text is:

team=Ravens and D and surface=grass and WP<o:WP and season>=2010 and oA(o:points)<27

The Ravens have won seven of the nine games straight up.

Finally, the Ravens crushed the Dolphins 40-0 in their last game while scoring three non-offensive touchdowns. Baltimore is 9-0 ATS as a dog off a win in which they benefitted from a takeaway margin of at least plus two. The SDQL here is:

team=Ravens and D and p:W and p:TOM<=-2 and date>=20120122

We would not be surprised at all if the Ravens won outright.

MTi's FORECAST: Ravens 27 TITANS 24

MTi's Newsletter Totals Play

4-Star Redskins at Seahawks OVER 45 - Russell Wilson threw for 452 yards and four TDs last week against the Texans. This slots them into an OU system that has been perfect since 2013. Teams that threw for at least 100 yards more than their season-to-date average and scored 30-plus points in their last game are 18-0 OU on turf vs a non-divisional opponent during the regular season. The SDQL text is:

surface=artificial and NDIV and tA(p:PY) - p:PY <= - 100 and p:points>=30 and REG and season >= 2013

This one is 4-0 OU this season with an average final score of 33.2 to 27.8.

The Seahawks themselves are 11-0 OU on turf vs a non-divisional opponent when they are off a home game and they are averaging less than 3.75 yards per rush season-to-date. The SDQL for this one:

team=Seahawks and surface=artificial and NDIV and p:H and tS(RY) / tS(rushes) < 3.75 and date>=20021124

reveals that the Seahawks have zipped over the number by an average of 18.14 ppg. Nice.

Lastly for Seattle, we note that they are 10-0 OU (+11.85 ppg) off a home game when their passing yards increased over the past two games and they are facing a non-divisional opponent.

The Redskins have allowed 33-plus points in each of their last two games and they can't hope to hold the Seahawks to 20 points or fewer here. They should come out aggressively and that should get this one over the number. Washington is 9-0 OU (+7.78 ppg) off a loss and facing a non-divisional opponent.

In their 33-19 loss to Dallas, Jamison Crowder had nine catches for 123 yards. Since Jay Gruden became head coach in 2014, the Redskins are 10-0 OU on the road when they are off a game in which they allowed more than 140 yards of offense and had a receiver with more than 95 yards. The SDQL here is:

team=Redskins and A and max:p:receiving yards>95 and season >= 2014 and po:TY>140

Make the play the OVER.

MTi's FORECAST: SEAHAWKS 34 Redskins 28

W 20-23   **L 14-17**

MTi's Newsletter Side Play

4-Star Bengals +5 over TITANS - The Bengals have had 26:47 and 19:46 of possession time in their last two games respectively and they are a road dog off a road loss. The public wants no part of teams in this spot, so the linesmakers have to adjust the lines to compensate, thus giving value to these teams. In fact, road dogs on grass vs a non-divisional opponent that have had less than 28:50 of possession time in each of their last two games and are off a road loss are 23-0 ATS. Check it out by running this SDQL text:

AD and surface=grass and NDIV and p:AL and p:TOP<1730 and pp:TOP<1730 and date>=20051200

The Bengals allowed twelve third down conversions in their loss to the Jaguars last week, which is only the second time a team has allowed at least a dozen third down conversions this season (Arizona in their 0-33 loss to the Rams). The Bengals' defense has risen to the occasion in this spot, as they are 8-0 ATS on grass off a road game in which they allowed at least five third down conversions, holding their last three opponents to 13, 10 and 7 points respectively. The SDQL text is:

team=Bengals and surface=grass and p:A and po:3DM>=5 and date>=20041212

Tennessee is off a 23-20 win over the Ravens in which they committed only three penalties for 39 yards. This has been a negative indicator for them, as they are 0-16 ATS off a game in which they had at least three penalties fewer than their season-to-date average for 45 yards or fewer. The SDQL here is:

team=Titans and p:penalties - tA(p:penalties)<=-3 and p:PENY<=45 and season >= 2011

Finally, we have a classic, character-revealing performance indicator of the Titans. Tennessee is 0-13 ATS as a favorite off a win when they are playing a team with a worse record, failing to cover by an average of 13.5 ppg. The SDQL text is a straightforward:

team=Titans and F and p:W and WP>o:WP and date>=20081214

The Bengals and the points are the play.

MTi's FORECAST: Bengals 23 TITANS 20

MTi's Newsletter Totals Play

5-Star Pittsburgh at Indianapolis UNDER 44.5 - The Steelers are off a very close call vs the Lions in Detroit. Pittsburgh won 20-15 despite suffering a 2-0 turnover margin and allowing 482 yards of offense. Big favorites off games in which they turned the ball over have been terrific UNDER plays. Since the start of the 2015 season, TD-plus favorites are 0-27 OU when they are off a game as a favorite in which they committed at least two turnovers while averaging less than 5.5 yards per rush and having less than 600 yards of offense. The SDQL text is:

line<=-7 and p:F and 2<=p:TO and p:YPRA<=5.5 and p:TY<600 and season>= 2015

The Steelers themselves are 0-22 OU as a favorite of more than six points when they are off a game as a favorite in which they did not have more than 38 minutes of possession time. The SDQL text here is:

team=Steelers and line<-6 and p:F and p:TOP<38*60 and date>=20101100

The Steelers were 0-6 OU in this spot last season and they are 0-3 OU in this spot this season.

The Colts beat the Texans 20-14 last week in Houston for their third win of the season. Indianapolis is 0-13 OU off a win in which they allowed fewer than 28 points when they are facing a team that allowed at least 380 yards of offense in their previous game. The SDQL text is:

team = Colts and p:WD and opo:TY>=380 and season >=2000 and po:points<28

Finally, Indy is 0-8 OU (-8.38 ppg) on turf after a game in which they outgained their opponent and 0-13 OU after week five at home when they are off two road games and not off their bye. The SDQL for the second of this pair is:

team=Colts and H and NB and p:A and pp:A and week>5 and season >= 2008

The Steelers should play tough defense and a conservative, clock-eating offense as a big road favorite vs an inexperienced quarterback.

MTi's FORECAST: Steelers 20 COLTS 10

W 20-24   **W 20-17**

MTi's Newsletter Side Play

4.5-star GIANTS +10.5 over Chiefs - Kansas City is 1-3 in their last four games and in their lone win over the Broncos they were 0-3 inside the red zone, 0-2 in goal-to-goal situations, outgained by 88 yards, had a completion percentage of 45% and converted only TWO third downs. HOWEVER, they benefitted from a FIVE-ONE takeaway margin and that was enough for the win. We are grabbing the big number.

Road favorites on turf are 0-19 ATS when they are off a road game in which they converted four or fewer third downs and they are facing a team that has allowed fewer than 15 third-down conversions season-to-date. The SDQL text is:

AF and surface=artificial and p:A and p:3DM<=4 and oA(o:3DP)<50 and date>=20111200

The Chiefs' rushing yards has dropped steadily recently and this is a telling indicator. Kansas City is 0-11 ATS as a favorite vs a non-divisional opponent when their rushing yards has dropped over each of their last two games, as long as they are not off a 20-plus point loss. The SDQL text is:

team=Chiefs and F and NDIV and p:RY<pp:RY<ppp:RY and p:margin>-20 and season >= 1999

Their offense has struggled in this spot, as they have scored an average of only 15.8 ppg in this spot and this includes a 19-13 loss at home vs the Steelers in week six this season.

The Giants lost to the winless 49ers last week and that is giving us plenty of line value here. NY actually was the victim of big plays, as none of the four TDs that the 49ers scored were from inside the ten-yard line. NY had 31:00 minutes of possession time and Manning was a solid 28-of-37 with two TDs and no INTs. The Giants are a perfect 16-0 ATS off a game as a favorite in which they did not have 30-plus seconds less possession time than their season-to-date average, covering the spread by a massive 16.91 ppg. The SDQL is:

team=Giants and NDIV and p:F and tA(p:TOP) -p:TOP < 30 and date>=20111100

Also, NY is 10-0 ATS as a six-plus point underdog after a game in which they had ten or fewer incompletions, winning seven of the ten straight up. The SDQL here is:

team=Giants and line>=6 and p:INC<=10 and season >=1997

The Giants played last week's game as a road favorite with a 1-7 record on a two-game losing streak. In the history of the database, the highest number of losses a road favorite had when they have only one win on the season and are off a loss is five. The Cardinals were a road favorite over the Raiders in 2006 when they were 1-5 on the season. They lost 9-22. The Giants were in a very unusual situation last week and the young coach did not prepare them well.

It looks to us like the Giants assumed that the rookie QB Beathard would make some mistakes and all they needed to do was play passively on offense. As a result, Beathard had the best game of his career by going 19-of-25 with two TDs.

Against the Chiefs, they know they will have to be at their best and

we think that's exactly what we'll get. The last two times the Giants were a 10-plus dog they won straight up. In chronological order, they are the 2008 Superbowl, in which they beat the Patriots 17-14 getting 12, and their 23-10 win over the Broncos getting 11.5 in week six this season. Another outright win would not surprise us at all.

MTi's FORECAST: GIANTS 20 Chiefs 17

MTi's Newsletter Totals Play

4-Star Cincinnati at Denver OVER 39.5 - The Bengals are off a 24-20 loss to the Titans that dropped them to 3-6 on the season. Cincinnati led late in the game, but the Titans scored a TD with 42 seconds left in the game to get the victory. The Bengals converted only ONE third down and they punted the ball away seven times. Numbers like these usually lead to a more aggressive offense. Cincinnati is 9-0 OU (+10.44 ppg) as a dog after a loss as a road dog in which they had more points than third downs made. The SDQL text is:

team=Bengals and D and p:LAD and p:3DM<p:punts and date>=20060108

This was last active late week in their 24-20 loss with the OU line at 41.

Also, the Bengals are 11-0 OU on grass when the line is within four of pick and they are off a regulation loss as a dog. The SDQL here is:

team=Bengals and -4<=line<=4 and surface=grass and p:LD and not p:OT and season >= 2002

The Bengals are dead last in the league in offensive yards per game and this qualifies the Broncos for a totals system. After week 2, favorites with at least normal rest are 22-0 OU vs a non-divisional opponent that has averaged less than 275 yards of offense and more than 3.5 first downs per game per game season-to-date, as long as the team got at least ten first downs in their last game. The SDQL text is:

F and NDIV and oA(TY)<275 and week>2 and oA(3DM)>3.5 and p:FD>=10 and rest>=6 and date >= 20111200

This system is 9-0 OU THIS season, and the last active date was Monday Night when the Panthers beat the Dolphins 45-21 with the OU line at 38

Fitting in nicely here is the fact that the Broncos themselves are 12-0 OU (+11.0 ppg) off a loss as a dog when they are facing an opponent that is averaging less than 5.20 yards per play. Check it out with this SDQL text:

team=Broncos and p:LD and oS(RY+PY)/oS(plays)<5.2 and season >= 2006

The Bengals only had 19:51 of possession time last week against the Titans and this fact will not go unnoticed by the Broncos. Denver is 17-0 OU as a favorite over a non-divisional opponent that had a time of possession of less than 26:15 in their last game. The SDQL text for this one is:

team=Broncos and F and NDIV and opp:TOP<26*60 and date>=20051217

There is plenty of line value in going over this number.

MTi's FORECAST: BRONCOS 27 Bengals 24

W 12-9   **L 20-17**

MTi's Newsletter Side Play

4.5-Star Bills +9.5 over Chiefs - Despite the fact that they started the season 5-0, the Chiefs were never as good as the public thought. Over those five wins The Chiefs had a 7-1 takeaway margin and this was a big contributing factor to their success. Kansas City is 1-4 over their last four games and in their lone win, they beat the Broncos 29-19 while benefitting from a 5-1 takeaway margin. This is even more compelling when we consider just how bad Denver is. We are grabbing the points.

Buffalo is done with the Peterman experiment and now they can get back to business. We have a system indicating that they are the play. Kansas City has a red zone percentage of 44.8% this season, which is ranked 30th in the league. As a result, they kick a lot of field goals. It is difficult to cover a large number with field goals and this is evidenced by the following system:

Before week 17, road teams on grass vs a non-divisional opponent are 22-0 ATS when they are off a double-digit loss as a road dog in which they did not lead by seven-plus points and they facing a team that has scored at least 25% of their points from field goals. The SDQL text is:

A and week<17 and p:BL<7 and surface = grass and NDIV and p:AD and p:margin<=-10 and oS(FG*3) / oS(points) > 0.25 and date>=20031130

When long-term customers scan over the recent game listing for this system, they should recognize a lot of big winners were released.

The Bills have been embarrassed for a couple weeks in a row now, getting hammered 47-10 by the Saints and 54-24 by the Chargers last week. It is only the second time in the history of the database that a team has allowed 100 points over two games. Buffalo, however, is a gritty bunch and they will be ready to go toe-to-toe with the Chiefs. The Bills are a character-revealing 11-0 ATS (+7.73 ppg) since as a 7+ dog when they are off two consecutive SU and ATS losses and 13-0 (+9.73 ppg) on the road on grass after a road game in which they allowed at least ten points when facing a team with a better record.

Finally, the Bills are 8-0 ATS in the history of the database as a dog when they are off a road game and they allowed more points than expected in each of their last three games. The SDQL text is:

team=Bills and D and p:A and 0<p:dpa and 0<pp:dpa and 0<ppp:dpa

The Chiefs are struggling to move the chains and maintain possession and they have not been able to turn things around in this spot. Kansas City is 0-9 ATS (-11.0 ppg) as a favorite when they converted four or fewer third downs in each of their last two games. In their last six games in this spot, they are 0-6 STRAIGHT UP and they were laying at least a TD in FOUR of the six games. Check it out with this SDQL text:

team=Chiefs and F and p:3DM<=4 and pp:3DM<=4 and season >= 2010

This is not a case of Kansas City playing up to their talent level.

This is a case of the Chiefs being overrated. It is not clear to us that the Chiefs are a better team than the Bills right now.

MTi's FORECAST: Bills 20 CHIEFS 17

MTi's Newsletter Totals Play

4-Star Seahawks at 49ers UNDER 42 - The Seahawks are off a 34-31 Monday Night home loss to the Falcons. The certainly had their chances, but they found a way to lose. A contributing factor was two Russell Wilson turnovers; a fumble that was returned for a TD and an interception that led to a TD. Seattle is much the better team here and we expect them to play it close to the vest. The Seahawks are 0-8 OU (-13.38 ppg) when facing a divisional opponent and they are off a game in which they committed at least two turnovers. The SDQL text is a straightforward:

team=Seahawks and DIV and 2<=p:TO and date>=20131028

Note that the Seahawks have allowed an average of 8.6 ppg in this spot. That's right, eight-point-six points per game. Wow.

Another key performance indicator that reveals the Seahawks' defensive pride is that they are 0-10 OU (-11.70 ppg) as a road favorite when they allowed at least five third downs in each of their last two games.

In their lone active date this season, they beat the Giants 24-7 and the lone TD the Giants scored was on a 17-yard drive after a fumble recovery. The SDQL text is:

team=Seahawks and AF and ppo:3DM>=5 and po:3DM>=5 and date>=20051205

The 49ers rank near the bottom of the league in third down conversion percentage and not being able to move the chains vs the Seahawks usually leads to a low scoring game. Seattle is 0-7 OU (-10.07 ppg) facing an opponent that has a third down conversion percentage of 35% or worse. The SDQL here is:

team=Seahawks and oS(100*3DM) / oS(3DA)<=35 and date>=20151200

In their last three games in this spot they have allowed a TOTAL of 19 points.

The 49ers allowed five third down conversions in their last game and committed two turnovers. San Francisco is 0-7 OU (-9.57 ppg) vs a divisional opponent on grass when they are off a home game in which they committed at least two turnovers and 0-7 OU (-12.36 ppg) as a home 7+ dog off a game as a dog in which they allowed at least five third down conversions.

San Francisco should not get a lot of possessions and they should not be able to capitalize on the ones they do.

MTi's FORECAST: Seahawks 20 49ERS 6

W 16-10   **W 24-13**

From weeks 9-12, the sides went a perfect 4-0, moving them to 10-2 on the season. The totals were 5-7 over the first 12 weeks of the season. The top-rated plays were 4-0 in weeks 9-12, moving the plays rated 4.5-Stars and higher to 10-2. MTi was especially proud of their forecasted final score in the Giants-Chiefs game in week 11. They forecast a 20-17 Giants outright win getting +10.5. NY actually won 12-9 in overtime. They OU line was 45.5 so they "had" the side-total parlay as well.

MTi's 2017 Newsletter Selections Weeks 13-16

MTi's NFL Selections / Week 13

MTi's Newsletter Side Play

4.5-Star JETS +3 over Chiefs - The Chiefs are on their heels and teetering. The Jets are just the team to give them the knockout blow. New York has been beaten up and beleaguered for so many years now, they will not miss this opportunity to give some of it back.

Kansas City has struggled to sustain drives recently and they have demonstrated no ability to turn things around when this occurs. The Chiefs are 0-12 ATS as a favorite when they have converted fewer than eight third downs in their last two games combined and converted fewer than five third downs in each of their two games. The SDQL text is:

team=Chiefs and F and p:3DM<5 and pp:3DM<5 and p:3DM + pp:3DM < 8 and date>=20031130

Despite being favored in every game, they lost each of their last seven in this spot straight up, including two SU and ATS losses this season. In their last six games in this spot, the Chiefs have scored an average of only 12.8 ppg.

Last week the Chiefs forced the Bills to punt seven times but they did not force a single turnover and as a result lost 16-10. This is relevant because the Chiefs are 0-10 ATS off a loss as a favorite when their previous opponent had more punts than third downs made and committed fewer than two turnovers. The SDQL text is:

team=Chiefs and p:FL and po:3DM<po:punts and po:TO<2 and date>=20041114

The Chiefs lost every game straight up and they were the favorite in four of the ten games. This season's qualifying games include a 31-30 loss to the Raiders and last week's 16-10 loss to the Bills laying 8.5.

The only teams to beat Jets at home this season are the Patriots, Falcons and Panthers and the Jets were in those game most of the way. We expect them to put UP for this game. NY is a resilient 10-0 ATS (+7.30 ppg) as a home dog of a loss as a dog when their QB was sacked 3+ times in each of their last two games and 7-0 ATS (+12.07 ppg) on turf when they are off two consecutive SU and ATS losses. The SDQL for the second of this pair is:

team=Jets and surface=artificial and p:L and p:ATSL and pp:L and pp:ATSL and date>=20141016

In their last two games in this spot they won by at least two TDs and they were the dog both times.

Finally, the Jets are 10-0 ATS at home after a game as a home dog when they are facing a team that has averaged 25 or fewer rushes per game season-to-date. The SDQL text is:

team=Jets and H and oA(o:points)<24 and p:HD and wins<o:wins and o:streak<5

Note that they are 2-0 SU in this spot this season, beating the Jaguars 23-20 getting 3 and beat the Bills 34-21 getting 3. They are getting 3 again and we think that they'll win straight up again.

MTi's FORECAST: JETS 24 Chiefs 13

MTi's Newsletter Totals Play

4.5-Star Denver at Miami OVER 38 - In their first five games of the season, Miami did not allow more than 20 points. Over their last five games, Miami is 0-5 over their last five games and they have allowed at least 27 points in all five of those losses. Last week against the patriots, they were outgained 417 to 221 as a big dog but here the line is just about pick. Miami is 16-0 OU in the history of our database when the line is within three of pick vs a non-divisional opponent and they are off a loss as a road dog in which they were outgained and had suffered a positive turnover differential. The SDQL is:

team=Dolphins and -3<=line<=3 and p:TOM>0 and surface=grass and NDIV and p:LAD and p:TY<po:TY

The Dolphins have been in this spot twice this season and there was a total of 50-plus points scored in both those games.

Miami is also 18-0 OU at home off a loss as a road dog by more than two points in which they never led and rushed the ball at least ten times. Check it out with this SDQL text:

team=Dolphins and H and p:AL and p:BL=0 and p:line>2 and p:rushes>=10 and date>=20031200

Over the first two games of the season, the Broncos scored 24 and 42 points. They haven't made it to 24 points since then. This is a great opportunity to get there. Vance Joseph's job is at stake and losing to the Dolphins will not help his cause. The Broncos' offense has to get going and with Simian back under center and a mentally and physically beaten up opponent, we expect them to score some points here.

Denver is 12-0 OU (+10.38 ppg) after a loss as a road dog when they are facing a team that has averaged fewer than 5.2 yards per play season-to-date. The SDQL text is:

team=Broncos and p:LAD and oS(RY+PY)/oS(plays)<5.2 and season >= 2006

Also, the Broncos are 10-0 OU (+11.15 ppg) on the road a non-divisional opponent when they are off a loss and facing a team with a better record and 9-0 OU (+14.06 ppg) on the road off a game as a dog off a loss when their QB was sacked 3+ times in each of their last two games. The SDQL for the second of these is:

team=Broncos and A and p:DL and 3<=po:sacks and 3<=ppo:sacks and date>=19951224

In their lone active date in this spot this season, Denver lost 51-23 to the Eagles with the OU line at 43.5.

Make the play the OVER.

MTi's FORECAST: Broncos 30 DOLPHINS 24

W 38-31   **W 35-9**

MTi's NFL Selections / Week 14

MTi's Newsletter Side Play

4-Star Redskins +6.5 over CHARGERS - The Chargers started the season 0-4 and the Chiefs started the season 5-0. Now, however, both are now 6-6 and in a virtual tie with the Raiders for the lead in the AFC West. Things have been going very well for the Chargers lately. They have been controlling the clock and catching opponents at the right time. This has attracted some backers and has given us a juicy line. We are taking the points with the Redskins.

A system we have going for us is that the league is 0-21 ATS at home with at least normal rest during the regular season when they are off a game as a home favorite and have had more than 31 minutes of possession time in each of their last two games, as long as their opponent is averaging more than one sack per game season-to-date. The SDQL text is:

H and p:HF and p:TOP>1860 and pp:TOP>1860 and rest>=6 and REG and oA(sacks)>1 and date>=201412

Teams in this spot are 0-4 ATS this season and the Chargers qualify this week.

The Chargers themselves are a flat 0-9 ATS (-9.50 ppg) at home off a game as a favorite and a soft 0-7 ATS when favored over a team that has a worse record.

Washington is a gritty bunch and they will not be discouraged by last week's bad loss to the Cowboys. Since the start of the 2015 season, the Redskins are 9-0 ATS as a DOG with at least normal rest off a SU and ATS loss. The SDQL text is:

team=Redskins and D and p:L and p:ATSL and rest>=6 and season >=2015

Their only straight up loss in this spot game this season, when the Saints beat them 34-31 in overtime. New Orleans was laying 9 points in that game and they needed a miracle comeback just to send it to OT.

This is a big number for a game like this. We are on Washington.

MTi's FORECAST: CHARGERS 20 Redskins 17

MTi's Newsletter Totals Play

4.5-Star Bears at Bengals OVER 37.5 - The Bears lost a tough one last week because they were too conservative with a lead. They scored on a punt return to go up 14-6 with six minutes left to go in the second quarter and then tried to burn the clock and ask their defense to win the game for them. It did not work and the 49ers won 15-14. the Niners had 38:47 of possession time and they converted TEN-of-18 third down attempts. It had been over ten years since the 49ers converted ten third downs in a game.

The Bears' defense played heroically last week and kept the 49ers out of the end zone, but they lost nonetheless. Cincinnati should be able to take advantage of an exasperated defense and the Bears offense has to be more aggressive. We are on the OVER.

When a defense has to defend a lot of third downs, it is taxing on them. The league as a whole is 16-0 OU recently as a road dog on turf when they are off a game in which more than 30% of their opponent's first downs came on third down.

Supporting this further is the fact that the Bears are 9-0 OU (+12.61 ppg) on the road off a game as a favorite when they scored fewer points than expected in each of their last two games.

Yes, the Bengals do not have a powerful offense, but the Bears are 9-0 OU (+14.94 ppg) on the road off a home game when facing an opponent that is scoring on less than 30% of their drives. The SDQL text is:

team=Bears and A and p:H and oS(PTD+RTD+FG)/oS(drives) < 0.30 and date>=20121001

The Bears were in this spot in week six against the Ravens. The linesmakers set the total at 39.5 and the Bears won 27-24 in overtime.

The Bears like to run the ball and the Bengals have gone OVER vs similar opponents. Cincinnati is 7-0 OU (22.21 ppg) as a favorite after playing as a home dog facing an opponent that is averaging less than 10 passing first downs per game and 12-0 OU vs a non-divisional opponent that is averaging fewer than 32 passes per game and they are off a game as a home dog in which they scored at least ten points.

The Bengals also had a sizable lead but were caught in the second half because they could not put points on the board. Their defense should be vulnerable as well.

It has been over five years since the Bears had an OU line less than 38 and it has been over six years since the Bengals have had an OU line less than 38. The line value is OVER this low number.

MTi's FORECAST: BENGALS 27 Bears 24

W 30-13   **W 33-7**

MTi's NFL Selections / Week 15

MTi's Newsletter Side Play

4.5-Star Ravens -7 over BROWNS - The Browns have played quite a few games this season in which it looked like they were going to cover but then allowed a late score for the ATS loss. Here, we expect them to get blown out.

First of all, we have a league-wide, multi-season system: Road teams are 16-0 ATS (+9.28 ppg) when they are off a road game and facing a divisional opponent that has averaged at least 2.25 turnovers per game season-to-date. The Ravens qualify here. The SDQL text is:

A and DIV and p:A and 2.25<=oA(TO) and date>=20101100

As a team, Baltimore is 7-0 ATS on grass off a game as a dog when they are facing a team that has averaged 25 or fewer rushes per game season-to-date. The SDQL text is:

team=Ravens and surface=grass and p:D and oA(rushes)<=25 and date>=20151200

Baltimore has won these seven games by an average of 16.57 ppg and covered by an average of 14.79 ppg. In their last two games, which are both from this season, they won 40-0 and 23-0. That's right, two shutouts.

In addition, the Ravens are 11-0 ATS (+11.95 ppg) on the road off a loss in which they had at least 3 fewer minutes of possession time than their season-to-date average. In their lone active date this season, they beat the Raiders 30-17 getting 3 on the road.

Turning our attention to the Browns, we see that they are 0-11 ATS when they are off a game as a dog that they did not lose by 17-plus points and they are facing a divisional opponent that has fewer than 55% of their first downs through the air. The SDQL text is:

team=Browns and DIV and p:D and oS(PFD)/oS(FD)<0.55 and p:margin>-17 and season>=2003

The Ravens, off a loss to the Steelers, are not what the Browns need right now. The quarterback and coaching edges are will be too great to overcome. With the Ravens one shutout away from the all-time record for a season, this will be their target going in.

MTi's FORECAST: Ravens 30 BROWNS 0

MTi's Newsletter Totals Play

5-Star Minnesota at Cincinnati UNDER 42 - During the off season, the Sports Data Query Group uncovered a number of interesting NFL systems that are saved in their personal trend file, to which MTi Sports Forecasting has full access. One of them read, "Since the start of the 2015 season, TD-plus favorites are 0-19 OU when they are off a game as a favorite in which they committed two-plus turnovers, converted less than 54% of their third downs and scored at least six points." The SDQL text is:

line>=7 and p:F and 2<=p:TO and p:3DP<54 and p:points>=6 and season >= 2015

What is remarkable is that teams in this situation are 0-13 OU THIS season taking the system from 0-19 OU to a staggering 0-32 OU. It sure looks like big favorites off a game in which they committed two-plus turnovers and their offense did not compensate with an excellent third down conversion percentage tend to play conservatively on offense. It makes good handicapping sense.

This week, it is the Vikings that qualify for this system. We are on the UNDER.

The Vikings themselves are 0-16 OU at home off a game as a road favorite when they allowed at least 50 rushing yards the previous week and are facing a team that has averaged less than 26.9 rushes per game, season-to-date. The SDQL text is:

team=Vikings and H and p:AF and oA(rushes)<26.9 and po:RY>50 and date>=20000000

The Bengals allowed the Bears to rush for 232 yards last week and had only 21:51 of possession time. These fact will not go unnoticed by the Vikings. We expect a relentless rushing attack and a stalwart defense from Minnesota. Cincinnati is 0-10 OU when they are off a game as a FG-plus favorite and facing a team that has averaged at least 30 rushes per game season-to-date. The SDQL text is:

team=Bengals and p:line<=-3 and oA(rushes)>=30 and date>=20130000

Their last active date came in week 9 this season when the Jaguars beat them 23-7. The Vikings have a similar attack and we expect a similar score.

Finally, Minnesota is 0-13 OU as a six-plus point favorite vs a team that had less than 27 minutes of possession time in their last game. Cincinnati should have trouble getting to double-digits here.

MTi's FORECAST: VIKINGS 24 Bengals 3

W 27-10   **W 34-7**

MTi's NFL Selections / Week 16

MTi's 5-STAR Newsletter Side Play

5-Star Eagles -9 over RAIDERS - Big underdogs have a very hard time covering the spread vs teams that have a relentless rushing attack. Teams that are very good at throwing the ball have a hard time covering a big number because when they are ahead in the second half and rushing the ball to burn clock, they can't move the ball down the field and this gives the underdog the possessions they need for a cover.

Here is the evidence: The league is 0-25 ATS as a dog by more than six points on grass when they were a dog last week and they are facing a team that has averaged at least 30.2 rushing attempts per game. The SDQL text is:

line>6 and surface=grass and p:D and oA(rushes)>=30.2 and NB and date>=20131020

Teams in this spot are 0-6 ATS this season. The Raiders qualify here. With the Eagles' rushing attack, the Raiders' possessions will be limited and it will be harder to for them to get a back door cover. We are laying the points.

Philadelphia's offense seems fine under Foles and when they are scoring points, they are a good bet. The Eagles are 11-0 ATS (+10.77 ppg) on grass when they are averaging more than 21 points over their last three games. The SDQL text is:

team=Eagles and surface=grass and p:D and oA(rushes)>=21 and date>=20161023

Oakland's passing yards have dropped steadily recently and they have scored 15 and 17 points over the past two weeks to fall to 6-8 on the season.

The Raiders are 0-8 ATS (-12.44 ppg) off a home game when their passing decreased over the past two games and they are facing a non-divisional opponent and they are 0-13 ATS vs a non-divisional opponent when they scored fewer points than expected in each of their last two games and did not commit three-plus turnovers in their last game. The SDQL text is:

team=Raiders and NDIV and p:dps<0 and pp:dps<0 and ppp:dps<0 and p:TO<3 and season >= 2002

Yes, the Eagles allowed a LOT of yards to the Giants last week and it is easy to use this as a reason to grab the points, but the Raiders are 0-10 ATS (-14.55 ppg) after playing as a home dog when they get a team that allowed 400-plus yards of offense in their last game. Check it out with this SDQL text:

team=Raiders and NDIV and p:HD and opo:TY>=400 and date>=20031222

Before the start of the season, many pundits were predicting that the Raiders would make the Superbowl and that Derek Carr was an MVP candidate. Indeed, the Raiders were a favorite to win the AFC West. Carr's stock has plummeted this season and the Raiders have all but quit on him. It's difficult them to be passionate about a game on Christmas after failing on two straight "must win" games: first against the Chiefs and then the Cowboys on Monday Night Football in which their QB fumbled it out of the end zone on the one-yard line with 39 seconds left in the game. We expect the Eagles will open it up in the second half.

MTi's FORECAST: EAGLES 35 Raiders 10

MTi's Newsletter Totals Play

4-Star Colts at Ravens UNDER 41.5 - The Colts allowed 462 yards of offense to the Denver Broncos last week and this actually qualifies the Ravens for an UNDER system. NFL teams are 0-27 OU during the regular season when they are off a game as a road favorite and they are facing a non-divisional opponent that allowed 400-plus yards and more than ten points in their last game. The SDQL text is:

surface=grass and NDIV and p:AF and opo:TY>=380 and REG and opo:points>10 and date>=20141200

The Ravens dominated the Colts defense. As a result, they should feel no urgency to score and should adopt a more conservative offensive attack; pushing the Colts back and gaining field position.

As a team, the Ravens are team = Ravens 0-13 OU as a favorite of more than six points when they are off a win and facing a team that has scored on less than 32% of their drives season-to-date. The SDQL text is:

and line<-6 and p:W and oS(PTD+RTD+FG) / oS(drives) < 0.32 and date >= 20081200

Over these 13 games, the Ravens have allowed an average of 10.2 ppg.

The Colts have had a lot of trouble scoring points against a team that can move the chains on the ground. Indianapolis is 0-16 OU (-10.81 ppg) off a game as a dog when they are facing a team that has fewer than 58% of their first downs threw the air and has averaged less than 365 yards of offense per game. The SDQL text is:

team=Colts and p:D and oS(PFD)/oS(FD)<0.58 and oA(TY)<365 and season >= 2008

Indianapolis is 0-5 OU in this spot this season, with the last active date their 13-7 loss to Buffalo in overtime in week 14.

Baltimore has three shutouts this year. Another would tie the record for shutouts in a season. This will be their goal of the defense and the offense will help out by running the ball to limit the Colts' possessions. Make the UNDER play.

MTi's FORECAST: RAVENS 24 Colts 0

P 19-10   **W 23-16**

Agile Access to Sports Data

MTi's NFL Selections / Week 17

MTi's Newsletter Side Play

4.5-Star Browns +13.5 over Steelers - We have profited handsomely by playing against the Browns this season. However, Tomlin doesn't even want to play this game. If it were up to him, he would take the second seed and pass on this contest. We are guessing that the starters will not get much time and the time that they do get will be spent avoiding injury. The Browns, on the other hand, should be giving 110% to avoid 0-fer-2017. We are grabbing the big number. This is the classic buy low sell-high situation. The linesmakers have finally caught up with the Browns and, finally, the Browns are the team with the line value.

Pittsburgh is 0-12 ATS off as a SU and ATS win as a favorite and facing a team that has scored on less than 28% of their drives season-to-date. The SDQL text is:

team=Steelers and p:WF and oS(PTD+RTD+FG)/oS(drives)<0.28 and p:ATSW and date>=20071200

The Steelers have lost each of their last four straight up and they were the favorite in all four.

In addition, the Steelers are 0-7 ATS (-10.64 ppg) off a win as a favorite and they are playing a divisional opponent that has an average turnover margin greater than one and 0-6 ATS (-11.00 ppg) facing an opponent that has a third down make percentage less than 35. The SDQL for the second of this pair is:

team=Steelers and oS(100*3DM) / oS(3DA)<35 and date>=20161016

The Browns qualify for one of our strongest systems (p-val is 0.000001) in our database. NFL teams are 141-70-2 ATS on the road on grass off a road loss in which they were outgained. That's 67% winners over 13 seasons and well over 200 games. It is simple. Teams playing their season straight road game off a road loss in which they were outgained are undervalued.

Last week the Bears were at their best against Cleveland. They were at home in need of a win. Here, the Steelers will feel no urgency to humiliate the Browns. Even if they do open up a big lead they will take their foot off the gas and leave the back door wide open.

The smart money, finally, is on the Browns.

MTi's FORECAST: STEELERS 20 Browns 16

W 24-28

MTi's Newsletter Totals Play

4-Star Raiders at Chargers UNDER 43 - The Raiders have scored 15, 17, and 10 points in each of their last three games and they are a big dog here. This slots them into a nice system we have been tracking.

TD-plus underdogs on grass are 0-20 OU when they are off two games in which they scored fewer points than expected, with the last coming as an underdog. The SDQL text is:

line>=7 and surface=grass and p:D and p:dps<0 and pp:dps<0 and date>=20141228

This one is 0-8 OU this season. The logic here is that the big favorite will adopt a conservative strategy because their opponent is having a lot of trouble scoring. We expect the Chargers' offense will not be pressured into early mistakes by the Raiders. We are on the UNDER.

The Raiders themselves are 0-8 OU (-7.25 ppg) off a game as a dog off a loss when their rushing yards increased over the past 2 games and 0-9 OU (-10.94 ppg) as a 7+ dog on grass off a loss in which they outgained their opponent.

The Chargers are off a 14-7 win over the Jets in with Rivers was 22-of-40 passing with Keenan Allen having five catches including a 20-yarder. In franchise history, San Diego is 0-15 OU (-11.3 ppg) after a win in which Keenan Allen's longest reception was greater than 18 yards and the team's completion percentage was less than 82%. The SDQL text is:

team=Chargers and Keenan Allen:p:longest reception>18 and p:W and p:CP<82

Finally, the Chargers are 0-8 OU (-9.50 ppg) as a favorite off a game as a favorite when they are hosting a team that is playing in their second straight road game.

MTi's FORECAST: CHARGERS 17 Raiders 13

W 30-10

The totals, which were 5-7 after 12 weeks rallied to go 5-0 over the last five weeks of the season to finish a respectable 10-7. The sides continued to do well, going 4-0-1 over the last five weeks to finish 14-2-1. The cumulative record over the entire season was 24-9-1, which is 72.7%. Even more impressive is the fact that the plays rated 4.5-Stars and higher were a staggering 16-2-1, with the 4-Stars going a slightly profitable 8-7. During the season, MTi's selections are written all day Tuesday and the newsletter is sent out on Wednesday to all subscribers.

To become a subscriber and get the Bonus Regular Season Win Report from MTi Sports Forecasting, which is available now, visit KillerSports.com.

Save These Trends!!

These seventeen weeks of write-ups contain numerous valuable trends and systems that include the SDQL. We invite you to save them in your personal trend file at KillerSports.com. If you do, the computers at KillerSports.com will provide you with a personal listing of all your active trends every week for the upcoming 2018 season!

In MTi's week 11 selection they wrote: The Chiefs' rushing yards has dropped steadily recently and this is a telling indicator. Kansas City is 0-11 ATS as a favorite vs a non-divisional opponent when their rushing yards has dropped over each of their last two games, as long as they are not off a 20-plus point loss. The SDQL text is:

team=Chiefs and F and NDIV and p:RY<pp:RY<ppp:RY and p:margin>-20 and season >= 1999

Their offense has struggled in this spot, as they have scored an average of only 15.8 ppg in this spot and this includes a 19-13 loss at home vs the Steelers in week six this season. To save this one in your personal trend file, run it and then click the link!

Click here to Save!

Save to My NFL Trends

NFL SDQL Query Access Your query timeout is 60 seconds.

Watch the Video on Saving NFL Trends
https://youtu.be/_98Vf-9th-A

team=Chiefs and F and NDIV and p:RY<pp:RY<ppp:RY and p:margin>-20 and season >= 1999

SDQL!

40

Top Ten Trends from 2017

By the Crew at KillerSports.com, @Killertrends

The 2017 KillerSports.com NFL Annual had many profitable trends in past performance and we'll go over what we consider the top ten here.

ARZ14 from the 2017 Annual read, "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." The Cardinals were 0-3 OU in this spot last season, moving them to 0-15 OU in this spot. The SDQL text is:

team=Cardinals and surface=grass and p:W and p:M1<=0 and p:M2<=0 and p:M3<=0 and season >= 1999

CHI013 from the 2017 Annual read, "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." Chicago continued their tradition of going under in this spot in 2017 and are now 0-19 OU in this spot. The SDQL text is:

team = Bears and p:margin<-7 and p:A and NDIV and p:TO>=3 and season >= 1993

CLE008 from the 2017 Annual read, "The Browns are 0-11 ATS (-6.05 ppg) as a dog vs a team that is averaging at least 30 rushes per game." Cleveland continued their struggle against teams that feature the running, going 0-3 ATS in 2017 and are now 0-14 ATS in this spot. The SDQL text is:

team = Browns and D and oA(rushes) >= 30 and date >= 20101010

TB010 from the 2017 Annual read, "The Buccaneers are 0-10 ATS (-10.85 ppg) when they are at home after two away losses." Tampa again struggled to turn things around at home in 2017 and are now 0-12 ATS in this spot. The SDQL text is:

team = Buccaneers and H and p:AL and pp:AL and date >= 19991024

PHI012 from the 2017 Annual read, "The Eagles are 14-0 OU (+7.21 ppg) off a loss in which they had more third downs made than punts." Philadelphia played two games in this spot last season and both went over by more than a TD, moving them to 16-0 OU in this spot. The SDQL text is:

team = Eagles and p:L and p:3DM > p:punts and date >= 20131006

JAC009 from the 2017 Annual read, "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." Jacksonville was in this spot three times in 2017. They were favored by at least a field goal in all three and they lost all three straight up. Jacksonville is now 0-14 ATS in this spot. The SDQL text is:

team = Jaguars and p:margin>=10 and A and WP>o:WP and date >= 19991200

CAR012 from the 2017 Annual read, "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." The Panthers were 2-0 OU as a dog of more than six points in 2017, moving this one to 16-0 OU. The SDQL text is:

coach = Ron Rivera and line>6

NE004 from the 2017 Annual read, "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." The Pats were 3-0 ATS in this spot in 2017, moving this one to 17-0 ATS. The SDQL text is:

> **What's the SDQL for That?**
> NE001 from last season's Annual was, "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 surface = artificial and NDIV and 13 <= oA(PFD) and date >= 20121118

OAK009 from the 2017 KillerSports.com NFL Annual read, "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." Oakland was a 3-point favorite in this spot twice last season and they lost both straight up. The Raiders are now 0-16 ATS under these conditions. The SDQL text is:

team=Raiders and -4<=line<=4 and 3<=po:sacks and 3<=ppo:sacks and NB and p:NB and season>=2002

PIT014 from the 2017 Annual read, "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." Pittsburgh continued to play conservatively in this spot in 2017 and was 0-3 OU to move them to 0-17 OU under these conditions. The SDQL, shown below, reveals that one of the three games went to overtime.

team = Steelers and A and oA(passes)>34 and line<4 and season >= 2014

Numerous SDQL experts sell terrific trends and systems at the KillerSports.com TrendMart.

http://killersports.com/trend_mart

Accessing the
Sports Data Query Group's
NFL Saved Trend File!

By The Crew at KillerSports.com

The Sports Data Query Group (SDQG) is a team of young, driven, savvy experts in both the SDQL and the NFL. They consider the interrogation the historical results of professional sporting events a full-time job. The SDQG has over 1000 fine-tuned, perfect ATS and OU team trends in their personal trend file. You can have access to the active listing on the Wednesday of each week during the NFL season for only $27 in web debit value each week. The reason they are available Wednesday and not earlier is that the SDQG team spends Tuesday performing research and uncovering new performance indicators. The updated set is run on Tuesday night and should be available Wednesday morning.

The active listing contains a list of trends that apply to the upcoming games and each trend in the listing is a link to the SDQL Query output file that has the SDQL text for the trend, a stats summary and a game listing.

Of course, you are welcome to save these trends in your own personal trend file for use in the future.

Here we present 10 sample trends from the SDQG saved trend file. The first five are Play ON and the second five are Play AGAINST.

Trend in Past Performance	Record, Avg. Margin
NFL0353: Play ON the Bills following a loss as an away dog where they held their opponent out of the end zone on at least one goal-to-go attempt.	21-0 ATS, +10.43 ppg
NFL0192: Play ON the as a dog off a road game in which they got a first down on 25% or less of their plays.	16-0 ATS, +9.81 ppg
NFL0111: Play ON the Packers are as a home favorite off a road win when they are facing a non-divisional opponent and they play on the road next.	15-0 ATS, +16.00 ppg
NFL0232: Play ON the Eagles as a road dog after scoring 33-plus points with less than 300 passing yards.	15-0 ATS, +12.17 ppg
NFL0194: Play ON the Saints when facing an undefeated team after week 1.	14-0 ATS. +11.32 ppg

Trend in Past Performance	Record, Avg. Margin
NFL0332: Play AGAINST the Dolphins when hosting a non-divisional opponent that had at least 2 fewer wins last regular season.	0-20 ATS, -7.90 ppg
NFL0037: Play AGAINST the Bills as a favorite over a divisional opponent after a double-digit win as a favorite in which they had fewer than ten incompletions.	0-16 ATS, -12.84 ppg
NFL0228: Play AGAINST the Raiders when the line is within 4 of pick and they suffered at least three sacks in each of the last two weeks.	0-16 ATS -9.78 ppg
NFL0276: Play AGAINST the Seahawks when hosting a divisional opponent that has punted fewer than four times per game season-to-date.	0-15 ATS, -11.50 ppg
NFL0147: Play AGAINST the Jaguars when they are off a double-digit win and they are on the road vs a team with a worse record.	0-14 ATS, -14.93 ppg

The first week of the season will not have many actives in the listing because the majority of the saved performance indicators are based on the results of the recent game or games. After week one, you can expect about 50 active trends in performance that apply to the upcoming games. These are much more than simply the text of the trend. The fact that you can click through to the records summary, stats summary and complete game listing allows you to actually handicap the games.

Let's consider the last example in the listing above. It reads, "NFL0147: Play AGAINST the Jaguars when they are off a double-digit win and they are on the road vs a team with a worse record." The obvious questions to ask are, "were there any active dates last season?" and "What were the average margins?" Here is the complete game listing:

Date	Link	Day	Week	Season	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr	ot
Dec 26, 1999		Sunday	16	1999	Jaguars	Titans	away	0-7	7-17	7-14	0-3	14-41	-3.0	38.5	-27	-30.0	16.5	-6.8	23.2	L	L	O	0
Sep 25, 2000		Monday	4	2000	Jaguars	Colts	away	0-7	14-14	0-5	0-17	14-43	3.5	45.5	-29	-25.5	11.5	-7.0	18.5	L	L	O	0
Dec 17, 2000		Sunday	16	2000	Jaguars	Bengals	away	0-0	7-0	7-7	0-10	14-17	-10.0	41.0	-3	-13.0	-10.0	-11.5	1.5	L	L	U	0
Nov 17, 2002		Sunday	11	2002	Jaguars	Texans	away	7-0	10-7	7-7	0-7	24-21	-6.0	37.0	3	-3.0	8.0	2.5	5.5	W	L	O	0
Nov 20, 2005		Sunday	11	2005	Jaguars	Titans	away	0-0	7-14	14-7	10-7	31-28	-4.0	38.5	3	-1.0	20.5	9.8	10.8	W	L	O	0
Jan 07, 2006		Saturday	18	2005	Jaguars	Patriots	away	0-0	3-7	0-14	0-7	3-28	8.0	37.5	-25	-17.0	-6.5	-11.8	5.2	L	L	U	0
Oct 22, 2006		Sunday	7	2006	Jaguars	Texans	away	0-0	0-10	7-0	0-17	7-27	-8.0	39.0	-20	-28.0	-5.0	-16.5	11.5	L	L	U	0
Nov 26, 2006		Sunday	12	2006	Jaguars	Bills	away	0-7	14-10	0-7	10-3	24-27	-3.0	36.0	-3	-6.0	15.0	4.5	10.5	L	L	O	0
Dec 17, 2006		Sunday	15	2006	Jaguars	Titans	away	7-7	3-0	0-17	7-0	17-24	-3.5	41.0	-7	-10.5	0.0	-5.2	5.2	L	L	P	0
Dec 30, 2007		Sunday	17	2007	Jaguars	Texans	away	7-0	7-21	7-14	7-7	28-42	7.0	42.5	-14	-7.0	27.5	10.2	17.2	L	L	O	0
Oct 11, 2009		Sunday	5	2009	Jaguars	Seahawks	away	0-3	0-17	0-14	0-7	0-41	1.5	44.0	-41	-39.5	-3.0	-21.2	18.2	L	L	U	0
Oct 01, 2017	view	Sunday	4	2017	Jaguars	Jets	away	7-7	3-3	0-10	10-0	20-23	-3.0	39.0	-3	-6	4	-1.0	5.0	L	L	O	1
Nov 26, 2017	view	Sunday	12	2017	Jaguars	Cardinals	away	0-3	3-10	7-3	14-11	24-27	-4.5	38.0	-3	-7.5	13.0	2.8	10.2	L	L	O	0
Dec 24, 2017	view	Sunday	16	2017	Jaguars	Fortyniners	away	0-10	16-6	3-7	14-21	33-44	-4.0	43.0	-11	-15.0	34.0	9.5	24.5	L	L	O	0

We see that it was active three times last season and that the Jaguars were a favorite by more than a field goal in all three and they lost all three straight up. It appears that Jacksonville has a letdown when they are visiting a team that is behind them in the standings and they are off a big win. Perhaps they play too conservatively. Perhaps they are overconfident. Whatever the case, if you are a serious handicapper, you should want to KNOW when this one is active. You don't HAVE to play against the Jaguars if they are in this situation in 2018, but it should be part of your decision-making process.

MR EAST REVEALS 70%+ NFL SYSTEM!!

By Mr East, Certified SDQL Master

Like most NFL and sports betting situations, very contrarian in nature, usually means winning. It feasts on the public loving great teams, especially against a very bad team, that they should dominate. Odds makers tend to over-compensate the good team, anticipating the public interest riding the superior team.

The situation is: Play on any underdog of more than 4.5 points in a conference game (meaning NFC v NFC, or AFC v AFC), if their scoring margin for the season is 20 points or more worse than their opponent and it is after week 5. These teams are a pot of gold with an ATS mark of a sizzling 92-36-4, good for 71.9% winners on a sample size of over 130 games.

The SDQL text is:

C and tA(margin) - oA(margin) <= -20 and week > 5 and season > 1991 and line > 4.5

This result is counterintuitive for the typical sports bettor. Here we have a dominating team taking on a real pathetic team. Blow out right? NOT! First off the mindset of the elite team is we got this, and quite often the "A" game remains in the locker room. The lousy team can make their season with a win, and often plays above their means. The scoring margin, if you can't follow, is the average amount a team has won by in points combining all games played to date. So if team "A" is +13.5 and team "B" is -9.4 that combined scoring margin would be -22.9, and the dog is the play. The reason for making this after week 5 is simple. Early in the season 1 lopsided game of say 45-0, dilutes actual scoring margin, so we need enough games played to make it meaningful. The records and stats summary for this system are given below.

Records and Average Margins

SU:	29-103-0 (-8.04, 22.0%)	
ATS:	92-36-4 (+3.62, 71.9%)	avg line: +11.7
O/U:	63-66-3 (0.17, 48.8%)	avg total: 42.7

Statistical Summary

	Rushes	Rush Yds	Passes	Comp	Pass Yds	TOs	Q1	Q2	Q3	Q4	Final
Team	26.2	101.9	32.8	191.5	18.5	1.7	3.2	5.3	3.6	5.3	17.4
Opp	30.3	128.8	33.1	233.0	20.7	1.6	5.1	8.8	5.1	6.3	25.5

This is a logical powerhouse, expect about 5-7 plays per season.

MR EAST offers a book of NFL Systems at Amazon that is titled, "Top Betting Systems from an Industry Pro," and he offers systems for sale at the NFL TrendMart at KillerSports.com.

MR EAST is also a former MLB player and teammate of Wade Boggs.

2018 NFL Trends and Stats Pages

This section contains two pages of information for each of the 32 NFL teams. There is one page of trends in past performance and a facing page with a long list of regular season team stats from 2008 through 2017. There is also a column on the far right which gives the cumulative 2008-2017 regular season results. A quick horizontal scan of any row in the table will give the evolution of that particular stat at-a-glance.

The trends page contains five play-ON trends, five play-AGAINST trends, two play-OVER trends, and two play-UNDER trends. All trends are perfect and all were provided by the researchers at Killersports.com. The trends 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 numbered 11 and 12, and the play-UNDER trends are numbered 13-14. The second column gives a description of the trend in English. The third column gives the SDQL text of the trend.

Note that the SDQL in the pdf of this document are LINKS. To see the query output file for ANY trend, simply click on its SDQL when connected to the internet. Since the database at KillerSports.com is updated after every game day, the record will be up-to-date.

Of course, just because a trend is active does not mean that you have to bet it will continue. Trends in past performance is not where handicapping ends, it is where handicapping begins. Trends in past performance are just information. The successful handicapper is able to critically analyze a trend in past performance by looking at the game listing, checking the average margins, knowing whether the reason for the performance still exist, knowing whether the trend makes sense and knowing whether the trend provides line value.

A listing of the trends in this section that apply to the upcoming games will be available in the KillerSports.com NFL Report. The Report also contains selections from certified SDQL Masters, trends and systems, a schedule page and lots more. To see what an issue looks like, download any back issue on the KillerSports.com Downloads Page at:

http://killersports.com/download
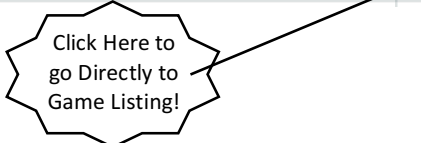
The NFL is on the left-hand side of the downloads page. To subscribe to this year's KillerSports.com NFL Report, visit KillerSports.com.

MTi's NFL selections in the KillerSports.com NFL Report were 24-9-1 in 2017, with the 4.5-Stars and higher going 16-2-1. No kidding.

CHICAGO BEARS

ATS Play On SDQL Trends

CHI 001	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

Click Here to go Directly to Game Listing!

CHICAGO BEARS

ATS Play On SDQL Trends

CHI 001	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
CHI 002	The Bears are 12-0 ATS (+11.08 ppg) in the history of the database as a dog on grass after a TD+ loss as a road dog in which they scored fewer than 10 points.	team=Bears and D and surface=grass and p:AD and p:margin<=-7 and p:points<10
CHI 003	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
CHI 004	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
CHI 005	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

ATS Play Against SDQL Trends

CHI 006	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
CHI 007	The Bears are 0-13 ATS (-8.50 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
CHI 008	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
CHI 009	The Bears are 0-12 ATS (-7.96 ppg) when the line is within 3 of pick vs a divisional opponent when they held their previous opponent to four or fewer third down conversions.	team=Bears and -3<=line<=3 and DIV and po:3DM<=4 and date>=20011111
CHI 010	The Bears are 0-12 ATS (-8.54 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

O/U Play Over SDQL Trends

CHI 011	The Bears are 13-0 OU (+9.92 ppg) at home on grass vs a non-divisional opponent that is scoring less than 16.2% of their points from field goals	team=Bears and H and surface=grass and NDIV and oS(FG*3)/oS(points) <0.162 and season >= 2002
CHI 012	The Bears are 10-0 OU (+10.35 ppg) as a home favorite on grass off a win in which they had more punts than third downs made.	team=Bears and HF and surface=grass and p:W and p:3DM<p:punts and date>=20061029

O/U Play Under SDQL Trends

CHI 013	The Bears are 0-18 OU (-9.92 ppg) vs a non-divisional opponent when they are off a double-digit loss as a dog in which they scored ten-plus points fewer than their season-to-date average and had less than 34 minutes of possession time.	team=Bears and NDIV and p:D and p:margin<=-10 and p:points - tA(p:points)<=-10 and p:TOP<34*60 and season >= 1995
CHI 014	The Bears are 0-13 OU (-6.77 ppg) as a dog by more than six points when they are off a loss in which they allowed at least five third down conversions.	team=Bears and line>6 and NDIV and p:L and po:3DM>=5

What's the translation of this 0-16 ATS SDQL?
team=Bears and H and p:RTD>0 and -21<p:margin<21 and date>=20111200

Save your SDQL Trends at KillerSports.com.

CHICAGO BEARS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	5-11-0	72-88-0
Straight Up Home	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	3-5-0	40-40-0
Straight Up Away	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	2-6-0	30-48-0
Average Line	-0.84	0.62	0.06	1.28	-3.00	-0.09	2.53	3.88	3.75	4.81	1.30
Average O/U Line	41.47	42.38	40.31	42.25	41.69	46.97	48.56	44.66	44.03	41.72	43.40
Against the Spread Record	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	7-6-3	68-83-9
Six Point Teaser Record	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	12-4-0	113-45-2
Seven Point Teaser Record	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	12-4-0	117-41-2
Ten Point Teaser Record	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	12-4-0	127-32-1
ATS Home	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	4-2-2	31-42-7
ATS Away	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	3-4-1	36-41-1
Over/Under Record	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	5-11-0	76-79-5
Over/Under Home	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	2-6-0	38-40-2
Over/Under Away	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	3-5-0	38-37-3
ATS as Favorite	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	1-2-0	25-30-5
ATS as Underdog	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	6-4-3	41-50-4
ATS as Home Favorite	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	1-2-0	15-24-4
ATS as a Home Dog	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	3-0-2	15-17-3
ATS Away Favorite	2-1-0	2-0-0	1-1-0	---	3-2-0	1-1-0	---	---	0-1-0	---	9-6-0
ATS Away Dog	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	3-4-1	26-33-1
vs Division	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	0-3-3	23-33-4
ATS after 10+ ATS Win	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	1-2-1	15-16-3
ATS after 10+ ATS Loss	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	1-1-2	14-16-2
ATS in games 1-4	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	2-2-0	19-20-1
ATS in games 5-8	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	3-0-1	18-19-3
ATS in games 9-12	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	0-3-1	13-24-3
ATS in games 13-16	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	2-1-1	18-20-2
Points Scored per Game	23.4	20.4	20.9	22.1	23.4	27.8	19.9	20.9	17.4	16.5	21.3
Points Allowed per Game	21.9	23.4	17.9	21.3	17.3	29.9	27.6	24.8	24.9	20.0	22.9
Yds Offense per Game	295.9	310.3	289.4	314.2	310.6	381.8	327.1	344.6	356.5	287.3	321.8
Yds Allowed per Game	334.7	337.8	314.3	350.4	315.6	394.6	377.1	345.4	346.8	319.1	343.6
Yds Passing per Game	191.3	217.1	188.4	188.2	187.4	267.6	236.6	228.8	248.4	175.7	212.9
Opp. Yds Passing per Game	241.2	211.4	224.2	254.1	213.9	233.0	264.4	224.6	224.9	211.0	230.3
Percent Completions	57.6	60.4	59.2	56.7	59.2	64.4	65.0	63.9	62.1	61.5	61.2
Opp Percent Completions	61.6	64.2	62.4	60.7	59.1	62.1	66.8	62.9	64.5	64.8	62.8
Yds per Pass Attempt	5.80	6.17	6.47	6.37	6.18	7.39	6.22	7.00	7.11	5.94	6.48
Opp Yds per Pass Attempt	6.20	6.37	6.16	6.44	5.78	7.35	7.72	7.02	6.79	6.38	6.60
Yds Rushing per Game	104.6	93.2	101.0	126.0	123.1	114.2	90.5	115.9	108.1	111.6	108.8
Opp Yds Rushing per Game	93.5	126.4	90.1	96.4	101.7	161.6	112.8	120.9	121.9	108.1	113.3
Yds per Rush Attempt	3.85	4.00	3.90	4.42	4.19	4.52	4.09	3.96	4.54	4.23	4.17
Opp Yds per Rush Attempt	3.42	4.33	3.73	4.02	4.19	5.36	4.27	4.47	4.38	4.00	4.24
Turnovers per Game	1.69	2.12	1.94	1.81	1.50	1.44	1.81	1.31	1.94	1.38	1.69
Takeaways per Game	2.00	1.75	2.19	1.94	2.75	1.75	1.50	1.06	0.69	1.38	1.70
Sacks per Game	1.75	2.19	2.12	2.06	2.56	2.00	2.44	2.19	2.31	2.62	2.23
Sacks Allowed per Game	1.81	2.19	3.50	3.06	2.75	1.88	2.62	2.12	1.69	2.44	2.41
Average Possession Time	28:36	28:36	29:30	30:25	31:47	31:02	30:13	31:29	28:06	29:05	29:53
Punts per Game	6.00	4.81	5.19	5.56	5.06	4.31	4.50	4.62	4.25	5.44	4.97
Opp Punts per Game	5.19	4.44	5.50	5.31	5.56	3.62	3.06	4.62	4.19	4.62	4.61
Percent Rushes	43.8	38.4	44.2	46.6	47.0	39.9	35.2	45.7	39.4	45.2	42.5
Opp Percent Rushes	40.2	45.2	38.5	36.6	38.0	47.2	41.8	44.2	44.0	43.1	41.9
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

CINCINNATI BENGALS

ATS Play On SDQL Trends

CIN 001	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<=line<=3.5 and oS(100*3DM) / oS(3DA)<35
CIN 002	The Bengals are 12-0 ATS (+11.08 ppg) as a dog off 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
CIN 003	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
CIN 004	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
CIN 005	The Bengals are 10-0 ATS (+8.65 ppg) on the road on grass after a game as a road dog in which they had more punts than third downs made.	team=Bengals and A and surface=grass and p:AD and p:3DM<p:punts and date>=20041212

ATS Play Against SDQL Trends

CIN 006	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
CIN 007	The Bengals are 0-13 ATS (-7.77 ppg) on grass vs a divisional opponent when they are off a loss and facing a team that allowed 380-plus total yards in their last game.	team=Bengals and surface=grass and DIV and p:L and opo:TY>=380
CIN 008	The Bengals are 0-12 ATS (-14.96 ppg) on artificial turf vs a non-divisional opponent after a loss as a road dog in which they outgained their opponent and committed more than two penalties.	team = Bengals and p:LAD and surface = artificial and NDIV and p:TY > po:TY and p:PEN>2 and season >= 1990
CIN 009	The Bengals are 0-11 ATS (-12.50 ppg) on turf after a win as a home favorite when they are facing an opponent that is averaging at least 30 rushes per game.	team=Bengals and surface=artificial and p:H and p:F and p:W and oA(rushes)>=30 and date>=19891100
CIN 010	The Bengals are 0-9 ATS (-10.83 ppg) on the road on grass when they are off a home loss and they play their next two at home.	team=Bengals and surface=grass and p:HL and A and n:H and nn:H and date>=19901216

O/U Play Over SDQL Trends

CIN 011	The Bengals are 11-0 OU (+9.14 ppg) at home after a game as a road dog in which they had at least three fewer penalties than their season-to-date average.	team=Bengals and H and p:AD and p:penalties - tA(p:penalties)<= -3 and season >= 1995
CIN 012	The Bengals are 11-0 OU (+13.91 ppg) when they are off a loss and facing a divisional opponent that is getting less than 55% of their first downs through the air.	team = Bengals and DIV and p:L and oS(PFD) / oS(FD) <= 0.55 and date >= 20011014

O/U Play Under SDQL Trends

CIN 013	The Bengals are 0-11 OU (-7.91 ppg) on the road on turf when their rushing yards decreased over each of the past two games.	team=Bengals and A and surface=artificial and p:RY<pp:RY<ppp:RY and date>=19891008
CIN 014	The Bengals are 0-11 OU (-9.27 ppg) on the road on turf when they are off a road game in which they committed at least two turnovers.	team=Bengals and A and surface=artificial and p:A and 2<=p:TO and date>=19911027

What's the translation of this 12-0 OU SDQL?
team=Bengals and -3<=line<=3 and p:D and oA(RFD)>6.8

#SDQL Master's Exams are offered annually in Las Vegas, Cleveland and Miami.

CINCINNATI BENGALS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	7-9-0	83-74-3
Straight Up Home	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	4-4-0	47-30-2
Straight Up Away	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	3-5-0	36-44-0
Average Line	6.56	-0.62	3.00	0.25	-0.84	-2.97	-1.38	-4.12	-1.03	0.97	-0.02
Average O/U Line	39.81	40.72	41.88	39.66	44.78	44.06	45.94	44.56	44.72	40.88	42.70
Against the Spread Record	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	9-7-0	82-71-7
Six Point Teaser Record	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	9-7-0	112-44-4
Seven Point Teaser Record	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	9-7-0	120-38-2
Ten Point Teaser Record	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	12-3-1	131-26-3
ATS Home	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	4-4-0	41-36-2
ATS Away	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	5-3-0	41-34-5
Over/Under Record	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	7-8-1	71-86-3
Over/Under Home	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	3-4-1	35-41-3
Over/Under Away	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	4-4-0	35-45-0
ATS as Favorite	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	3-4-0	36-39-4
ATS as Underdog	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	6-3-0	42-28-3
ATS as Home Favorite	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	2-4-0	23-26-2
ATS as a Home Dog	3-2-0	2-0-0	3-1-0	1-2-0	1-2-0	1-0-0	2-0-0	---	0-1-0	2-0-0	15-8-0
ATS Away Favorite	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	1-0-0	13-12-2
ATS Away Dog	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	4-3-0	27-20-3
vs Division	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	4-2-0	28-30-2
ATS after 10+ ATS Win	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	2-0-0	23-10-1
ATS after 10+ ATS Loss	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	2-2-0	17-10-1
ATS in games 1-4	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	2-2-0	22-15-3
ATS in games 5-8	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	1-3-0	17-24-1
ATS in games 9-12	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	4-0-0	22-18-1
ATS in games 13-16	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	2-2-0	21-14-2
Points Scored per Game	12.8	19.1	20.1	21.5	24.4	26.9	22.8	26.2	20.3	18.1	21.2
Points Allowed per Game	22.8	18.2	24.7	20.2	20.0	19.1	21.5	17.4	19.7	21.8	20.5
Yds Offense per Game	245.4	309.1	330.6	319.9	332.7	368.4	348.0	358.0	356.9	280.5	324.9
Yds Allowed per Game	325.5	301.4	332.0	316.2	319.7	305.5	359.1	340.8	350.8	339.1	329.0
Yds Passing per Game	150.4	180.6	235.4	208.8	223.6	258.7	213.8	245.2	246.4	195.1	215.8
Opp. Yds Passing per Game	205.4	203.1	216.8	211.6	212.5	209.0	243.0	248.5	237.5	211.2	219.9
Percent Completions	59.1	60.0	61.9	57.6	62.0	62.0	64.1	66.1	64.7	59.6	61.7
Opp Percent Completions	62.3	58.1	63.4	59.2	61.8	59.0	60.0	64.2	63.1	59.9	61.1
Yds per Pass Attempt	4.69	6.06	6.38	6.24	6.63	7.05	6.79	7.77	7.00	6.12	6.49
Opp Yds per Pass Attempt	6.50	5.94	6.75	6.28	6.07	5.45	6.39	6.15	6.41	6.02	6.18
Yds Rushing per Game	95.0	128.5	95.1	111.1	109.1	109.7	134.2	112.8	110.6	85.4	109.1
Opp Yds Rushing per Game	120.1	98.3	115.2	104.7	107.2	96.5	116.1	92.3	113.2	127.9	109.2
Yds per Rush Attempt	3.62	4.07	3.56	3.91	4.06	3.65	4.36	3.85	3.97	3.62	3.88
Opp Yds per Rush Attempt	3.92	3.94	4.43	3.94	4.04	4.01	4.23	4.29	4.40	4.18	4.14
Turnovers per Game	1.62	1.56	2.12	1.38	1.62	1.88	1.62	1.06	1.06	1.44	1.54
Takeaways per Game	1.50	1.56	1.62	1.38	1.88	1.94	1.62	1.75	1.25	0.88	1.54
Sacks per Game	1.06	2.12	1.69	2.81	3.12	2.69	1.25	2.62	2.06	2.56	2.20
Sacks Allowed per Game	3.19	1.81	1.75	1.56	2.88	1.81	1.44	1.94	2.56	2.50	2.14
Average Possession Time	29:17	32:28	31:13	30:18	30:26	32:49	30:31	31:13	30:19	27:18	30:35
Punts per Game	6.31	5.38	4.50	5.69	4.75	4.69	4.56	4.31	4.88	5.56	5.06
Opp Punts per Game	4.94	5.19	4.75	6.12	5.38	5.62	4.69	4.81	4.62	5.12	5.12
Percent Rushes	42.7	50.0	40.9	44.8	42.3	43.8	48.3	46.6	42.5	40.7	44.3
Opp Percent Rushes	48.4	40.7	43.5	42.1	41.0	36.9	41.1	33.3	39.7	44.8	41.1
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

BUFFALO BILLS

ATS Play On SDQL Trends

BUF 001	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
BUF 002	The Bills are 13-0 ATS (+8.35 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
BUF 003	The Bills are 12-0 ATS (+8.29 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
BUF 004	The Bills are 11-0 ATS (+10.45 ppg) when they are off a loss as a road dog and facing an opponent that is averaging more first downs than offensive points.	team=Bills and p:A and p:D and p:L and oS(7*RTD+7*PTD+3*FG)<oS(FD) and date>=20121014
BUF 005	The Bills are 11-0 ATS (+7.59 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

ATS Play Against SDQL Trends

BUF 006	The Bills are 0-22 ATS (-15.32 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
BUF 007	The Bills are 0-16 ATS (-12.84 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
BUF 008	The Bills are 0-15 ATS (-15.97) 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
BUF 009	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
BUF 010	The Bills are 0-10 ATS (-8.80 ppg) on turf off a win as a dog off in which they outgained their opponent.	team=Bills and surface=artificial and p:WD and p:TY>po:TY and date>=20110918

O/U Play Over SDQL Trends

BUF 011	The Bills are 14-0 OU (+10.54 ppg) at home off a win when they are averaging less than 3.75 yards per rush	team=Bills and H and p:W and tS(RY) / tS(rushes)<3.75 and date>=19961117
BUF 012	The Bills are 14-0 OU (13.39 ppg) when they are off a home game and facing an opponent that is averaging fewer than 25.5 rushes per game.	team=Bills and p:H and oA(rushes)<25.5 and date>=20131201

O/U Play Under SDQL Trends

BUF 013	The Bills are 0-13 OU (-13.00 ppg) on turf after playing as a road dog when they are averaging at least 24 points per game over their last three games.	team=Bills and surface=artificial and p:AD and tA(points,N=3) >= 24 and date>=20021027
BUF 014	The Bills are 0-12 OU (-8.92 ppg) off a loss as a home favorite in which they converted at least five third downs.	team=Bills and p:LHF and p:3DM>=5 and date>=20031005

> **What's the translation of this 0-18 OU SDQL?**
> **team=Bills and -3<=line<=3 and NDIV and oS(FG*3)/oS(points) >0.2475 and oA(RFD)<7**

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BUFFALO BILLS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	9-7-0	68-92-0
Straight Up Home	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	6-2-0	41-35-0
Straight Up Away	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	3-5-0	27-52-0
Average Line	-0.62	3.53	5.44	2.56	2.09	3.69	1.41	-0.19	-0.41	2.03	1.95
Average O/U Line	41.25	40.25	41.34	45.72	44.91	43.75	43.62	43.66	44.66	43.41	43.26
Against the Spread Record	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	9-6-1	76-79-5
Six Point Teaser Record	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	11-5-0	100-56-4
Seven Point Teaser Record	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	11-5-0	107-48-5
Ten Point Teaser Record	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	12-4-0	122-36-2
ATS Home	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	5-2-1	39-35-2
ATS Away	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	4-4-0	37-40-2
Over/Under Record	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	8-8-0	81-79-0
Over/Under Home	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	5-3-0	40-36-0
Over/Under Away	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	3-5-0	39-40-0
ATS as Favorite	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	5-1-1	28-26-1
ATS as Underdog	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	4-5-0	46-48-4
ATS as Home Favorite	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	4-0-1	22-17-1
ATS as a Home Dog	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	1-2-0	16-14-1
ATS Away Favorite	2-0-0	1-0-0	---	0-1-0	1-0-0	1-0-0	0-1-0	0-2-0	0-2-0	1-1-0	6-7-0
ATS Away Dog	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	3-3-0	30-32-2
vs Division	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	3-3-0	27-31-2
ATS after 10+ ATS Win	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	1-3-0	13-20-0
ATS after 10+ ATS Loss	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	2-2-0	15-19-1
ATS in games 1-4	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	4-0-0	23-17-0
ATS in games 5-8	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	1-2-1	17-21-2
ATS in games 9-12	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	1-3-0	17-21-2
ATS in games 13-16	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	3-1-0	19-20-1
Points Scored per Game	21.0	16.1	17.7	23.2	21.5	21.2	21.4	23.7	24.9	18.9	21.0
Points Allowed per Game	21.4	20.4	26.6	27.1	27.2	24.2	18.1	22.4	23.6	22.4	23.3
Yds Offense per Game	305.1	273.9	304.9	351.5	342.9	338.1	318.5	360.9	354.1	302.6	325.2
Yds Allowed per Game	326.1	340.6	361.6	371.1	362.9	333.4	311.8	356.4	357.0	355.2	347.6
Yds Passing per Game	190.0	157.2	197.4	231.4	204.3	193.9	225.9	208.9	189.8	176.6	197.5
Opp. Yds Passing per Game	204.4	184.2	192.0	232.1	217.1	204.4	205.2	248.4	223.9	230.5	214.2
Percent Completions	64.5	58.0	57.0	61.6	60.5	57.3	62.7	63.4	60.4	60.7	60.6
Opp Percent Completions	61.2	56.8	62.2	63.3	57.1	55.3	60.3	57.7	60.0	64.6	59.8
Yds per Pass Attempt	6.35	5.70	6.08	6.41	6.40	5.94	6.24	7.19	6.39	5.93	6.26
Opp Yds per Pass Attempt	6.65	5.68	6.49	7.33	6.48	5.83	5.87	6.59	7.00	6.44	6.42
Yds Rushing per Game	115.1	116.7	107.5	120.1	138.6	144.2	92.6	152.0	164.3	126.1	127.7
Opp Yds Rushing per Game	121.6	156.3	169.6	139.0	145.8	128.9	106.6	108.0	133.1	124.8	133.4
Yds per Rush Attempt	4.20	4.40	4.29	4.91	5.02	4.23	3.69	4.78	5.34	4.14	4.51
Opp Yds per Rush Attempt	4.28	4.67	4.75	4.76	4.96	4.37	4.09	4.40	4.55	4.28	4.53
Turnovers per Game	1.88	1.88	2.44	1.88	2.12	1.69	1.44	1.19	0.75	1.00	1.62
Takeaways per Game	1.38	2.06	1.38	1.94	1.31	1.88	1.88	1.56	1.12	1.56	1.61
Sacks per Game	1.50	2.00	1.69	1.81	2.25	3.50	3.25	1.31	2.44	1.69	2.14
Sacks Allowed per Game	2.38	2.88	2.12	1.44	1.88	3.00	2.44	2.62	2.88	2.94	2.46
Average Possession Time	30:03	28:11	28:35	30:10	30:11	28:43	29:44	31:18	29:47	28:20	29:30
Punts per Game	3.62	5.62	4.69	4.56	5.00	6.00	5.38	5.12	4.69	4.94	4.96
Opp Punts per Game	4.00	4.88	4.44	4.25	4.50	5.88	5.50	4.69	4.38	3.88	4.64
Percent Rushes	45.9	46.5	42.0	39.4	45.0	48.9	39.4	50.1	48.6	48.2	45.5
Opp Percent Rushes	46.9	49.3	53.3	46.6	45.1	43.3	40.6	38.6	45.9	43.7	45.4
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

DENVER BRONCOS

ATS Play On SDQL Trends

DEN 001	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
DEN 002	The Broncos are 11-0 ATS (+12.27 ppg) on grass off a home game when their opponent faced the Chiefs last week and had fewer than 36 minutes of possession time.	team=Broncos and surface=grass and p:H and opo:team=Chiefs and o:NB and op:TOP<36*60
DEN 003	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
DEN 004	The Broncos are 10-0 ATS (+7.85 ppg) as a road favorite on grass when they are averaging more than 24 points over their last three games.	team=Broncos and AF and surface=grass and tA(points,N=3)>24 and date>=20121206
DEN 005	The Broncos are 10-0 ATS (+9.25 ppg) on the road when the line is within 3 of pickem after a game in which they had at least 10 fewer rushes than their season-to-date average.	team=Broncos and A and -3<=line<=3 and tA(tp:rushes) - p:rushes <= -10 and date>=19961104

ATS Play Against SDQL Trends

DEN 006	The Broncos are 0-13 ATS (-8.38 ppg) off a TD+ win as a favorite when they are facing a non-divisional opponent that is completing at least than 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
DEN 007	The Broncos are 0-13 ATS (-12.73 ppg) as a home favorite off a home game when their opponent has averaged fewer than five yards per play season-to-date.	team = Broncos and p:H and H and oS(RY+PY) / oS(plays) < 5 and date >= 19991200
DEN 008	The Broncos are 0-11 ATS (-9.77 ppg) at home on grass off a game as a favorite off a win facing an opponent that is getting more than 67% of their first downs passing.	team=Broncos and H and p:WF and oS(PFD)/oS(FD)>0.67 and date>=20010930
DEN 009	The Broncos are 0-11 ATS (-10.18 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
DEN 010	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

O/U Play Over SDQL Trends

DEN 011	The Broncos are 14-0 OU (+11.21 ppg) since Sep 14, 2003 on the road on grass off a road game in which they committed at least two turnovers.	team=Broncos and A and surface=grass and p:A and 2<=p:TO and date>=20030914
DEN 012	The Broncos are 12-0 OU (+9.25 ppg) on turf off a home game facing an opponent that is averaging at least 34.5 passes per game.	team=Broncos and surface=artificial and p:H and oA(passes)>34.5 and season >= 2003

O/U Play Under SDQL Trends

DEN 013	The Broncos are 0-14 OU (-10.07 ppg) on grass off a win as a dog off in which they had more punts than third down conversions.	team=Broncos and surface=grass and p:D and p:W and p:3DM<p:punts and date>=20020915
DEN 014	The Broncos are 0-12 OU (-11.62 ppg) as a road favorite on grass off a home game.	team=Broncos and A and F and surface=grass and p:H and date>=20111023

What's the translation of this 15-0 OU SDQL?
team=Broncos and F and NDIV and p:W and op:TOP<26*60 and season>=2005

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Cajun is an SDQL Master and offers sports trends at the KillerSports.com TrendMart.

DENVER BRONCOS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	5-11-0	92-68-0
Straight Up Home	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	4-4-0	51-29-0
Straight Up Away	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	1-7-0	41-38-0
Average Line	-0.97	0.56	2.66	2.50	-5.00	-9.69	-7.12	-2.72	-1.16	0.25	-2.07
Average O/U Line	47.34	40.56	44.16	41.78	47.66	53.44	49.47	43.62	42.69	41.53	45.23
Against the Spread Record	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	4-11-1	76-81-3
Six Point Teaser Record	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	8-7-1	109-47-4
Seven Point Teaser Record	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	9-7-0	116-43-1
Ten Point Teaser Record	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	9-7-0	120-37-3
ATS Home	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	3-4-1	36-43-1
ATS Away	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	1-7-0	40-37-2
Over/Under Record	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	8-8-0	84-70-6
Over/Under Home	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	4-4-0	41-35-4
Over/Under Away	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	4-4-0	43-34-2
ATS as Favorite	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	2-5-1	47-48-2
ATS as Underdog	3-3-0	6-4-0	4-8-0	6-4-0	1-3-0	---	0-1-0	3-0-1	3-4-0	2-5-0	28-32-1
ATS as Home Favorite	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	1-3-1	24-32-1
ATS as a Home Dog	---	3-2-0	2-3-0	1-3-0	0-1-0	---	---	2-0-0	1-1-0	2-1-0	11-11-0
ATS Away Favorite	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	1-2-0	23-16-1
ATS Away Dog	3-3-0	3-2-0	2-4-0	5-1-0	1-2-0	---	0-1-0	1-0-1	2-3-0	0-4-0	17-20-1
vs Division	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	1-4-1	30-29-1
ATS after 10+ ATS Win	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	1-1-0	21-17-0
ATS after 10+ ATS Loss	2-5-0	2-3-0	0-3-0	1-3-0	---	2-1-0	2-1-0	0-0-2	2-2-0	2-5-0	13-23-2
ATS in games 1-4	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	2-1-1	25-14-1
ATS in games 5-8	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	0-4-0	15-25-0
ATS in games 9-12	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	0-4-0	22-17-1
ATS in games 13-16	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	2-2-0	14-25-1
Points Scored per Game	23.1	20.4	21.5	19.3	30.1	37.9	30.1	22.2	20.8	18.1	24.3
Points Allowed per Game	28.0	20.2	29.4	24.4	18.1	24.9	22.1	18.5	18.6	23.9	22.8
Yds Offense per Game	395.8	341.4	348.9	316.6	397.9	457.3	402.9	355.5	323.1	324.2	366.4
Yds Allowed per Game	374.6	315.0	390.8	357.8	290.8	356.0	305.2	283.1	316.1	290.0	327.9
Yds Passing per Game	279.4	226.7	252.4	152.1	283.4	340.2	291.3	248.1	230.3	208.2	251.2
Opp. Yds Passing per Game	228.5	186.3	236.2	231.5	199.7	254.4	225.4	199.8	185.8	200.6	214.8
Percent Completions	62.3	61.1	57.6	50.6	68.4	68.3	65.7	60.7	59.5	58.7	61.7
Opp Percent Completions	67.3	58.4	59.2	62.4	57.4	58.2	62.1	60.0	55.4	59.9	60.0
Yds per Pass Attempt	7.21	6.50	6.96	5.67	7.71	8.07	7.68	6.55	6.46	5.89	6.93
Opp Yds per Pass Attempt	7.39	5.85	7.53	6.94	5.72	6.64	5.62	5.58	5.38	6.54	6.28
Yds Rushing per Game	116.4	114.8	96.5	164.5	114.6	117.1	111.6	107.4	92.8	116.1	115.2
Opp Yds Rushing per Game	146.1	128.7	154.6	126.3	91.1	101.6	79.8	83.4	130.3	89.4	113.1
Yds per Rush Attempt	4.81	4.17	3.88	4.82	3.81	4.06	4.02	4.18	3.62	4.07	4.16
Opp Yds per Rush Attempt	4.98	4.50	4.66	4.14	3.61	3.87	3.66	3.26	4.33	3.34	4.08
Turnovers per Game	1.88	1.44	1.69	1.88	1.56	1.62	1.25	1.94	1.56	2.12	1.69
Takeaways per Game	0.81	1.88	1.12	1.12	1.50	1.62	1.56	1.69	1.69	1.06	1.41
Sacks per Game	1.62	2.44	1.44	2.56	3.25	2.56	2.56	3.19	2.62	2.06	2.43
Sacks Allowed per Game	0.75	2.12	2.50	2.62	1.31	1.25	1.06	2.44	2.50	3.31	1.99
Average Possession Time	28:43	30:11	28:09	29:42	31:16	30:31	30:45	30:29	29:03	31:28	30:02
Punts per Game	2.88	4.88	5.38	6.31	4.19	4.12	4.31	5.31	5.56	4.75	4.77
Opp Punts per Game	3.25	4.75	4.56	5.75	5.88	5.56	5.50	5.75	5.56	5.50	5.21
Percent Rushes	38.0	42.6	39.1	53.7	44.1	39.9	41.6	38.9	40.2	42.4	42.0
Opp Percent Rushes	47.4	45.5	50.3	45.9	39.8	39.1	33.8	39.6	44.8	45.0	43.1
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

CLEVELAND BROWNS

ATS Play On SDQL Trends

CLE 001	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
CLE 002	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
CLE 003	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
CLE 004	The Browns are 11-0 ATS (+9.55 ppg) on grass off a game as a dog when they are facing a non-divisional opponent that is allowing an average of less than 280 offensive yards per game.	team=Browns and surface=grass and NDIV and p:D and oA(o:TY)<280 and season>=1993
CLE 005	The Browns are 10-0 ATS (+7.15 ppg) as a dog on grass off a game as a dog when they are playing a winless opponent with at least one loss.	team=Browns and D and surface=grass and p:D and o:wins=0 and o:losses>0 and date>=19920920

ATS Play Against SDQL Trends

CLE 006	The Browns are 0-14 ATS (-5.93 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
CLE 007	The Browns are 0-13 ATS (-8.96 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:TO and date >= 20081228
CLE 008	The Browns are 0-13 ATS (-12.58 ppg) off a home game in which they held their opponent to fewer third downs made than punts.	team=Browns and p:H and po:3DM<po:punts and date>=20121216
CLE 009	The Browns are 0-12 ATS (-14.21 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
CLE 010	The Browns are 0-11 ATS (-11.09 ppg) as a home dog off a home game on grass.	team = Browns and HD and p:H and date >= 20101010

O/U Play Over SDQL Trends

CLE 011	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
CLE 012	The Browns are 8-0 OU (+14.94 ppg) on turf off a loss when they committed more turnovers than their opponent in each of their last two games.	team=Browns and surface=artificial and p:L and 0<p:TOM and 0<pp:TOM and date>=20091122

O/U Play Under SDQL Trends

CLE 013	The Browns are 0-16 OU (-9.22 ppg) at home off a loss when they are facing a team that is getting less than 55% of their first downs passing.	team=Browns and H and p:L and oS(FD*0.55)>oS(PFD) and date>=20031221
CLE 014	The Browns are 0-14 OU (-12.61 ppg) when the line is within three of pick on grass when they are off two consecutive SU and ATS losses.	team=Browns and -3<=line<=3 and surface=grass and p:L and p:ATSL and pp:L and pp:ATSL and date>=19901216

What's the translation of this 0-21 OU SDQL?
team=Browns and H and -3<=line<=3 and p:D and tS(RY) / tS(rushes) < 3.6 and date>=19901200

Can you translate this? Correct tweets with hash tag SDQL earn Bachelor's Degree credit.

CLEVELAND BROWNS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	0-16-0	38-122-0
Straight Up Home	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	0-7-0	24-55-0
Straight Up Away	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	0-8-0	14-66-0
Average Line	4.81	7.09	3.75	4.03	4.19	3.06	1.19	5.47	7.12	6.78	4.75
Average O/U Line	41.34	38.56	39.53	38.47	41.28	42.25	44.31	43.34	44.53	41.25	41.49
Against the Spread Record	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	4-12-0	69-89-2
Six Point Teaser Record	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	9-4-3	99-56-5
Seven Point Teaser Record	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	13-3-0	108-46-6
Ten Point Teaser Record	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	13-2-1	124-33-3
ATS Home	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	2-5-0	32-46-1
ATS Away	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	2-6-0	37-42-1
Over/Under Record	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	7-9-0	67-90-3
Over/Under Home	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	1-6-0	30-47-2
Over/Under Away	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	5-3-0	36-43-1
ATS as Favorite	0-4-0	2-0-0	0-2-0	2-2-1	2-1-0	1-3-0	2-4-0	1-2-0	---	0-1-0	10-19-1
ATS as Underdog	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	4-10-0	56-67-1
ATS as Home Favorite	0-4-0	2-0-0	0-2-0	1-2-1	1-1-0	1-3-0	2-3-0	1-2-0	---	---	8-17-1
ATS as a Home Dog	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	2-4-0	22-26-0
ATS Away Favorite	---	---	---	1-0-0	1-0-0	---	0-1-0	---	---	0-1-0	2-2-0
ATS Away Dog	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	2-5-0	34-40-1
vs Division	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	2-4-0	26-33-1
ATS after 10+ ATS Win	2-1-0	2-0-0	1-1-0	---	0-2-0	2-0-0	0-2-0	0-2-0	---	---	7-8-0
ATS after 10+ ATS Loss	3-2-0	1-4-0	---	1-1-0	0-2-0	1-4-0	4-0-0	3-2-0	1-2-0	1-2-0	15-19-0
ATS in games 1-4	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	1-3-0	19-20-1
ATS in games 5-8	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	1-3-0	17-22-1
ATS in games 9-12	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	1-3-0	15-25-0
ATS in games 13-16	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	1-3-0	18-22-0
Points Scored per Game	14.5	15.3	16.9	13.6	18.9	19.2	18.7	17.4	16.5	14.6	16.6
Points Allowed per Game	21.9	23.4	20.8	19.2	23.0	25.4	21.1	27.0	28.2	25.6	23.6
Yds Offense per Game	249.1	260.2	289.8	288.8	314.2	338.9	324.6	331.9	311.0	308.8	301.7
Yds Allowed per Game	356.5	389.3	350.1	332.4	363.8	332.4	365.2	379.2	392.4	328.1	358.9
Yds Passing per Game	148.8	129.8	186.8	193.1	214.7	252.5	217.8	236.4	204.0	201.8	198.6
Opp. Yds Passing per Game	204.6	244.7	220.7	184.9	245.2	221.1	224.0	250.8	249.8	230.2	227.6
Percent Completions	48.8	49.4	61.9	56.1	58.0	55.7	54.8	60.9	59.6	54.4	56.1
Opp Percent Completions	64.1	59.5	60.9	56.5	63.0	60.0	57.1	63.0	63.9	68.6	61.6
Yds per Pass Attempt	4.88	4.69	6.25	5.42	6.07	5.93	6.91	6.21	5.76	5.62	5.80
Opp Yds per Pass Attempt	7.34	7.44	6.96	6.31	6.54	5.85	6.11	7.85	7.36	7.02	6.85
Yds Rushing per Game	100.3	130.4	102.9	95.7	99.6	86.4	106.8	95.6	107.0	107.1	103.2
Opp Yds Rushing per Game	151.9	144.6	129.4	147.4	118.6	111.3	141.2	128.4	142.7	97.9	131.4
Yds per Rush Attempt	3.92	4.19	3.98	3.69	4.02	3.99	3.59	4.02	4.89	4.46	4.06
Opp Yds per Rush Attempt	4.49	4.57	4.10	4.42	4.15	3.85	4.52	4.49	4.58	3.35	4.26
Turnovers per Game	1.62	1.94	1.81	1.19	1.62	1.81	1.44	1.88	1.56	2.56	1.74
Takeaways per Game	1.94	1.19	1.75	1.25	1.81	1.31	1.81	1.31	0.81	0.81	1.40
Sacks per Game	1.06	2.50	1.81	2.00	2.38	2.50	1.94	1.81	1.62	2.12	1.98
Sacks Allowed per Game	1.50	1.88	2.19	2.44	2.25	3.12	1.88	3.31	4.12	3.12	2.58
Average Possession Time	27:32	28:54	28:21	29:14	28:14	28:41	28:12	31:01	28:16	28:11	28:40
Punts per Game	4.75	5.88	4.88	5.56	5.62	5.38	5.81	4.38	5.19	5.12	5.26
Opp Punts per Game	3.69	4.81	4.00	4.75	5.50	5.50	5.38	3.94	4.62	5.19	4.74
Percent Rushes	44.4	51.3	44.7	40.5	39.7	32.2	47.1	36.5	35.6	38.1	40.8
Opp Percent Rushes	53.9	47.2	48.5	51.6	41.7	41.7	44.7	45.9	46.7	45.5	46.7
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

TAMPA BAY BUCCANEERS

ATS Play On SDQL Trends

TB 001	The Buccaneers are 12-0 ATS (+13.18 ppg) as a dog on grass when they are off a win by more than a TD and they are off two consecutive games with a positive DPS.	team=Buccaneers and D and surface=grass and p:margin>7 and 0<p:dps and 0<pp:dps and season >=1993
TB 002	The Buccaneers are 11-0 ATS (+9.59 ppg) as a road dog off a home game in which they held their opponent to four or fewer third downs.	team=Buccaneers and AD and p:H and po:3DM<=4 and date>=20111120
TB 003	The Buccaneers are 11-0 ATS (+10.86 ppg) off a loss as a favorite when they are facing a team that is averaging more than 2.25 turnovers per game.	team=Buccaneers and p:LF and oA(TO)>2.25 and date>=19971221
TB 004	The Buccaneers are 11-0 ATS (+10.65 ppg) as a road 4+ point dog when they are off two consecutive SU and ATS losses.	team=Buccaneers and A and line>=4 and NDIV and p:L and p:ATSL and pp:L and pp:ATSL and season >= 1992
TB 005	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

ATS Play Against SDQL Trends

TB 006	The Buccaneers are 0-12 ATS (-8.71 ppg) as a favorite after a win as a home favorite in which they never trailed.	team=Buccaneers and F and p:WHF and po:BL=0 and date>=20021215
TB 007	The Buccaneers are 0-12 ATS (-10.42 ppg) when they are at home after two away losses.	team = Buccaneers and H and p:AL and pp:AL and date >= 19991024
TB 008	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
TB 009	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
TB 010	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

O/U Play Over SDQL Trends

TB 011	The Buccaneers are 13-0 OU (+13.77 ppg) on the road off a home game when they are facing a team that is averaging less than 10 passing first downs per game.	team=Buccaneers and A and p:H and oA(PFD)<10 and date>=20061217
TB 012	The Buccaneers are 13-0 OU (+12.35 ppg) when the line is within three of pick on grass vs a non-divisional opponent and they are off a win in which they converted at least five third downs.	team=Buccaneers and -3<=line<=3 and surface=grass and NDIV and p:W and p:3DM>=5 and date>=20071209

O/U Play Under SDQL Trends

TB 013	The Buccaneers are 0-17 OU (-9.79 ppg) on grass off a road game when they are facing a team that is averaging more than 13 passing first downs per game.	team=Buccaneers and surface=grass and p:A and oA(PFD)>13 and date>=20041121
TB 014	The Buccaneers are 0-11 OU (-13.05 ppg) at home after a game in which more than 30 percent of their opponentÕs first downs were from third down.	team=Buccaneers and H and po:3DM / po:FD >0.30 and date>=20140914

What's the translation of this 0-19 ATS SDQL?
team=Buccaneers and D and surface=grass and p:A and p:3DM / p:FD <= 0.25 and season >= 2005

SDQL Master Classes are offered annually in Las Vegas, Cleveland and Miami.

TAMPA BAY BUCCANEERS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	5-11-0	59-101-0
Straight Up Home	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	4-4-0	31-47-0
Straight Up Away	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	1-7-0	28-52-0
Average Line	-2.78	8.25	1.72	3.62	1.25	4.28	4.50	2.44	2.59	2.25	2.81
Average O/U Line	40.28	42.41	40.62	44.94	46.75	43.22	44.03	44.75	47.03	46.34	44.04
Against the Spread Record	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	6-8-2	72-84-4
Six Point Teaser Record	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	12-4-0	105-52-3
Seven Point Teaser Record	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	13-3-0	110-47-3
Ten Point Teaser Record	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	13-3-0	125-34-1
ATS Home	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	4-3-1	29-47-2
ATS Away	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	2-5-1	43-35-2
Over/Under Record	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	8-8-0	78-81-1
Over/Under Home	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	2-6-0	36-42-0
Over/Under Away	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	6-2-0	42-37-1
ATS as Favorite	5-5-0	---	3-2-1	1-3-0	3-3-0	2-2-0	0-3-0	2-3-0	1-2-0	2-4-0	19-27-1
ATS as Underdog	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	3-4-2	50-57-3
ATS as Home Favorite	4-4-0	---	3-2-0	1-2-0	2-3-0	2-1-0	0-3-0	2-3-0	1-2-0	1-2-0	16-22-0
ATS as a Home Dog	---	1-6-0	0-3-0	1-3-0	1-1-1	2-3-0	2-3-0	0-2-0	2-3-0	2-1-1	11-25-2
ATS Away Favorite	1-1-0	---	0-0-1	0-1-0	1-0-0	0-1-0	---	---	---	1-2-0	3-5-1
ATS Away Dog	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	1-3-1	39-30-1
vs Division	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	3-3-0	28-31-1
ATS after 10+ ATS Win	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	0-1-0	12-14-0
ATS after 10+ ATS Loss	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	1-2-0	19-13-0
ATS in games 1-4	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	1-2-1	17-22-1
ATS in games 5-8	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	0-3-1	17-22-1
ATS in games 9-12	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	2-2-0	24-15-1
ATS in games 13-16	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	3-1-0	14-25-1
Points Scored per Game	22.6	15.2	21.3	17.9	24.3	18.0	17.3	21.4	22.1	20.9	20.1
Points Allowed per Game	20.2	25.0	19.9	30.9	24.6	24.3	25.6	26.1	23.1	23.9	24.4
Yds Offense per Game	341.0	287.5	335.1	319.2	363.8	277.0	292.0	376.0	346.4	363.5	330.1
Yds Allowed per Game	306.1	365.6	332.7	394.4	379.9	348.0	368.8	340.4	367.9	378.1	358.2
Yds Passing per Game	226.2	185.8	210.1	228.1	248.9	176.2	206.1	240.9	245.2	273.0	224.1
Opp. Yds Passing per Game	187.3	207.4	201.0	238.4	297.4	237.9	255.6	240.0	251.0	260.6	237.7
Percent Completions	63.2	53.2	61.9	62.1	54.9	56.6	56.7	58.3	61.3	62.5	59.2
Opp Percent Completions	58.1	62.4	58.9	62.6	65.4	64.4	68.6	69.9	63.4	67.6	64.3
Yds per Pass Attempt	6.44	5.67	6.80	6.21	7.04	5.49	6.21	7.20	6.78	7.22	6.52
Opp Yds per Pass Attempt	6.31	6.88	6.17	7.93	7.59	6.96	7.25	7.10	7.32	7.59	7.13
Yds Rushing per Game	114.8	101.7	125.1	91.1	114.8	100.8	85.9	135.1	101.2	90.5	106.1
Opp Yds Rushing per Game	118.8	158.2	131.7	156.1	82.5	110.1	113.2	100.4	116.9	117.5	120.5
Yds per Rush Attempt	4.07	4.03	4.64	4.21	4.42	3.84	3.88	4.75	3.58	3.71	4.12
Opp Yds per Rush Attempt	4.31	4.78	4.75	5.01	3.50	4.02	3.86	3.45	4.39	4.27	4.26
Turnovers per Game	1.62	2.12	1.19	2.50	1.44	1.31	2.06	1.75	1.69	1.69	1.74
Takeaways per Game	1.88	1.81	1.75	1.50	1.62	1.94	1.56	1.44	1.81	1.62	1.69
Sacks per Game	1.81	1.75	1.62	1.44	1.69	2.19	2.19	2.38	2.38	1.38	1.88
Sacks Allowed per Game	2.00	2.06	1.88	2.00	1.62	2.94	3.25	1.69	2.25	2.44	2.21
Average Possession Time	32:14	28:43	30:48	29:01	30:16	29:36	27:16	29:00	30:57	29:43	29:45
Punts per Game	4.81	5.44	4.75	4.19	4.81	5.44	4.94	3.50	4.38	4.12	4.64
Opp Punts per Game	5.06	4.50	4.50	3.62	4.94	4.25	4.00	3.88	4.38	3.69	4.28
Percent Rushes	43.2	42.0	45.1	35.8	41.3	42.8	37.8	44.7	42.4	37.7	41.3
Opp Percent Rushes	46.7	50.9	44.8	49.7	36.6	42.9	43.9	44.6	42.1	43.5	44.5
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

ARIZONA CARDINALS

ATS Play On SDQL Trends

ARZ 001	The Cardinals are 16-0 ATS (+11.72 ppg) vs a non-divisional foe on grass when the line is within three of pick when they are averaging less than 4.1 yards per rush and they are not off a bye.	team=Cardinals and -3<=line<=3 and surface=grass and NDIV and tS(RY) / tS(rushes)<4.1 and NB and date>=20091100
ARZ 002	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
ARZ 003	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
ARZ 004	The Cardinals are 14-0 ATS (+11.57 ppg) after a road game in which no player had double-digit rushing attempts, winning every game straight up and they were the dog in each of their last seven.	team=Cardinals and max:p:rushes<10 and p:A and date>=20051101
ARZ 005	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

ATS Play Against SDQL Trends

ARZ 006	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
ARZ 007	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
ARZ 008	The Cardinals are 0-12 ATS (-12.08 ppg) as a home favorite vs a divisional opponent after a game in which they benefitted from a takeaway margin of at least +2.	t:team=Cardinals and HF and DIV and p:TOM<=-2 and date>=19941211
ARZ 009	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
ARZ 010	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

O/U Play Over SDQL Trends

ARZ 011	The Cardinals are 14-0 OU (+8.71 ppg) on grass off a game as a dog off a win when they are averaging more than 24 points their last three games.	team=Cardinals and surface=grass and p:WD and 24<tA(points,N=3) and date>=20061210
ARZ 012	The Cardinals are 13-0 OU (+9.73 ppg) on grass vs a non-divisional opponent when they are off a road game in which they allowed their opponent to score at least ten points more than their season-to-date average.	team=Cardinals and surface=grass and NDIV and p:A and Average(po:points@po:team) - po:points <= -10 and date>=20051224

O/U Play Under SDQL Trends

ARZ 013	The Cardinals are 0-18 OU (-8.33 ppg) as a dog on grass off a regulation road game in which they were outscored by more than three points in the second half.	team=Cardinals and D and surface=grass and p:A and p:margin - p:M2 > 3 and p:OT=0
ARZ 014	The Cardinals are 0-11 OU (-8.00 ppg) at home off a game as a favorite in which they converted at least five third downs.	team=Cardinals and H and p:F and p:3DM>=5 and date>=20151026

What's the translation of this 13-0 ATS SDQL?
team=Cardinals and D and tA(po:TY)-po:TY<=-100 and p:OT=0 and date>=20031100

MrEast (@RussellLaribee) played Professional Baseball and is now an SDQL Master.

ARIZONA CARDINALS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	8-8-0	86-73-1
Straight Up Home	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	5-3-0	52-27-1
Straight Up Away	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	3-4-0	34-45-0
Average Line	-1.44	-3.41	3.41	2.62	5.47	1.41	1.31	-5.06	-3.12	1.91	0.31
Average O/U Line	45.72	45.72	41.94	42.28	40.56	43.38	43.16	46.44	45.69	42.66	43.75
Against the Spread Record	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	6-9-1	81-76-3
Six Point Teaser Record	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	10-6-0	108-46-6
Seven Point Teaser Record	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	10-6-0	115-44-1
Ten Point Teaser Record	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	13-3-0	126-33-1
ATS Home	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	4-3-1	41-37-2
ATS Away	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	2-5-0	40-38-1
Over/Under Record	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	6-10-0	78-80-2
Over/Under Home	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	3-5-0	40-40-0
Over/Under Away	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	3-4-0	38-39-2
ATS as Favorite	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	2-3-0	38-38-1
ATS as Underdog	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	4-6-1	43-38-2
ATS as Home Favorite	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	1-1-0	23-26-1
ATS as a Home Dog	1-1-0	1-0-0	3-2-0	2-2-0	3-2-0	2-1-0	3-1-0	---	---	3-2-1	18-11-1
ATS Away Favorite	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	1-2-0	15-12-0
ATS Away Dog	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	1-3-0	25-26-1
vs Division	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	2-3-1	30-29-1
ATS after 10+ ATS Win	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	1-0-0	16-21-1
ATS after 10+ ATS Loss	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	2-1-0	18-13-0
ATS in games 1-4	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	0-4-0	19-21-0
ATS in games 5-8	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	2-2-0	23-18-0
ATS in games 9-12	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	1-2-1	17-20-3
ATS in games 13-16	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	3-1-0	22-17-0
Points Scored per Game	26.7	23.4	18.1	19.5	15.6	23.7	19.4	30.6	26.1	18.4	22.1
Points Allowed per Game	26.6	20.3	27.1	21.8	22.3	20.2	18.7	19.6	22.6	22.6	22.2
Yds Offense per Game	365.8	344.4	268.7	324.5	263.1	346.4	319.8	408.3	366.8	314.4	332.2
Yds Allowed per Game	331.5	346.8	373.6	355.1	337.8	317.4	368.2	321.8	305.2	310.9	336.8
Yds Passing per Game	292.1	251.0	181.9	222.9	187.8	250.1	238.0	288.5	258.8	227.8	239.9
Opp. Yds Passing per Game	221.2	234.0	228.4	231.0	200.8	233.0	259.5	230.4	210.3	221.4	227.0
Percent Completions	66.3	66.0	50.8	55.8	55.4	63.2	56.3	62.7	59.4	56.7	59.4
Opp Percent Completions	62.5	58.3	60.8	58.8	54.3	58.7	63.0	59.9	62.9	60.8	60.0
Yds per Pass Attempt	7.42	6.76	5.19	6.49	4.94	6.97	6.70	8.20	6.40	6.10	6.51
Opp Yds per Pass Attempt	6.85	6.31	6.86	6.39	6.46	5.96	7.17	6.43	6.15	6.28	6.48
Yds Rushing per Game	73.6	93.4	86.8	101.6	75.2	96.2	81.8	119.8	108.0	86.6	92.3
Opp Yds Rushing per Game	110.2	112.8	145.2	124.1	137.0	84.4	108.7	91.3	94.9	89.5	109.8
Yds per Rush Attempt	3.46	4.09	4.34	4.18	3.42	3.65	3.29	4.24	4.34	3.38	3.84
Opp Yds per Rush Attempt	3.96	4.49	4.42	4.18	4.33	3.65	4.37	3.92	3.58	3.52	4.06
Turnovers per Game	1.88	2.25	2.19	2.00	2.12	1.94	1.06	1.50	1.75	1.56	1.82
Takeaways per Game	1.88	1.81	1.88	1.19	2.06	1.88	1.56	2.06	1.75	1.31	1.74
Sacks per Game	1.94	2.69	2.06	2.62	2.38	2.94	2.19	2.25	3.00	2.25	2.43
Sacks Allowed per Game	1.75	1.62	3.12	3.38	3.62	2.56	1.75	1.69	2.56	3.19	2.52
Average Possession Time	30:10	29:52	26:22	28:43	29:19	30:59	29:48	32:03	30:53	31:09	29:56
Punts per Game	3.75	5.38	5.88	5.75	7.00	4.88	5.75	3.81	5.00	5.50	5.27
Opp Punts per Game	3.81	5.25	4.00	5.75	5.81	5.50	4.88	4.88	5.00	5.94	5.08
Percent Rushes	34.1	37.1	34.4	39.2	34.6	40.7	40.0	43.4	36.6	38.7	37.9
Opp Percent Rushes	44.8	38.7	48.2	43.4	48.6	35.5	39.3	38.0	41.6	40.4	41.9
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

LOS ANGELES CHARGERS

ATS Play On SDQL Trends

SD 001	The Chargers are 13-0 ATS (+6.81 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
SD 002	The Chargers are 13-0 ATS (+13.62 ppg) as a dog off a win as a favorite and they are playing a team with a better record.	team=Chargers and D and p:WF and WP<o:WP and season >= 1999
SD 003	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
SD 004	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
SD 005	The Chargers are 12-0 ATS (+7.33 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

ATS Play Against SDQL Trends

SD 006	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
SD 007	The Chargers are 0-12 ATS (-7.71 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
SD 008	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
SD 009	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
SD 010	The Chargers are 0-10 ATS (-6.35 ppg) after a win in which they had a reception of 40+ yards.	team=Chargers and max:p:longest reception>=40 and p:W and date>=20141012

O/U Play Over SDQL Trends

SD 011	The Chargers are 11-0 OU (+17.27 ppg) as a FG-plus dog when they are off two consecutive losses ATS losses.	team=Chargers and line>=3 and p:L and p:ATSL and pp:L and pp:ATSL and season>=2003
SD 012	The Chargers are 9-0 OU (+19.06 ppg) as a dog vs a divisional opponent after a game in which they rushed for at least 50 yards less than their average.	team=Chargers and D and DIV and p:RY-tA(p:RY)<=-50 and date>=19931200

O/U Play Under SDQL Trends

SD 013	The Chargers are 0-12 OU (-9.12 ppg) as a home favorite off a win as a favorite in which more than 30 percent of their first downs were from third down.	team=Chargers and HF and p:F and p:W and p:3DM / p:FD>0.30 and date>=20061217
SD 014	The Chargers are 0-10 OU (-11.25 ppg) as a favorite when they are 500.	team=Chargers and F and WP=50 and date>=20101212

What's the translation of this 18-0 ATS SDQL?
team=Chargers and AD and p:HF and wins<o:wins and WP<o:WP and oA(o:YPRA)<5 and date>=19921000

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LOS ANGELES CHARGERS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	9-7-0	81-79-0
Straight Up Home	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	5-3-0	46-34-0
Straight Up Away	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	4-4-0	35-44-0
Average Line	-4.91	-4.38	-6.41	-2.34	-0.50	0.03	-0.47	2.19	0.41	-1.59	-1.80
Average O/U Line	45.09	44.03	46.12	46.06	44.91	48.12	45.62	46.12	48.06	44.78	45.89
Against the Spread Record	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	8-6-2	76-81-3
Six Point Teaser Record	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	14-2-0	110-43-7
Seven Point Teaser Record	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	14-2-0	118-37-5
Ten Point Teaser Record	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	14-2-0	133-27-0
ATS Home	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	4-4-0	35-45-0
ATS Away	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	4-2-2	41-35-3
Over/Under Record	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	4-12-0	76-81-3
Over/Under Home	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	2-6-0	35-44-1
Over/Under Away	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	2-6-0	40-37-2
ATS as Favorite	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	4-3-1	39-49-1
ATS as Underdog	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	3-2-1	35-29-2
ATS as Home Favorite	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	3-3-0	28-33-0
ATS as a Home Dog	---	---	---	1-1-0	0-2-0	3-2-0	1-2-0	0-2-0	1-2-0	0-1-0	6-12-0
ATS Away Favorite	1-2-0	2-2-0	2-5-0	2-1-0	1-1-0	1-2-0	0-1-0	---	1-1-0	1-0-1	11-15-1
ATS Away Dog	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	3-1-1	29-17-2
vs Division	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	3-2-1	27-32-1
ATS after 10+ ATS Win	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	1-3-0	15-23-1
ATS after 10+ ATS Loss	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	0-1-1	16-10-1
ATS in games 1-4	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	0-3-1	19-19-2
ATS in games 5-8	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	3-1-0	17-23-0
ATS in games 9-12	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	3-1-0	17-23-0
ATS in games 13-16	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	2-1-1	23-16-1
Points Scored per Game	27.4	28.4	27.6	25.4	21.9	24.8	21.8	20.0	25.6	22.2	24.5
Points Allowed per Game	21.7	20.0	20.1	23.6	21.9	21.8	21.8	24.9	26.4	17.0	21.9
Yds Offense per Game	349.0	360.1	395.6	393.1	297.3	393.1	341.8	371.8	357.0	376.6	363.5
Yds Allowed per Game	349.9	327.0	270.9	346.7	326.5	366.4	338.2	361.9	347.1	328.4	336.3
Yds Passing per Game	241.1	271.1	282.4	276.6	206.0	270.5	256.2	287.0	262.6	276.9	263.1
Opp. Yds Passing per Game	247.4	209.2	177.1	224.4	230.1	258.6	214.1	236.6	249.2	197.2	224.4
Percent Completions	65.3	65.1	66.0	62.9	64.0	69.5	66.2	66.3	60.2	62.8	64.8
Opp Percent Completions	67.9	61.0	58.4	62.6	61.1	66.4	61.1	64.3	62.8	62.8	62.9
Yds per Pass Attempt	8.07	8.36	8.31	7.60	6.24	7.94	7.14	6.87	7.24	7.60	7.51
Opp Yds per Pass Attempt	6.54	6.27	5.81	7.51	6.48	7.55	6.54	7.42	6.87	6.02	6.70
Yds Rushing per Game	107.9	88.9	113.1	116.5	91.3	122.6	85.6	84.8	94.4	99.7	100.5
Opp Yds Rushing per Game	102.6	117.8	93.8	122.2	96.4	107.8	124.1	125.3	97.9	131.1	111.9
Yds per Rush Attempt	4.10	3.33	3.96	4.28	3.55	4.03	3.43	3.46	3.79	3.81	3.79
Opp Yds per Rush Attempt	4.02	4.46	3.71	4.37	3.80	4.59	4.52	4.81	3.82	4.88	4.30
Turnovers per Game	1.25	1.06	1.81	1.75	1.62	1.31	1.44	1.50	2.19	0.94	1.49
Takeaways per Game	1.50	1.62	1.44	1.31	1.75	1.06	1.12	1.25	1.75	1.69	1.45
Sacks per Game	1.75	2.19	2.94	2.00	2.38	2.19	1.62	2.00	2.19	2.69	2.19
Sacks Allowed per Game	1.56	1.62	2.38	1.88	3.06	1.88	2.25	2.50	2.25	1.12	2.05
Average Possession Time	28:53	29:58	33:02	32:26	31:37	33:35	30:58	31:50	30:33	30:21	31:19
Punts per Game	3.19	3.25	3.50	2.94	5.25	3.50	4.69	4.56	3.69	4.62	3.92
Opp Punts per Game	3.75	3.94	5.06	3.75	5.00	4.06	4.31	4.50	3.88	4.94	4.32
Percent Rushes	45.6	43.9	44.0	41.6	41.6	45.8	39.5	35.6	39.3	41.1	41.7
Opp Percent Rushes	39.2	42.6	43.0	46.8	40.1	39.2	44.4	43.5	40.0	43.1	42.1
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

KANSAS CITY CHIEFS

ATS Play On SDQL Trends

KC 001	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 <= opo:sacks
KC 002	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
KC 003	The Chiefs are 12-0 ATS (+12.12 ppg) on the road off a win when they are averaging more than 24 points over their last three games.	team=Chiefs and A and p:W and tA(points,N=3)>24 and date>=20131006
KC 004	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
KC 005	The Chiefs are 11-0 ATS (9.77 ppg) when they are off two consecutive wins without throwing an interception and they are not laying more than a field goal.	team=Chiefs and line>=-3 and p:W and pp:W and pp:INT=p:INT=0 and season>=2014

ATS Play Against SDQL Trends

KC 006	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
KC 007	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
KC 008	The Chiefs are 0-12 ATS (-5.17 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
KC 009	The Chiefs are 0-12 ATS (-10.17 ppg) as a home favorite by more than six points when they are off a win and play their next two on the road.	team=Chiefs and line<-6 and p:W and H and n:A and nn:A
KC 010	The Chiefs are 0-9 ATS (-15.78 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

O/U Play Over SDQL Trends

KC 011	The Chiefs are 12-0 OU (+7.50 ppg) when they are off a home game and visiting a team that is off three consecutive losses.	team=Chiefs and A and p:H and o:streak<=-3 and date>=20001224
KC 012	The Chiefs are 12-0 OU (+10.79 ppg) as a road favorite on turf off a home win by more than a TD.	team=Chiefs and A and F and surface=artificial and p:H and p:margin>7

O/U Play Under SDQL Trends

KC 013	The Chiefs are 0-16 OU (-12.16 ppg) on grass off a road game when their opponent allowed more than 400 total yards in their last game.	team=Chiefs and surface=grass and p:A and 400<opo:TY and date>=20101205
KC 014	The Chiefs are 0-14 OU (-13.21 ppg) at home after a game in which they had at least three fewer minutes of possession time than their season-to-date average.	team=Chiefs and H and p:TOP - tA(p:TOP) <= -180 and date>=20091213

What's the translation of this 11-0 ATS SDQL?
team = Chiefs and p:3DP > 50 and A and date >= 20121100

Can you do it? Correct tweets with hash tag SDQL earn Bachelor's Degree credit.

Subscribe to the Youtube channel 'NFL SDQL Query of the Day' daily Trend Videos!

KANSAS CITY CHIEFS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	10-6-0	78-82-0
Straight Up Home	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	6-2-0	41-38-0
Straight Up Away	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	4-4-0	36-44-0
Average Line	7.06	6.75	-0.59	4.84	6.09	-2.09	-0.62	-3.12	-2.19	-3.50	1.26
Average O/U Line	41.59	39.88	43.12	41.28	42.91	43.94	44.19	43.69	44.88	46.09	43.16
Against the Spread Record	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	10-6-0	85-75-0
Six Point Teaser Record	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	11-5-0	113-47-0
Seven Point Teaser Record	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	11-5-0	113-45-2
Ten Point Teaser Record	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	13-3-0	121-35-4
ATS Home	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	6-2-0	36-43-0
ATS Away	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	4-4-0	48-32-0
Over/Under Record	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	6-8-2	66-87-7
Over/Under Home	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	1-5-2	28-45-6
Over/Under Away	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	5-3-0	37-42-1
ATS as Favorite	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	7-5-0	35-35-0
ATS as Underdog	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	2-1-0	47-39-0
ATS as Home Favorite	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	5-2-0	20-29-0
ATS as a Home Dog	3-4-0	2-4-0	2-0-0	4-0-0	3-4-0	0-1-0	1-1-0	---	---	---	15-14-0
ATS Away Favorite	---	---	1-1-0	---	---	5-0-0	0-2-0	3-0-0	3-0-0	2-3-0	14-6-0
ATS Away Dog	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	2-1-0	32-25-0
vs Division	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	5-1-0	33-27-0
ATS after 10+ ATS Win	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	3-0-0	19-19-0
ATS after 10+ ATS Loss	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	1-2-0	17-20-0
ATS in games 1-4	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	4-0-0	20-20-0
ATS in games 5-8	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	2-2-0	23-17-0
ATS in games 9-12	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	0-4-0	21-19-0
ATS in games 13-16	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	4-0-0	21-19-0
Points Scored per Game	18.2	18.4	22.9	13.2	13.2	26.9	22.1	25.3	24.3	25.9	21.0
Points Allowed per Game	27.5	26.5	20.4	21.1	26.6	19.1	17.6	17.9	19.4	21.2	21.7
Yds Offense per Game	308.7	302.0	349.7	310.8	319.2	337.2	319.1	331.2	343.1	375.4	329.6
Yds Allowed per Game	393.2	388.2	330.2	333.3	356.5	367.8	330.5	329.3	368.6	365.1	356.3
Yds Passing per Game	195.6	182.6	185.5	192.5	169.6	208.8	200.1	203.6	233.8	256.5	202.8
Opp. Yds Passing per Game	234.2	231.7	219.9	201.3	220.8	247.4	203.2	231.1	247.4	247.0	228.4
Percent Completions	57.3	55.2	57.7	59.8	57.6	60.9	64.9	65.5	66.8	66.9	61.3
Opp Percent Completions	66.7	59.3	54.9	56.6	60.1	56.4	58.3	57.5	58.5	57.0	58.5
Yds per Pass Attempt	5.78	5.45	6.25	6.16	5.70	6.11	6.49	6.89	6.85	7.56	6.33
Opp Yds per Pass Attempt	7.18	7.28	6.06	7.09	7.61	6.69	5.97	6.09	6.62	6.93	6.72
Yds Rushing per Game	113.1	119.4	164.2	118.3	149.7	128.5	119.0	127.6	109.3	118.9	126.8
Opp Yds Rushing per Game	158.9	156.5	110.2	132.0	135.7	120.4	127.2	98.2	121.2	118.1	127.9
Yds per Rush Attempt	4.78	4.36	4.72	3.89	4.79	4.64	4.53	4.67	4.25	4.70	4.53
Opp Yds per Rush Attempt	5.00	4.72	4.32	4.16	4.50	4.51	4.70	4.10	4.44	4.27	4.49
Turnovers per Game	1.50	1.69	0.88	1.75	2.31	1.12	1.06	0.94	1.06	0.69	1.30
Takeaways per Game	1.81	1.75	1.44	1.62	0.81	2.25	0.88	1.81	2.06	1.62	1.61
Sacks per Game	0.62	1.38	2.44	1.81	1.69	3.00	2.88	2.94	1.75	1.94	2.04
Sacks Allowed per Game	2.31	2.81	2.00	2.12	2.44	2.50	3.06	2.81	2.00	2.31	2.44
Average Possession Time	28:03	28:00	31:38	29:32	30:19	31:05	29:59	30:54	30:36	30:55	30:06
Punts per Game	5.12	6.06	5.62	5.56	5.19	5.56	4.44	4.69	4.75	4.06	5.11
Opp Punts per Game	3.12	4.94	5.56	5.19	4.62	5.44	4.88	4.88	4.31	4.50	4.74
Percent Rushes	39.6	43.0	52.3	47.7	49.3	43.0	43.7	45.8	41.6	41.1	44.8
Opp Percent Rushes	48.9	50.0	39.7	51.3	49.5	40.0	42.3	36.9	41.1	42.4	44.2
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

INDIANAPOLIS COLTS

ATS Play On SDQL Trends

IND 001	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
IND 002	The Colts are 13-0 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
IND 003	The Colts are 11-0 ATS (+4.64 ppg) at home after a game as a road dog in which they made at least five third downs.	team=Colts and H and p:AD and p:3DM>=5 and season >= 2012
IND 004	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
IND 005	The 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

ATS Play Against SDQL Trends

IND 006	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
IND 007	The Colts are 0-12ATS (-10.75 ppg) when they are off a 10+ loss and they are facing an opponent that is averaging less than 286 offensive yards per game.	team=Colts and p:margin<=-10 and oA(RY+PY)<286 and date>=19911222
IND 008	The Colts are 0-11 ATS (-11.95 ppg) 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
IND 009	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
IND 010	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

O/U Play Over SDQL Trends

IND 011	The Colts are 13-0 OU (+8.19 ppg) as a road dog off a loss when they are facing a team that is averaging less than 30 passes per game.	team=Colts and AD and p:L and oA(passes)<30 and date>=19911110
IND 012	The Colts are 11-0 OU (+14.41 ppg) off a home game off a 10+ loss when their ATS margin decreased over each of their last two games.	team=Colts and p:H and p:margin<=-10 and p:ats margin<pp:ats margin<ppp:ats margin and date>=19901216

O/U Play Under SDQL Trends

IND 013	The Colts are 0-12 OU (-11.38 ppg) on turf vs a divisional opponent when they are off a loss in which they were outgained.	team=Colts and surface=artificial and DIV and p:L and p:TY<po:TY and date>=20021103
IND 014	The Colts are 0-11 OU (-8.86 ppg) at home after a game in which fewer than 30 percent of their first downs were from third down.	team=Colts and H and p:3DM / p:FD<0.30 and date>=20151025

What's the translation of this 0-26 OU SDQL?
team=Colts and H and -4.5<line<7 and DIV and p:TY<po:TY and oA(passes)>28 and season >= 1990

Care to give it a try? Correct tweets with hash tag SDQL earn Bachelor's Degree credit.

Maintain the database at https://groups.google.com/forum/#!forum/SportsDataBase-data.

INDIANAPOLIS COLTS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	4-12-0	91-69-0
Straight Up Home	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	3-5-0	51-29-0
Straight Up Away	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	1-7-0	40-39-0
Average Line	-4.09	-4.62	-3.81	8.00	2.38	-1.28	-3.97	0.78	1.00	5.53	-0.01
Average O/U Line	43.78	44.66	47.53	41.81	46.19	45.53	50.03	45.91	49.25	42.75	45.74
Against the Spread Record	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	8-8-0	86-72-2
Six Point Teaser Record	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	10-5-1	112-43-5
Seven Point Teaser Record	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	11-5-0	119-38-3
Ten Point Teaser Record	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	13-3-0	129-29-2
ATS Home	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	5-3-0	42-38-0
ATS Away	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	3-5-0	44-33-2
Over/Under Record	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	6-10-0	78-79-3
Over/Under Home	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	2-6-0	29-49-2
Over/Under Away	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	4-4-0	48-30-1
ATS as Favorite	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	2-0-0	48-40-1
ATS as Underdog	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	6-8-0	38-32-1
ATS as Home Favorite	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	2-0-0	27-29-0
ATS as a Home Dog	1-0-0	---	---	3-4-0	4-0-0	2-0-0	---	2-0-0	0-2-0	3-3-0	15-9-0
ATS Away Favorite	3-2-0	6-0-0	2-3-1	---	2-0-0	3-1-0	4-2-0	0-2-0	1-0-0	---	21-10-1
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	3-5-0	23-23-1
vs Division	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	2-4-0	32-27-1
ATS after 10+ ATS Win	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	1-0-0	15-11-0
ATS after 10+ ATS Loss	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	3-0-0	19-11-0
ATS in games 1-4	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	2-2-0	19-21-0
ATS in games 5-8	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	2-2-0	22-16-2
ATS in games 9-12	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	2-2-0	23-17-0
ATS in games 13-16	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	2-2-0	22-18-0
Points Scored per Game	23.6	26.0	27.2	15.2	22.3	24.4	28.6	20.8	25.7	16.4	23.0
Points Allowed per Game	18.6	19.2	24.2	26.9	24.2	21.0	23.1	25.5	24.5	25.2	23.2
Yds Offense per Game	335.5	363.1	380.8	286.8	362.4	341.8	406.0	321.4	364.4	284.6	344.7
Yds Allowed per Game	310.9	339.2	341.6	370.9	374.2	357.1	342.6	379.1	382.9	367.1	356.6
Yds Passing per Game	255.9	282.2	288.1	187.2	258.0	233.0	305.9	231.5	262.6	180.8	248.5
Opp. Yds Passing per Game	188.1	212.7	214.6	227.0	237.2	231.9	229.6	257.1	262.5	246.5	230.7
Percent Completions	67.2	66.9	66.2	56.6	54.0	60.2	62.0	57.4	63.4	58.5	61.3
Opp Percent Completions	68.4	63.8	66.5	71.2	62.5	60.3	59.0	60.5	64.9	62.4	63.8
Yds per Pass Attempt	7.00	7.51	6.78	5.61	6.57	6.39	7.40	5.98	7.20	5.94	6.67
Opp Yds per Pass Attempt	6.26	5.84	6.42	7.37	7.08	6.91	6.75	7.03	7.23	7.69	6.85
Yds Rushing per Game	79.6	80.9	92.7	99.6	104.4	108.8	100.1	89.9	101.8	103.8	96.2
Opp Yds Rushing per Game	122.9	126.5	127.0	143.9	137.0	125.1	113.0	122.0	120.4	120.6	125.8
Yds per Rush Attempt	3.44	3.54	3.77	4.17	3.80	4.26	3.85	3.63	3.98	3.67	3.82
Opp Yds per Rush Attempt	4.17	4.33	4.57	4.26	5.13	4.47	4.26	4.32	4.71	3.96	4.40
Turnovers per Game	1.06	1.50	1.56	1.81	1.69	0.88	1.94	1.88	1.38	0.94	1.46
Takeaways per Game	1.62	1.62	1.31	1.06	0.94	1.69	1.62	1.56	1.06	1.25	1.38
Sacks per Game	1.88	2.12	1.88	1.81	2.00	2.56	2.56	2.19	2.06	1.62	2.07
Sacks Allowed per Game	0.88	0.81	1.00	2.19	2.56	2.00	1.81	2.31	2.75	3.44	1.98
Average Possession Time	28:38	27:40	29:54	26:13	30:45	29:41	31:54	30:09	30:52	29:41	29:32
Punts per Game	3.31	4.00	4.31	5.56	4.62	4.81	4.31	5.31	3.50	5.31	4.51
Opp Punts per Game	3.31	4.06	4.19	4.62	4.44	4.69	5.62	5.00	3.94	4.00	4.39
Percent Rushes	38.2	37.3	36.1	40.2	39.7	39.9	37.6	37.6	39.4	45.5	39.1
Opp Percent Rushes	48.0	43.1	44.1	50.8	42.9	43.7	42.0	42.2	40.0	47.5	44.4
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

DALLAS COWBOYS

ATS Play On SDQL Trends

DAL 001	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
DAL 002	The Cowboys are 11-0 ATS when they are off a loss as a dog and they face the Giants next week.	team=Cowboys and p:LD and no:team=Giants and n:NB and date >=19891200
DAL 003	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
DAL 004	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
DAL 005	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

ATS Play Against SDQL Trends

DAL 006	The Cowboys are 0-19 ATS (-9.71 ppg) when the line is within 3 of pick on turf and they are off a home game in which fewer than 36 percent of their opponent's first downs were from third down.	team=Cowboys and -3<=line<=3 and surface=artificial and p:H and po:3DM / po:FD<0.36 and date>=20031100
DAL 007	The Cowboys are 0-15 (-8.47 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
DAL 008	The Cowboys are 0-15 ATS (-13.83 ppg) when hosting a divisional opponent that won by more than a field goal in each of their last two games.	team=Cowboys and H and DIV and op:margin>3 and opp:margin>3 and season >= 1995
DAL 009	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
DAL 010	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

O/U Play Over SDQL Trends

DAL 011	The Cowboys are 15-0 OU (+12.33 ppg) when they are off a game as a home favorite and playing a non-divisional opponent that has passed the ball on more than 59.75 percent of their plays season-to-date.	team=Cowboys and NDIV and p:HF and o:STDPP>59.75
DAL 012	The Cowboys are 10-0 OU (+10.40 ppg) as a favorite over a a divisional opponent when they are off a win by more than a field goal in which fewer than 30 percent of their first downs were from third down.	team=Cowboys and F and DIV and p:margin>3 and p:3DM / p:FD <=0.30 and season >= 2007

O/U Play Under SDQL Trends

DAL 013	The Cowboys are 0-14 OU (-9.68 ppg) as a home favorite by at least six points when they are off a win in which they had a positive DPA.	team=Cowboys and H and line<=-6 and p:W and 0<p:dpa and date>=19941200
DAL 014	The Cowboys are 0-10 OU (-8.15 ppg) as a favorite off a road game when they are off two consecutive SU and ATS wins.	team=Cowboys and F and NDIV and p:AW and p:ATSW and pp:W and pp:ATSW and date>=20031005

What's the translation of this 0-15 ATS SDQL?
team=Cowboys and F and surface=artificial and p:F and p:3DM<=4 and p:CP>60 and date>=20071200

Care to give it a try? Correct tweets with hash tag SDQL earn Bachelor's Degree credit.

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DALLAS COWBOYS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	9-7-0	88-72-0
Straight Up Home	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	3-5-0	43-37-0
Straight Up Away	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	6-2-0	44-35-0
Average Line	-4.66	-4.59	-0.59	-3.12	-1.19	-0.41	-1.69	2.47	-2.22	-2.09	-1.81
Average O/U Line	44.75	45.41	45.06	46.28	45.81	50.44	49.41	45.09	46.47	47.19	46.59
Against the Spread Record	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	8-7-1	75-82-3
Six Point Teaser Record	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	9-7-0	108-49-3
Seven Point Teaser Record	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	10-6-0	115-43-2
Ten Point Teaser Record	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	10-6-0	125-34-1
ATS Home	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	3-5-0	32-47-1
ATS Away	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	5-2-1	42-35-2
Over/Under Record	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	6-10-0	78-80-2
Over/Under Home	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	3-5-0	43-35-2
Over/Under Away	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	3-5-0	34-45-0
ATS as Favorite	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	7-4-1	43-54-2
ATS as Underdog	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	0-3-0	31-24-1
ATS as Home Favorite	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	2-3-0	23-37-0
ATS as a Home Dog	---	---	2-0-0	---	1-1-0	2-0-0	1-1-0	1-3-1	1-0-0	0-2-0	8-7-1
ATS Away Favorite	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	5-1-1	19-17-2
ATS Away Dog	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	0-1-0	23-17-0
vs Division	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	5-1-0	27-33-0
ATS after 10+ ATS Win	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	3-1-1	16-12-1
ATS after 10+ ATS Loss	2-3-0	0-2-0	2-2-0	0-3-0	1-2-0	2-1-0	2-1-0	1-1-1	---	3-3-0	13-18-1
ATS in games 1-4	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	2-2-0	19-20-1
ATS in games 5-8	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	3-1-0	22-18-0
ATS in games 9-12	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	1-3-0	17-23-0
ATS in games 13-16	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	2-1-1	17-21-2
Points Scored per Game	22.6	22.6	24.6	23.1	23.5	27.4	29.2	17.2	26.3	22.1	23.9
Points Allowed per Game	22.8	15.6	27.2	21.7	25.0	27.0	22.0	23.4	19.1	20.8	22.5
Yds Offense per Game	344.5	399.4	364.2	375.5	374.6	341.2	382.3	334.9	376.7	332.0	362.5
Yds Allowed per Game	294.3	315.9	351.8	343.2	355.4	415.3	355.1	348.2	343.9	318.1	344.1
Yds Passing per Game	236.8	267.9	252.6	262.6	295.6	247.0	235.5	216.9	226.9	196.4	243.8
Opp. Yds Passing per Game	187.7	225.4	243.4	244.1	230.2	286.8	251.9	227.2	260.8	214.1	237.2
Percent Completions	60.0	63.1	65.8	66.0	66.0	64.0	68.9	63.3	67.3	62.7	64.7
Opp Percent Completions	60.6	60.1	64.4	61.7	62.6	64.7	66.5	65.1	67.1	66.4	64.0
Yds per Pass Attempt	6.93	7.79	7.02	7.37	7.19	6.74	7.92	6.57	7.52	6.37	7.14
Opp Yds per Pass Attempt	5.91	6.30	7.21	7.17	7.21	7.37	7.22	7.17	6.59	6.13	6.83
Yds Rushing per Game	107.7	131.4	111.6	112.9	79.1	94.2	146.8	118.0	149.8	135.6	118.7
Opp Yds Rushing per Game	106.6	90.5	108.4	99.1	125.2	128.5	103.1	120.9	83.2	104.0	107.0
Yds per Rush Attempt	4.30	4.82	4.17	4.43	3.56	4.49	4.62	4.63	4.80	4.52	4.46
Opp Yds per Rush Attempt	4.24	3.97	4.31	4.12	4.54	4.70	4.21	4.20	3.90	4.13	4.25
Turnovers per Game	2.06	1.19	1.88	1.31	1.81	1.25	1.56	2.06	0.94	1.38	1.54
Takeaways per Game	1.38	1.31	1.88	1.56	1.00	1.75	2.00	0.69	1.25	1.31	1.41
Sacks per Game	3.69	2.62	2.19	2.62	2.12	2.12	1.75	1.94	2.19	2.38	2.36
Sacks Allowed per Game	1.94	2.12	1.94	2.44	2.25	2.19	1.94	2.06	1.75	2.00	2.06
Average Possession Time	30:02	32:16	31:24	31:24	31:01	29:01	32:50	31:07	32:24	30:12	31:10
Punts per Game	4.88	4.50	4.12	4.44	4.31	4.81	3.62	4.31	3.69	4.12	4.28
Opp Punts per Game	4.62	5.75	4.38	4.50	4.62	3.81	4.19	4.62	4.38	4.38	4.53
Percent Rushes	41.0	42.7	41.4	40.1	33.8	35.1	50.0	42.1	49.4	47.8	42.4
Opp Percent Rushes	41.5	37.3	41.1	39.6	44.7	39.9	40.1	46.1	33.8	40.3	40.4
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

MIAMI DOLPHINS

ATS Play On SDQL Trends

MIA 001	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
MIA 002	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
MIA 003	The Dolphins are 11-0 ATS (11.59 ppg) on grass off a TD-plus home win in which they committed at least two turnovers.	team=Dolphins and surface=grass and p:H and p:margin>=7 and 2<=p:TO and season >= 1993
MIA 004	The Dolphins are 10-0 ATS (+8.85 ppg) as a road dog after a win in which they scored fewer points than expected.	team=Dolphins and A and D and p:W and p:dps<0 and date>=20031005
MIA 005	The Dolphins are 9-0 ATS (+6.17 ppg) as a dog off a road win in which they held their opponent to four or fewer third down conversions.	team=Dolphins and D and p:AW and po:3DM<=4 and date>=20081005

ATS Play Against SDQL Trends

MIA 006	The Dolphins are 0-18 ATS (-11.50 ppg) as a home favorite after a loss in which they never led.	team = Dolphins and H and F and p:L and p:BL = 0 and date >= 20031116
MIA 007	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
MIA 008	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
MIA 009	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
MIA 010	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

O/U Play Over SDQL Trends

MIA 011	The Dolphins are 15-0 OU (+9.73 ppg) at home vs a non-divisional opponent when they are off a loss as a road dog and they are averaging less than 10 yards per completion.	team=Dolphins and H and NDIV and p:LAD and tS(PY) / tS(completions)<10 and date>=20041024
MIA 012	The Dolphins are 12-0 OU (+11.67 ppg) on grass after a game in which they had at least 100 more yards of offense than their season-to-date average.	team=Dolphins and surface=grass and tA(p:TY) + 100<=p:TY and date>=20130922

O/U Play Under SDQL Trends

MIA 013	The Dolphins are 0-14 OU (-12.43 ppg) when they are off a loss in which they had at least three fewer penalties than their season-to-date average.	team=Dolphins and p:L and p:penalties + 3<=tA(p:penalties) and date>=20051030
MIA 014	The Dolphins are 0-14 OU (-10.14 ppg) as a home favorite off a win by more than four points when they are off two consecutive games with a negative DPA.	team=Dolphins and H and F and p:margin>4 and p:dpa<0 and pp:dpa<0 and season>=1998

What's the translation of this 0-18 ATS SDQL?
team=Dolphins and DIV and p:A and oS(RY+PY)/oS(plays)<5 and oA(TOP)<30.75*60 and date>=20021200

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SDQG is an SDQL Master and sells active trends at the TrendMart.

MIAMI DOLPHINS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	6-10-0	76-84-0
Straight Up Home	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	4-3-0	40-38-0
Straight Up Away	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	2-6-0	34-44-0
Average Line	0.12	2.31	0.56	2.53	2.06	0.41	-0.72	1.19	1.84	4.62	1.49
Average O/U Line	41.44	42.94	41.19	43.12	42.09	43.06	44.28	44.91	44.16	43.34	43.05
Against the Spread Record	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	5-9-2	73-82-5
Six Point Teaser Record	11-4-1	11-4-1	8-8-0	12-3-0	13-3-0	12-4-0	11-5-0	6-10-0	12-4-0	11-5-0	107-51-2
Seven Point Teaser Record	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	11-5-0	109-48-3
Ten Point Teaser Record	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	12-4-0	125-34-1
ATS Home	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	3-2-2	30-43-5
ATS Away	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	2-6-0	41-37-0
Over/Under Record	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	8-8-0	74-86-0
Over/Under Home	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	4-3-0	41-37-0
Over/Under Away	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	4-4-0	32-46-0
ATS as Favorite	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	0-1-1	18-35-2
ATS as Underdog	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	4-8-1	48-45-3
ATS as Home Favorite	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	0-0-1	12-27-2
ATS as a Home Dog	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	2-2-1	15-15-3
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	0-1-0	5-8-0
ATS Away Dog	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	2-5-0	32-28-0
vs Division	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	1-4-1	26-31-3
ATS after 10+ ATS Win	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	1-1-1	14-13-1
ATS after 10+ ATS Loss	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	1-2-1	13-16-1
ATS in games 1-4	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	2-2-0	16-24-0
ATS in games 5-8	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	1-1-2	23-15-2
ATS in games 9-12	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	1-3-0	17-21-2
ATS in games 13-16	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	1-3-0	17-22-1
Points Scored per Game	21.6	22.5	17.1	20.6	18.0	19.8	24.2	19.4	22.7	17.6	20.3
Points Allowed per Game	19.8	24.4	20.8	19.6	19.8	20.9	23.3	24.3	23.8	24.6	22.1
Yds Offense per Game	345.6	337.6	323.1	317.4	311.5	312.5	350.1	331.7	332.9	307.7	327.0
Yds Allowed per Game	329.0	349.3	309.3	345.1	356.8	359.4	343.4	376.2	382.8	335.7	348.7
Yds Passing per Game	227.0	198.1	220.2	193.2	198.7	222.5	232.7	238.3	218.9	220.9	217.1
Opp. Yds Passing per Game	227.8	234.6	209.2	249.5	248.4	234.5	222.3	250.0	242.4	225.2	234.4
Percent Completions	67.2	60.7	60.2	59.7	58.1	60.1	66.2	62.1	66.2	62.0	62.2
Opp Percent Completions	58.1	57.5	57.4	59.3	58.8	59.3	62.9	64.6	62.2	64.2	60.4
Yds per Pass Attempt	7.40	5.82	6.32	6.59	6.31	5.99	6.26	6.47	7.34	5.87	6.40
Opp Yds per Pass Attempt	6.61	7.68	6.67	6.77	6.62	6.47	6.62	7.38	6.54	6.82	6.80
Yds Rushing per Game	118.6	139.4	102.9	124.2	112.8	90.0	117.4	93.4	114.0	86.8	109.9
Opp Yds Rushing per Game	101.2	114.7	100.1	95.6	108.4	124.9	121.1	126.2	140.4	110.5	114.3
Yds per Rush Attempt	4.23	4.38	3.71	4.24	4.11	4.14	4.72	4.36	4.50	3.86	4.23
Opp Yds per Rush Attempt	4.18	4.22	3.58	3.71	4.02	4.13	4.28	4.01	4.84	4.10	4.11
Turnovers per Game	0.81	1.81	1.94	1.56	1.62	1.62	1.44	1.19	1.44	1.81	1.52
Takeaways per Game	1.88	1.31	1.19	1.19	1.00	1.50	1.56	1.00	1.56	0.94	1.31
Sacks per Game	2.50	2.75	2.44	2.56	2.62	2.62	2.44	1.94	2.06	1.88	2.38
Sacks Allowed per Game	1.62	2.12	2.38	3.25	2.38	3.69	2.94	2.81	1.88	2.06	2.51
Average Possession Time	31:03	32:01	30:53	30:37	28:59	28:42	30:07	27:22	28:59	29:24	29:49
Punts per Game	4.62	4.69	4.69	4.88	4.75	5.31	3.69	5.75	5.62	5.19	4.92
Opp Punts per Game	3.81	4.19	4.81	5.94	5.38	4.88	3.81	4.81	4.62	4.75	4.70
Percent Rushes	46.4	46.8	42.7	47.4	44.8	34.8	38.3	35.1	44.4	36.2	41.7
Opp Percent Rushes	39.6	44.9	45.2	39.5	40.2	43.8	44.0	46.8	42.6	43.6	43.0
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

PHILADELPHIA EAGLES

ATS Play On SDQL Trends

PHI 001	The Eagles are 15-0 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
PHI 002	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
PHI 003	The Eagles are 10-0 ATS (+15.40 ppg) off 10+ road win in which they converted four or fewer third downs.	team=Eagles and p:A and 10<=p:margin and p:3DM<=4 and date>=20020127
PHI 004	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
PHI 005	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

ATS Play Against SDQL Trends

PHI 006	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
PHI 007	The Eagles are 0-14 ATS (-9.71 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
PHI 008	The Eagles are 0-12 ATS (-7.25 ppg) as a favorite off a road game when they are facing a team that is off two seven-plus point losses.	team=Eagles and F and p:A and op:margin<=-7 and opp:margin<=-7 and date>=19911006
PHI 009	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
PHI 010	The Eagles are 0-10 ATS (-6.90 ppg) on grass off a game as a favorite when they are facing a team they beat earlier in the season.	team=Eagles and surface=grass and p:F and P:W and P:season=season and date>=20040111

O/U Play Over SDQL Trends

PHI 011	The Eagles are 16-0 OU (+8.53 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
PHI 012	The Eagles are 14-0 OU (+10.14 ppg) when they are off two consecutive games in which they committed more turnovers than their opponent.	team=Eagles and 0<p:TOM and 0<pp:TOM and date>=20121213

O/U Play Under SDQL Trends

PHI 013	The Eagles are 0-16 OU (-11.28 ppg) as a home 7+ favorite off a road game in which they had at least two fewer minutes of possession time than their season-to-date average.	team=Eagles and H and line<=-7 and p:A and p:TOP - tA(p:TOP) <= -120 and season >= 1992
PHI 014	The Eagles are 0-14 OU (-8.04 ppg) as a favorite off a game as a favorite in which they scored at least ten points more than their season-to-date average.	team=Eagles and F and p:F and tA(p:points) - p:points <= -10 and date>=20041121

What's the translation of this 21-0 OU SDQL?
team=Eagles and p:L and p:3DM>=5 and oA(3DM)<6.3 and date>=20131000

Care to give it a try? Tweet with #SDQL.

SDQL Master PCG offers high Z-Score trends at the TrendMart and tweets @PCGambler.

PHILADELPHIA EAGLES

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	13-3-0	89-70-1
Straight Up Home	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	7-1-0	47-33-0
Straight Up Away	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	6-2-0	42-37-1
Average Line	-3.88	-4.94	-2.88	-3.47	1.72	-2.09	-2.06	-1.00	0.69	-4.06	-2.20
Average O/U Line	42.47	43.56	44.75	46.78	45.31	51.78	50.47	48.59	44.22	45.50	46.34
Against the Spread Record	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	10-6-0	79-80-1
Six Point Teaser Record	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	15-1-0	105-53-2
Seven Point Teaser Record	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	15-1-0	109-47-4
Ten Point Teaser Record	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	15-1-0	120-36-4
ATS Home	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	5-3-0	38-42-0
ATS Away	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	5-3-0	41-38-1
Over/Under Record	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	7-8-1	87-69-4
Over/Under Home	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	3-5-0	42-37-1
Over/Under Away	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	4-3-1	45-32-3
ATS as Favorite	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	7-4-0	50-52-0
ATS as Underdog	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	2-2-0	23-28-1
ATS as Home Favorite	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	5-2-0	34-31-0
ATS as a Home Dog	---	0-1-0	0-1-0	0-1-0	0-4-0	---	0-1-0	0-1-0	2-1-0	0-1-0	2-11-0
ATS Away Favorite	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	2-2-0	16-21-0
ATS Away Dog	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	2-1-0	21-17-1
vs Division	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	3-3-0	29-31-0
ATS after 10+ ATS Win	3-1-0	2-2-0	1-2-0	3-3-0	---	3-2-0	0-3-0	2-1-0	2-2-0	4-2-0	20-18-0
ATS after 10+ ATS Loss	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	1-0-0	18-20-0
ATS in games 1-4	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	2-2-0	17-22-1
ATS in games 5-8	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	4-0-0	23-17-0
ATS in games 9-12	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	3-1-0	20-21-0
ATS in games 13-16	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	1-3-0	19-20-0
Points Scored per Game	26.0	26.8	27.4	24.8	17.5	27.6	29.6	23.6	22.9	28.6	25.5
Points Allowed per Game	18.1	21.1	23.6	20.5	27.8	23.9	25.0	26.9	20.7	18.4	22.6
Yds Offense per Game	350.5	357.9	389.4	399.1	354.1	417.2	396.8	364.2	337.4	365.8	373.2
Yds Allowed per Game	274.3	321.1	327.2	324.9	343.2	394.0	375.5	401.6	342.8	306.5	341.1
Yds Passing per Game	244.4	255.2	244.1	256.9	236.9	256.6	272.2	255.4	224.1	233.6	247.9
Opp. Yds Passing per Game	182.1	216.4	216.8	212.3	216.9	289.6	264.9	267.1	239.5	227.3	233.3
Percent Completions	59.7	60.6	62.0	59.6	59.4	61.0	61.9	65.0	62.4	60.5	61.2
Opp Percent Completions	54.1	61.0	57.5	58.1	60.2	60.9	58.4	62.2	60.2	60.4	59.4
Yds per Pass Attempt	6.45	7.38	6.96	7.42	6.13	8.08	7.00	6.56	5.89	6.63	6.82
Opp Yds per Pass Attempt	5.55	5.97	6.46	6.56	7.15	6.91	7.17	6.75	6.93	6.05	6.56
Yds Rushing per Game	106.1	102.7	145.2	142.2	117.1	160.6	124.5	108.8	113.3	132.2	125.3
Opp Yds Rushing per Game	92.2	104.7	110.4	112.6	126.3	104.4	110.6	134.6	103.2	79.2	107.8
Yds per Rush Attempt	3.97	4.29	5.43	5.06	4.54	5.15	4.19	3.92	4.14	4.47	4.52
Opp Yds per Rush Attempt	3.51	4.06	4.17	4.35	4.22	3.77	3.74	4.50	4.23	3.76	4.04
Turnovers per Game	1.62	1.44	1.56	2.38	2.31	1.19	2.31	1.94	1.25	1.25	1.73
Takeaways per Game	1.81	2.38	2.12	1.50	0.81	1.94	1.75	1.62	1.62	1.94	1.75
Sacks per Game	3.00	2.75	2.44	3.12	1.88	2.31	3.06	2.31	2.12	2.38	2.54
Sacks Allowed per Game	1.44	2.44	3.06	2.00	3.00	2.94	2.00	2.31	2.06	2.25	2.35
Average Possession Time	31:24	28:14	31:14	31:20	29:43	26:24	26:40	26:05	32:31	32:39	29:37
Punts per Game	4.88	4.75	4.56	4.19	4.50	5.19	4.75	5.50	3.94	4.25	4.65
Opp Punts per Game	6.31	5.00	5.12	5.31	4.88	4.62	5.69	5.56	3.88	5.19	5.16
Percent Rushes	40.4	39.3	41.2	43.4	38.3	47.3	42.1	40.2	40.6	44.1	41.7
Opp Percent Rushes	42.4	39.8	42.3	42.2	48.2	38.5	42.5	41.6	40.0	34.5	41.2
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

ATLANTA FALCONS

ATS Play On SDQL Trends

ATL 001	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
ATL 002	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
ATL 003	The Falcons are 11-0 ATS (+9.86 ppg) on turf vs a divisional foe when they are off a loss	team=Falcons and surface=artificial and DIV and p:L and date>=20091200
ATL 004	The Falcons are 11-0 ATS (+11.91 ppg) on grass off a home game when they benefitted 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
ATL 005	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

ATS Play Against SDQL Trends

ATL 006	The Falcons are 0-14 ATS (-8.86 ppg) on artificial turf when they are off two consecutive 7+ wins, the last of which came as a favorite.	team = Falcons and p:F and surface = artificial and p:margin>=7 and pp:margin>=7 and date >= 20051009
ATL 007	The Falcons are 0-14 ATS (-11.18 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
ATL 008	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
ATL 009	The Falcons are 0-10 ATS (-8.40 ppg) off a game as a favorite in which they committed two-plus turnovers.	team=Falcons and p:F and 2<=p:TO and date>=20151015
ATL 010	The Falcons are 0-10 ATS (-8.05 ppg) on turf vs a non-divisional opponent when they are off a loss in which they were ahead at the end of the 3rd quarter.	team=Falcons and surface=artificial and NDIV and p:L and p:M3>0 and date>=19960922

O/U Play Over SDQL Trends

ATL 011	The Falcons are 11-0 OU (+10.59 ppg) on artificial turf when they are off a win and facing an opponent that is averaging at least 35 passes per game.	team=Falcons and surface=artificial and p:W and oA(passes)>=35 and date>=20160926
ATL 012	When playing a non-divisional opponent the Falcons are 11-0 OU (+14.00 ppg) on artificial turf off a loss as a dog in which they rushed for at least 40 yards less than their average.	team=Falcons and surface=artificial and NDIV and p:LD and p:RY - tA(p:RY) <=-40 and season >= 2001

O/U Play Under SDQL Trends

ATL 013	The Falcons are 0-15 OU (-11.33 ppg) when they are off two consecutive games in which they had with a negative DPS while committing at least two turnovers in both games combined.	team=Falcons and p:dps<0 and pp:dps<0 and date>=20151025 and p:TO+pp:TO>=2
ATL 014	The Falcons are 0-15 OU (-10.07 ppg) vs a non-divisional opponent when they are off a SU win as a dog and their opponent is off a SU and ATS loss.	team=Falcons and NDIV and p:WD and op:L and op:ATSL and date>=19931128

What's the translation of this 0-14 ATS SDQL?
team = Falcons and p:punts > 3DM and p:points<34 and (H or A) and season >= 2012

Care to give it a try? Tweet with #SDQL.

SDQL Master Classes are offered annually in Las Vegas, Cleveland and Miami.

ATLANTA FALCONS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	10-6-0	95-65-0
Straight Up Home	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	5-3-0	53-26-0
Straight Up Away	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	5-3-0	42-38-0
Average Line	0.72	0.16	-4.03	-2.78	-3.19	1.75	1.44	-1.47	-2.06	-3.66	-1.31
Average O/U Line	43.75	44.50	43.78	46.00	48.75	47.09	49.84	47.78	49.84	48.59	46.99
Against the Spread Record	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	7-9-0	86-72-2
Six Point Teaser Record	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	12-4-0	116-41-3
Seven Point Teaser Record	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	12-3-1	119-37-4
Ten Point Teaser Record	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	13-3-0	134-22-4
ATS Home	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	5-3-0	43-35-1
ATS Away	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	2-6-0	42-37-1
Over/Under Record	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	4-11-1	69-87-4
Over/Under Home	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	2-6-0	35-44-0
Over/Under Away	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	2-5-1	34-42-4
ATS as Favorite	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	6-7-0	50-45-2
ATS as Underdog	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	1-2-0	35-26-0
ATS as Home Favorite	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	5-3-0	32-30-1
ATS as a Home Dog	2-0-0	1-1-0	---	1-1-0	---	2-1-0	2-1-0	2-0-0	1-0-0	---	11-4-0
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	1-4-0	18-15-1
ATS Away Dog	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	1-2-0	23-22-0
vs Division	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	3-3-0	30-29-1
ATS after 10+ ATS Win	2-5-0	2-0-0	3-1-0	1-2-0	3-1-0	---	1-2-0	0-2-0	6-3-0	1-0-0	19-16-0
ATS after 10+ ATS Loss	1-0-0	4-0-0	1-0-0	2-0-0	1-0-0	2-3-0	1-2-0	1-3-0	---	0-3-0	13-11-0
ATS in games 1-4	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	2-2-0	23-17-0
ATS in games 5-8	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	0-4-0	18-22-0
ATS in games 9-12	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	3-1-0	20-18-2
ATS in games 13-16	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	2-2-0	25-15-0
Points Scored per Game	24.4	22.7	25.9	25.1	26.2	22.1	23.8	21.2	33.8	22.1	24.7
Points Allowed per Game	20.3	20.3	18.0	21.9	18.7	27.7	26.1	21.6	25.4	19.7	22.0
Yds Offense per Game	361.2	340.4	341.1	376.6	369.1	343.1	378.2	374.1	415.8	364.9	366.5
Yds Allowed per Game	348.2	348.9	332.4	333.6	365.6	379.4	398.2	346.8	371.2	318.4	354.3
Yds Passing per Game	208.5	223.2	222.9	262.0	281.8	265.2	284.6	273.7	295.3	249.4	256.7
Opp. Yds Passing per Game	220.4	241.9	226.6	236.6	242.4	243.6	279.4	242.6	266.5	214.3	241.4
Percent Completions	61.1	58.2	62.6	61.4	68.6	67.5	66.1	66.0	69.6	64.7	64.7
Opp Percent Completions	59.2	62.5	65.0	60.7	61.2	66.1	63.4	66.0	64.3	65.5	63.4
Yds per Pass Attempt	7.69	6.26	6.18	7.06	7.33	6.44	7.20	7.05	8.80	7.53	7.12
Opp Yds per Pass Attempt	6.42	7.22	6.47	6.76	7.04	7.55	7.90	6.92	6.50	6.20	6.89
Yds Rushing per Game	152.7	117.2	118.2	114.6	87.3	77.9	93.6	100.4	120.5	115.6	109.8
Opp Yds Rushing per Game	127.9	106.9	105.9	97.0	123.2	135.8	118.8	104.2	104.7	104.1	112.8
Yds per Rush Attempt	4.36	4.16	3.80	4.05	3.70	3.88	4.03	3.82	4.58	4.30	4.08
Opp Yds per Rush Attempt	4.93	3.95	4.63	4.17	4.80	4.78	4.23	4.01	4.54	4.14	4.42
Turnovers per Game	1.31	1.56	1.06	1.31	1.12	1.75	1.44	1.88	0.69	1.12	1.32
Takeaways per Game	1.12	1.75	1.94	1.81	1.94	1.31	1.75	1.44	1.38	1.00	1.54
Sacks per Game	2.12	1.75	1.94	2.06	1.81	2.00	1.44	1.19	2.19	2.44	1.89
Sacks Allowed per Game	1.06	1.69	1.44	1.62	1.75	2.75	1.94	2.00	2.31	1.50	1.81
Average Possession Time	31:10	29:53	32:47	32:18	30:52	30:20	29:27	32:19	30:22	29:50	30:56
Punts per Game	4.06	3.94	4.69	4.44	3.88	4.38	4.19	3.69	3.00	3.31	3.96
Opp Punts per Game	4.75	3.88	4.56	4.69	4.00	3.88	3.50	4.06	4.12	4.12	4.16
Percent Rushes	55.4	43.0	45.3	42.2	37.0	31.3	35.9	39.1	42.3	43.7	41.5
Opp Percent Rushes	41.6	43.4	38.2	38.5	41.5	45.4	43.3	41.8	34.8	40.4	40.9
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

SAN FRANCISCO FORTYNINERS

ATS Play On SDQL Trends

SF 001	The Fortyniners 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 = Fortyniners and p:F and A and DIV and oA(o:punts) < 4.25 and o:wins-o:losses>-8
SF 002	The Fortyniners 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 = Fortyniners and p:F and F and DIV and day = Monday
SF 003	The Fortyniners are 12-0 ATS (9.38 ppg) as a home favorite by more than six points when they are averaging less than ten yards per completion	team = Fortyniners and H and line<-6 and tS(PY) / tS(completions)<10 and season >= 1997
SF 004	The Fortyniners 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 = Fortyniners and A and p:F and oA(o:punts)<4 and season >= 1996
SF 005	The Fortyniners 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 = Fortyniners and H and p:WAD and oA(passes)>=34.8

ATS Play Against SDQL Trends

SF 006	The Fortyniners are 0-13 ATS (-8.12 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 = Fortyniners and H and NDIV and p:LAD and pp:A
SF 007	The Fortyniners are 0-13 ATS (-10.54 ppg) vs a non-divisional opponent after a game in which they threw at least nine fewer passes than their season-to-date average.	= Fortyniners and NDIV and p:passes -tA(p:passes) <= -9 and date>=20061015
SF 008	The Fortyniners are 0-11 ATS (-7.32 ppg) at home vs a divisional opponent when their passing yards decreased over each of their last two games.	team = Fortyniners and H and DIV and p:PY<pp:PY<ppp:PY
SF 009	The Fortyniners 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 = Fortyniners and surface = grass and p:L and p:SF>=14
SF 010	The Fortyniners are 0-10 ATS (-9.41 ppg) on grass off a loss facing an opponent that is averaging less than 1.25 turnovers per game, as long as they did not cover that loss by double-digits.	team = Fortyniners and surface=grass and p:L and oA(TO)<1.25 and p:ats margin<10 and date>=20100926

O/U Play Over SDQL Trends

SF 011	The Fortyniners are 20-0 OU (+12.90 ppg) as a favorite on grass vs a divisional opponent when they are off a road game in which they committed at least two turnovers.	team=Fortyniners and F and surface=grass and DIV and p:A and 2<=p:TO and date>=19911013
SF 012	The Fortyniners are 10-0 OU (+8.85 ppg) on grass off a home game when they are playing a winless opponent after the opening week.	team=Fortyniners and surface=grass and p:H and o:wins=0 and week>1 and date>=19970921

O/U Play Under SDQL Trends

SF 013	The Fortyniners are 0-14 OU (-9.11 ppg) as a favorite on grass off a win when they are facing a non-divisional opponent that is averaging less than 30 passes per game.	team=Fortyniners and F and surface=grass and NDIV and p:W and oA(passes)<30
SF 014	The Fortyniners are 0-11 OU (-14.95 ppg) as a home dog when they are off two consecutive SU and ATS losses, they last of which was on the road.	team=Fortyniners and HD and p:AL and p:ATSL and pp:L and pp:ATSL and date>=19991121

What's the translation of this 17-0 ATS SDQL?
team=Fortyniners and surface=grass and DIV and po:3DM / po:FD>0.30 and p:margin>-21 and season>=2003

SAN FRANCISCO FORTYNINERS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	6-10-0	78-81-1
Straight Up Home	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	3-5-0	45-33-1
Straight Up Away	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	3-5-0	31-48-0
Average Line	2.88	0.22	-0.50	-2.88	-5.75	-5.41	-2.84	6.56	6.66	4.41	0.33
Average O/U Line	43.06	41.84	40.53	39.84	42.06	43.75	44.22	42.84	45.41	43.75	42.73
Against the Spread Record	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	9-6-1	80-72-8
Six Point Teaser Record	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	12-4-0	111-43-6
Seven Point Teaser Record	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	12-4-0	118-41-1
Ten Point Teaser Record	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	13-2-1	127-31-2
ATS Home	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	3-4-1	38-36-5
ATS Away	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	6-2-0	40-36-3
Over/Under Record	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	8-8-0	75-81-4
Over/Under Home	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	5-3-0	35-42-2
Over/Under Away	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	3-5-0	39-38-2
ATS as Favorite	2-2-1	6-2-0	5-6-0	8-2-1	7-6-0	9-4-0	3-9-1	---	0-1-0	1-0-1	41-32-4
ATS as Underdog	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	8-6-0	39-37-4
ATS as Home Favorite	2-1-1	5-2-0	3-3-0	7-0-0	4-4-0	4-4-0	0-7-1	---	0-1-0	0-0-1	25-22-3
ATS as a Home Dog	1-3-0	1-0-0	1-0-0	0-0-1	---	---	---	5-3-0	2-3-1	3-4-0	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	---	---	1-0-0	14-10-1
ATS Away Dog	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	5-2-0	26-24-2
vs Division	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	4-2-0	30-29-1
ATS after 10+ ATS Win	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	2-1-1	17-18-4
ATS after 10+ ATS Loss	1-0-0	1-0-1	3-1-0	---	3-2-0	1-1-0	1-4-1	1-4-0	2-3-0	1-2-0	14-17-2
ATS in games 1-4	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	3-1-0	22-16-2
ATS in games 5-8	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	1-3-0	17-22-1
ATS in games 9-12	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	2-2-0	24-15-2
ATS in games 13-16	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	3-0-1	17-19-3
Points Scored per Game	21.2	20.6	19.1	23.8	24.8	25.4	19.1	14.9	19.3	20.7	20.9
Points Allowed per Game	23.8	17.6	21.6	14.3	17.1	17.0	21.2	24.2	30.0	23.9	21.1
Yds Offense per Game	311.1	290.8	313.3	310.9	361.8	323.8	327.6	303.8	308.1	349.3	320.0
Yds Allowed per Game	326.0	326.4	327.8	308.3	294.4	316.9	321.4	387.4	406.3	351.6	336.6
Yds Passing per Game	211.2	190.8	209.8	183.1	206.1	186.2	191.4	207.2	181.9	245.3	201.3
Opp. Yds Passing per Game	219.2	229.4	231.1	230.9	200.2	220.9	221.8	261.2	240.5	235.2	229.0
Percent Completions	60.7	59.1	56.4	61.4	66.3	58.5	59.8	61.2	58.3	59.6	60.1
Opp Percent Completions	60.7	60.7	65.1	57.5	59.4	59.0	58.9	68.3	61.9	63.2	61.4
Yds per Pass Attempt	6.64	5.78	6.71	6.50	7.56	7.14	6.28	6.30	5.92	6.47	6.50
Opp Yds per Pass Attempt	6.43	6.33	6.72	6.38	5.65	6.04	6.43	7.61	7.37	6.92	6.58
Yds Rushing per Game	99.9	100.0	103.6	127.8	155.7	137.6	136.1	96.5	126.2	104.0	118.7
Opp Yds Rushing per Game	106.8	97.0	96.7	77.4	94.2	96.1	99.7	126.2	165.8	116.3	107.6
Yds per Rush Attempt	4.03	4.31	4.13	4.10	5.06	4.36	4.62	3.96	4.41	4.08	4.33
Opp Yds per Rush Attempt	3.78	3.64	3.46	3.49	3.70	3.88	3.98	4.01	4.84	3.79	3.89
Turnovers per Game	2.19	1.50	1.44	0.62	1.00	1.12	1.38	1.06	1.56	1.44	1.33
Takeaways per Game	1.12	2.06	1.38	2.38	1.56	1.88	1.81	0.75	1.25	1.25	1.54
Sacks per Game	1.88	2.75	2.25	2.50	2.38	2.44	2.25	1.75	2.06	1.88	2.21
Sacks Allowed per Game	3.44	2.50	2.75	2.75	2.56	2.44	3.25	3.31	2.94	2.69	2.86
Average Possession Time	29:30	29:46	28:46	32:07	31:46	30:34	31:44	26:42	26:55	29:15	29:43
Punts per Game	4.19	6.19	5.69	4.94	4.19	4.94	4.56	5.75	6.25	4.69	5.14
Opp Punts per Game	4.50	5.94	5.25	5.44	4.94	5.44	4.62	4.62	4.88	4.62	5.03
Percent Rushes	41.3	39.5	42.4	50.2	50.8	52.5	46.6	40.2	45.9	38.6	44.8
Opp Percent Rushes	44.0	40.6	43.3	36.4	40.2	38.8	40.5	46.6	49.7	46.1	42.8
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

NEW YORK GIANTS

ATS Play On SDQL Trends

NYG 001	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
NYG 002	The Giants are 14-0 ATS (+11.64 ppg) as a dog vs a divisional opponent when they are off a road game in which they outgained their opponent.	team=Giants and D and DIV and p:A and p:TY>po:TY
NYG 003	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
NYG 004	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
NYG 005	The Giants are 10-0 ATS (+3.00 ppg) when they are off two consecutive games with less than 28 minutes of possession time.	team=Giants and p:TOP<28 * 60 and pp:TOP<28 * 60 and date>=20141123

ATS Play Against SDQL Trends

NYG 006	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
NYG 007	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
NYG 008	The Giants are 0-11 ATS (-12.55 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
NYG 009	The Giants are 0-9 ATS (-15.61 ppg) when the line is within 3 of pick on turf after a loss as a road dog.	team=Giants and -3<=line<=3 and surface=artificial and p:A and p:D and p:L and date>=20070916
NYG 010	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

O/U Play Over SDQL Trends

NYG 011	The Giants are 15-0 OU (+8.03 ppg) as a favorite over a non-divisional opponent that is averaging at least 6 punts per game.	t:team=Giants and F and NDIV and oA(punts)>=5.75 and date>=20061100
NYG 012	The Giants are 11-0 OU (+14.14 ppg) on turf off a home loss when they converted at least five third downs in each of their last two games.	team=Giants and surface=artificial and p:HL and p:3DM>=5 and pp:3DM>=5 and date>=20031026

O/U Play Under SDQL Trends

NYG 013	The Giants are 0-19 OU (-10.61 ppg) after a win as a home favorite in which they had at least 10 more rushes than their season-to-date average	team=Giants and p:WHF and tA(p:rushes) - p:rushes <= -10 and date>=19921100
NYG 014	The Giants are 0-13 OU (-14.04 ppg) on grass after a win in which they had a positive DPA.	team=Giants and surface=grass and p:W and 0<p:dpa and date>=19951001

What's the translation of this 19-0 ATS SDQL?
team=Giants and DIV and oA(o:TO)<1.2 and o:wins>0 and season >= 2004

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MrEast (@RussellLaribee) played Professional Baseball and is now an SDQL Master.

NEW YORK GIANTS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	3-13-0	81-79-0
Straight Up Home	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	2-6-0	45-35-0
Straight Up Away	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	1-7-0	34-44-0
Average Line	-4.28	-3.47	-3.12	-0.41	-2.84	1.44	1.56	0.97	-0.34	4.38	-0.61
Average O/U Line	42.47	44.12	44.81	46.47	47.91	46.75	46.62	47.69	45.75	42.47	45.51
Against the Spread Record	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	7-9-0	80-79-1
Six Point Teaser Record	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	8-8-0	105-53-2
Seven Point Teaser Record	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	8-8-0	110-48-2
Ten Point Teaser Record	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	9-7-0	118-42-0
ATS Home	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	3-5-0	37-43-0
ATS Away	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	4-4-0	41-36-1
Over/Under Record	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	6-10-0	78-76-6
Over/Under Home	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	3-5-0	40-35-5
Over/Under Away	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	3-5-0	38-39-1
ATS as Favorite	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	0-3-0	40-45-0
ATS as Underdog	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	7-6-0	35-32-1
ATS as Home Favorite	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	0-2-0	26-34-0
ATS as a Home Dog	---	1-1-0	---	1-0-0	---	0-2-0	1-2-0	2-1-0	1-0-0	3-3-0	9-9-0
ATS Away Favorite	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	0-1-0	12-11-0
ATS Away Dog	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	4-3-0	26-23-1
vs Division	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	3-3-0	31-29-0
ATS after 10+ ATS Win	3-3-0	1-2-0	2-3-0	2-1-0	1-3-0	2-1-0	3-1-0	1-1-0	---	0-2-0	15-17-0
ATS after 10+ ATS Loss	2-1-0	1-4-0	1-3-0	3-2-0	2-2-0	2-4-0	1-4-0	1-1-0	---	4-3-0	17-24-0
ATS in games 1-4	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	2-2-0	21-19-0
ATS in games 5-8	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	1-3-0	21-18-1
ATS in games 9-12	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	2-2-0	17-23-0
ATS in games 13-16	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	2-2-0	21-19-0
Points Scored per Game	26.7	25.1	24.6	24.6	26.8	18.4	23.8	26.2	19.4	15.4	23.1
Points Allowed per Game	18.4	26.7	21.7	25.0	21.5	23.9	25.0	27.6	17.8	24.2	23.2
Yds Offense per Game	355.9	366.0	380.3	385.1	355.4	307.5	367.1	372.2	330.6	314.2	353.4
Yds Allowed per Game	292.0	323.7	310.8	376.4	383.4	332.2	375.8	420.2	339.7	373.2	352.7
Yds Passing per Game	198.6	251.2	242.8	295.9	239.1	224.2	267.0	271.7	242.3	217.4	245.0
Opp. Yds Passing per Game	196.2	214.1	209.5	255.1	254.2	223.3	240.6	299.1	251.1	252.4	239.6
Percent Completions	60.7	62.4	62.9	61.0	59.9	57.3	63.1	62.9	63.0	61.3	61.5
Opp Percent Completions	58.8	63.1	57.1	61.3	63.9	60.1	62.1	66.3	58.6	61.9	61.3
Yds per Pass Attempt	6.47	7.42	7.21	8.04	7.10	6.33	7.04	6.98	6.48	5.72	6.87
Opp Yds per Pass Attempt	6.24	6.88	6.22	6.93	7.62	5.95	7.38	7.50	6.38	7.20	6.83
Yds Rushing per Game	157.4	114.8	137.5	89.2	116.4	83.2	100.1	100.6	88.2	96.8	108.4
Opp Yds Rushing per Game	95.8	109.6	101.2	121.2	129.1	108.9	135.1	121.2	88.6	120.8	113.2
Yds per Rush Attempt	5.02	4.15	4.58	3.47	4.55	3.50	3.58	3.98	3.55	3.93	4.06
Opp Yds per Rush Attempt	3.97	4.15	4.16	4.46	4.60	3.84	4.94	4.37	3.57	4.17	4.23
Turnovers per Game	0.81	1.94	2.62	1.50	1.31	2.75	1.75	1.31	1.69	1.38	1.71
Takeaways per Game	1.38	1.50	2.44	1.94	2.19	1.81	1.62	1.75	1.56	1.19	1.74
Sacks per Game	2.62	2.00	2.88	3.00	2.06	2.12	2.94	1.44	2.19	1.69	2.29
Sacks Allowed per Game	1.75	2.00	1.00	1.75	1.25	2.50	1.88	1.69	1.38	2.12	1.73
Average Possession Time	33:19	31:41	32:32	29:29	29:10	29:16	30:44	28:28	28:18	28:41	30:10
Punts per Game	4.00	4.00	4.56	5.12	3.62	5.69	5.06	4.75	5.81	6.06	4.87
Opp Punts per Game	4.75	4.50	5.38	4.69	3.38	5.44	4.69	4.00	5.56	4.62	4.70
Percent Rushes	49.2	43.6	46.4	40.0	42.3	38.6	41.3	38.3	39.1	38.0	41.7
Opp Percent Rushes	41.5	44.4	39.9	40.6	44.2	41.7	43.5	40.2	37.4	44.1	41.7
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

JACKSONVILLE JAGUARS

ATS Play On SDQL Trends

JAC 001	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
JAC 002	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
JAC 003	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
JAC 004	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.	team = Jaguars and p:A and -3 <= line <= 3 and pp:TO - p:TO >= 2
JAC 005	The Jaguars are 11-0 ATS (+9.45 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

ATS Play Against SDQL Trends

JAC 006	The 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
JAC 007	The Jaguars are 0-14 ATS (-14.93 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
JAC 008	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
JAC 009	The Jaguars are 0-12 ATS (-11.38 ppg) as a favorite on grass vs a non-divisional opponent after a game in which they were outgained.	team=Jaguars and F and surface=grass and NDIV and p:TY<po:TY and season >= 2008
JAC 010	The Jaguars are 0-12 ATS (-10.79 ppg) when the line is within 3 of pick on grass and they are off a loss and facing a team that is forcing less than 1.30 turnovers per game.	team=Jaguars and -3<=line<=3 and surface=grass and p:L and oA(o:TO)<1.3 and season >= 2006

O/U Play Over SDQL Trends

JAC 011	The Jaguars are 21-0 OU (+12.81 ppg) on grass off a home loss when they are facing a team that is not on a 4-plus game losing streak and is averaging less than 1.60 turnovers per game.	team=Jaguars and surface=grass and p:HL and oA(TO)<1.6 and o:streak>-4 and season >= 2003
JAC 012	The Jaguars are 11-0 OU (+12.59 ppg) on turf vs a non-divisional opponent after a game in which they had more punts than third down conversions.	team=Jaguars and surface=artificial and NDIV and p:3DM<p:punts and date>=20050925

O/U Play Under SDQL Trends

JAC 013	The Jaguars are 0-14 OU (-11.82 ppg) as a dog off a road loss in which they had more third downs made than punts.	team=Jaguars and D and p:AL and p:3DM>p:punts and date>=20081207
JAC 014	The Jaguars are 0-11 OU (-10.59 ppg) at home off a win when they are facing a team that is averaging more than 32 minutes of possession time.	team=Jaguars and H and p:W and oA(TOP) > 32 * 60 and date>=19971116

What's the translation of this 0-14 ATS SDQL?
team=Jaguars and NDIV and oA(punts)>5.75 and date>=20081200

Think you know the answer? Tweet your answer with #SDQL to earn SDQL Bachelor Degree Credit.

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JACKSONVILLE JAGUARS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	10-6-0	52-108-0
Straight Up Home	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	5-2-0	30-45-0
Straight Up Away	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	4-4-0	19-61-0
Average Line	-0.12	0.78	2.44	4.81	6.31	9.81	7.19	2.62	3.44	-2.41	3.49
Average O/U Line	41.56	43.06	44.09	39.44	42.34	43.03	44.12	44.91	44.69	40.28	42.75
Against the Spread Record	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	9-7-0	68-90-2
Six Point Teaser Record	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	11-4-1	96-60-4
Seven Point Teaser Record	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	12-4-0	102-55-3
Ten Point Teaser Record	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	13-3-0	118-38-4
ATS Home	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	4-3-0	27-47-1
ATS Away	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	4-4-0	38-41-1
Over/Under Record	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	8-8-0	80-76-4
Over/Under Home	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	4-3-0	37-38-0
Over/Under Away	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	3-5-0	38-38-4
ATS as Favorite	1-7-0	0-5-0	4-1-0	2-0-1	0-1-0	---	1-0-0	2-3-0	0-1-0	6-5-0	16-23-1
ATS as Underdog	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	3-2-0	51-66-1
ATS as Home Favorite	0-5-0	0-5-0	4-1-0	1-0-1	0-1-0	---	1-0-0	2-3-0	0-1-0	4-2-0	12-18-1
ATS as a Home Dog	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	0-1-0	14-28-0
ATS Away Favorite	1-2-0	---	---	1-0-0	---	---	---	---	---	2-3-0	4-5-0
ATS Away Dog	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	2-1-0	34-36-1
vs Division	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	4-2-0	32-26-2
ATS after 10+ ATS Win	0-2-0	1-1-0	3-1-0	0-2-1	---	2-3-0	0-1-0	0-1-0	1-0-0	1-5-0	8-16-1
ATS after 10+ ATS Loss	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	2-1-0	16-23-0
ATS in games 1-4	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	2-2-0	14-25-1
ATS in games 5-8	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	3-1-0	17-22-1
ATS in games 9-12	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	2-2-0	20-20-0
ATS in games 13-16	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	2-2-0	17-23-0
Points Scored per Game	18.9	18.1	22.1	15.2	15.9	15.4	15.6	23.5	19.9	26.1	19.1
Points Allowed per Game	22.9	23.8	26.2	20.6	27.8	28.1	25.8	28.0	25.0	16.8	24.5
Yds Offense per Game	319.1	336.9	341.2	259.3	299.2	293.8	289.6	348.0	334.9	365.9	318.8
Yds Allowed per Game	330.9	352.3	371.8	313.0	380.5	379.3	370.8	375.0	321.7	286.1	348.1
Yds Passing per Game	208.2	210.1	191.6	136.2	213.7	215.1	187.5	256.8	233.0	224.6	207.7
Opp. Yds Passing per Game	224.1	235.9	250.2	208.8	239.5	247.8	243.4	268.2	215.2	169.9	230.3
Percent Completions	62.4	60.7	62.0	51.2	56.0	59.0	58.3	58.5	58.9	60.0	58.7
Opp Percent Completions	63.9	67.6	65.0	63.5	63.7	64.3	65.6	64.8	62.6	56.8	63.8
Yds per Pass Attempt	6.20	6.48	6.54	4.65	5.83	5.81	5.39	6.77	5.96	6.82	6.05
Opp Yds per Pass Attempt	7.71	7.40	7.91	6.51	7.16	7.18	7.20	7.13	6.25	5.34	6.97
Yds Rushing per Game	110.9	126.8	149.7	123.1	85.6	78.8	102.1	91.2	101.9	141.4	111.1
Opp Yds Rushing per Game	106.8	116.4	121.6	104.2	141.0	131.5	127.3	106.8	106.4	116.2	117.8
Yds per Rush Attempt	4.16	4.54	4.68	4.03	3.82	3.33	4.52	4.12	4.16	4.29	4.19
Opp Yds per Rush Attempt	3.99	4.07	4.68	3.83	4.14	4.15	4.09	3.68	3.82	4.34	4.08
Turnovers per Game	1.50	1.44	2.06	1.44	1.62	1.69	1.62	1.75	1.81	1.44	1.64
Takeaways per Game	1.06	1.56	1.12	1.75	1.44	1.31	1.25	1.12	0.81	2.06	1.35
Sacks per Game	1.81	0.88	1.62	1.94	1.25	1.94	2.88	2.25	2.06	3.44	2.01
Sacks Allowed per Game	2.62	2.75	2.38	2.75	3.12	3.12	4.44	3.19	2.12	1.50	2.80
Average Possession Time	31:29	30:20	31:48	30:01	28:02	27:22	27:11	27:51	29:09	32:19	29:33
Punts per Game	4.19	4.50	3.56	6.19	5.75	5.94	6.00	5.00	4.81	5.50	5.14
Opp Punts per Game	4.19	3.88	4.00	5.56	4.25	4.75	4.69	4.50	5.12	6.25	4.72
Percent Rushes	42.4	44.3	50.2	48.8	36.0	37.1	36.5	35.0	37.3	48.9	41.7
Opp Percent Rushes	46.4	46.6	43.9	44.4	49.5	46.5	45.9	42.1	43.3	43.2	45.2
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

NEW YORK JETS

ATS Play On SDQL Trends

NYJ 001	The Jets are 12-0 ATS (+9.04 ppg) at home off a home game when they are averaging less than 10 yards per completion.	team=Jets and H and p:H and tS(PY) / tS(completions)<10 and date>=19950917
NYJ 002	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
NYJ 003	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 less of their drives.	team = Jets and p:WF and oS(PTD+RTD+FG) / oS(drives) <= 0.30 and date >= 20091203
NYJ 004	The Jets are 11-0 ATS (+11.41 ppg) at home off a home loss when they lost their last two on the road.	team=Jets and H and p:H and p:L and tS(L@A,N=2)=2 and date>=19901223
NYJ 005	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

ATS Play Against SDQL Trends

NYJ 006	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
NYJ 007	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 surface = artificial and p:AD and 4 <= po:TO
NYJ 008	The Jets are 0-11 ATS (-10.23 ppg) when they are off a loss and averaging more than 24 points per game their last three games.	team=Jets and p:L and 24<tA(points,N=3) and date>=20081026
NYJ 009	The Jets are 0-11 ATS (-11.15 ppg) on the road when they are averaging 3.75 yards per rush or worse and they are facing a non-divisional opponent.	team=Jets and A and NDIV and tS(RY) / tS(rushes) <=3.75 and date>=20071007
NYJ 010	The Jets are 0-9 ATS (-14.11 ppg) as a 7+ dog on grass off a loss in which more than 30 percent of their first downs came on third down.	team=Jets and line>=7 and surface=grass and p:L and p:3DM / p:FD > 0.30 and date>=20051113

O/U Play Over SDQL Trends

NYJ 011	The Jets are 15-0 OU (+11.80 ppg) since off a 10+ win facing an opponent that is averaging at least 28 rushes per game.	team=Jets and p:margin>=10 and oA(rushes)>28 and date >= 20081100
NYJ 012	The Jets are 9-0 OU (+11.00 ppg) since on grass off a loss when they play their next two games at home.	team=Jets and surface=grass and p:L and n:H and nn:H and date>=20021222

O/U Play Under SDQL Trends

NYJ 013	The Jets are 0-12 OU (-10.92 ppg) on grass vs a non-divisional opponent when they are off a 10+ loss.	team=Jets and surface=grass and NDIV and p:margin<=-10 and date>=20001217
NYJ 014	The Jets are 0-11 OU (-10.32 ppg) on grass off a win as a dog when they are playing a team with a worse record.	team=Jets and surface=grass and p:D and p:W and WP>o:WP and date>=20000911

What's the translation of this 12-0 ATS SDQL?
team=Jets and D and DIV and p:L and ppo:3DM>=5 and po:3DM>=5 and oA(points)>=16 and date>=20021200

Are you experienced? Tweet your answer with #SDQL to earn SDQL Bachelor Degree Credit.

NEW YORK JETS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	5-11-0	75-85-0
Straight Up Home	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	4-4-0	43-37-0
Straight Up Away	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	1-7-0	30-48-0
Average Line	-2.34	-1.69	-2.28	-2.41	1.75	3.53	3.94	-2.12	3.50	6.19	0.81
Average O/U Line	42.25	39.44	39.38	42.28	41.19	41.41	43.53	43.09	43.66	42.44	41.87
Against the Spread Record	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	8-6-2	78-77-5
Six Point Teaser Record	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	14-2-0	104-55-1
Seven Point Teaser Record	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	14-2-0	108-50-2
Ten Point Teaser Record	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	14-2-0	122-35-3
ATS Home	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	6-1-1	41-37-2
ATS Away	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	2-5-1	35-40-3
Over/Under Record	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	7-8-1	81-76-3
Over/Under Home	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	4-3-1	41-37-2
Over/Under Away	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	3-5-0	40-37-1
ATS as Favorite	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	0-1-0	37-37-1
ATS as Underdog	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	7-4-2	39-35-4
ATS as Home Favorite	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	---	23-25-0
ATS as a Home Dog	---	1-0-0	1-0-0	---	1-2-0	3-1-0	3-1-0	1-0-0	2-3-1	6-1-1	18-8-2
ATS Away Favorite	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	0-1-0	12-12-1
ATS Away Dog	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	1-3-1	21-27-2
vs Division	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	3-2-1	32-26-2
ATS after 10+ ATS Win	3-1-0	3-2-0	3-1-0	2-3-0	1-2-0	0-2-0	0-1-0	3-1-1	---	1-2-0	16-15-1
ATS after 10+ ATS Loss	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	2-0-0	16-20-1
ATS in games 1-4	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	2-2-0	21-18-1
ATS in games 5-8	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	3-0-1	21-18-1
ATS in games 9-12	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	2-2-0	17-23-0
ATS in games 13-16	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	1-2-1	19-18-3
Points Scored per Game	25.3	21.8	22.9	23.6	17.6	18.1	17.7	24.2	17.2	18.6	20.7
Points Allowed per Game	22.2	14.8	19.0	22.7	23.4	24.2	25.1	19.6	25.6	23.9	22.0
Yds Offense per Game	331.7	321.0	351.0	311.8	299.2	318.1	326.6	370.3	329.3	305.2	326.4
Yds Allowed per Game	329.4	252.3	291.5	312.1	323.4	334.9	327.2	318.6	342.2	352.5	318.4
Yds Passing per Game	206.4	148.8	202.6	206.1	180.7	183.2	184.1	253.6	216.7	198.9	198.1
Opp. Yds Passing per Game	234.5	153.7	200.6	201.0	189.8	246.7	234.1	235.2	243.8	234.6	217.4
Percent Completions	65.6	53.4	54.9	56.7	55.2	55.4	57.6	59.9	56.6	63.3	58.0
Opp Percent Completions	64.3	51.7	50.7	54.2	53.8	58.9	64.1	57.1	63.7	59.0	57.9
Yds per Pass Attempt	6.24	6.06	6.18	6.03	5.86	6.11	5.92	6.72	6.29	6.24	6.18
Opp Yds per Pass Attempt	6.56	4.91	6.04	6.34	6.15	6.74	6.96	6.26	7.16	6.73	6.40
Yds Rushing per Game	125.2	172.2	148.4	105.8	118.5	134.9	142.4	116.8	112.6	106.4	128.3
Opp Yds Rushing per Game	94.9	98.6	90.9	111.1	133.6	88.2	93.1	83.4	98.5	117.9	101.0
Yds per Rush Attempt	4.75	4.54	4.45	3.82	3.84	4.38	4.50	4.17	4.31	3.99	4.28
Opp Yds per Rush Attempt	3.73	3.76	3.57	3.94	4.32	3.35	3.79	3.57	3.67	4.05	3.79
Turnovers per Game	1.94	1.88	1.31	2.12	2.31	1.81	1.50	1.50	2.12	1.50	1.80
Takeaways per Game	1.88	1.94	1.88	1.94	1.44	0.94	0.81	1.88	0.88	1.25	1.48
Sacks per Game	2.56	2.00	2.50	2.19	1.88	2.56	2.81	2.44	1.62	1.75	2.23
Sacks Allowed per Game	1.88	1.88	1.75	2.50	2.94	2.94	2.94	1.38	2.19	2.94	2.33
Average Possession Time	31:06	32:07	32:37	30:49	30:26	30:13	31:01	31:19	30:41	30:12	31:03
Punts per Game	3.69	5.00	5.25	5.75	5.38	5.56	4.94	5.00	4.75	5.88	5.12
Opp Punts per Game	4.31	6.19	6.06	5.75	5.56	5.12	5.06	5.38	4.50	5.44	5.34
Percent Rushes	43.0	58.9	49.1	43.0	47.8	48.3	48.2	41.7	41.6	43.4	46.6
Opp Percent Rushes	39.9	44.1	41.7	45.4	48.6	40.2	40.3	36.9	42.9	44.3	42.4
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

DETROIT LIONS

ATS Play On SDQL Trends

DET 001	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
DET 002	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
DET 003	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
DET 004	The Lions are 12-0 ATS (+6.17 ppg) as a TD-plus road dog when they are winless with at least three losses and facing a team that has allowed fewer than 132 rushing yards per game.	team=Lions and A and line>=7 and wins=0 and losses>2 and oA(o:RY)<132
DET 005	The Lions are 10-0 ATS (+6.70 ppg) off a loss and facing a divisional opponent that is averaging 375 yards of offense per game season-to-date.	team = Lions and p:L and DIV and oA(TY)>=375

ATS Play Against SDQL Trends

DET 006	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
DET 007	The Lions are 0-15 ATS (-6.13 ppg) on the road vs a divisional opponent after a game in which they converted at least 5 third downs and had at least ten first downs through the air.	team=Lions and A and DIV and p:3DM>=5 and season >=2002 and p:PFD>10
DET 008	The Lions are 0-15 ATS (-14.10 ppg) as a road favorite when their opponent had less than 26 minutes of possession time last week.	team=Lions and AF and op:TOP<26*60 and o:NB and season >= 1993
DET 009	The Lions are 0-13 ATS (-5.65 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
DET 010	The Lions are 0-12 ATS (-7.96 ppg) vs a divisional opponent when they are 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

O/U Play Over SDQL Trends

DET 011	The Lions are 14-0 OU (+10.96 ppg) on turf vs a non-divisional opponent after a game as a road dog in which they outgained their opponent.	team=Lions and surface=artificial and NDIV and p:AD and p:TY>po:TY and date>=20001029
DET 012	The Lions are 12-0 OU (+6.67 ppg) as a dog after a game in which they held their opponent to at least ten points fewer than their season-to-date average.	team=Lions and D and po:points-Average(po:points@po:team and p:season=season) <= -10 and date>=19991107

O/U Play Under SDQL Trends

DET 013	The Lions are 0-13 OU (-11.85 ppg) off a loss in which they returned at least one interception for a TD.	team=Lions and p:L and p:interception touchdowns>0 and date>=20011008
DET 014	The Lions are 0-10 OU (-8.90 ppg) after a game as a home favorite in which they allowed four or fewer third down conversions.	team=Lions and p:HF and po:3DM<=4 and date>=20131222

What's the translation of this 25-0 OU SDQL?
team=Lions and po:points - Average(po:points@po:team and p:season=season) <= -10 and p:TOM<0 and date >= 19891224

MTi's SDQL Selections are available at KillerCappers.com.

DETROIT LIONS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	9-7-0	65-95-0
Straight Up Home	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	4-4-0	38-42-0
Straight Up Away	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	5-3-0	26-52-0
Average Line	8.41	9.50	4.81	-2.03	-0.06	-2.25	-2.31	1.41	0.78	-0.91	1.73
Average O/U Line	44.41	43.78	44.31	46.94	47.38	48.88	45.00	45.56	46.44	44.78	45.75
Against the Spread Record	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	8-7-1	69-87-4
Six Point Teaser Record	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	13-3-0	110-47-3
Seven Point Teaser Record	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	13-3-0	116-43-1
Ten Point Teaser Record	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	14-2-0	128-31-1
ATS Home	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	4-4-0	37-42-1
ATS Away	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	4-3-1	32-43-3
Over/Under Record	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	10-6-0	86-72-2
Over/Under Home	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	6-2-0	45-34-1
Over/Under Away	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	4-4-0	40-37-1
ATS as Favorite	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	5-2-1	30-35-2
ATS as Underdog	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	3-5-0	34-50-2
ATS as Home Favorite	---	0-2-0	3-0-0	4-3-0	1-3-0	3-5-0	5-3-0	2-1-0	2-2-1	3-1-0	23-20-1
ATS as a Home Dog	1-7-0	3-3-0	4-1-0	0-1-0	2-2-0	---	---	0-3-0	1-1-0	1-3-0	12-21-0
ATS Away Favorite	0-1-0	---	---	1-3-0	1-3-0	2-2-0	0-2-0	1-1-0	0-1-0	2-1-1	7-14-1
ATS Away Dog	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	2-2-0	22-28-2
vs Division	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	4-1-1	25-32-3
ATS after 10+ ATS Win	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	2-1-0	12-12-0
ATS after 10+ ATS Loss	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	2-0-0	16-14-1
ATS in games 1-4	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	3-1-0	18-22-0
ATS in games 5-8	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	1-3-0	18-20-2
ATS in games 9-12	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	1-2-1	17-22-1
ATS in games 13-16	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	3-1-0	16-23-1
Points Scored per Game	16.8	16.4	22.6	29.6	23.2	24.7	20.1	22.4	21.6	25.6	22.3
Points Allowed per Game	32.3	30.9	23.1	24.2	27.3	23.5	17.6	25.0	22.4	23.5	25.0
Yds Offense per Game	268.2	299.0	338.9	396.1	408.8	391.9	340.1	346.8	338.8	337.8	346.6
Yds Allowed per Game	404.4	392.1	343.6	367.6	341.2	346.6	300.9	349.5	355.0	355.8	355.7
Yds Passing per Game	185.0	198.0	238.1	300.9	307.9	279.6	251.2	263.2	256.9	261.4	254.2
Opp. Yds Passing per Game	232.2	265.6	218.6	239.4	223.1	246.9	231.6	236.7	248.4	243.3	238.6
Percent Completions	55.2	54.0	60.5	63.5	60.1	58.5	60.4	66.5	65.3	65.6	61.1
Opp Percent Completions	68.4	68.1	63.7	62.3	63.6	59.1	64.7	68.2	72.7	64.3	65.4
Yds per Pass Attempt	5.82	5.42	6.02	7.23	6.66	7.06	6.66	6.66	6.92	7.34	6.60
Opp Yds per Pass Attempt	8.39	7.80	6.75	6.34	6.56	6.91	6.26	7.16	7.24	6.82	6.98
Yds Rushing per Game	83.2	101.0	100.8	95.2	100.8	112.3	88.9	83.5	81.9	76.3	92.4
Opp Yds Rushing per Game	172.1	126.6	124.9	128.1	118.1	99.8	69.3	112.8	106.6	112.5	117.1
Yds per Rush Attempt	3.78	3.95	3.99	4.28	4.13	4.05	3.59	3.77	3.74	3.36	3.87
Opp Yds per Rush Attempt	5.14	4.42	4.51	5.00	4.49	4.23	3.17	4.23	4.38	4.17	4.42
Turnovers per Game	1.81	2.56	1.56	1.44	2.06	2.12	1.25	1.50	0.94	1.38	1.66
Takeaways per Game	1.25	1.44	1.81	2.12	1.06	1.38	1.69	1.12	0.88	2.00	1.48
Sacks per Game	1.88	1.62	2.75	2.56	2.06	2.06	2.62	2.69	1.62	2.19	2.21
Sacks Allowed per Game	3.25	2.69	1.69	2.25	1.81	1.50	2.81	2.75	2.31	2.94	2.40
Average Possession Time	26:59	28:56	29:47	30:09	32:05	32:21	31:41	31:29	30:06	29:47	30:20
Punts per Game	5.62	4.62	5.62	5.12	4.75	4.56	4.25	5.00	3.88	4.56	4.80
Opp Punts per Game	3.69	4.12	5.19	4.88	4.94	5.25	5.12	4.50	3.81	4.44	4.59
Percent Rushes	38.6	39.4	38.0	33.6	33.7	40.3	37.9	34.4	35.7	37.0	36.8
Opp Percent Rushes	53.1	44.5	44.1	38.9	42.2	38.4	35.6	42.7	40.4	41.6	42.2
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

GREEN BAY PACKERS

ATS Play On SDQL Trends

GB 001	The Packers are 19-0 ATS (+13.13 ppg) as a home favorite off a road win when they are facing a non-divisional opponent that is averaging at least 31.5 passes per game.	team=Packers and NDIV and HF and p:AW and oA(passes) >= 31.5 and season >= 2002
GB 002	The Packers are 17-0 ATS (+11.79 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
GB 003	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
GB 004	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
GB 005	The Packers are 12-0 ATS (+10.21 ppg) as a favorite off a road win against a team that was seeking same-season revenge.	team=Packers and F and p:AW and pP:W and pP:season=season

ATS Play Against SDQL Trends

GB 006	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 AD and NDIV and p:rushes - tA(p:rushes) <= -6 and season >= 1990
GB 007	The Packers are 0-13 ATS (-11.69 ppg) on the road after allowing at least 95 more yards of offense than their season-to-date average as a home favorite.	team=Packers and A and p:HF and tA(po:TY) - po:TY <= -95 and season >= 1997
GB 008	The Packers are 0-13 ATS (-10.50 ppg) on the road off a win as a favorite when they are facing a team that is scoring more than 25% of their points from field goals, as long as they are not laying more than a field goal.	team=Packers and A and line>=-3 and p:WF and oS(FG*3)/oS(points)>0.25 and season >= 2005 and rest<14
GB 009	The Packers are 0-11 ATS (-10.68 ppg) vs a non-divisional opponent after a game in which a game in which they got a first down on at least 40 percent of plays.	team = Packers and NDIV and p:FDP>=40 and NB and season >= 2003
GB 010	The Packers are 0-10 ATS (-6.15 ppg) on turf off a win by more than a TD in which they converted four or fewer third downs.	team=Packers and surface=artificial and p:margin>7 and p:3DM<=4

O/U Play Over SDQL Trends

GB 011	The Packers are 15-0 OU (+14.17 ppg) on the road off a game as a favorite when their opponent is off a Monday night game.	team=Packers and A and p:F and op:day=Monday and date>=19941120
GB 012	The Packers are 15-0 OU (+6.97 ppg) when facing an opponent that is averaging fewer than 26 rushes per game.	team=Packers and oA(rushes)<26 and date>=20161106

O/U Play Under SDQL Trends

GB 013	The Packers are 0-13 OU (-7.92 ppg) on grass after playing as a home favorite off a win in which they had at least two turnovers.	team=Packers and surface=grass and p:WHF and 2<=p:TO and date>=20021215
GB 014	The Packers are 0-11 OU (-11.95 ppg) when they are off a win and facing an opponent that is forcing at least 2.20 turnovers per game.	team=Packers and p:W and oA(o:TO)>= 2.2 and season>= 2008

What's the translation of this 18-0 OU SDQL?
team=Packers and A and p:L and tS(PY) / tS(completions)<10 and p:PY>75 and date>=19941000

Think you know the answer? Earn SDQL Bachelor credit by tweeting with #SDQL.

GREEN BAY PACKERS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	7-9-0	100-59-1
Straight Up Home	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	4-4-0	59-20-1
Straight Up Away	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	3-5-0	41-39-0
Average Line	-1.25	-5.00	-3.75	-8.81	-5.31	-2.41	-5.09	-4.81	-3.25	1.56	-3.81
Average O/U Line	44.38	44.22	44.47	48.25	47.44	47.78	50.81	47.00	47.22	45.06	46.66
Against the Spread Record	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	7-9-0	87-72-1
Six Point Teaser Record	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	10-6-0	113-44-3
Seven Point Teaser Record	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	10-5-1	120-37-3
Ten Point Teaser Record	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	12-4-0	130-28-2
ATS Home	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	3-5-0	46-33-1
ATS Away	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	4-4-0	41-39-0
Over/Under Record	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	11-5-0	88-71-1
Over/Under Home	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	4-4-0	44-36-0
Over/Under Away	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	7-1-0	44-35-1
ATS as Favorite	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	4-2-0	68-49-1
ATS as Underdog	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	3-7-0	18-21-0
ATS as Home Favorite	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	3-1-0	42-26-1
ATS as a Home Dog	1-1-0	1-0-0	---	1-0-0	---	---	---	---	1-0-0	0-4-0	4-5-0
ATS Away Favorite	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	1-1-0	26-23-0
ATS Away Dog	3-2-0	2-1-0	2-1-0	---	1-1-0	1-3-0	0-3-0	0-1-0	2-1-0	3-3-0	14-16-0
vs Division	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	2-4-0	37-22-1
ATS after 10+ ATS Win	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	2-1-0	15-17-0
ATS after 10+ ATS Loss	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	2-1-0	15-13-0
ATS in games 1-4	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	2-2-0	20-20-0
ATS in games 5-8	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	1-3-0	21-19-0
ATS in games 9-12	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	3-1-0	23-18-0
ATS in games 13-16	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	1-3-0	23-15-1
Points Scored per Game	26.2	28.8	24.2	35.0	27.1	26.1	30.4	23.0	27.0	20.0	26.8
Points Allowed per Game	23.8	18.6	15.0	22.4	21.0	26.8	21.8	20.2	24.2	24.0	21.8
Yds Offense per Game	351.1	379.1	358.1	405.1	359.4	400.2	386.1	334.6	368.8	305.7	364.8
Yds Allowed per Game	334.3	284.4	309.1	411.6	336.8	372.2	346.3	346.7	363.8	348.9	345.4
Yds Passing per Game	238.3	261.2	257.8	307.8	253.6	266.8	266.3	218.9	262.4	197.9	253.1
Opp. Yds Passing per Game	202.8	201.1	194.2	299.8	218.2	247.2	226.4	227.6	268.6	236.8	232.3
Percent Completions	63.4	64.6	65.1	68.1	67.1	64.2	65.1	60.7	65.0	62.6	64.6
Opp Percent Completions	55.4	54.4	56.2	61.2	55.1	61.6	59.0	58.3	64.8	67.8	59.4
Yds per Pass Attempt	7.05	7.56	7.62	8.92	7.26	7.49	7.95	6.11	6.77	5.64	7.22
Opp Yds per Pass Attempt	6.26	5.96	5.90	7.53	6.15	7.34	6.42	6.61	7.53	7.39	6.72
Yds Rushing per Game	112.8	117.8	100.4	97.4	105.9	133.5	119.8	115.6	106.3	107.8	111.7
Opp Yds Rushing per Game	131.6	83.3	114.9	111.8	118.5	125.0	119.9	119.1	95.2	112.1	113.1
Yds per Rush Attempt	4.13	4.30	3.81	3.94	3.92	4.65	4.40	4.24	4.55	4.47	4.24
Opp Yds per Rush Attempt	4.60	3.59	4.65	4.67	4.54	4.63	4.27	4.54	4.06	3.86	4.34
Turnovers per Game	1.31	1.00	1.38	0.88	1.00	1.56	0.81	1.06	1.06	1.56	1.16
Takeaways per Game	1.75	2.50	2.00	2.38	1.44	1.38	1.69	1.38	1.56	1.38	1.74
Sacks per Game	1.69	2.31	2.94	1.81	2.94	2.75	2.56	2.69	2.56	2.31	2.46
Sacks Allowed per Game	2.12	3.19	2.38	2.56	3.19	2.81	1.88	2.94	2.19	3.19	2.64
Average Possession Time	31:37	33:02	32:01	30:29	30:26	30:52	30:32	30:08	31:13	29:09	30:57
Punts per Game	4.06	4.19	4.44	3.44	4.44	4.00	3.19	5.06	3.50	4.44	4.08
Opp Punts per Game	4.75	4.62	4.88	3.62	4.69	4.38	3.88	5.12	3.69	4.19	4.38
Percent Rushes	43.2	42.0	42.1	40.0	41.5	42.7	43.5	41.3	36.3	38.6	41.1
Opp Percent Rushes	45.7	39.1	40.8	36.5	40.5	42.6	42.6	41.4	38.0	45.8	41.3
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

CAROLINA PANTHERS

ATS Play On SDQL Trends

CAR 001	The Panthers are 15-0 ATS (+12.80 ppg) on grass off a road loss in which they rushed for fewer than 185 yards and they are averaging better than 4.35 yards per rush season-to-date.	team=Panthers and surface=grass and p:AL and tS(RY) / tS(rushes)>4.35 and p:RY<185
CAR 002	The Panthers are 14-0 ATS (+11.93 ppg) in franchise history as a dog off a game as a favorite when they are facing a team that is allowing an average of more than 375 offensive yards per game.	team=Panthers and D and p:F and oA(o:TY)>375
CAR 003	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
CAR 004	The Panthers are 12-0 ATS (+10.33 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
CAR 005	The Panthers are 11-0 ATS (+14.09 ppg) 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

ATS Play Against SDQL Trends

CAR 006	The Panthers are 0-13 ATS (-9.69 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
CAR 007	The Panthers are 0-10 ATS (-7.45 ppg) as a favorite over a team that is allowing an average of more than 375 offensive yards per game.	team=Panthers and F and 375<=oA(o:TY) and date>=20131229
CAR 008	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
CAR 009	The Panthers are 0-9 ATS (-12.28 ppg) as a favorite when they converted at least five third downs in each of their last two games.	team=Panthers and F and p:3DM>=5 and pp:3DM>=5 and date>=20160207
CAR 010	The Panthers are 0-8 ATS (-10.69 ppg) as a favorite when they sacked the opponents QB 3+ times in each of their last two games.	team=Panthers and F and 3<=p:sacks and 3<=pp:sacks and date>=20151102

O/U Play Over SDQL Trends

CAR 011	The Panthers are 17-0 OU (+8.53 ppg) in franchise history on turf after a game in which they committed 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
CAR 012	The Panthers are 11-0 OU (+16.41 ppg) on turf when they are playing a team with a better record.	team=Panthers and surface=artificial and WP<o:WP and date>=20111120

O/U Play Under SDQL Trends

CAR 013	The Panthers are 0-14 OU (-10.25 ppg) in franchise history at home off a game as a favorite when facing a team that recorded 4 sacks in their last game.	team=Panthers and H and p:F and 4<=op:sacks
CAR 014	The Panthers are 0-13 OU (-7.27 ppg) as a home favorite over a divisional opponent after a game in which they committed at least two turnovers.	team=Panthers and H and F and DIV and 2<=p:TO and date>=20001022

What's the translation of this 0-17 OU SDQL?
team=Panthers and F and day=Sunday and surface=grass and NDIV and p:H and p:TY>po:TY

Can you translate this? Correct tweets with hash tag SDQL earn Bachelor's Degree credit.

SportsDatabase.com is a peer-maintained database.

CAROLINA PANTHERS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	11-5-0	86-73-1
Straight Up Home	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	6-2-0	50-30-0
Straight Up Away	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	5-3-0	36-43-1
Average Line	-2.62	2.72	6.03	1.97	0.94	-2.84	2.16	-4.22	-1.44	-1.53	0.12
Average O/U Line	40.84	42.56	38.50	46.38	46.59	43.88	44.72	44.34	47.03	44.19	43.90
Against the Spread Record	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	9-7-0	81-77-2
Six Point Teaser Record	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	11-5-0	110-47-3
Seven Point Teaser Record	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	12-3-1	117-39-4
Ten Point Teaser Record	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	14-2-0	127-30-3
ATS Home	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	4-4-0	41-39-0
ATS Away	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	5-3-0	40-38-2
Over/Under Record	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	8-7-1	76-78-6
Over/Under Home	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	4-3-1	32-45-3
Over/Under Away	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	4-4-0	44-33-3
ATS as Favorite	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	4-5-0	40-39-2
ATS as Underdog	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	5-2-0	40-37-0
ATS as Home Favorite	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	2-4-0	29-26-0
ATS as a Home Dog	---	2-1-0	1-4-0	2-1-0	2-3-0	1-1-0	1-1-0	1-0-0	0-1-0	2-0-0	12-12-0
ATS Away Favorite	1-1-0	1-0-0	---	2-0-0	1-2-0	1-3-1	---	3-3-0	0-3-1	2-1-0	11-13-2
ATS Away Dog	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	3-2-0	28-25-0
vs Division	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	2-4-0	29-31-0
ATS after 10+ ATS Win	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	3-1-0	19-19-0
ATS after 10+ ATS Loss	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	2-0-0	18-14-0
ATS in games 1-4	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	2-2-0	17-23-0
ATS in games 5-8	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	2-2-0	23-17-1
ATS in games 9-12	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	3-1-0	19-20-1
ATS in games 13-16	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	2-2-0	22-17-0
Points Scored per Game	25.9	19.7	12.2	25.4	22.3	22.9	21.2	31.2	23.1	22.7	22.7
Points Allowed per Game	20.6	19.2	25.5	26.8	22.7	15.1	23.4	19.2	25.1	20.4	21.8
Yds Offense per Game	349.7	331.1	258.4	389.8	360.7	316.2	346.5	366.9	343.7	323.7	338.7
Yds Allowed per Game	331.2	315.8	335.9	377.6	333.1	301.2	339.8	322.9	359.7	317.1	333.4
Yds Passing per Game	197.4	174.9	143.1	239.3	230.2	190.1	219.4	224.3	230.3	192.3	204.1
Opp. Yds Passing per Game	211.7	191.0	212.1	246.8	223.0	214.3	227.8	234.5	268.2	229.1	225.8
Percent Completions	59.4	56.8	52.9	60.1	58.0	61.7	60.0	59.8	54.4	58.5	58.1
Opp Percent Completions	59.8	61.6	62.0	64.9	66.8	66.6	64.8	60.0	66.8	63.8	63.7
Yds per Pass Attempt	7.63	6.02	4.73	7.38	7.52	6.43	6.44	7.15	6.55	6.14	6.59
Opp Yds per Pass Attempt	6.08	6.17	6.45	8.06	6.43	6.09	6.49	5.77	7.01	6.66	6.50
Yds Rushing per Game	152.3	156.1	115.4	150.5	130.5	126.1	127.1	142.6	113.4	131.4	134.5
Opp Yds Rushing per Game	119.5	124.8	123.8	130.8	110.1	86.9	112.0	88.4	91.5	88.1	107.6
Yds per Rush Attempt	4.84	4.76	4.31	5.41	4.52	4.20	4.28	4.34	4.00	4.29	4.49
Opp Yds per Rush Attempt	4.43	4.44	3.94	4.64	4.23	3.95	4.51	3.89	3.90	3.99	4.21
Turnovers per Game	1.19	1.94	2.31	1.44	1.38	1.19	1.44	1.19	1.81	1.38	1.52
Takeaways per Game	1.56	2.31	1.81	1.50	1.44	1.88	1.62	2.44	1.69	1.31	1.76
Sacks per Game	2.31	1.94	1.94	1.94	2.44	3.75	2.50	2.75	3.00	3.12	2.57
Sacks Allowed per Game	1.25	2.06	3.12	2.19	2.25	2.75	2.62	2.06	2.25	2.19	2.27
Average Possession Time	29:28	30:12	27:24	30:15	29:51	31:53	32:17	32:04	30:50	32:17	30:39
Punts per Game	4.75	4.81	5.94	4.12	4.81	4.38	4.62	4.38	4.75	4.44	4.70
Opp Punts per Game	5.00	4.62	4.75	3.25	4.19	4.56	4.50	4.88	4.44	4.31	4.45
Percent Rushes	53.7	51.3	44.5	44.5	46.8	48.2	44.7	49.6	43.1	47.8	47.4
Opp Percent Rushes	42.1	46.1	47.5	46.4	41.2	36.1	39.7	34.4	36.2	37.0	40.7
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

NEW ENGLAND PATRIOTS

ATS Play On SDQL Trends

NE 001	The Patriots are 20-0 ATS (+15.28 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
NE 002	The Patriots are 17-0 ATS (+13.59 ppg) on turf vs non-divisional opponent that is averaging 13+ passing first downs per game.	team = Patriots and surface = artificial and NDIV and 13 <= oA(PFD) and date >= 20121118
NE 003	The Patriots are 16-0 ATS (+14.94 ppg) after a loss in which they were leading at the half, as long as they are not a FG-plus favorite.	team=Patriots and line>-3 and p:L and p:M2<0 and date>=20001000
NE 004	The Patriots are 14-0 ATS (+13.93 ppg) as a favorite on grass off a win as a favorite when they have next week off.	team=Patriots and F and surface=grass and p:WF and n:week=2 + week and season >= 1997
NE 005	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

ATS Play Against SDQL Trends

NE 006	The Patriots are 0-10 ATS (-7.20 ppg) 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
NE 007	The Patriots are 0-10 ATS (-8.40 ppg) off a home win by more than ten points with at least normal rest when they are facing a team that is forcing more than two turnovers per game.	team=Patriots and p:H and p:margin>10 and oA(o:TO)>2 and rest>=6 and date>=20071100
NE 008	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
NE 009	The Patriots are 0-9 ATS (-10.11 ppg) on the road on grass off a home win in which they did not outgain their opponent by at least ten yards.	team=Patriots and A and surface=grass and p:HW and p:TY-po:TY <= 10 and date>=20041200
NE 010	The Patriots are 0-7 ATS (-7.29 ppg) as a road favorite off a home game when they are facing a team that is averaging at least 30 rushes per game.	team=Patriots and AF and p:H and oA(rushes)>=30 and season >= 2007

O/U Play Over SDQL Trends

NE 011	The Patriots are 16-0 OU (+5.28 ppg) as a home FG-plus favorite after a win by more than a TD as a road favorite when they have averaged more than 24 points per game over their last three game.	team=Patriots and H and line<=-3 and p:AF and p:margin>7 and tA(points,N=3)>24 and season >= 2007
NE 012	The Patriots are 16-0 OU (+9.63 ppg) at home off a TD-plus win when they are facing a team that allowed fewer than 250 total yards in their last game.	team=Patriots and H and p:margin>=7 and opo:TY<250 and date>=20060101

O/U Play Under SDQL Trends

NE 013	The Patriots are 0-13 OU (-7.62 ppg) as a 7+ favorite on grass when they are off a loss.	team=Patriots and line<=-7 and surface=grass and p:L and date>=19960915
NE 014	The Patriots are 0-10 OU (-9.70 ppg) on the road vs a non-divisional opponent when their previous opponent had more third downs made than punts.	team=Patriots and A and NDIV and po:3DM>po:punts and date>=20140119

> **What's the translation of this 0-16 OU SDQL?**
> **team=Patriots and F and surface=grass and NDIV and p:L and p:M2<0 and NB**

SDQL Master PCG offers high Z-Score trends at the TrendMart and tweets @PCGambler.

NEW ENGLAND PATRIOTS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	13-3-0	123-37-0
Straight Up Home	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	6-2-0	68-12-0
Straight Up Away	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	6-1-0	52-25-0
Average Line	-4.25	-5.69	-4.34	-7.94	-7.44	-4.00	-4.03	-7.81	-6.91	-8.94	-6.13
Average O/U Line	41.56	45.53	44.59	50.19	49.12	46.84	48.91	48.72	45.84	49.69	47.10
Against the Spread Record	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	10-5-1	93-62-5
Six Point Teaser Record	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	12-4-0	117-41-2
Seven Point Teaser Record	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	12-4-0	122-35-3
Ten Point Teaser Record	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	12-4-0	135-25-0
ATS Home	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	5-3-0	48-31-1
ATS Away	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	4-2-1	42-31-4
Over/Under Record	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	6-9-1	86-72-2
Over/Under Home	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	5-3-0	48-31-1
Over/Under Away	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	1-5-1	37-39-1
ATS as Favorite	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	10-5-1	76-56-5
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	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	5-3-0	44-31-1
ATS as a Home Dog	---	---	---	---	---	1-0-0	2-0-0	---	---	---	3-0-0
ATS Away Favorite	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	4-2-1	29-25-4
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	1-4-1	4-2-0	4-2-0	3-2-1	2-4-0	2-4-0	2-3-1	4-2-0	4-2-0	30-27-3
ATS after 10+ ATS Win	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	3-1-0	29-19-1
ATS after 10+ ATS Loss	2-1-0	1-2-0	1-1-0	2-2-0	1-1-0	---	2-0-0	1-0-0	1-0-1	2-1-1	13-8-2
ATS in games 1-4	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	1-3-0	23-17-0
ATS in games 5-8	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	2-1-1	23-16-1
ATS in games 9-12	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	4-0-0	22-15-3
ATS in games 13-16	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	3-1-0	25-14-1
Points Scored per Game	25.6	26.7	32.4	32.1	34.8	27.8	29.2	29.1	27.6	28.6	29.4
Points Allowed per Game	19.3	17.8	19.6	21.4	20.7	21.1	19.6	19.7	15.6	18.5	19.3
Yds Offense per Game	365.4	397.3	363.8	428.0	427.9	384.5	365.4	374.4	386.4	394.1	388.7
Yds Allowed per Game	309.0	320.2	366.5	411.1	373.2	373.1	344.1	339.4	326.6	366.0	352.9
Yds Passing per Game	223.1	277.2	240.4	317.8	291.4	255.4	257.6	286.7	269.4	276.1	269.5
Opp. Yds Passing per Game	201.4	209.7	258.3	293.9	271.4	239.0	239.8	240.8	238.0	251.2	244.3
Percent Completions	63.5	65.9	65.3	65.7	62.7	60.5	64.4	64.2	66.8	66.3	64.5
Opp Percent Completions	60.8	58.6	63.6	62.4	62.1	57.0	59.6	60.6	61.7	62.2	60.9
Yds per Pass Attempt	6.68	7.49	7.59	8.31	7.27	6.51	6.76	7.29	7.82	7.52	7.32
Opp Yds per Pass Attempt	6.80	6.55	6.75	7.60	7.31	6.49	6.68	6.46	6.39	6.81	6.79
Yds Rushing per Game	142.4	120.1	123.3	110.2	136.5	129.1	107.8	87.8	117.0	118.1	119.2
Opp Yds Rushing per Game	107.6	110.5	108.2	117.1	101.9	134.1	104.3	98.6	88.6	114.8	108.6
Yds per Rush Attempt	4.44	4.12	4.35	4.03	4.18	4.38	3.93	3.67	3.88	4.22	4.13
Opp Yds per Rush Attempt	4.15	4.44	4.24	4.63	3.93	4.46	3.97	3.97	3.85	4.71	4.24
Turnovers per Game	1.31	1.38	0.62	1.06	1.00	1.25	0.81	0.88	0.69	0.75	0.97
Takeaways per Game	1.38	1.75	2.38	2.12	2.56	1.81	1.56	1.31	1.44	1.12	1.74
Sacks per Game	1.94	1.94	2.25	2.50	2.31	3.00	2.50	3.06	2.12	2.62	2.42
Sacks Allowed per Game	3.00	1.12	1.56	2.00	1.69	2.44	1.62	2.38	1.50	2.19	1.95
Average Possession Time	32:25	33:05	29:24	28:47	30:55	30:20	29:36	30:17	31:12	30:37	30:40
Punts per Game	3.12	3.56	3.62	3.56	3.81	4.81	4.19	4.62	4.50	3.62	3.94
Opp Punts per Game	4.69	4.94	3.62	4.19	4.19	5.00	4.06	5.38	5.00	4.19	4.53
Percent Rushes	46.8	43.3	46.0	40.5	43.9	41.4	40.8	36.5	45.6	41.9	42.7
Opp Percent Rushes	45.1	42.3	38.6	38.1	39.7	43.0	40.6	38.1	36.9	38.2	40.0
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

OAKLAND RAIDERS

ATS Play On SDQL Trends

OAK 001	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
OAK 002	The Raiders are 13-0 ATS (+12.54 ppg) on the road on grass vs a divisional opponent when they are off a loss as a dog in which they allowed at least five third down conversions.	team=Raiders and A and surface=grass and DIV and p:D and p:L and po:3DM>=5 and date>=20041128
OAK 003	The Raiders are 12-0 ATS (+9.00 ppg) as a dog vs a non-divisional opponent when they are off a loss in which they held their opponent to four or fewer third down conversions.	team=Raiders and D and NDIV and p:L and po:3DM<=4 and date>=20091122
OAK 004	The Raiders are 10-0 ATS (+9.60 ppg) on the road off a home loss in which they had at least three fewer penalties than their season-to-date average.	team=Raiders and A and p:HL and p:penalties - tA(p:penalties) <=-3 and date>=20050925
OAK 005	The Raiders are 10-0 ATS (10.95 ppg) off a 10-plus point loss when their opponent had more punts than third downs made.	team=Raiders and p:margin<=-10 and po:3DM<po:punts and date>=20091206

ATS Play Against SDQL Trends

OAK 006	The Raiders are 0-16 ATS (-9.78 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
OAK 007	The Raiders are 0-15 ATS (-10.07 ppg) at home vs a divisional opponent when the line is within 3 of pick and they are off a game as a dog.	team=Raiders and H and -3<=line<=3 and DIV and p:D and season>=1996
OAK 008	The Raiders are 0-13 ATS (-12.50 ppg) as a dog off a home win in which they had a takeaway margin of at least plus-two.	team=Raiders and D and p:H and p:W and p:TOM<=-2 and date>=20031222
OAK 009	The Raiders are 0-12 ATS (-9.50 ppg) as a home dog to a divisional opponent when they off a road game in which they allowed at least five third down conversions.	team=Raiders and HD and DIV and p:A and po:3DM>=5 and date>=20031020
OAK 010	The Raiders are 0-12 ATS (-10.00 ppg) on the road on grass after a game in which they rushed for at least 50 yards more than their average.	team=Raiders and A and surface=grass and tA(p:RY)-p:RY <= -50 and date>=20051224

O/U Play Over SDQL Trends

OAK 011	The Raiders are 12-0 OU (+20.29 ppg) when they are off a win and facing a non-divisional opponent that is averaging more than 32 minutes of possession time.	team=Raiders and NDIV and p:W and oA(TOP) >32*60 and date>=20000910
OAK 012	The Raiders are 10-0 OU (+14.95 ppg) as a favorite on grass when their ATS margin decreased over each of their last two games.	team=Raiders and F and surface=grass and p:ats margin<pp:ats margin<ppp:ats margin and date>=19991114

O/U Play Under SDQL Trends

OAK 013	The Raiders are 0-13 OU (-6.19 ppg) on the road when they are off a home loss and their next two games are at home.	team=Raiders and p:HL and A and n:H and nn:H and date>=19971207
OAK 014	The Raiders are 0-13 OU (-8.69 ppg) as a road dog to a divisional opponent when they are off a loss and averaging better than 4.25 yards per rush.	team=Raiders and AD and DIV and p:L and tS(RY) / tS(rushes)>4.25 and season>=2002

> **What's the translation of this 0-19 OU SDQL?**
> **team=Raiders and line>5 and p:HL and p:dps<0 and pp:dps<0 and p:TO>0 and season >= 1997**

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OAKLAND RAIDERS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	6-10-0	62-98-0
Straight Up Home	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	4-3-0	33-44-0
Straight Up Away	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	2-6-0	28-52-0
Average Line	6.53	8.56	3.12	1.53	3.78	6.00	8.38	2.44	-1.16	0.25	3.94
Average O/U Line	40.62	38.56	41.84	45.06	45.94	44.69	43.66	44.97	47.56	46.16	43.91
Against the Spread Record	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	5-9-2	76-82-2
Six Point Teaser Record	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	10-6-0	105-54-1
Seven Point Teaser Record	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	11-5-0	108-51-1
Ten Point Teaser Record	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	11-5-0	115-44-1
ATS Home	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	3-3-1	31-45-1
ATS Away	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	2-5-1	44-35-1
Over/Under Record	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	5-11-0	80-75-5
Over/Under Home	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	3-4-0	42-32-3
Over/Under Away	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	2-6-0	36-42-2
ATS as Favorite	0-1-0	0-1-0	2-2-0	2-3-0	1-3-0	1-0-0	---	1-3-0	7-3-0	2-4-1	16-20-1
ATS as Underdog	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	3-5-1	58-59-1
ATS as Home Favorite	0-1-0	0-1-0	2-2-0	2-3-0	1-2-0	1-0-0	---	0-2-0	3-3-0	2-3-0	11-17-0
ATS as a Home Dog	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	1-0-1	19-26-1
ATS Away Favorite	---	---	---	---	0-1-0	---	---	1-1-0	3-0-0	0-1-1	4-3-1
ATS Away Dog	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	2-4-0	39-31-0
vs Division	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	2-4-0	29-31-0
ATS after 10+ ATS Win	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	1-1-0	11-18-0
ATS after 10+ ATS Loss	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	1-2-1	22-18-1
ATS in games 1-4	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	2-2-0	20-20-0
ATS in games 5-8	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	1-3-0	20-20-0
ATS in games 9-12	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	1-2-1	19-20-1
ATS in games 13-16	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	1-2-1	17-22-1
Points Scored per Game	16.4	12.3	25.6	22.4	18.1	20.1	15.8	22.4	26.0	18.8	19.8
Points Allowed per Game	24.2	23.7	23.2	27.1	27.7	28.3	28.2	24.9	24.1	23.3	25.5
Yds Offense per Game	272.2	266.1	354.6	379.5	344.0	333.8	282.2	333.4	373.1	324.1	326.3
Yds Allowed per Game	360.9	361.9	322.8	387.6	354.5	363.4	357.6	363.6	375.1	350.2	359.8
Yds Passing per Game	148.1	159.8	198.8	247.6	255.2	208.5	205.0	242.4	252.9	226.9	214.5
Opp. Yds Passing per Game	201.2	206.4	189.2	251.4	235.9	255.5	238.1	258.8	257.5	241.1	233.5
Percent Completions	52.7	52.6	56.7	60.1	59.8	57.4	58.0	61.7	63.5	62.2	58.8
Opp Percent Completions	56.5	59.1	53.0	53.9	66.0	68.2	63.8	63.0	60.6	68.1	61.4
Yds per Pass Attempt	5.63	5.27	6.46	7.56	6.49	6.43	5.21	6.41	6.80	6.51	6.29
Opp Yds per Pass Attempt	6.84	7.54	6.44	6.69	7.18	7.43	7.08	6.46	7.62	7.28	7.04
Yds Rushing per Game	124.2	106.3	155.9	131.9	88.8	125.2	77.2	90.9	120.1	97.1	111.8
Opp Yds Rushing per Game	159.7	155.5	133.6	136.1	118.6	107.9	119.4	104.9	117.6	109.1	126.2
Yds per Rush Attempt	4.33	4.15	4.95	4.53	3.78	4.60	3.65	3.93	4.44	4.20	4.30
Opp Yds per Rush Attempt	4.71	4.54	4.51	5.07	4.27	3.92	3.97	4.13	4.47	4.03	4.37
Turnovers per Game	1.44	2.06	1.62	1.88	1.62	1.88	1.81	1.50	0.88	1.75	1.64
Takeaways per Game	1.50	1.25	1.50	1.62	1.19	1.38	0.88	1.56	1.88	0.88	1.36
Sacks per Game	2.00	2.31	2.94	2.44	1.56	2.44	1.38	2.38	1.56	1.94	2.09
Sacks Allowed per Game	2.44	3.06	2.75	1.56	1.69	2.81	1.69	2.06	1.19	1.50	2.08
Average Possession Time	28:31	28:17	31:12	29:54	29:30	29:54	28:20	29:33	31:44	28:53	29:35
Punts per Game	5.62	6.00	4.88	4.88	5.12	5.38	6.81	5.25	5.06	4.31	5.33
Opp Punts per Game	4.62	4.81	5.88	4.25	4.31	4.81	5.19	4.44	4.50	4.38	4.72
Percent Rushes	49.9	43.4	48.5	45.9	36.4	43.6	34.0	36.7	41.4	38.9	41.8
Opp Percent Rushes	51.9	53.6	47.8	40.2	44.6	42.8	46.2	37.4	42.7	43.6	45.0
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

LOS ANGELES RAMS

ATS Play On SDQL Trends

LAR 001	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:TO - p:TO >= 2 and date >= 20051030
LAR 002	The 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 takeaway margin of at least plus-two.	team=Rams and surface=artificial and p:WD and p:TOM<=-2 and season >= 1997
LAR 003	The Rams are 11-0 ATS (+15.68 ppg) at home off a loss when they are facing a team that is getting more than 67% of their first downs through the air.	team=Rams and H and p:L and oS(PFD)/oS(FD)>0.67 and date>=20091122
LAR 004	The Rams are 9-0 ATS (+14.06 ppg) as a favorite off a win when their passing yards increased over each of the past two games.	team=Rams and F and p:W and ppp:PY<pp:PY<p:PY and date>=19991212
LAR 005	The Rams are 9-0 ATS (11.06 ppg) as a favorite off a home game in which they scored at least eight points more than their season-to-date average.	team=Rams and F and p:H and tA(p:points) - p:points <=-8 and season >= 2002

ATS Play Against SDQL Trends

LAR 006	The Rams are 0-14 ATS (-10.64 ppg) when they are 500 on the season and they are off a road game.	team=Rams and NDIV and p:A and WP=50 and season >= 1996
LAR 007	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
LAR 008	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
LAR 009	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:TO >= 2 and season >= 2002
LAR 010	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

O/U Play Over SDQL Trends

LAR 011	The Rams are 11-0 OU (+13.77 ppg) off a win as a favorite when they are facing a team that is averaging less than 275 offensive yards per game.	team=Rams and p:WF and oA(RY+PY) <275 and date>=20000102
LAR 012	The Rams are 10-0 OU (+15.25 ppg) on turf vs a non-divisional opponent when they are off a win as a road dog.	team=Rams and surface=artificial and NDIV and p:WAD and date>=20041018

O/U Play Under SDQL Trends

LAR 013	The Rams are 0-16 OU (-9.94 ppg) vs a non-divisional opponent when they are off a double-digit loss as a dog in which they scored at least 8.5 points fewer than their season-to-date average.	team=Rams and NDIV and p:D and p:margin<=-10 and p:points - tA(p:points)<=-8.5 and season >= 1995
LAR 014	The Rams are 0-14 OU (-11.11 ppg) as a road dog vs a non-divisional opponent that is scoring more than 24% of their points from field goals.	team=Rams and AD and NDIV and oS(FG*3)/oS(points) > 0.24 and date>=20061119

What's the translation of this 0-18 ATS SDQL?
team=Rams and A and NDIV and tS(RY) / tS(rushes) > 4.5 and p:RY>35 and o:streak>-4 and season >= 1993

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LOS ANGELES RAMS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	11-5-0	54-105-1
Straight Up Home	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	3-4-0	28-49-0
Straight Up Away	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	7-1-0	25-54-1
Average Line	8.22	9.62	2.12	7.16	4.41	3.75	3.06	1.41	4.31	-1.97	4.21
Average O/U Line	44.09	42.38	41.25	41.00	41.34	43.38	43.75	42.06	42.06	46.28	42.76
Against the Spread Record	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	9-7-0	71-86-3
Six Point Teaser Record	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	11-5-0	98-57-5
Seven Point Teaser Record	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	11-4-1	104-54-2
Ten Point Teaser Record	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	14-2-0	113-46-1
ATS Home	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	3-4-0	34-41-2
ATS Away	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	5-3-0	36-43-1
Over/Under Record	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	11-5-0	72-85-3
Over/Under Home	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	4-3-0	40-35-2
Over/Under Away	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	7-1-0	31-48-1
ATS as Favorite	---	---	3-2-0	0-2-0	0-2-0	3-1-0	2-3-0	3-3-0	0-2-0	6-4-0	17-19-0
ATS as Underdog	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	3-2-0	53-63-3
ATS as Home Favorite	---	---	2-1-0	0-2-0	0-2-0	3-1-0	1-3-0	3-1-0	0-1-0	3-2-0	12-13-0
ATS as a Home Dog	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	0-1-0	22-24-2
ATS Away Favorite	---	---	1-1-0	---	---	---	1-0-0	0-2-0	0-1-0	2-2-0	4-6-0
ATS Away Dog	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	3-1-0	31-37-1
vs Division	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	3-3-0	25-35-0
ATS after 10+ ATS Win	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	3-4-0	18-15-0
ATS after 10+ ATS Loss	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	1-0-0	22-20-1
ATS in games 1-4	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	2-2-0	15-25-0
ATS in games 5-8	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	3-1-0	21-17-2
ATS in games 9-12	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	3-1-0	21-20-0
ATS in games 13-16	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	1-3-0	14-24-1
Points Scored per Game	14.5	10.9	18.1	12.1	18.7	21.8	20.2	17.5	14.0	29.9	17.8
Points Allowed per Game	29.1	27.2	20.5	25.4	21.8	22.8	22.1	20.6	24.6	20.6	23.5
Yds Offense per Game	287.2	279.4	302.9	283.6	329.1	304.8	314.7	297.7	262.7	361.5	302.4
Yds Allowed per Game	371.9	372.8	336.8	358.4	342.6	345.0	351.4	367.9	337.0	339.9	352.4
Yds Passing per Game	184.2	167.4	204.2	179.4	221.9	195.3	212.5	175.3	184.4	239.4	196.4
Opp. Yds Passing per Game	217.2	235.2	223.6	206.3	225.1	242.1	240.9	254.1	233.2	217.4	229.5
Percent Completions	56.2	57.4	60.0	53.2	59.6	59.5	63.5	57.7	58.2	61.8	58.7
Opp Percent Completions	62.6	64.2	57.4	60.5	66.2	68.1	68.0	66.8	64.8	58.4	63.7
Yds per Pass Attempt	5.67	4.94	5.54	5.23	6.37	6.18	6.60	5.93	5.51	7.40	5.92
Opp Yds per Pass Attempt	7.83	7.67	6.27	6.82	6.59	7.44	7.14	6.81	6.40	6.27	6.89
Yds Rushing per Game	103.1	112.0	98.6	104.2	107.2	109.5	102.2	122.4	78.2	122.1	105.9
Opp Yds Rushing per Game	154.7	137.6	113.1	152.1	117.5	102.9	110.5	113.8	103.8	122.4	122.8
Yds per Rush Attempt	3.95	4.35	3.68	4.08	4.17	4.11	4.14	4.56	3.34	4.30	4.08
Opp Yds per Rush Attempt	4.94	4.40	4.48	4.77	4.25	3.74	4.16	4.02	3.92	4.69	4.35
Turnovers per Game	1.94	2.06	1.31	1.44	1.38	1.31	1.69	1.31	1.81	1.31	1.56
Takeaways per Game	1.62	1.25	1.62	1.12	1.31	1.81	1.56	1.62	1.12	1.75	1.48
Sacks per Game	1.88	1.56	2.69	2.44	3.25	3.31	2.56	2.56	1.94	2.94	2.51
Sacks Allowed per Game	2.81	2.75	2.12	3.44	2.12	2.25	2.94	1.12	3.06	1.75	2.44
Average Possession Time	29:32	29:10	31:01	28:10	29:46	29:05	29:12	28:14	29:20	30:06	29:22
Punts per Game	5.19	5.62	5.88	6.62	5.12	4.88	5.06	6.00	6.12	4.06	5.46
Opp Punts per Game	4.19	4.69	5.12	5.06	4.56	4.62	4.75	5.19	6.00	5.00	4.92
Percent Rushes	42.5	41.3	40.7	40.4	41.0	44.0	41.3	46.6	39.1	45.4	42.2
Opp Percent Rushes	51.4	49.2	39.7	49.4	42.5	43.4	42.2	41.5	40.8	41.0	44.1
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

BALTIMORE RAVENS

ATS Play On SDQL Trends

BAL 001	The Ravens are 13-0 ATS (+9.77 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
BAL 002	The Ravens are 12-0 ATS (+11.33 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
BAL 003	The Ravens are 12-0 ATS (+9.88 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
BAL 004	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
BAL 005	The Ravens are 11-0 ATS (+7.27 ppg) as a dog off a win in which they benefitted from a takeaway margin of at least +2.	team=Ravens and D and p:W and p:TOM<=-2 and date>=20120122

ATS Play Against SDQL Trends

BAL 006	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
BAL 007	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
BAL 008	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
BAL 009	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
BAL 010	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

O/U Play Over SDQL Trends

BAL 011	The Ravens are 13-0 OU (+14.88 ppg) in franchise history as a dog on grass when they are seeking same-season revenge vs a divisional opponent.	team=Ravens and D and surface=grass and DIV and P:L and P:season=season
BAL 012	The Ravens are 13-0 OU (+10.58 ppg) when visiting a non-divisional opponent and they are off a loss in which they had more punts than third downs made.	team=Ravens and A and NDIV and p:L and p:3DM<p:punts and date>=20071125

O/U Play Under SDQL Trends

BAL 013	The Ravens are 0-15 OU (-6.83 ppg) as a favorite on turf vs a non-divisional opponent when they are off a win and they converted at least five third downs in each of their last two games.	team=Ravens and F and surface=artificial and NDIV and p:W and p:3DM>=5 and pp:3DM>=5 and date>=20061001
BAL 014	The Ravens are 0-15 OU (-11.88 ppg) on turf off a win facing an opponent that is scoring less than 18% of their points from field goals and has an average completion percentage of less that 70%.	team=Ravens and surface=artificial and p:W and oS(FG*3)/oS(points)<0.18 and oA(CP)<70 and date>=20041200

> **What's the translation of this 0-15 ATS SDQL?**
> **team=Ravens and p:H and oA(o:punts) <4 and oA(o:3DP)>41.5**

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BALTIMORE RAVENS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	9-7-0	94-66-0
Straight Up Home	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	5-3-0	59-21-0
Straight Up Away	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	4-3-0	35-44-0
Average Line	-0.50	-5.19	-4.59	-6.28	-1.97	0.41	-3.59	1.84	-0.66	-2.41	-2.29
Average O/U Line	37.41	41.09	40.31	40.62	44.84	43.84	44.94	44.38	43.69	40.56	42.17
Against the Spread Record	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	9-7-0	79-77-4
Six Point Teaser Record	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	11-4-1	119-36-5
Seven Point Teaser Record	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	12-4-0	126-32-2
Ten Point Teaser Record	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	13-3-0	136-23-1
ATS Home	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	3-5-0	40-39-1
ATS Away	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	6-1-0	39-37-3
Over/Under Record	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	9-6-1	78-80-2
Over/Under Home	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	5-3-0	36-43-1
Over/Under Away	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	3-3-1	41-37-1
ATS as Favorite	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	5-5-0	48-48-3
ATS as Underdog	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	4-2-0	30-27-1
ATS as Home Favorite	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	3-4-0	33-32-1
ATS as a Home Dog	1-1-0	0-1-0	---	---	1-1-0	2-0-0	---	1-2-0	1-0-0	0-1-0	6-6-0
ATS Away Favorite	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	2-0-0	15-15-2
ATS Away Dog	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	4-1-0	24-21-1
vs Division	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	4-2-0	30-27-3
ATS after 10+ ATS Win	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	3-3-0	18-19-1
ATS after 10+ ATS Loss	2-0-0	2-0-0	1-0-0	1-2-1	2-1-0	1-1-0	1-1-0	1-2-0	---	1-1-0	12-8-1
ATS in games 1-4	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	2-2-0	22-17-1
ATS in games 5-8	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	2-2-0	18-22-0
ATS in games 9-12	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	3-1-0	22-15-3
ATS in games 13-16	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	2-2-0	17-23-0
Points Scored per Game	24.1	24.4	22.3	23.6	24.9	20.0	25.6	20.5	21.4	24.7	23.1
Points Allowed per Game	15.2	16.3	16.9	16.6	21.5	22.0	18.9	25.1	20.1	18.9	19.1
Yds Offense per Game	324.0	351.2	322.9	338.7	352.5	307.4	364.7	359.3	347.7	305.4	337.4
Yds Allowed per Game	261.1	300.5	318.9	288.9	350.9	335.5	336.3	337.1	322.1	325.1	317.6
Yds Passing per Game	175.5	213.7	208.4	213.9	233.7	224.4	238.7	266.9	256.6	189.4	222.1
Opp. Yds Passing per Game	179.7	207.2	224.9	196.2	228.1	230.1	248.3	233.2	232.8	213.8	219.4
Percent Completions	60.3	62.9	62.7	57.7	59.6	58.6	62.0	63.0	64.7	64.0	61.7
Opp Percent Completions	52.3	58.4	58.6	53.8	60.2	56.9	64.2	64.2	63.8	58.5	59.2
Yds per Pass Attempt	6.48	6.70	6.79	6.29	6.68	5.80	6.88	6.32	6.04	5.34	6.31
Opp Yds per Pass Attempt	5.45	6.33	6.04	5.87	6.54	6.67	6.68	6.85	6.44	6.01	6.29
Yds Rushing per Game	148.5	137.5	114.4	124.8	118.8	83.0	126.0	92.4	91.1	116.0	115.2
Opp Yds Rushing per Game	81.4	93.2	93.9	92.6	122.8	105.4	88.0	103.8	89.4	111.2	98.2
Yds per Rush Attempt	4.01	4.70	3.76	4.35	4.28	3.14	4.50	3.86	3.96	4.03	4.07
Opp Yds per Rush Attempt	3.56	3.43	3.91	3.54	4.00	3.84	3.62	3.97	3.72	4.09	3.78
Turnovers per Game	1.31	1.38	1.25	1.50	1.00	1.81	1.25	1.75	1.44	1.06	1.38
Takeaways per Game	2.12	2.00	1.69	1.62	1.56	1.50	1.38	0.81	1.75	2.12	1.66
Sacks per Game	2.12	2.00	1.69	3.00	2.31	2.56	3.12	2.31	1.94	2.56	2.36
Sacks Allowed per Game	2.06	2.25	2.50	2.06	2.38	3.00	1.19	1.50	2.00	1.69	2.06
Average Possession Time	33:22	29:33	31:20	30:35	28:39	30:20	29:39	30:32	30:45	30:52	30:34
Punts per Game	5.25	4.62	5.06	4.56	5.19	5.69	3.75	4.62	5.00	5.31	4.91
Opp Punts per Game	5.75	4.94	5.56	5.38	5.56	6.12	4.75	5.06	5.69	4.81	5.36
Percent Rushes	56.0	46.2	47.8	44.3	42.6	38.8	43.8	35.4	34.1	43.6	43.2
Opp Percent Rushes	39.4	43.9	38.1	41.8	45.2	42.5	37.6	41.8	38.7	41.6	41.1
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

WASHINGTON REDSKINS

ATS Play On SDQL Trends

WAS 001	The Redskins are 16-0 ATS (+10.25 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
WAS 002	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
WAS 003	The Redskins are 12-0 ATS (+8.83 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
WAS 004	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
WAS 005	The Redskins are 11-0 ATS (+5.23 ppg) when they are off a game as a road dog and they are facing a divisional opponent that is averaging at least 35 passes per game.	team=Redskins and DIV and p:AD and oA(passes)>=35 and date>=20081005

ATS Play Against SDQL Trends

WAS 006	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
WAS 007	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
WAS 008	The Redskins are 0-13 ATS (-8.96 ppg) off a road game in which they had at least 10 more rushes than their season-to-date average and they are facing a divisional opponent.	team=Redskins and DIV and p:A and tA(p:rushes) + 10<=p:rushes and date>=19901014
WAS 009	The Redskins are 0-11 ATS (-13.77 ppg) on grass on Monday night vs a non-divisional opponent.	team=Redskins and surface=grass and NDIV and day=Monday and date>=19931004
WAS 010	The Redskins are 0-11 ATS (-13.86 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

O/U Play Over SDQL Trends

WAS 011	The Redskins are 15-0 OU (+9.93 ppg) vs a team that is averaging at least 28.5 rushes per game	team=Redskins and oA(rushes) >= 28.5 and date>=20151018
WAS 012	The Redskins are 12-0 OU (+9.83 ppg) when they have played at least five games and are one game above 500.	team=Redskins and (2<wins=1+losses) and date>=20081228

O/U Play Under SDQL Trends

WAS 013	The Redskins are 0-15 OU (-11.57 ppg) on grass after a SU and ATS loss as a home favorite vs a team that is off a SU and ATS win.	team=Redskins and surface=grass and p:LHF and p:ATSL and op:W and op:ATSW and date>=19951105
WAS 014	The Redskins are 0-14 OU (-10.25 ppg) as a dog off a 10+ loss when their ATS margin decreased over each of their last two games	team=Redskins and D and p:margin<=-10 and p:ats margin<pp:ats margin<ppp:ats margin

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What's the translation of this 0-16 OU SDQL?
team=Redskins and D and DIV and p:L and p:TOP - tA(p:TOP) <= -180 and p:punts<8 and season >= 1994

Can you translate this? Correct tweets with hash tag SDQL earn Bachelor's Degree credit.

@PickSixtySports is an SDQL Master selling at the TrendMart as Pick60.

WASHINGTON REDSKINS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	7-9-0	64-95-1
Straight Up Home	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	5-3-0	36-44-0
Straight Up Away	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	2-6-0	28-51-0
Average Line	-0.19	2.62	3.53	2.91	0.69	2.69	3.12	3.50	-0.75	1.16	1.93
Average O/U Line	40.78	39.50	42.88	42.72	47.06	49.34	46.56	45.16	47.84	46.22	44.81
Against the Spread Record	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	7-9-0	76-80-4
Six Point Teaser Record	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	9-6-1	105-53-2
Seven Point Teaser Record	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	10-6-0	109-47-4
Ten Point Teaser Record	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	11-5-0	122-36-2
ATS Home	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	4-4-0	34-43-3
ATS Away	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	3-5-0	41-37-1
Over/Under Record	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	7-8-1	78-80-2
Over/Under Home	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	3-5-0	36-44-0
Over/Under Away	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	4-3-1	41-36-2
ATS as Favorite	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	3-2-0	19-27-0
ATS as Underdog	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	4-6-0	56-50-4
ATS as Home Favorite	1-3-0	0-3-0	---	0-2-0	3-2-0	1-1-0	1-3-0	0-2-0	3-3-0	3-1-0	12-20-0
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	1-3-0	21-22-3
ATS Away Favorite	1-2-0	1-1-0	0-1-0	1-0-0	1-1-0	1-1-0	---	---	2-0-0	0-1-0	7-7-0
ATS Away Dog	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	3-3-0	34-28-1
vs Division	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	1-5-0	33-27-0
ATS after 10+ ATS Win	1-1-1	1-1-0	2-1-0	0-2-0	4-1-0	---	1-2-0	2-2-0	1-2-0	0-3-0	12-15-1
ATS after 10+ ATS Loss	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	3-1-0	15-17-1
ATS in games 1-4	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	2-2-0	20-19-1
ATS in games 5-8	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	1-3-0	16-24-1
ATS in games 9-12	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	2-2-0	18-22-0
ATS in games 13-16	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	2-2-0	22-15-2
Points Scored per Game	16.6	16.6	18.9	18.0	27.2	20.9	18.8	24.2	24.8	21.4	20.7
Points Allowed per Game	18.5	21.0	23.6	22.9	24.2	29.9	27.4	23.7	23.9	24.2	23.9
Yds Offense per Game	320.0	312.5	335.9	336.7	383.2	369.7	358.6	354.1	403.6	324.9	349.9
Yds Allowed per Game	288.8	319.7	389.2	339.8	377.7	354.1	355.4	380.6	377.8	347.9	353.1
Yds Passing per Game	189.1	218.1	244.6	235.8	213.9	234.4	252.9	255.9	297.4	234.4	237.7
Opp. Yds Passing per Game	193.4	207.2	261.7	222.1	281.9	243.5	248.1	257.9	258.0	213.8	238.8
Percent Completions	62.4	63.8	57.7	58.5	65.8	58.1	66.5	69.4	67.1	64.3	63.2
Opp Percent Completions	56.8	61.4	63.5	60.5	61.8	65.6	66.5	62.5	65.7	57.6	62.2
Yds per Pass Attempt	5.93	6.55	6.47	6.38	7.74	6.14	7.40	7.37	7.84	6.95	6.86
Opp Yds per Pass Attempt	6.06	6.49	7.24	6.98	7.09	7.58	7.65	7.29	7.01	6.44	6.99
Yds Rushing per Game	130.9	94.4	91.3	100.9	169.3	135.2	105.7	98.2	106.2	90.5	112.3
Opp Yds Rushing per Game	95.4	112.4	127.6	117.8	95.8	110.6	107.3	122.6	119.8	134.1	114.3
Yds per Rush Attempt	4.38	3.86	4.16	4.02	5.22	4.78	4.22	3.66	4.49	3.61	4.27
Opp Yds per Rush Attempt	3.83	4.01	4.60	4.30	4.22	4.00	4.10	4.83	4.53	4.55	4.30
Turnovers per Game	1.12	1.75	1.94	2.19	0.88	2.12	1.94	1.38	1.31	1.69	1.63
Takeaways per Game	1.12	1.06	1.69	1.31	1.94	1.56	1.19	1.69	1.31	1.44	1.43
Sacks per Game	1.50	2.50	1.81	2.56	2.00	2.25	2.38	2.38	2.38	2.62	2.24
Sacks Allowed per Game	2.38	2.88	2.88	2.50	2.06	2.69	3.62	1.69	1.44	2.56	2.47
Average Possession Time	31:30	29:00	28:50	30:26	31:11	30:53	30:46	31:44	30:05	29:44	30:25
Punts per Game	5.12	4.75	5.88	4.12	4.38	5.31	4.88	4.44	3.06	5.19	4.71
Opp Punts per Game	5.44	4.38	5.38	4.38	4.06	4.62	5.00	4.31	3.81	5.00	4.64
Percent Rushes	46.6	40.3	35.0	38.9	52.2	40.9	39.9	42.4	37.6	40.8	41.4
Opp Percent Rushes	42.7	44.9	42.2	44.3	35.2	44.6	42.9	40.2	40.3	45.2	42.2
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

NEW ORLEANS SAINTS

ATS Play On SDQL Trends

NO 001	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
NO 002	The Saints are 14-0 ATS (+8.43 ppg) after a loss as a road dog when they are facing an opponent that is averaging more than 31:40 minutes of possession time.	team=Saints and p:LAD and oA(TOP)>31.67*60 and season >= 1999
NO 003	The Saints are 14-0 ATS (+11.32 ppg) when facing an undefeated team after week 1.	team=Saints and week>1 and o:losses=0 and season>=2006
NO 004	The Saints are 11-0 ATS (+13.45 ppg) at home off a loss in which they allowed fewer than five third down conversions.	team=Saints and H and p:L and po:3DM<5 and date>=20081207
NO 005	The Saints are 11-0 ATS (+12.27 ppg) off a game as a dog in which they committed at least two turnovers.	team=Saints and p:D and 2<=p:TO and date>=20121216

ATS Play Against SDQL Trends

NO 006	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
NO 007	The Saints are 0-12 ATS (-12.88 ppg) at home after a game in which they had a player with more than 20 carries.	team=Saints and H and max:p:rushes>20 and season >= 2006
NO 008	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
NO 009	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
NO 010	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

O/U Play Over SDQL Trends

NO 011	The Saints are 19-0 OU (+11.88 ppg) when the line is within 3 of pick and they are on the road vs a non-divisional opponent that is averaging less than 5.15 yards per play.	team=Saints and A and -3<=line<=3 and NDIV and oS(RY+PY)/oS(plays)<5.15 and date>=20011100
NO 012	The Saints are 18-0 OU (+12.36 ppg) on the road vs a non-divisional opponent when they are off a game as a favorite in which they had at least 2:48 more minutes of possession time than their season-to-date average.	team=Saints and A and NDIV and p:F and tA(p:TOP) - p:TOP < -2.8*60 and date>=19941100

O/U Play Under SDQL Trends

NO 013	The Saints are 0-12 OU (-7.46 ppg) at home off a road win in which they had a negative DPS.	team=Saints and H and p:AW and p:dps<0 and date>=19901231
NO 014	The Saints are 0-9 OU (-10.56 ppg) as a favorite over a divisional opponent when their ATS margin decreased over each of their last two games.	team=Saints and F and DIV and p:ats margin<pp:ats margin<ppp:ats margin and date>=20021229

What's the translation of this 15-0 ATS SDQL?
team=Saints and p:TY>po:TY and 0>p:margin>=-7 and p:RZF>0 and season >= 2007

Can you do it? Tweet your answer with #SDQL to earn SDQL Bachelor Degree Credit.

The SDQL defines a trend precisely and enables the TrendMart.

NEW ORLEANS SAINTS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	11-5-0	95-65-0
Straight Up Home	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	7-1-0	54-25-0
Straight Up Away	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	3-4-0	39-40-0
Average Line	-0.91	-7.47	-5.84	-6.50	-0.72	-4.06	-4.28	1.03	0.34	-3.28	-3.17
Average O/U Line	47.69	49.62	45.62	50.38	52.78	49.03	51.06	49.91	51.75	49.91	49.77
Against the Spread Record	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	8-8-0	86-70-4
Six Point Teaser Record	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	12-3-1	115-43-2
Seven Point Teaser Record	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	14-2-0	119-38-3
Ten Point Teaser Record	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	15-1-0	126-31-3
ATS Home	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	4-4-0	46-30-3
ATS Away	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	3-4-0	38-40-1
Over/Under Record	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	6-7-3	83-69-8
Over/Under Home	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	4-3-1	44-32-3
Over/Under Away	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	2-3-2	38-36-5
ATS as Favorite	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	7-4-0	60-49-3
ATS as Underdog	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	1-4-0	25-20-1
ATS as Home Favorite	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	4-3-0	40-28-3
ATS as a Home Dog	1-0-0	---	---	---	1-1-0	---	---	2-0-0	2-0-0	0-1-0	6-2-0
ATS Away Favorite	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	2-1-0	19-21-0
ATS Away Dog	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	1-3-0	18-18-1
vs Division	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	4-2-0	32-28-0
ATS after 10+ ATS Win	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	3-1-0	20-12-2
ATS after 10+ ATS Loss	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	---	18-13-0
ATS in games 1-4	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	2-2-0	21-18-1
ATS in games 5-8	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	3-1-0	24-15-1
ATS in games 9-12	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	2-2-0	20-19-1
ATS in games 13-16	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	1-3-0	21-18-1
Points Scored per Game	28.9	31.9	24.0	34.2	28.8	25.9	25.1	25.5	29.3	28.0	28.2
Points Allowed per Game	24.6	21.3	19.2	21.2	28.4	19.0	26.5	29.8	28.4	20.4	23.9
Yds Offense per Game	410.7	403.8	372.5	467.1	410.9	399.4	411.4	403.8	426.0	391.4	409.7
Yds Allowed per Game	339.5	357.8	306.2	368.4	440.1	305.7	384.0	413.7	375.4	336.5	362.7
Yds Passing per Game	311.1	272.2	277.6	334.2	312.3	307.2	297.8	310.6	317.1	262.1	300.2
Opp. Yds Passing per Game	221.7	235.2	193.9	259.8	292.6	194.1	251.2	284.0	273.8	224.8	243.1
Percent Completions	64.9	69.5	68.1	71.3	63.0	68.5	69.2	69.0	70.0	72.1	68.5
Opp Percent Completions	56.8	57.5	61.9	57.8	61.5	60.0	62.5	68.4	64.9	59.4	61.0
Yds per Pass Attempt	7.83	8.01	6.72	8.08	7.45	7.55	7.23	7.45	7.53	7.81	7.55
Opp Yds per Pass Attempt	6.74	6.56	6.28	6.64	7.78	6.12	7.36	8.35	7.53	6.49	7.00
Yds Rushing per Game	99.6	131.6	94.9	132.9	98.6	92.2	113.6	93.2	108.9	129.4	109.5
Opp Yds Rushing per Game	117.8	122.6	112.3	108.6	147.6	111.6	132.8	129.7	101.6	111.7	119.6
Yds per Rush Attempt	4.01	4.50	4.00	4.94	4.26	3.78	4.48	3.76	4.31	4.66	4.29
Opp Yds per Rush Attempt	4.24	4.52	4.27	4.95	5.17	4.61	4.80	4.93	4.11	4.40	4.60
Turnovers per Game	1.62	1.75	1.94	1.19	1.50	1.19	1.88	1.25	1.50	1.12	1.49
Takeaways per Game	1.38	2.44	1.56	1.00	1.62	1.19	1.06	1.38	1.31	1.56	1.45
Sacks per Game	1.75	2.25	2.06	2.06	1.88	3.06	2.12	1.94	1.88	2.62	2.16
Sacks Allowed per Game	0.81	1.25	1.62	1.50	1.62	2.38	1.88	2.00	1.69	1.25	1.60
Average Possession Time	30:28	31:36	32:05	31:58	29:01	32:40	30:35	31:21	30:56	31:09	31:11
Punts per Game	3.31	3.62	3.56	2.94	4.62	3.81	3.62	4.19	3.56	3.75	3.70
Opp Punts per Game	4.12	4.44	4.19	4.44	3.94	5.19	3.94	3.88	3.50	4.44	4.21
Percent Rushes	38.0	45.3	35.6	38.6	34.7	36.1	37.1	36.2	36.6	44.4	38.2
Opp Percent Rushes	44.5	41.6	44.4	34.8	42.0	41.0	43.3	42.3	39.3	40.5	41.4
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

SEATTLE SEAHAWKS

ATS Play On SDQL Trends

SEA 001	The Seahawks are 12-0 ATS (+15.38 ppg) off a loss in which they scored at least 9.75 points more than their season-to-date average.	team=Seahawks and p:L and p:points - tA(p:points) >= 9.75 and season >= 1997
SEA 002	The Seahawks are 11-0 ATS (+9.64 ppg) as a TD+ favorite off a road game in which they held their opponent to four or fewer third down conversions.	team=Seahawks and line<=-7 and p:A and po:3DM<=4 and date>=20141123
SEA 003	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
SEA 004	The Seahawks are 10-0 ATS (+11.20 ppg) on grass off a win when they are facing a team that is averaging at least 375 offensive yards per game.	team=Seahawks and surface=grass and p:W and oA(TY)>=375
SEA 005	The Seahawks are 10-0 ATS (+7.75 ppg) at home off a home game in which they committed at least two turnovers.	team=Seahawks and H and p:H and 2<=p:TO and date>=20060122

ATS Play Against SDQL Trends

SEA 006	The Seahawks are 0-15 ATS (-11.50 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
SEA 007	The Seahawks are 0-14 ATS (-9.64 ppg) off a double-digit home win when they are visiting a 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
SEA 008	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
SEA 009	The Seahawks are 0-11 ATS (-11.68 ppg) on the road on grass between two home games when the line is within 3 of pick and they are off a win as a favorite.	team=Seahawks and -3<=line<=3 and surface=grass and p:WF and A and p:H and n:H and date>=20031005
SEA 010	The Seahawks are 0-9 ATS (-7.56 ppg) on the road off a double-digit win as a favorite when they are facing a oteam that is averaging less than five yards per play.	team=Seahawks and A and p:F and p:margin>=10 and oS(TY)/oS(plays)<5 and date>=20051120

O/U Play Over SDQL Trends

SEA 011	The Seahawks are 22-0 OU (+10.05 ppg) as a road dog off a win by fewer than 28 points when they are playing a team with a better record.	team=Seahawks and AD and p:W and WP<o:WP and date>=19971102 and p:margin<28
SEA 012	The Seahawks are 14-0 OU (+11.14 ppg) when they are off a win and visiting a non-divisional opponent that had last week off.	team=Seahawks and A and NDIV and p:W and op:week + 2=week and date>=19931017

O/U Play Under SDQL Trends

SEA 013	The Seahawks are 0-11 OU (-9.50 ppg) when the line is within 3 of pick off a win and they are facing a divisional opponent that is scoring more than 25% of their points from field goals.	team=Seahawks and -3<=line<=3 and DIV and p:W and oS(FG*3)/oS(points)>0.25 and date>=20030921
SEA 014	The Seahawks are 0-11 OU (-11.36 ppg) as a road favorite when they allowed at least five third down conversions in each of their last two games.	team=Seahawks and A and F and ppo:3DM>=5 and po:3DM>=5 and date>=20051205

What's the translation of this 0-15 ATS SDQL?
t:team=Seahawks and -3<=line<=3 and surface=grass and A and p:H and n:H and total>=37 and date>=19991200

Think you know the answer? Tweet your answer with #SDQL.

Subscribe to the Youtube channel 'NFL SDQL Query of the Day' daily Trend Videos!

SEATTLE SEAHAWKS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	9-7-0	88-71-1
Straight Up Home	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	4-4-0	53-27-0
Straight Up Away	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	5-3-0	34-44-1
Average Line	3.53	2.25	3.12	3.78	-1.25	-7.94	-6.31	-5.88	-5.59	-3.25	-1.75
Average O/U Line	42.72	43.00	41.69	39.88	40.53	43.12	43.69	43.28	43.97	44.00	42.59
Against the Spread Record	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	6-9-1	83-72-5
Six Point Teaser Record	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	12-4-0	105-53-2
Seven Point Teaser Record	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	12-4-0	113-46-1
Ten Point Teaser Record	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	12-2-2	122-32-6
ATS Home	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	2-6-0	47-31-2
ATS Away	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	4-3-1	35-41-3
Over/Under Record	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	7-9-0	79-80-1
Over/Under Home	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	5-3-0	40-40-0
Over/Under Away	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	2-6-0	38-40-1
ATS as Favorite	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	3-6-1	48-39-2
ATS as Underdog	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	3-3-0	34-33-3
ATS as Home Favorite	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	1-6-0	31-23-1
ATS as a Home Dog	3-3-0	1-1-0	3-3-0	4-1-1	3-0-0	---	---	---	---	1-0-0	15-8-1
ATS Away Favorite	1-0-0	1-0-0	0-1-0	---	0-3-0	5-2-0	3-3-0	3-2-0	1-5-0	2-0-1	16-16-1
ATS Away Dog	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	2-3-0	19-25-2
vs Division	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	2-3-1	33-25-2
ATS after 10+ ATS Win	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	1-3-0	14-21-2
ATS after 10+ ATS Loss	3-2-0	3-4-0	5-3-0	2-1-0	---	2-0-0	1-1-0	3-0-0	3-1-0	1-1-1	23-13-1
ATS in games 1-4	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	1-3-0	19-21-0
ATS in games 5-8	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	2-2-0	17-21-3
ATS in games 9-12	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	2-1-1	25-14-1
ATS in games 13-16	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	1-3-0	22-16-1
Points Scored per Game	18.4	17.5	19.4	20.1	25.8	26.1	24.6	26.4	22.1	22.9	22.3
Points Allowed per Game	24.5	24.4	25.4	19.7	15.3	14.4	15.9	17.3	18.2	20.8	19.6
Yds Offense per Game	274.1	316.8	297.8	303.9	350.6	339.0	375.8	378.7	357.2	330.4	332.4
Yds Allowed per Game	378.0	356.4	368.6	332.2	306.2	273.0	267.1	291.9	318.7	323.2	321.5
Yds Passing per Game	163.6	218.9	208.8	194.1	189.4	202.2	203.1	236.9	257.8	228.6	210.3
Opp. Yds Passing per Game	259.3	245.4	249.6	219.9	203.1	172.0	185.6	210.2	225.8	209.2	218.0
Percent Completions	55.3	61.1	59.6	58.7	64.0	63.6	63.2	68.1	64.9	61.3	61.9
Opp Percent Completions	64.7	65.8	57.9	59.7	58.0	59.0	61.7	60.7	61.6	58.7	60.8
Yds per Pass Attempt	5.52	5.75	6.14	6.10	7.48	7.70	7.16	7.75	7.27	6.59	6.70
Opp Yds per Pass Attempt	7.33	6.91	6.83	6.48	5.76	5.25	5.86	6.13	6.73	6.04	6.35
Yds Rushing per Game	110.5	97.9	89.0	109.9	161.2	136.8	172.6	141.8	99.4	101.8	122.1
Opp Yds Rushing per Game	118.7	111.0	118.9	112.3	103.1	101.0	81.5	81.6	92.9	114.0	103.5
Yds per Rush Attempt	4.24	3.96	3.70	3.95	4.81	4.30	5.26	4.54	3.95	3.98	4.32
Opp Yds per Rush Attempt	4.16	4.15	4.21	3.80	4.48	3.84	3.42	3.61	3.37	4.04	3.91
Turnovers per Game	1.69	1.94	1.94	1.44	1.12	1.19	0.88	1.00	1.12	1.06	1.34
Takeaways per Game	1.25	1.44	1.38	1.94	1.94	2.44	1.50	1.44	1.19	1.56	1.61
Sacks per Game	2.19	1.75	2.31	2.06	2.25	2.75	2.31	2.31	2.62	2.44	2.30
Sacks Allowed per Game	2.25	2.56	2.19	3.06	2.06	2.75	2.62	2.88	2.62	2.69	2.57
Average Possession Time	26:37	27:30	27:32	28:22	31:50	30:32	32:22	32:14	30:03	29:19	29:38
Punts per Game	5.62	5.56	4.88	5.94	4.06	4.75	3.88	4.25	4.50	5.75	4.92
Opp Punts per Game	4.25	5.12	5.06	5.06	4.88	5.12	5.19	5.44	4.94	5.31	5.04
Percent Rushes	45.0	37.8	39.9	44.4	55.0	52.3	51.4	48.3	39.8	40.6	45.4
Opp Percent Rushes	43.2	41.8	42.1	45.1	38.0	42.6	41.2	38.2	43.2	43.3	41.9
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

PITTSBURGH STEELERS

ATS Play On SDQL Trends

PIT 001	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
PIT 002	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
PIT 003	The Steelers are 12-0 ATS (+11.42 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
PIT 004	The Steelers are 12-0 ATS (14.88 ppg) at home off a TD+ loss when their passing yards increased over the past two games.	team=Steelers and H and p:margin<=-7 and ppp:PY<pp:PY<p:PY
PIT 005	The Steelers are 11-0 ATS (+11.14 ppg) on the road off a loss in which more than 30 percent of their first downs were from third down.	team=Steelers and A and p:L and p:3DM / p:FD>0.30 and date>=20010930

ATS Play Against SDQL Trends

PIT 006	The Steelers are 0-16 ATS (-10.25 ppg) as a favorite by more than a field goal when they are off a win and facing a team that is averaging less than five yards per play.	team=Steelers and line<-3 and p:W and oS(RY+PY)/oS(plays)<5 and season >= 2011
PIT 007	The Steelers are 0-14 ATS (-9.18 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
PIT 008	The Steelers are 0-14 ATS (-9.61 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
PIT 009	The Steelers are 0-10 ATS (-8.85 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
PIT 010	The Steelers are 0-10 ATS (-6.15 ppg) as a road favorite off a win as a favorite in which they had fewer than ten incompletions.	team=Steelers and A and F and p:F and p:W and p:INC<10 and date>=20061022

O/U Play Over SDQL Trends

PIT 011	The Steelers are 16-0 OU (+13.34 ppg) 1990 at home off a game as a dog that they did not win by 20-plus points when their opponent achieved 4 sacks in their last game	team=Steelers and H and p:D and 4<=op:sacks and p:margin<20 and season >= 1990
PIT 012	The Steelers are 11-0 OU (+11.41 ppg) on the road off a TD-plus win as a favorite in which they had at least 100 more yards of offense than their season-to-date average, as long as they are not laying 4-plus points.	team=Steelers and A and line>-4 and p:F and p:margin>=7 and tA(p:TY) - p:TY <= -100 and season >= 1993

O/U Play Under SDQL Trends

PIT 013	The Steelers are 0-16 OU (-8.88 ppg) on the road vs a team that is averaging at least 35 passes per game.	team=Steelers and A and oA(passes)>=34.75 and season >= 2014
PIT 014	The Steelers are 0-14 OU (-9.62 ppg) as a favorite by more than six points on grass when they are facing a team that is off two seven-plus point losses.	team=Steelers and line<-6 and surface=grass and op:margin<=-7 and opp:margin<=-7 and season >= 2004

What's the translation of this 0-16 ATS SDQL?
team=Steelers and A and p:W and -12<p:line<0 and oS(PTD+RTD+FG)/oS(drives) < 0.30 and season >= 2007

Can you do it? Tweet your answer with #SDQL.

The Sports Data Query Language Manual is at http://SDQL.com.

PITTSBURGH STEELERS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	13-3-0	106-54-0
Straight Up Home	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	6-2-0	58-22-0
Straight Up Away	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	7-1-0	48-31-0
Average Line	-3.22	-5.81	-4.34	-5.72	-2.78	-0.31	-2.00	-1.91	-4.12	-5.84	-3.61
Average O/U Line	38.34	39.69	39.03	40.53	42.03	42.06	47.09	46.56	47.53	44.28	42.72
Against the Spread Record	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	7-9-0	80-77-3
Six Point Teaser Record	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	11-4-1	113-44-3
Seven Point Teaser Record	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	12-3-1	122-35-3
Ten Point Teaser Record	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	13-3-0	134-22-4
ATS Home	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	3-5-0	41-36-3
ATS Away	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	4-4-0	39-40-0
Over/Under Record	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	5-10-1	70-87-3
Over/Under Home	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	5-3-0	38-42-0
Over/Under Away	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	0-7-1	31-45-3
ATS as Favorite	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	6-8-0	56-60-1
ATS as Underdog	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	1-1-0	22-16-2
ATS as Home Favorite	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	3-4-0	35-32-1
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	0-1-0	6-3-2
ATS Away Favorite	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	3-4-0	21-27-0
ATS Away Dog	4-1-0	1-0-0	2-1-0	0-3-0	2-1-0	2-2-0	2-2-0	2-3-0	---	1-0-0	16-13-0
vs Division	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	2-4-0	32-26-2
ATS after 10+ ATS Win	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	0-3-0	16-20-1
ATS after 10+ ATS Loss	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	2-1-0	16-10-0
ATS in games 1-4	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	2-2-0	15-24-1
ATS in games 5-8	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	3-1-0	24-16-0
ATS in games 9-12	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	1-3-0	19-20-1
ATS in games 13-16	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	1-3-0	22-17-1
Points Scored per Game	21.7	23.0	23.4	20.3	21.0	23.7	27.2	26.4	24.9	25.4	23.7
Points Allowed per Game	13.9	20.2	14.5	14.2	19.6	23.1	23.0	19.9	20.4	19.2	18.8
Yds Offense per Game	311.9	371.3	345.3	372.3	332.8	337.6	410.2	395.1	372.3	377.9	362.7
Yds Allowed per Game	237.2	305.3	276.9	271.8	275.8	336.8	353.4	363.1	342.6	306.8	306.9
Yds Passing per Game	206.3	259.2	225.0	253.4	236.7	251.1	300.8	287.4	262.3	273.8	255.6
Opp. Yds Passing per Game	156.9	215.4	214.1	171.9	185.2	221.2	253.6	271.9	242.6	201.1	213.4
Percent Completions	59.9	65.5	62.2	63.3	61.7	64.3	67.2	66.3	63.9	65.1	64.0
Opp Percent Completions	56.5	58.2	61.2	54.5	57.2	57.8	64.5	64.3	64.6	59.5	60.0
Yds per Pass Attempt	6.52	7.74	7.52	7.52	6.60	6.85	7.86	7.79	7.04	7.42	7.29
Opp Yds per Pass Attempt	4.71	6.29	5.78	5.19	5.67	6.22	7.46	6.96	6.58	6.45	6.15
Yds Rushing per Game	105.6	112.1	120.3	118.9	96.1	86.5	109.5	107.8	110.0	104.2	107.1
Opp Yds Rushing per Game	80.2	89.9	62.8	99.8	90.6	115.6	99.8	91.2	100.0	105.7	93.6
Yds per Rush Attempt	3.67	4.19	4.09	4.38	3.73	3.51	4.15	4.44	4.30	3.81	4.03
Opp Yds per Rush Attempt	3.29	3.87	3.01	4.00	3.71	4.28	4.34	3.82	4.34	4.39	3.92
Turnovers per Game	1.56	1.62	1.12	1.75	1.88	1.50	1.31	1.69	1.12	1.25	1.48
Takeaways per Game	1.81	1.38	2.19	0.94	1.25	1.25	1.31	1.88	1.44	1.38	1.48
Sacks per Game	3.19	2.94	2.94	2.19	2.31	2.19	2.06	3.00	2.38	3.50	2.67
Sacks Allowed per Game	3.06	3.12	2.69	2.62	2.31	2.69	2.12	2.06	1.31	1.50	2.35
Average Possession Time	31:41	32:51	32:24	32:33	32:11	30:53	32:24	29:42	30:45	31:58	31:44
Punts per Game	4.88	4.50	4.62	3.75	4.94	4.75	3.88	3.69	4.31	4.00	4.33
Opp Punts per Game	5.69	5.38	5.06	5.44	5.50	4.94	4.25	4.38	4.38	4.81	4.98
Percent Rushes	45.3	42.2	47.4	42.8	40.3	38.5	39.5	38.4	39.9	41.6	41.6
Opp Percent Rushes	40.0	38.5	34.3	41.4	41.1	41.7	38.9	36.2	37.0	41.0	39.0
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

HOUSTON TEXANS

ATS Play On SDQL Trends

HOU 001	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
HOU 002	The Texans are 11-0 ATS (+9.59 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
HOU 003	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
HOU 004	The Texans are 10-0 ATS (+9.10 ppg) on the road on grass off a game as a favorite in which they had fewer than 10 incompletions.	team=Texans and A and surface=grass and p:F and p:INC<10 and season >= 2007
HOU 005	The Texans are 9-0 ATS (+14.28 ppg) on the road on grass after more than 30 percent of their first downs were from third down	team=Texans and A and surface=grass and p:3DM / p:FD>0.30 and date>=20111023

ATS Play Against SDQL Trends

HOU 006	The Texans are 0-14 ATS (-10.73 ppg) in franchise history the week after a home win when they are an underdog to a team that is averaging less than 1.30 turnovers per game.	team=Texans and D and p:HW and NB and oA(turnovers)<1.3
HOU 007	The Texans are 0-14 ATS (-10.29 ppg) as a dog off a home game in which they rushed for at least 42 yards more than their season-to-date average.	team=Texans and D and p:H and tA(p:RY) - p:RY <= -42 and season >= 2004
HOU 008	The Texans are 0-12 ATS (-10.71 ppg) the week after a multiple-point win in which DeAndre Hopkins didn't have a a 22-plus yard reception.	team=Texans and Texans:DeAndre Hopkins:p:longest reception<22 and p:margin>1 and NB and date>=20121210
HOU 009	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
HOU 010	The Texans are 0-10 ATS (-5.25 ppg) as a dog on grass vs a team that is averaging at least 375 offensive yards per game.	team=Texans and D and surface=grass and oA(TY)>=375 and season >= 2009

O/U Play Over SDQL Trends

HOU 011	The Texans are 16-0 OU (+6.31 ppg) when the line is within 3 of pick on grass when their previous opponent had more third down conversions than punts.	team=Texans and -3<=line<=3 and surface=grass and po:3DM>po:punts and date>=20081228
HOU 012	The Texans are 14-0 OU (6.86 ppg) on grass off a road game when they are averaging less than 10.25 yards per completion.	team=Texans and surface=grass and p:A and tS(PY) / tS(completions) < 10.25 and date>=20061119

O/U Play Under SDQL Trends

HOU 013	The Texans are 0-15 OU (-8.60 ppg) off a game as a dog in which they committed at least three more penalties than their season-to-date average.	team=Texans and p:D and tA(p:penalties) + 3<=p:penalties and date>=20061105
HOU 014	The Texans are 0-12 OU (-9.08 ppg) off a loss as a dog in which at least 30 percent of their first downs were from third down.	team=Texans and p:LD and p:3DM / p:FD>=0.30 and date>=20131222

What's the translation of this 12-0 ATS SDQL?
team=Texans and AD and p:AD and tS(L@A,N=2)=2 and rest>=6

MTi's SDQL Selections are available at KillerCappers.com.

HOUSTON TEXANS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	4-12-0	78-82-0
Straight Up Home	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	3-5-0	46-34-0
Straight Up Away	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	1-7-0	32-47-0
Average Line	0.66	-1.62	0.19	-2.75	-6.69	0.41	-0.41	0.59	1.06	3.62	-0.49
Average O/U Line	45.62	45.69	47.38	43.31	44.91	44.09	43.72	43.31	42.88	42.47	44.34
Against the Spread Record	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	7-9-0	73-81-6
Six Point Teaser Record	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	9-6-1	112-46-2
Seven Point Teaser Record	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	10-6-0	114-44-2
Ten Point Teaser Record	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	10-6-0	122-36-2
ATS Home	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	3-5-0	36-40-4
ATS Away	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	4-4-0	37-40-2
Over/Under Record	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	8-8-0	78-79-3
Over/Under Home	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	4-4-0	38-40-2
Over/Under Away	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	4-4-0	39-39-1
ATS as Favorite	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	2-3-0	40-36-5
ATS as Underdog	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	5-6-0	32-41-1
ATS as Home Favorite	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	2-3-0	28-26-4
ATS as a Home Dog	1-1-0	0-1-0	1-2-0	2-0-0	---	1-3-0	1-2-0	1-1-0	0-1-0	1-2-0	8-13-0
ATS Away Favorite	0-1-0	1-1-0	1-1-1	3-1-0	3-3-0	0-3-0	3-0-0	1-0-0	---	---	12-10-1
ATS Away Dog	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	4-4-0	24-27-1
vs Division	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	1-5-0	30-28-2
ATS after 10+ ATS Win	2-1-0	1-2-1	0-1-1	2-0-1	2-1-0	---	1-4-0	4-2-0	0-1-0	1-1-0	13-13-3
ATS after 10+ ATS Loss	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	2-4-0	20-16-1
ATS in games 1-4	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	3-1-0	22-17-1
ATS in games 5-8	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	2-2-0	14-23-3
ATS in games 9-12	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	2-2-0	21-18-1
ATS in games 13-16	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	0-4-0	16-23-1
Points Scored per Game	22.9	24.2	24.4	23.8	26.0	17.2	23.2	21.2	17.4	21.1	22.2
Points Allowed per Game	24.6	20.8	26.7	17.4	20.7	26.8	19.2	19.6	20.5	27.2	22.3
Yds Offense per Game	382.1	383.1	386.6	372.1	372.1	347.2	344.2	347.8	314.7	320.0	357.0
Yds Allowed per Game	336.6	324.9	376.9	285.7	323.2	317.6	348.2	310.2	301.3	346.6	327.1
Yds Passing per Game	266.7	290.9	258.9	219.1	239.4	238.3	208.9	239.6	198.5	204.9	236.5
Opp. Yds Passing per Game	213.9	217.9	267.5	189.7	225.6	195.2	243.6	210.4	201.6	237.4	220.3
Percent Completions	66.1	67.3	63.6	61.7	63.9	58.6	60.8	57.8	59.5	57.0	61.6
Opp Percent Completions	62.4	62.8	64.7	51.9	53.0	59.3	58.7	59.0	61.1	64.1	59.6
Yds per Pass Attempt	7.69	7.85	7.22	7.51	6.91	6.02	6.89	6.19	5.45	6.24	6.77
Opp Yds per Pass Attempt	7.27	6.36	7.82	5.64	6.21	6.45	6.29	6.09	6.18	7.58	6.57
Yds Rushing per Game	115.4	92.2	127.6	153.0	132.8	108.9	135.3	108.2	116.2	115.1	120.5
Opp Yds Rushing per Game	122.6	106.9	109.4	96.0	97.7	122.4	104.6	99.8	99.7	109.2	106.8
Yds per Rush Attempt	4.27	3.47	4.83	4.48	4.18	4.21	3.94	3.67	4.08	4.11	4.12
Opp Yds per Rush Attempt	4.47	4.32	4.04	4.06	4.02	4.31	3.99	4.10	4.02	3.97	4.13
Turnovers per Game	2.00	1.75	1.12	1.25	1.06	1.94	1.38	1.25	1.50	1.75	1.50
Takeaways per Game	1.38	1.69	1.12	1.69	1.81	0.69	2.12	1.56	1.06	1.00	1.41
Sacks per Game	1.56	1.88	1.88	2.75	2.81	2.00	2.31	2.75	1.94	2.00	2.19
Sacks Allowed per Game	2.00	1.56	2.00	2.06	1.75	2.62	1.69	2.25	2.00	3.38	2.13
Average Possession Time	32:04	31:53	29:32	32:40	33:46	31:30	31:06	30:47	31:33	30:06	31:30
Punts per Game	3.31	4.19	3.94	4.62	5.50	5.50	5.25	6.00	4.50	5.75	4.86
Opp Punts per Game	4.19	4.75	4.19	5.19	5.75	5.69	5.19	6.31	5.25	5.06	5.16
Percent Rushes	42.4	40.7	41.1	52.2	46.6	38.0	51.8	41.9	42.6	43.6	44.1
Opp Percent Rushes	47.0	40.7	42.9	39.4	38.3	46.8	39.0	39.5	41.8	45.2	42.0
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

TENNESSEE TITANS

ATS Play On SDQL Trends

TEN 001	The Titans are 15-0 ATS at home after a game in which their completion percentage was at least 7.5 points high than their season-to-date average, as long as they are not laying more than three points.	team = Titans and H and tA(p:CP) - p:CP >7.5 and line >= -3
TEN 002	The Titans are 13-0 ATS (+9.88 ppg) when the line is within 3 of pick, they are off a game as a favorite and they are facing a team that allowed fewer than 260 total yards in their last game.	team=Titans and -3<=line<=3 and p:F and opo:TY<260 and season>=2000
TEN 003	The Titans are 10-0 ATS (+6.80 ppg) as a favorite after a loss in which they never led.	team=Titans and F and p:L and p:BL=0 and date>=20101219
TEN 004	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
TEN 005	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

ATS Play Against SDQL Trends

TEN 006	The Titans are 0-18 ATS (-10.72 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
TEN 007	The Titans are 0-13 ATS (-12.50 ppg) facing an opponent that is off two six-plus point wins, as long as their opponent has a longer winning streak than they do.	team=Titans and 7<=op:margin and 7<=opp:margin and streak<o:streak and date>=20080000
TEN 008	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
TEN 009	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
TEN 010	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

O/U Play Over SDQL Trends

TEN 011	The Titans are 13-0 OU (+15.65 ppg) as a dog on grass vs a non-divisional opponent when they are off a SU and ATS loss and their opponent is off a SU and ATS win.	team=Titans and D and surface=grass and NDIV and p:L and p:ATSL and op:W and op:ATSW and date>=19980920
TEN 012	The Titans are 12-0 OU (+13.71 ppg) on the road after playing as a road dog when they had a negative DPA in each of their last two games.	team=Titans and A and p:AD and p:dpa<0 and pp:dpa<0 and date>=19971204

O/U Play Under SDQL Trends

TEN 013	The Titans are 0-11 OU (-11.09 ppg) on the road vs a divisional opponent when they are off a double-digit win in which they outgained their opponent.	team=Titans and A and DIV and 10<=p:margin and p:TY>po:TY and date>=20001008
TEN 014	The Titans are 0-9 OU (-9.89 ppg) as a dog on turf when they are averaging more than 24 points per game over their last three games.	team=Titans and D and surface=artificial and tA(points,N=3) >= 24 and date>=20041024

What's the translation of this 0-21 ATS SDQL?
team=Titans and REG and surface=grass and tA(p:TOP) - p:TOP <= -180 and p:FUML<3 and season >= 2011

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TENNESSEE TITANS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	9-7-0	72-88-0
Straight Up Home	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	6-2-0	40-40-0
Straight Up Away	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	3-5-0	32-48-0
Average Line	-3.97	-0.69	0.06	-0.97	4.09	1.19	4.28	3.66	0.12	-1.97	0.58
Average O/U Line	38.53	42.59	43.66	41.91	44.94	42.78	44.59	43.66	45.00	43.94	43.16
Against the Spread Record	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	7-8-1	69-86-5
Six Point Teaser Record	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	11-4-1	106-51-3
Seven Point Teaser Record	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	12-4-0	110-50-0
Ten Point Teaser Record	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	13-3-0	118-39-3
ATS Home	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	5-3-0	35-43-2
ATS Away	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	2-5-1	34-43-3
Over/Under Record	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	8-7-1	79-73-8
Over/Under Home	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	4-3-1	42-32-6
Over/Under Away	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	4-4-0	37-41-2
ATS as Favorite	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	6-6-0	34-36-2
ATS as Underdog	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	1-1-1	33-46-3
ATS as Home Favorite	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	4-3-0	23-24-2
ATS as a Home Dog	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	1-0-0	12-18-0
ATS Away Favorite	5-2-0	0-2-0	1-0-0	0-2-0	0-1-0	2-1-0	---	---	1-1-0	2-3-0	11-12-0
ATS Away Dog	---	3-3-0	3-3-0	2-1-2	3-4-0	3-2-0	2-6-0	2-5-0	3-3-0	0-1-1	21-28-3
vs Division	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	5-1-0	23-36-1
ATS after 10+ ATS Win	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	1-0-0	13-16-1
ATS after 10+ ATS Loss	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	2-1-0	19-22-0
ATS in games 1-4	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	2-2-0	20-18-2
ATS in games 5-8	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	1-3-0	19-21-0
ATS in games 9-12	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	2-2-0	16-22-2
ATS in games 13-16	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	2-1-1	14-25-1
Points Scored per Game	23.4	22.1	22.2	20.3	20.6	22.6	15.9	18.7	23.8	20.9	21.1
Points Allowed per Game	14.6	25.1	21.2	19.8	29.4	23.8	27.4	26.4	23.6	22.2	23.4
Yds Offense per Game	313.6	351.4	302.1	335.1	313.1	336.9	303.7	311.8	358.0	314.0	324.0
Yds Allowed per Game	293.6	365.6	367.7	355.1	375.0	338.0	373.0	342.2	357.6	328.0	349.6
Yds Passing per Game	176.2	189.4	194.2	245.2	207.7	218.5	213.2	218.9	220.8	199.4	208.4
Opp. Yds Passing per Game	199.8	258.2	252.0	226.8	247.8	225.8	235.9	229.9	269.2	239.2	238.4
Percent Completions	58.5	56.9	57.6	60.4	58.9	61.5	58.3	62.0	60.9	61.7	59.7
Opp Percent Completions	59.5	66.8	65.6	62.4	66.3	63.1	63.7	63.4	61.1	61.0	63.3
Yds per Pass Attempt	6.22	6.37	6.55	6.72	6.15	6.56	6.65	6.35	7.01	6.43	6.50
Opp Yds per Pass Attempt	5.56	6.85	6.45	6.14	7.03	6.63	6.92	7.31	6.78	6.33	6.59
Yds Rushing per Game	137.4	162.0	107.9	89.9	105.4	118.4	90.4	92.8	137.2	114.6	115.6
Opp Yds Rushing per Game	93.9	107.4	115.7	128.3	127.2	112.2	137.1	112.3	88.4	88.8	111.1
Yds per Rush Attempt	4.33	5.19	4.25	3.82	4.46	4.10	4.06	4.00	4.62	4.14	4.33
Opp Yds per Rush Attempt	3.73	4.27	3.91	4.45	4.22	4.03	4.26	3.89	3.97	3.56	4.04
Turnovers per Game	1.06	1.94	1.81	1.38	1.75	1.56	1.62	2.06	1.12	1.56	1.59
Takeaways per Game	1.94	1.69	1.56	1.44	1.50	1.56	1.00	1.19	1.12	1.31	1.43
Sacks per Game	2.75	2.00	2.50	1.75	2.44	2.25	2.44	2.44	2.50	2.62	2.37
Sacks Allowed per Game	0.75	0.94	1.69	1.50	2.44	2.31	3.12	3.38	1.81	2.19	2.01
Average Possession Time	29:18	28:41	26:01	27:54	27:40	30:16	27:30	29:34	30:31	30:13	28:46
Punts per Game	5.44	4.31	4.81	5.38	5.19	4.94	5.56	5.50	4.81	4.69	5.06
Opp Punts per Game	5.44	4.75	3.81	5.19	4.38	4.75	4.56	4.62	4.50	4.69	4.67
Percent Rushes	52.2	50.4	44.8	38.2	39.5	44.8	38.7	38.0	47.1	45.5	44.0
Opp Percent Rushes	39.4	38.8	41.6	42.7	44.5	43.4	46.9	46.0	34.5	38.1	41.6
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017

MINNESOTA VIKINGS

ATS Play On SDQL Trends

MIN 001	The Vikings are 18-0 ATS (+8.92 ppg) when the line is within 4 of pick on turf and they are facing an opponent that is averaging more than 12.9 passing first downs per game.	team=Vikings and -4<=line<=4 and surface=artificial and oA(PFD)>12.9 and date>=20120930
MIN 002	The Vikings are 17-0 ATS (+12.97 ppg) at home the week after a game as a favorite in which they converted at least five third downs.	team=Vikings and H and p:F and p:3DM>=5 and NB and date>=20091100
MIN 003	The Vikings are 14-0 ATS (+8.07 ppg) vs a non-divisional opponent after any game in which they were outgained.	team=Vikings and NDIV and p:TY<po:TY and date>=20140928
MIN 004	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
MIN 005	The Vikings are 12-0 ATS (11.00 ppg) after a home win in which Adam Thielen didn't have a 22+ yard reception	team=Vikings and Adam Thielen:p:longest reception<22 and p:HW and NB and date>=20141200

ATS Play Against SDQL Trends

MIN 006	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
MIN 007	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
MIN 008	The Vikings are 0-12 ATS (-12.96 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
MIN 009	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
MIN 010	The Vikings are 0-10 ATS (-14.20 ppg) after a game as a home dog in which they scored more than 31 points	team=Vikings and p:HD and p:points>31 and season>=2001

O/U Play Over SDQL Trends

MIN 011	The Vikings are 24-0 OU (+11.65 ppg) after a loss as a road field goal plus underdog in which they allowed at least five third down coinversions.	team=Vikings and NDIV and p:LAD and po:3DM>=5 and p:line>=3
MIN 012	The Vikings are 11-0 OU (+9.64 ppg) as a favorite on turf after a SU and ATS loss as a road dog.	team=Vikings and F and surface=artificial and p:LAD and p:ATSL and date>=20051106

O/U Play Under SDQL Trends

MIN 013	The Vikings are 0-14 OU (-8.04 ppg) as a 7+ favorite off a double-digit win when they are playing a team with a worse record.	team=Vikings and line<=-7 and p:margin>=10 and WP>o:WP and date>=20001123
MIN 014	The Vikings are 0-12 OU (-9.58 ppg) vs a divisional opponent on turf after a game in which they had fewer than 10 incompletions.	team=Vikings and surface=artificial and DIV and p:INC<10 and date>=20081207

What's the translation of this 19-0 ATS SDQL?
team=Vikings and HD and oA(TOP) >= 31.66*60 and oA(COMP)>17

Can you do it? Tweet your answer with #SDQL to earn SDQL Bachelor Degree Credit.

MINNESOTA VIKINGS

	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017
Straight Up Record	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	13-3-0	85-74-1
Straight Up Home	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	7-1-0	53-25-0
Straight Up Away	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	5-2-0	30-48-1
Average Line	-1.66	-6.38	1.06	4.00	1.31	4.00	2.84	0.00	-1.22	-3.31	0.07
Average O/U Line	42.31	44.69	42.69	44.31	42.62	46.31	45.00	43.75	41.91	42.56	43.62
Against the Spread Record	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	11-3-2	89-68-3
Six Point Teaser Record	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	13-3-0	119-37-4
Seven Point Teaser Record	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	13-3-0	124-35-1
Ten Point Teaser Record	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	16-0-0	130-28-2
ATS Home	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	6-1-1	48-29-1
ATS Away	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	4-2-1	39-38-2
Over/Under Record	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	6-9-1	74-78-8
Over/Under Home	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	2-5-1	37-38-3
Over/Under Away	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	3-4-0	35-39-5
ATS as Favorite	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	8-2-2	43-31-2
ATS as Underdog	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	3-1-0	43-34-1
ATS as Home Favorite	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	4-1-1	32-19-1
ATS as a Home Dog	0-1-0	---	0-2-0	2-1-0	4-0-0	2-1-0	2-1-0	0-1-0	2-0-0	2-0-0	14-7-0
ATS Away Favorite	0-1-0	3-3-0	1-1-0	0-1-0	0-2-0	---	---	1-1-0	2-2-0	3-1-1	10-12-1
ATS Away Dog	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	1-1-0	28-26-1
vs Division	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	3-1-2	30-28-2
ATS after 10+ ATS Win	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	3-1-0	17-18-0
ATS after 10+ ATS Loss	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	---	14-16-0
ATS in games 1-4	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	2-2-0	22-17-1
ATS in games 5-8	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	3-0-1	21-18-1
ATS in games 9-12	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	4-0-0	23-18-0
ATS in games 13-16	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	2-1-1	23-15-1
Points Scored per Game	23.7	29.4	17.6	21.2	23.7	24.4	20.3	22.8	20.4	23.9	22.7
Points Allowed per Game	20.8	19.5	21.8	28.1	21.8	30.0	21.4	18.9	19.2	15.8	21.7
Yds Offense per Game	330.9	379.6	314.9	329.7	336.6	344.2	314.9	321.2	315.1	356.9	334.4
Yds Allowed per Game	292.4	305.5	312.6	358.2	350.0	397.8	344.7	344.2	314.9	275.9	329.6
Yds Passing per Game	184.8	259.8	193.6	184.8	171.9	214.2	202.1	183.0	239.8	234.6	206.8
Opp. Yds Passing per Game	215.6	218.4	210.4	251.2	244.2	287.1	222.9	234.9	207.9	192.4	228.5
Percent Completions	59.1	68.2	60.4	56.1	62.1	59.5	62.3	64.8	70.4	67.7	63.2
Opp Percent Completions	61.1	63.7	62.9	68.2	63.9	64.7	66.2	64.0	60.6	58.4	63.4
Yds per Pass Attempt	6.54	7.52	6.13	5.80	5.70	6.28	6.26	6.45	6.52	7.12	6.44
Opp Yds per Pass Attempt	6.51	6.53	6.36	7.47	6.39	7.09	6.67	6.70	6.07	5.55	6.54
Yds Rushing per Game	146.1	119.9	121.4	144.9	164.6	130.1	112.8	138.2	75.3	122.3	127.5
Opp Yds Rushing per Game	76.9	87.1	102.2	107.0	105.8	110.8	121.8	109.2	106.9	83.6	101.1
Yds per Rush Attempt	4.50	4.11	4.40	5.17	5.42	4.92	4.38	4.66	3.17	3.90	4.48
Opp Yds per Rush Attempt	3.32	3.90	3.92	3.90	3.96	4.01	4.34	4.25	4.24	3.67	3.96
Turnovers per Game	1.94	1.12	2.31	1.62	1.44	2.00	1.25	1.06	1.00	0.88	1.46
Takeaways per Game	1.56	1.50	1.62	1.44	1.38	1.25	1.19	1.38	1.69	1.19	1.42
Sacks per Game	2.81	3.00	1.94	3.12	2.75	2.62	2.62	2.69	2.56	2.31	2.64
Sacks Allowed per Game	2.69	2.12	2.25	3.06	2.00	2.75	3.25	2.81	2.38	1.69	2.50
Average Possession Time	31:18	32:51	30:24	28:42	28:44	28:27	28:52	30:33	30:35	32:26	30:17
Punts per Game	4.62	4.56	5.19	4.81	4.50	4.69	4.75	4.12	4.62	4.44	4.63
Opp Punts per Game	5.00	5.56	5.31	4.19	4.75	4.81	4.75	4.50	4.50	5.38	4.88
Percent Rushes	51.2	44.3	44.9	44.5	48.6	41.8	42.0	48.7	37.8	47.5	45.1
Opp Percent Rushes	39.2	38.0	42.7	42.7	39.4	39.0	43.8	40.5	40.7	38.1	40.4
	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2008-2017