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The 2019 NFL Annual with the Sports Data Query Language

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$tA(\text{points}, N=4) < oA(\text{points}, N=4)$ and $p:WAD$

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Within 3 of pick vs a team that has more wins

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MTi's NFL 5-Star Sides Go 5-0 over the 2018 Regular Season!

By the Crew at KillerSports.com

MTi's regular season 5-Star sides were spectacular in 2018. Not only were they 5-0, they covered by an average of about TWENTY points per game. A quick summary is given below, and following that is the write-up of each of the five plays.

Week 7 5-Star Panthers +5 over EAGLES, Panthers won 21-17

Week 10 5-Star Buffalo +7.5 over JETS, Buffalo won 41-10

Week 14 5-Star Ravens +6.5 over CHIEFS, Chiefs won 24-27 in OT

Week 15 5-Star* INDIANAPOLIS -3 over Cowboys, Colts won 23-0

Week 17 5-Star Panthers +7.5 over Saints, Panthers won 33-14

*5-Star Side Play of the Year

Their first big play came in week seven. The Panthers were getting five in Philadelphia and the Pros at MTi Sports Forecasting fired their first 5-Star side of the season. The complete write-up is presented on the next page.

MTi Sports Forecasting is composed of PhD scientists that are certified SDQL Masters. They have been handicapping the NFL since 1988, when they got their start on Phil Steele's 900 line, releasing only NFL teasers.

The scientists at MTi Sports Forecasting have used the SDQL to uncover a wealth of NFL team performance indicators, head coach performance indicators and a raft of league-wide multi-season systems that are all stored in their personal trend file at KillerSports.com.

If you want investment advice from scientists who have access to the best analytical tool in the world, consider getting plays from MTi Sports Forecasting - only at KillerCappers.com



5-Star Panthers +5 over EAGLES - The Panthers came out flat vs the Redskins last week. Their first four drives ended in punt, punt, interception, fumble and they found themselves behind 14-0 in a hurry. They only rushed the ball eighteen times and Cam Newton had nine of those. This slots them into a play-on spot. Road teams that won more than ten games the previous season are 17-0 ATS when they are off a road game in which they had fewer than 27 minutes of possession time and rushed the ball at least eight times fewer than their season-to-date average, as long as they weren't outgained by 300-plus yards. The SDQL text is:

A and PRSW>10 and p:A and p:rushes - tA(p:rushes) < -8 and p:TOP/60 < 27 and date>=20090927 and p:TY-po:TY > - 300

Teams in this spot have covered the spread by an average of 12.88 ppg. Dogs in this spot have done even better, as they are 5-1 SU and 6-0 ATS, covering by an average of 16.08 ppg.

The Panthers themselves 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. The SDQL for this one is:

team=Panthers and surface=grass and p:AL and tS(RY) / tS(rushes)>4.35 and p:RY<185

Finally, Carolina is a character-revealing 10-0 ATS since Ron Rivera became their head coach in 2011 as a dog off a SU and ATS loss on the road, covering the number by an average of 16.00 ppg. The SDQL text is:

coach = Ron Rivera and D and p:AL and p:ATSL

Wow.

Teams in the Eagles' spot have had a difficult time living up to expectations. Home teams on grass that won more than ten games the previous regular season are 0-16 ATS on Sunday off a win as a favorite when they have averaged more than 23.5 ppg over their last three games. The SDQL for this recently emerging system is:

H and surface=grass and PRSW>10 and p:WF and tA(points,N=3)>23.5 and day=Sunday and date>=20160000

This play-against system produced six winners last season and it is has produced two so far this season.

Philadelphia won 34-13 last week against the Giants to get to 500 for the third time this season. The Eagles, however, are 0-8 ATS when they are off a game as a favorite and have a record of 500.

The three teams that Philadelphia has beaten this season have a combined record of 4-14 (1-5, 2-4, 1-5) and they LOST to the Buccaneers, Titans and Vikings. If the Panthers can control the tempo, they should win straight up.

MTi's FORECAST: Panthers 24 EAGLES 17

Carolina won 21-17 getting five points, as MTi Sports predicted the exact score for the Eagles and missed the Panthers' scoring output by three points.

MTi's next 5-Star came in week ten in the "ugly" match-up between the Jets and the Bills. New York had a record of 3-6 and they lost three straight and the Bills were 2-7 on the season and had lost four straight. The Jets were laying a whopping 7 points. MTi's write-up is on the next page. A careful reading will provide ample evidence of MTi's insightful analysis and thorough research.

5-Star Bills +7 over JETS - Teams that have had trouble scoring recently have not been good investments when laying points. The league is 0-25 ATS as a home favorite the week following a loss as a road dog when they have averaged 14 ppg or less over their last three games and they are facing a team that is at least two games under 500 on the road, as long as both teams are not on five-plus game losing streaks. The SDQL text is:

p:LAD and HF and tA(points,N=3)<=14 and (o:streak>-5 or streak>-5) and oS(AW)-oS(AL)<=-2 and date >= 20061126

The Jets are off a fine defensive effort over the rival, the Miami Dolphins. The game was a big one for the Jets, as the Dolphins had beaten them 20-12 in week two. NY held Miami to only 168 yards of offense, but they lost 13-6 because they committed four turnovers and had no takeaways. It certainly was a tough beat for those who had NYJ +3.5, as the last time the Dolphins has less than 170 yards of offense was week 9, 2013.

We expect it will be difficult for the Jets to recover mentally and physically from this fruitless effort. NY is 0-16 ATS when they are off a road game in which they allowed at least 7.5 points fewer than their season-to-date average, as long as they are not getting more than a TD. The SDQL text is:

team=Jets and p:A and tA(po:points) - po:points >=7.5 and line<=7 and date>=20071001

They have lost each of the last dozen straight up and they were favored in six of them.

In addition, the Jets are 0-6 ATS as a favorite after losing a same-season revenge game. The SDQL here is a tricky:

team=Jets and F and pP:margin<0 and p:L and pP:season=season and date>=19971207

NY is only 1-5 straight up despite being favored by an average of five points.

The Bills certainly have not looked competitive in their last two games, getting beat 25-6 by the Patriots and 41-9 by the Bears. However, the Bills' defense was actually played a lot better than the final scores indicate. Buffalo held the Bears to only 190 yards of offense, which is Chicago's lowest yardage output of the season. The Bills' offense committed four turnovers and allowed two defensive touchdowns, while their defense did not allow a single TD drive that was over 50 yards and they only THREE third down conversions.

The Bills are an underestimated 13-0 ATS (+10.35 ppg) as a road dog by more than a field goal when they lost by at least a field goal as a dog in each of their last two games. The SDQL text is:

team=Bills and A and line>3 and p:D and pp:D and p:margin <=-3 and pp:margin<=-3 and date>=20011230

The game listing reveals that the Bills won each of their last four game straight up in this spot. Their last was a 27-6 shellacking of the Vikings in Minnesota in week 3 this season as a 16.5-point underdog.

We are grabbing the points and we are making a significant investment on the moneyline as well.

MTi's FORECAST: Bills 20 JETS 10

The Bills totally dominated from the opening kickoff, scoring a TD in two plays in 48 seconds on their first drive and they scored the first 31 points of the game. It was 31-3 at the half when the Jets got on the board as time expired with a 55-yard field goal. The final was 41-10, so MTi Sports nailed the final score of the opponent of their 5-Star and started 2-0 on their big plays.

Their third 5-Star of the season came in week 14. The Ravens were getting 7 points against the surprising Chiefs (it closed 6.5) and MTi thought this was too much. Baltimore led 24-17 late in the game when Mahomes led the Chiefs to a TD inside the final minute of the game - a drive that included converting a 4th and 9. The Chiefs won it 27-24 in overtime, but the points were clearly the way to go. The complete write-up is given below.

5-Star Ravens +7 over CHIEFS - The Ravens have been solid in this spot. Baltimore is 13-0 ATS as a dog on grass when they are off a regulation win and they are facing a team that has averaged 35-plus passes per game. The SDQL text is:

```
team=Ravens and D and surface=grass and p:W and oA(passes)>35 and p:OT=0 and season >= 2002
```

In their lone game in this spot this season, the Ravens beat the Steelers 26-14 in Pittsburgh as a three-point dog.

Baltimore is also 9-0 ATS (+8.67 ppg) as a road dog after a game in which they had at least one defensive TD. The SDQL is:

```
team=Ravens and AD and p:DTD>0 and date>=20080929
```

The Ravens are 1-0 SU and ATS in this spot this season winning 26-16 as a small dog in Atlanta last week.

Lastly, the Ravens are a mentally focused 11-0-1 ATS as a dog on grass when they are playing a team with a better record. The lone push game as a three-point dog in overtime. Check it out with this SDQL text:

```
team=Ravens and D and surface=grass and WP<o:WP and date>=20101003
```

The Chiefs appeared to suffer no ill-effects from losing Kareem Hunt last week, but that was only because they were facing the Raiders. The Ravens will expose this loss.

The Chiefs qualify for a system involving playing against a team that is over 500 when they are facing a team that can move the chains on the ground. Specifically, teams that have more wins than losses and are off a game as a road favorite are 0-22 ATS since the start of the 2014 season on grass vs a non-divisional opponent that is averaging more than 6.75 rushing first downs per game, as long as it is after week 2. The SDQL text is:

```
surface=grass and wins>losses and NDIV and p:AF and oA(RFD) >= 6.75 and week>2 and season >= 2014
```

Teams in this spot are 0-8 ATS this season.

Kansas City did score 40 points last week, but they are a poor 0-11 ATS at home off a game as a favorite in which they scored 34-plus points and allowed at least ten. The SDQL text is:

```
team=Chiefs and H and p:F and p:points>=34 and po:points>=10 and season >= 2010
```

The Chiefs are 0-2 ATS in this spot this season.

Finally, it is worth mentioning that the Chiefs are 0-7 ATS as a favorite of more than six points on grass when they are off a road game in which they outgained their opponent.

```
team=Chiefs and line <-6 and surface=grass and p:A and p:TY>po:TY and season >= 2015
```

Kansas City is 10-2, but those half of those wins are victories over the 49ers, Bengals, Browns, Raiders and Cardinals.

In their current state, the Ravens are a better team than the Chiefs. Grab the points.

MTi's FORECAST: Ravens 20 CHIEFS 17

Note that the Ravens +7 was also the 2018 KillerSports.com Newsletter Play of the Year. MTi's 5-Star sides now move to 3-0 on the season. Number four came the following week and it was labelled MTi's 5-Star Side Play of the Year. The complete write-up is given below.

5-STAR NFL SIDE PLAY OF THE YEAR COLTS -3 over Cowboys - This is a natural let-down spot for Dallas, as they have effectively wrapped up the NFC East with their overtime win over the Eagles last week. The Cowboys are now two games ahead of both the Redskins and the Eagles and both are dogs by more than a TD this week. We are laying the small number.

Dallas simply does not match up well vs team that can move the ball through the air. The Cowboys are 0-15 ATS after week two when the line is within three of pick, they are off a home game, and they are facing a team that has averaged more than 34.5 passes per game season-to-date, falling short of the number by an average of more than twelve points per game. The SDQL text is:

```
team=Cowboys and -3<=line<=3 and week > 2 and p:H and oA(passes) > 34.5 and date>=20051200
```

In addition, Dallas is 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 and 0-12 ATS (-10.54 ppg) when the line is within 3 of pick on artificial turf and they are off a home win. The SDQL for the second of this pair is:

```
team=Cowboys and -3<=line<=3 and surface=artificial and p:HW and date>=20031127
```

Dallas was in this spot in week 3 this season and they lost 24-13 getting 2.5 in Seattle.

The Colts have been deadly against teams that feature the run. Indianapolis is 13-0 ATS when they are off a win and have at least normal rest when their opponent is averaging more than 6.375 rushing first downs and less than 27 points per game. The SDQL text is:

```
team=Colts and p:W and oA(RFD) > 6.375 and rest>5 and oA(points)<27 and date>=20101100
```

Over their past three games, the Colts had 1, 3, and 5 sacks respectively. This is another positive indicator. Indianapolis is 9-0 ATS (+9.33 ppg) at home off a road win in which their defense achieved four-plus sacks and The Colts are 9-0 ATS (+10.39 ppg) on turf off a road game off a win when they sacked the opponents QB three-plus times in each of their last two games.

Finally, we have a league-wide system involving time of possession. Certainly, time of possession can be a useful stat, however, it is perhaps the most abused and misunderstood of all the statistical parameters. A team that has a low time of possession might be one that has a lot of three-and-outs, or it might be one that plays a hurry-up offense and passes the ball a lot. Peyton Manning's teams had low average possession times. In each of the Colts' last four seasons with Manning, they averaged less than 30 minutes of possession time and won at least ten regular season games.

The system is to play ON a team that is averaging less than 34 rushes per game and is off a win as a road dog in which they had less than 32 minutes of possession time when they are facing a team with a win-loss record better than 250 that is averaging more than 32 minutes of possession time season-to-date. The SDQL text is:

```
surface=artificial and p:WAD and tA(rushes)<34 and oA(TOP)/60>32 and p:TOP/60 <32 and o:WP>25 and season >= 2009
```

These teams are 17-0 ATS, covering by an average of 7.79 ppg. Indianapolis was in this spot last season in week 10. They were a ten-point dog and lost 20-17 on a miraculous comeback by the Steelers.

The Colts are going to make this game an "Andrew Luck vs Dak Prescott" affair and they should dominate.

MTi's FORECAST: COLTS 37 Cowboys 10

The Colts won 23-0, moving MTi's 5-Stars sides to 4-0 on the season. MTi's fifth and last 5-Star side of the regular season came in week 17, in a divisional match-up in which the Saints were laying 7 points to the Panthers at home.

5-Star Panthers +7 over SAINTS - The Panthers have lost seven straight after starting the season 6-2. They were 11-5 last regular season, so the last two months have been an unqualified disaster. They shut down Cam Newton and then his back-up Taylor Heinicke was injured last week. Starting for the Panthers in this one is Kyle Allen, who appeared for the first time this season subbing for the injured Heinicke last week. We expect the Panthers to be all-in to avoid an eight-game losing streak to end the season. We are taking the points.

The Saints have already locked up home field advantage throughout the playoffs. They are 13-2 and should treat this as a "bye" week. Their offensive line is a disaster. They will have back-ups playing out of position and if any of those get injured, they will have a tight end filling in. Not the ideal situation for a Panthers' defense that should relish the opportunity.

Carolina is a mentally tough 8-0 ATS (+11.44 ppg) as a dog after a SU and ATS loss. The SDQL is:

team=Panthers and D and p:L and p:ATSL and date>=20141207

Carolina is 2-0 ATS in this spot this season.

New Orleans had an emotional roller-coaster ride last week and came out with a 31-28 win over the Steelers to clinch home field throughout. They have not recovered well after a close win, going 0-12 ATS (-12.88 ppg) as a favorite over a divisional opponent when they are off a 1 to 3 point win.

Finally, we have a week 17 system involving a team that is off a good season, but having a bad season and they are facing a divisional opponent. In the history of the database, teams that won more than ten games the previous season and have eight or fewer wins in week 17 are 23-4 ATS when they are facing a divisional opponent with at least six wins, as long as they are not laying more than a field goal or getting eight-plus points. Since 2006, these teams that are seeking respect vs a divisional opponent in the final week of the regular season are a perfect 14-0 ATS. The SDQL text is:

week=17 and PRSW>10 and wins<=8 and DIV and o:wins>=6 and -3<=line<8 and season >= 2006

Last season the Giants were in this spot vs the Redskins and they won 18-10 getting 3.5 points.

Note further that the Panthers have three of the 14 ATS wins. In 2006, they beat the Saints 31-21 laying 2.5, in 2014, they crushed the Falcons 34-3 getting three in Atlanta and in 2016 they lost 17-16 to the Buccaneers on a failed two-point conversion getting 3.5 points.

Simply put, the Panthers want to avoid embarrassment whereas the Saints want to avoid injury. There's plenty of value on the moneyline as well.

We would be very surprised if the Panthers are still getting a TD at game time.

MTi's FORECAST: Panthers 24 SAINTS 10

The Panthers did win outright 33-14 and they led 30-0 entering the fourth quarter. Quite the season for MTi's 5-Star sides. If you want serious, professional, well-researched, and thoroughly analyzed wagering advice, MTi's NFL Sides and Totals are available at KillerCappers.com.



Review of Trends & Systems from Articles in the KillerSports.com 2018 NFL Annual

By the Crew at KillerSports.com

Last season's KillerSports.com NFL Annual featured many insightful handicapping articles from SDQL experts. Here is a screen shot from an article by MTi Sports Forecasting on a tendency of Head Coach Ron Rivera that appeared on page three of last season's Annual.

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.

The Panthers were 1-0 OU in this spot in 2018, moving this coach-based system to a career perfect 17-0 OU. MTi Sports Forecasting uncovered this one early in Rivera's career and has cashed multiple big plays with it. 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.

MTi Sports Forecasting is certified SDQL Master and a leading handicapper at KillerCappers.com. They handicap only the NBA, NFL and MLB.

On page 17 of last season's Annual we find an insightful article by Jarvis Simes of Pick Sixty Sports. Here is a screen shot of the first system in that article.

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
```

Basically, the system states to play ON road dogs of a TD or less after allowing 40-plus points in a home loss. Mr Simes mentions that these teams were 3-1 ATS in 2017 and to save this one for a possible play in the years ahead. This was good advice, as teams in this spot were 4-1 ATS in 2018, moving the system to 42-26-4 ATS, which is 61.7% winners. It is interesting to note that the lone ATS loss was on a Thursday. A bit of research reveals that teams in this spot were 0-4 ATS on Thursdays. Insisting that the game was on a weekend, with this SDQL text:

```
AD and po:points >= 40 and p:HL and line <= 7 and (day=Saturday or day=Sunday)
```

gives a 41-22-2 system, which is 65.1% winners.

Follow Pick Sixty Sports on Twitter



@PickSixtySports



Here is another screen shot from that same article.

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 mean advantageous, it means greater than zero.

The featured system was 27-62-1 OU when it was published, and teams in this spot were 0-2 OU in 2018, moving it to 27-64-1 OU, which is 70.7% UNDERS. Nice find. It might be a good idea to save these systems in your personal trend file at KillerSports.com

Moving on, we find a nice article on page 20 from Charlie's Hustle involving big home dogs in the NFL. Here is a screen shot from that article.

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.

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.

"What's the SDQL for That?"

What if the condition is added that the big home dog is not over 500 on the season?

Teams in this spot were a very nice 3-8 OU (72.7% UNDERS) moving this system to 9-42 OU!

The next article in the annual focuses on MTi's NFL Teasers. It spans pages 21-31 and it full of teaser betting tips, teasers records and teaser trends. The most famous of all of MTi's teaser trends was discovered a long time ago and it simply keeps winning. Here is a screen shot from the article.

<p>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?</p> <p>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</p>	<p>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.</p>	
10-point Teaser Trends		
	English Text	SQL 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

Note that MTi is discussing the amazing 90-0 ATSp10 trend of the Ravens that is franchise perfect. In 2018, the Ravens were 4-0 ATSp10 in this spot, moving them to an astonishing 94-0 in a ten-point teaser in franchise history. Yes, NINETY-FOUR and FREAKIN ZERO! See for yourself by running the SQL text.

MTi's NFL Teasers are available at



On pages 33-34 of last season's Annual, we find an article from Pro Computer Gambler featuring week one. A screen shot is presented below.

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))

Teams in this spot "held serve" going 3-2 ATS in 2018, moving the system to 81-45-6 ATS, which is 64.3% winners. Based on the current lines, this system will be active in FIVE games in week one of 2019. Check them out by running the SDQL text in bold at the bottom of the above screen shot.

Don't miss any more great info featuring the Sports Data Query Language, the number one tool for sports handicappers around the world. A great way to learn the SDQL while cashing tickets is to subscribe to the 2019 KillerSports.com Weekly NFL Report



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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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 similar commonly held beliefs about winning situations for NFL gambling. These angles are taken to be “true” in many occasions 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 30 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. Below are reports on 12 gambling concepts, all updated through 2018 and including two new “truths” for the 2019 edition.

SPORTSBOOK BREAKERS



SportsBook Breakers is an expert at system handicapping in football and it has shown in its selections. SportsBook Breakers (Vince Akins) was the #1 football handicapper in the country in 2017 as graded by Vegas Insider and Sports Watch Monitor.

SBB is now up over \$4,500 for \$100 the past 4 seasons in college football alone.

SBB is also an expert NFL handicapper as well as it uses a carefully cultivated database of 100s of NFL and NCAA systems that are 55% winners over the long-term to forecast winners.

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 that 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 452-451-18 ATS as double-digit favorites. That 50.1% is as dead even as you will see for a situation with over 900 active instances. The results show no reason to jump on or shy away from a big favorite.

One potential counter argument to this is that due to increased NFL parity that recent results should be given a 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 counter this argument – double digit favorites are 133-102-4 ATS since 2010 and that 56.6% 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 176-188-6 ATS, for a 48.4% cover percentage. Favorites of more than 14 points (*SDQL: line<-14*) are 64-70-2 ATS for a 47.8% 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 of their full attention.

One issue is 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 662-675-35 ATS, covering 49.5% of the time. The results have not budged one bit in recent seasons, as teams are 222-227-6 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 282-298-15 ATS in this spot (*SDQL p:DIV and conference!=o:conference and n:DIV*), covering in 48.6% 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.

SportsBook Breakers Systems on the Killersports.com Trend Mart



SportsBook Breakers has uncovered hundreds of NFL and NCAA Football systems that are at its disposal when handicapping. Now with the Killersports.com Trends Mart, you can get access to SBB's very best systems in the NFL and NCAAFB, as well as MLB, NBA and NCAABB.

Purchase access to SBB's very best systems, complete with exclusive explanations and analysis, at killersports.com/trend_mart

Gambling “Truth” 3:

Teams fall victim to trap games as big favorites.

Fact finding SDQL: $-4 \leq p:\text{line}$ and $\text{line} < -7$ and $-4 \leq n:\text{line}$

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 259-328-9 ATS. That is a cover rate of just 44.1%, or a play against rate of 55.9%, with 596 results in 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 fairly accurate estimation and for the opportunity to use this truth that has been CONFIRMED.



Vince Akins of SportsBook Breakers is a proven NFL & NCAAFB Handicapper over the long haul. During the past eight seasons, has won over \$3,200 with its NCAA and NFL selections for the \$100 player. SportsBook Breakers picks, which include strong NFL player trends and dynamite NFL and NCAA systems, can be found at Killercappers.com.

Gambling “Truth” 4:

Don’t lay points with a bad team

Fact finding SDQL: F and $WP < 40$ and $\text{week} \geq 5$

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 sense 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 with 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 422-384-19, covering in 52.4% 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 222-201-6 ATS, covering 52.5% of the time as well (*SDQL: F and $WP < 30$ and $\text{week} \geq 5$*).

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 194-186-7 ATS, for a 51.1% cover rate (*SDQL: $\text{line} < -3$ and $WP < 40$ and $\text{week} \geq 5$*). When that line is bumped up to at least six points (*SDQL: $\text{line} \leq -6$ and $WP < 40$ and $\text{week} \geq 5$*), the result falls barely under .500 at 83-86-5 ATS (49.1%). Getting the line up over a TD (*SDQL: $\text{line} < -7$ and $WP < 40$ and $\text{week} \geq 5$*) is finally turning point, albeit a small sample size, at 31-41-3 ATS (43.1%).

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 “truth”. But the results of these two concepts are completely independent of one another, so let us dig into the results and find out if there really is value in good teams that are getting points.

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 526-561-32, covering in 48.4% 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 282-295-16 ATS, covering 48.9% 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 273-299-9 ATS, for a 47.7% 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 136-144-5 ATS (48.6%). 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 at 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 (300-184), 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 237-237-10 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.



“We are here to put you on the right side of each week’s action. If there are 6 proven, long-term 55+% winning systems favoring one team and 0 on the other, which side would you want to be on? How foolish would you feel if you found out later you backed the other team. We make sure that will never happen to you.”

- Vince Akins of SportsBook Breakers

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 529-511-12 ATS, covering at a 50.9% clip. When it is a divisional contest, these divisional dogs are 430-390-12 ATS, covering in 52.4% 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 238-25-17 ATS, covering 48.7% of those games. In divisional contests, the double-digit dogs (SDQL: line>=10 and DIV) have performed better, going 213-201-11 ATS (51.4%).

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 49.7% of the time in the last 30 years. In primetime games, that number ticks up only slightly to a 50.5% cover rate (593-581-34 ATS). And home teams actually won less often outright in primetime games, 58.2% vs. 57.3%. In just the last 10 years, the primetime home teams have covered at just a slightly better clip compared to all home teams (51.8% vs. 49.3%), but have identical outright winning percentages (57.8%)

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

SPORTSBOOK BREAKERS



#1

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. SBB backed up that performance with another winning season in 2018 and is now up over \$4,500 for \$100 players the past four seasons. SBB’s plays will be available this season at killercappers.com.

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 say 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 549-575-31 ATS (48.8%). At five games or more winning streaks (SDQL: *streak*>=4), the result is the same at 319-338-17 ATS (48.6%). When the streak is up to 6+ games, teams are 194-211-9 ATS (47.9%) and at 7+ games it is 124-134-5ATS (48.1%). It is all the way up to 9+ games (SDQL: *streak*>=9) where we see a definitive way to go with this one, as teams are just 42-69-1 ATS, covering in only (37.8%). 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 297-333-19 ATS (47.1%). When the gambling hot streak has reached at least five games, teams are 129-138-5 ATS (48.3%) and the streak gets to 6+ games (SDQL: *ats streak*>=6), teams are 54-59-2 ATS, covering in 47.8% of games. 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.

NEW IN 2019: Gambling “Truth” 10: Teams cannot afford to settle for too many field goals

Fact finding SDQL: *p:field goals attempted*>=5

MYTHBUSTER RESULT: CONFIRMED

This concept is most often cited in game by announcers and fans in game and we do not want to get into that much because there is not much gambling value to be had and it really should be obvious. 7>3>0. As such, it is most often cited wrong in-game because there is a strong correlation between the amount of field goals a team attempts in a game and their winning percentage (SPOILER: Scoring points=Good for winning)

What we are interested in is the next game, and if a team scoring to produce field goals in their scoring opportunities has a carry over to next game – where they might not get as many scoring chances and might be willing to play too conservatively as field goals worked out last game.

The data on field goal attempts in the Killersports.com Database goes back to 2001, and the query *p:field goals* should next game results based on a number of field goals a team attempts.

p:FGA	ATS	OU
0	591-593-29 (-0.30, 49.9%)	585-608-20 (0.67, 49.0%)
1	1164-1241-55 (-0.10, 48.4%)	1201-1203-56 (0.87, 50.0%)
2	1344-1263-64 (0.33, 51.6%)	1313-1306-52 (0.84, 50.1%)
3	820-790-46 (0.05, 50.9%)	828-791-37 (0.94, 51.1%)
4	346-353-29 (-0.24, 49.5%)	344-368-16 (0.67, 48.3%)
5	109-115-7 (-0.01, 48.7%)	93-134-4 (-1.04, 41.0%)
6	20-34-0 (-2.45, 37.0%)	26-27-1 (-0.91, 49.1%)
7	0-6-0 (-11.25, 0.0%)	3-3-0 (-3.25, 50.0%)
8	1-1-0 (5.50, 50.0%)	0-2-0 (-15.75, 0.0%)

It is pretty clear that at the extremes, when a team attempted too many field goals last game they run into trouble next game. If the team attempted 4 or 5 field goals last game, they start to perform slightly worse than expected. And when a team attempted 6+ field goals last game, they really struggle next game, going 21-41 ATS (SDQL: *p:field goals attempted*>=6). We posted the OU margin in these games as well as it shows when a team attempted 4+ and specifically 5+ field goals last game, it really does negatively affect their scoring compared to expectations in these next games. Because of that, this play it forward myth is CONFIRMED.

NEW IN 2019: Gambling “Truth” 11: Stopping the run is critical to postseason success

Fact finding SDQL:

playoffs=1 and tA(o:RY)<90

playoffs=1 and tA(o:RY)>110

MYTHBUSTER RESULT: BUSTED

A favorite “football guy” ism is that you have to be able to stop the run to have success. While so called “analyst” turn to this idea at all times, it is particularly the case when it comes to the playoffs, when the game matters more and in theory the weather conditions worsen. So do the top run defenses have outsized success come playoff time? And do the worst run defenses really struggle in the playoffs?

The Killersports.com Playoff Database dates back to 2002 to include 198 games (meaning 396 team performances). To look first at the strong run defenses, we isolate teams that are allowing less than 90 yards per game rushing (SDQL: playoffs=1 and tA(o:RY)<90). These teams are barely above .500 in straight up performance at 43-39 SU and are below .500 ATS at 38-42-2. Bumping the included teams up to those allowing less than 95 rushing yards per game still leaves the result near .500 at 62-60-3 ATS (SDQL: playoffs=1 and tA(o:RY)<95) and the most elite run defenses, those allowing less than 85 rushing yards per game, have gone just 19-25-1 ATS in the postseason (SDQL: playoffs=1 and tA(o:RY)<85).

Now let’s take a look at the other side of the equation, the worst run defenses to make the playoffs. Teams that are allowing more than 110 yards per game rushing (SDQL: playoffs=1 and tA(o:RY)>110) are 62-63-7 ATS and 64-68 SU in the playoffs. Teams more than 105 yards per game rushing (playoffs=1 and tA(o:RY)>105) are slightly positive against the spread at 82-77-7 ATS. And the worst defenses, allowing more than 120 yards per game on the ground, are 31-37-4 ATS (playoffs=1 and tA(o:RY)>120).

There are key stats out there that are meaningful in analyzing if a team is going to have playoff success. But run defense is not one of them. This myth is soundly BUSTED.

Gambling “Truth” 12: 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 1111-1147-61 ATS, covering at a 49.2% 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 594-626-30 ATS (48.7%) in these next games. Dogs of at least six points in that previous win (SDQL: p:line>=6 and p:W), are 304-345-15 ATS, covering at a 46.8% rate. When that were really big dogs of at least nine points and pulled off the upset, are 89-110-8 ATS (44.7%) 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 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 there 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 notions – and the gambling public being uninformed is often a major part of the long-term success. SportsBook Breakers has uncovered over 250 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 journal.

DOUBLE DOWN ON BAD TEAMS ON THE ROAD OFF A ROAD LOSS

by MrEast

Playing on the road in the NFL is a difficult task. Playing on the road after losing on the road, as a bad team has the odds makers posting lines that become favorable to the bad road team off a road loss. This tends to ring true as we get deeper into the season as most teams begin to define themselves as poor, good, average, or elite. The case for the poor team can be made with this strategy.

A bettor tends to drift towards a comfort zone, as the feel good seems to be a good place to place your money, but this often results in disappointment. The odds makers have the public's habits well in reach, and tend to shade lines against them affording the savvy sports bettor a favorable opportunity.

We can illustrate this at work, by looking at the following parameters:

Play on a team off a road loss, if they are on the road again, if they are a poor team (winning percentage of less than .333, from November on.

This can be put into an SDQL that looks like this since the start of the 2003 season:

p:AL and A and season>2002 and month>10 and WP<33.3

These NFL formats rise to the occasion having posted an ATS record of: 78-33 covering over 70% of 121 wagers and has now won 5 straight years, as well as 14 of 16.

If we also handicap the line, and bookend it and consider just the teams that are from -3.5 to $+12.5$ we get:

69-24 ATS or 74.2% ATS

p:AL and A and season>2002 and month>10 and WP<33.3 and line>-4 and line<13

Best of Luck,

East

MrEast offer SDQL selections at <http://KillerCappers.com> and large sample size SDQL trends at <http://KillerSports.com/TrendMart>

Pick Sixty Sports: Tips and Totals

By Jarvis Simes @PickSixtySports

In the 48 hours that preceded the writing of this column, the St. Louis Blues hoisted the Stanley Cup, the Toronto Raptors won their first-ever NBA title and the CFL kicked off its 2019 season. MLB bettors are in their glory for the next couple months but the countdown towards Week 1 of the NFL season is on!

Some bettors like to read preview mags in the months ahead, or perhaps browse articles online. Others find inspiration by perusing the schedule and looking for 'spots'. One habit that I've personally found useful over the years is taking an SDQL strategy that worked well in the NHL playoffs and crossbreeding it with various football concepts to try and develop a new look. Call it 'hybrid handicapping' if you will, and here is an example.

"OVER" - INFLATED MARKET

In 2019, we witnessed an unprecedented run by the Blues from last place on January 3 to league champions by mid-June. Odds next season will certainly reflect their successful turnaround and my thought was to source the database and see if we could find a similar pattern in the NFL.

ts(W @ week and REG) @ team and week>8 and season=2018

The above SDQL text outlines our top teams over the second half of the 2018 regular season. If we adjust to look at just the first eight weeks, Indy (3-5 SU) and Dallas (3-4) stand out with sub-500 records. Each of these teams had impressive marks in the final four weeks, too: the Colts were 4-0 and Cowboys 3-1.

A comparable pattern by my standards and research shows that in the first month of the season, when bettors are expecting big things from these teams, road games have stayed under the total at a rate of 64% (20-36 O/U). Here is the SDQL text:

tpS(W @ week>8 and playoffs=0) > 6 and tpS(W @ week<9) < 4 and A and month = 9

The last time this group finished above .500 for "Over" bettors was 19 years ago. Since then, this angle has produced 10 overs and 22 unders, a 69% hit rate. And what's more is that only two seasons in database history (2000, 1992) finished with more overs than unders.

Totals of 41 or more are 8-26 O/U (76% UNDER) and each of our "live" teams in 2019 has two road games slated in the opening month. Indy is at the Chargers (Week 1) and Titans (Week 2), Dallas is in Washington (Week 2) and New Orleans (Week 4). The average total for Saints' home games in 2018 was 53 so we'll be on the lookout for a high number in that contest.

Follow @PickSixtySports for updates and watch for their Tips & Totals in the weekly NFL Report at KillerSports.com!

CAUTION FLAG ON STRONG STARTERS

This segment was inspired by a recent blurb on CBS serving as a good reminder of how quickly and effectively sportsbooks are at adjusting prices. The subject of the article was 'strength of schedule' and in what seemed like an act of

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desperation, the writers went onto describe their advanced new formula for determining each opponent's rating.

Their method then deduced that if a team has a difficult set of September matchups, they should be stricken from the list of hopeful playoff contenders before the season even begins. I'll give them a golf clap for trying to break free from the sucker stereotype given to all big name publications that simply use previous season win percentages to rank strength, but if it was at all possible I'd insert an 'eye roll' emoticon right here.

Brushing the absurdity aside, I decided to look at the strong starters from last season and noticed this trend involving teams that went 3-0 ATS out of the gate with this SDQL text:

`tS(ATSW @ week<4) = 3 and season = 2018 and REG`

The combined record for the Browns, Chiefs, Dolphins and Rams from Week 4 out was only 20-28-4 ATS, less than 42%. Only three of 14 weeks produced a profit while anyone that collectively faded this group cashed large in seven weeks.

Looking further back, the last time this profile even had a 55% record was in 2008 when Philly and Tennessee were a combined 16-10 ATS (62%). Breaking it down by decade, we can note a steady decline in win percentage of .486 (90's) to .471 (00's) and .469 in the current decade.

My point is that books react quickly and they will maintain a firm grip against perceived value as long as the majority of public bettors continue feeding the machine. Try and remember this example when approaching the card throughout the season. It can keep things in perspective and it just may help bolster your argument on an underdog play in the face of what often seems like insurmountable evidence supporting public favorites.

SEASON LONG SYSTEM LIVE!

Between fantasy drafts, clocking hours at work and making sure you kiss your wife and kids goodbye for five months, the time leading up to

Week 1 kickoff flies by real quick. While prepping for your season, I suggest that you circle this Over/Under system that is sure to come up several times in 2019 and beyond.

The database history is 54% but it has what I call a relativity record of 59% since divisional realignment. It's also running a current streak of seven-straight winning seasons and that's with or without the parameter (PA) for 'defensive scoring average' which boosts the record to 67%. Here's the SDQL text to track with an explanation below:

`tpS(PO, N=1) = 0 and tppS(PO, N=1) = 0 and tpppS(PO, N=1) = 0 and NDIV and rest > o:rest and oA(o:points) > 20 and season > 2011`

We start by circling a list of teams currently ruttled in a playoff drought of at least three years. It incorporates an element of desperation while also factoring some perceivably higher draft picks. 'NDIV' or non-divisional rules out familiarity. It's a fact that on average, divisional games have played 0.77 points closer to the posted total than non-divisional games since 1989. The margin when it's the second meeting of the season is even greater.

Finally, we insist on a rest advantage over our opponent. The "Over" at this stage is 78-45-5 (63%) and once we add the bolster PA to eliminate top-tier defensive units, the "Over" goes to 62-31-4 (67%). This angle is ghosting "live" with seven teams in 15 matchups this season and only two of the opposing squads (Titans, Ravens) allowed an average of less than 20 points per game in 2018.

Good luck with these systems and be sure to stop by the Trend Mart or drop me a line anytime @PickSixtySports.

Check out PickSixty's website here:

<https://picksixtysports.com/>

And their TrendMart Store Here:

https://killersports.com/trend_mart?store=Pick60

MTi Sports Forecasting

STILL 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 2020 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 must cover the adjusted spread (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-

MTi's 6-point, 2-team teasers are 154-92 (62.6%) over the past five NFL seasons!!

25-15 in 2016
31-15 in 2017
29-14 in 2018



Note that a new handicapper could easily make up records like this, but MTi Sports Forecasting has so many clients who buy season packages, they would be called out on social media for being a fraud if these records were not genuine.

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?

MTi's NFL Teasers are only available at



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 nipped 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 lose the takeaway battle, they are very likely to cover with extra points. In fact, teams that committed fewer turnovers than their opponent are 5515-535-63 (91.2%) in the history of the database with an extra six points and 5814-263-36 (95.7%) with an extra ten 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 non-divisional match-ups. As evidence; since 1989, 1553 of 4451 (34.76%) of non-divisional match-ups have finished inside of six points of the line and 1167 of 3147 (37.08%) divisional match-ups in the history of the database have finished inside of six 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, 37.89% of playoff games have come within six points of the line.

Now let's examine some teaser No-Nos.

DO NOT tease the dog vs a high scoring team that likes to throw the ball aggressively down the field. Teasing the dog against high-powered passing offenses like those of the Colts, Saints or Patriots is not a good idea as they can easily get over the extra points you are getting with a teaser.

DO NOT tease a team with an inexperienced quarterback - 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 – 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 2018 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 Chiefs, Bears and Texans were on top with a record of 14-2 ATSp6 over the 2018 regular season. At the bottom of this column we find the Cardinals and the Jaguars which were only 8-7-1 ATSp6 in 2018. In the "ATSp6 Home" column, we find that Patriots, Chiefs and Bears were all a perfect 8-0 ATSp6 at home last regular season. At the bottom, we find the Chargers, who were a brutal 2-5 at home vs the number with an extra six points in 2018.

In the Away column, we see that the Chargers were a perfect teaser team on the road over the 2018 regular season as were the Giants and Texans. At the bottom of the Away column, we find the Patriots and Dolphins, so both the Chargers and Patriots had significant home-away dichotomies in teaser performance last regular season.

Other teams with significant home-away dichotomies in 2018 include the Giants, which were 8-0 with an extra six points on the road

MTi's FIVE-STAR 2-Team, 6-Point NFL Teasers go 6-0 in 2018!!

Week 5 5-Star Vikings +9, Cowboys +9 WIN
Week 6 5-Star Steelers +1.5, Ravens +3.5 WIN
Week 9 5-Star Steelers +8.5, Saints +8 WIN
Week 11 5-Star Minnesota +8.5, Chiefs +8.5 WIN
Week 16 5-Star Seahawks +8.5, Cowboys -1 WIN
Week 18 5-Star Seahawks +8, Colts +7 WIN



and only 3-4-1 ATSp6 at home, and the Broncos, which were 7-1 with an extra six points at

home, but only 4-4 with an extra six points on the road.

SIX-POINT TEASER RECORDS: 2018 REGULAR SEASON					
Team	ATSp6	Team	ATSp6 Home	Team	ATSp6 Away
Chiefs	14-2-0	Patriots	8-0-0	Texans	8-0-0
Bears	14-2-0	Bears	8-0-0	Chargers	8-0-0
Texans	14-2-0	Chiefs	8-0-0	Giants	8-0-0
Seahawks	13-3-0	Broncos	7-1-0	Lions	7-1-0
Colts	13-3-0	Ravens	7-1-0	Colts	7-1-0
Cowboys	13-3-0	Buccaneers	7-1-0	Saints	7-1-0
Ravens	13-3-0	Cowboys	7-1-0	Seahawks	6-1-0
Buccaneers	13-3-0	Rams	7-1-0	Steelers	6-2-0
Rams	13-3-0	Panthers	6-1-1	Redskins	6-2-0
Saints	12-3-1	Eagles	6-2-0	Chiefs	6-2-0
Browns	12-4-0	Browns	6-2-0	Bengals	6-2-0
Lions	12-4-0	Colts	6-2-0	Bears	6-2-0
Giants	11-4-1	Dolphins	6-2-0	Cowboys	6-2-0
Eagles	11-4-1	Bills	6-2-0	Buccaneers	6-2-0
Broncos	11-5-0	Titans	6-2-0	Fortyniners	6-2-0
Chargers	11-5-0	Seahawks	6-2-0	Jets	6-2-0
Patriots	11-5-0	Texans	6-2-0	Rams	6-2-0
Bills	11-5-0	Raiders	5-2-0	Ravens	6-2-0
Vikings	11-5-0	Saints	5-2-1	Vikings	6-2-0
Fortyniners	11-5-0	Vikings	5-3-0	Browns	6-2-0
Jets	11-5-0	Lions	5-3-0	Eagles	4-2-1
Panthers	10-4-2	Falcons	5-3-0	Falcons	5-3-0
Titans	10-5-1	Fortyniners	5-3-0	Bills	5-3-0
Steelers	10-5-1	Jets	5-3-0	Cardinals	5-3-0
Falcons	10-6-0	Jaguars	4-3-0	Packers	5-3-0
Redskins	10-6-0	Packers	4-3-1	Panthers	4-3-1
Bengals	10-6-0	Steelers	4-3-1	Raiders	4-4-0
Packers	9-6-1	Bengals	4-4-0	Broncos	4-4-0
Dolphins	9-7-0	Redskins	4-4-0	Titans	3-3-1
Raiders	9-7-0	Cardinals	3-4-1	Jaguars	3-4-1
Cardinals	8-7-1	Giants	3-4-1	Patriots	3-5-0
Jaguars	8-7-1	Chargers	2-5-0	Dolphins	3-5-0

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 Chiefs, Eagles and Vikings are tied for the top spot over the past two regular seasons, each going 29-3 ATSp10. Other good 10-point teaser teams have been the Saints, Bears, Colts and Chargers.

Teams with poor 10-point teaser records over the past couple of regular seasons since 2017 include the Giants, Redskins and Raiders.

At home, we see that the Bears, Chiefs, and Eagles and Vikings are 15-1 ATSp10 over the past couple of seasons and this is tied for the top spot.

TEN-POINT TEASER RECORDS: 2017-18 REGULAR SEASONS

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

On the road, the Seahawks have been perfect over the past two seasons, and the 15-0 record does not include their 27-3 win last season in London because the site of that game is not listed as "away" it is listed as "neutral."

The Broncos and Dolphins are at the bottom of the pile, with a regular season ATSp10 record that is just a tick above 500 since the start of the 2017 season.

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.

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 Redskins are 29-0 ATSP6 as a road dog on grass when they are facing a team that is averaging less than 320 offensive yards per game.	team=Redskins and A and D and surface=grass and oA(RY+PY)<320 and date>=19931121
TSR002	The Patriots are 29-0 ATSP6 as a dog facing a team that is averaging at least 35 passes per game.	team=Patriots and D and 35<=oA(passes) and date>=19951112
TSR003	The Lions are 28-0 ATSP6 as a road dog off a loss as a dog when they are averaging less than 17 points per game over their last three games.	team=Lions and A and D and p:D and p:L and tA(points,N=3)<17 and date>=19891015
TSR004	The Bears are 28-0 ATSP6 after a game in which they scored at least one offensive touchdown, but had no TDs from inside the red zone.	team=Bears and p:RTD + p:PTD>0 and p:RZM=0 and date>=20011014
TSR005	The Patriots are 28-0 ATSP6 off a home game when they are facing a non-divisional opponent that allowed more than 400 total yards in their last game.	team=Patriots and NDIV and p:H and 400<opo:TY and date>=19940918
TSR006	The 49ers are 27-0 ATSP6 as a favorite off a win when they are facing a divisional opponent that is averaging at least five punts per game.	team=Fortyniners and F and DIV and p:W and 5<=oA(punts) and date>=19951126
TSR007	The Titans are 27-0 ATSP6 as a TD-plus favorite after a game in which they had more penalty yards than rushing yards.	team=Titans and line<=-7 and p:RY<p:PY and date>=19990919
TSR008	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 five yards per play.	team=Patriots and surface=grass and p:A and p:D and oS(RY+PY)<oS(plays*5) and date>=19930912
TSR009	The Vikings are 26-0 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
TSR010	The Chargers are 26-0 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
TSR011	The Ravens are 26-0 ATSP6 as a dog off a home game after a SU and ATS win.	team=Ravens and D and p:H and p:W and p:ATSW and date>=20051023
TSR012	The Patriots are 26-0 ATSP6 as a favorite over a non-divisional opponent when they are off a double-digit home win in which they had a takeaway margin of at least plus two.	team=Patriots and F and NDIV and p:H and 10<=p:margin and p:TOM<=-2 and date>=19960922
TSR013	The Colts are 26-0 ATSP6 when they are off a win and they are facing a divisional opponent that benefitted from at least three takeaways in their last game.	team=Colts and DIV and p:W and o:TO>=3 and date>=19901118
TSR014	The Seahawks are 25-0 ATSP6 at home off a game as a favorite when they are facing a team that is committing an average of less than 1.25 turnovers per game.	team=Seahawks and H and p:F and oA(TO)<1.25 and date>=20011111
TSR015	The Jets are 25-0 ATSP6 on grass vs a divisional opponent that is averaging at least five punts per game.	team=Jets and surface=grass and DIV and 5<=oA(punts) and date>=19930912

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TSR016	The Chargers are 24-0 ATSP6 as a road dog on grass when they are facing a team that is averaging at least 36 passes per game.	team=Chargers and A and D and surface=grass and 36<=oA(passes)
TSR017	The Colts are 24-0 ATSP6 as a road favorite vs a non-divisional opponent that is scoring on less than one-third of their drives.	team=Colts and A and F and NDIV and oS(PTD+RTD+FG)<oS(drives*0.333) and date>=20011025
TSR018	The 49ers 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
TSR019	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
TSR020	The Redskins are 24-0 ATSP6 as a road dog on grass when they are facing an opponent that is averaging less than five yards per play.	team=Redskins and AD and surface=grass and oS(RY+PY)<oS(plays*5) and date>=19931121
TSR021	The Ravens are 24-0 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
TSR022	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
TSR023	The Jets are 24-0 ATSP6 as a home dog after a game in which they converted four or fewer third downs.	team=Jets and H and D and p:3DM<=4 and date>=20031201
TSR024	The Packers are 24-0 ATSP6 as a favorite over a non-divisional opponent when they are off a win as a road favorite.	team=Packers and F and NDIV and p:A and p:F and p:W and date>=20011203
TSR025	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
TSR026	The Cardinals are 23-0 ATSP6 on grass off a game as a dog when they are facing a team that benefitted from at least three takeaways in their last game.	team=Cardinals and surface=grass and p:D and opo:TO>=3 and date>=20030921
TSR027	The Chiefs are 23-0 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
TSR028	The Rams are 23-0 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
TSR029	The Titans are 23-0 ATSP6 as a TD-plus favorite after a game in which they outgained their opponent.	team=Titans and line<=-7 and p:TY>po:TY and date>=19990919
TSR030	The Vikings are 23-0 ATSP6 as a home favorite off a SU and ATS loss as a dog.	team=Vikings and H and F and p:D and p:L and p:ATSL and date>=20011014
TSR031	The Seahawks are 23-0 ATSP6 at home vs a divisional opponent that is averaging at least 28 rushes per game.	team=Seahawks and H and DIV and 28<=oA(rushes) and date>=19981108
TSR032	The Steelers are 23-0 ATSP6 when they are off a win and they are facing a divisional opponent hatt benefitted from at least three takeaways in their last game.	team=Steelers and DIV and p:W and opo:TO>=3 and date>=20001105
TSR033	The Cardinals are 23-0 ATSP6 as a home dog off a loss when they suffered a positive turnover margin in each of their last two games.	team=Cardinals and H and D and p:L and 0<p:TOM and 0<pp:TOM and date>=19901118
TSR034	The Rams are 23-0 ATSP6 as a favorite after a game in which 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
TSR035	The Texans are 23-0 ATSP6 when the line is within three of pick on grass vs a non-divisional opponent after a game in which they were outgained.	team=Texans and -3<=line<=3 and surface=grass and NDIV and p:TY<po:TY and date>=20021215
TSR036	The Patriots are 23-0 ATSP6 vs a non-divisional opponent that is off three consecutive wins.	team=Patriots and NDIV and o:streak>=3 and date>=20121118

TSR037	The Redskins are 22-0 ATSP6 as a road dog on grass vs a non-divisional opponent that is averaging less than 320 offensive yards per game.	team=Redskins and A and D and surface=grass and NDIV and oA(RY+PY)<320 and date>=19931121
TSR038	The Cowboys are 22-0 ATSP6 when they are off a loss and they are facing a team that is committing an average of 1.75-plus turnovers per game.	team=Cowboys and p:L and 1.75<=oA(TO) and date>=20101114
TSR039	The Steelers are 22-0 ATSP6 at home off a game as a favorite when they are facing a team that is averaging less than 5.5 rushing first downs per game.	team=Steelers and H and p:F and oA(RFD)<5.5 and date>=20070923
TSR040	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
TSR041	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
TSR042	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
TSR043	The Bears are 22-0 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 ten point in the second half.	team=Bears and -3<=line<=3 and NDIV and 10<=p:margin - p:M2 and date>=19891002
TSR044	The Saints are 22-0 ATSP6 on grass when they are off two consecutive games with a negative DPA.	team=Saints and surface=grass)and p:dpa<0 and pp:dpa<0 and date>=19901223
TSR045	The Steelers are 22-0 ATSP6 when they are off a win and they are facing a divisional opponent that is averaging less than 32 passes per game.	team=Steelers and DIV and p:W and oA(passes)<32 and date>=20001105
TSR046	The Broncos are 22-0 ATSP6 as a favorite off a road game when they are facing a non-divisional opponent that is forcing at least 1.75 turnovers per game.	team=Broncos and F and NDIV and p:A and 1.75<=oA(o:TO) and date>=20041225
TSR047	The 49ers are 22-0 ATSP6 after playing as a home favorite when they are facing a divisional opponent that is scoring on less than one-third of their drives.	team=Fortyniners and DIV and p:H and p:F and oS(PTD+RTD+FG)<oS(drives*0.333) and date>=20010923
TSR048	The Dolphins are 21-0 ATSP6 as a home dog off a loss in which they committed at least two turnovers.	team=Dolphins and H and D and p:L and 2<=p:TO and date>=19891008
TSR049	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
TSR050	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

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 94 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 was 5-0 in 2014, 5-0 in 2015, 5-0 in 2016, 5-0 in 2017 and 4-0 last season 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 three-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
TSR051	The Ravens are 94-0 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
TSR052	The Ravens are 54-0 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
TSR053	The Ravens are 48-0 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
TSR054	The Ravens are 44-0 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
TSR055	The Lions are 43-0 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
TSR056	The Chiefs are 42-0 ATSp10 since 1989 with more than 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
TSR057	The Ravens are 42-0 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
TSR058	The Ravens are 40-0 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
TSR059	The Ravens are 40-0 ATSp10 off a home game after a game in which they got a first down on less than 25 percent of plays.	team=Ravens and p:H and p:FD<0.25 * (p:OFPL) and date>=19971123
TSR060	The Chargers are 39-0 ATSp10 when their ATS margin decreased over each of their last two games.	team=Chargers and (p:ats margin<pp:ats margin<ppp:ats margin) and date>=20000924
TSR061	The Seahawks are 39-0 ATSp10 when their quarterback was sacked at least four times in their last game.	team=Seahawks and (4<=op:sacks) and date>=20110102
TSR062	The Colts are 38-0 ATSp10 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
TSR063	The Browns are 38-0 ATSp10 when they are off two consecutive games with a negative DPS and they are facing a non-divisional opponent.	team=Browns and NDIV and p:dps<0 and pp:dps<0 and date>=20031208
TSR064	The Ravens are 38-0 ATSp10 when hosting a team that did not have a takeaway in their last game.	team=Ravens and H and opo:TO=0 and date>=19981227
TSR065	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
TSR066	The Chiefs are 37-0 ATSp10 off a win after a game in which they outgained their opponent.	team=Chiefs and p:W and p:TY>po:TY and date>=20130915
TSR067	The Browns are 37-0 ATSp10 when they are off a game as a dog and they are facing a non-divisional opponent that is averaging at least 36 passes per game.	team=Browns and NDIV and p:D and 36<=oA(passes) and date>=19941106
TSR068	The Ravens are 37-0 ATSp10 as a home favorite on turf after a game in which they failed on at least one goal-to-go attempt.	team=Ravens and H and F and surface=artificial and p:GTGF>0 and date>=20031026

TSR069	The Chiefs are 36-0 ATSP10 off a win when they are playing a team with a worse record.	team=Chiefs and p:W and WP>o:WP and date>=20151101
TSR070	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
TSR071	The Ravens are 36-0 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
TSR072	The Saints are 36-0 ATSP10 at home off a road game facing an opponent that is forcing at least 1.75 turnovers per game.	team=Saints and H and p:A and 1.75<=oA(o:TO) and date>=20030914
TSR073	The Patriots are 36-0 ATSP10 (14.88 ppg) when they are off a loss and they are facing a divisional opponent that is allowing an average of less than 320 offensive yards per game.	team=Patriots and DIV and p:L and oA(o:TY)<320 and date>=19921018
TSR074	The Browns are 35-0 ATSP10 vs a non-divisional opponent when they are off a game in which their third downs conversions increased by at least three over their previous game.	team=Browns and t:division!=to:division and p:3DM - pp:3DM>=3 and date>=20011007
TSR075	The Rams are 35-0 ATSP10 after a game in which they scored more than 34 points.	team=Rams and (34<p:points) and date>=20001218
TSR076	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
TSR077	The Patriots are 35-0 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
TSR078	The Chiefs are 35-0 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
TSR079	The Steelers are 35-0 ATSP10 at home when they converted at least five third downs in each of their last two games.	team=Steelers and H and p:3DM>=5 and pp:3DM>=5 and date>=20081116
TSR080	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
TSR081	The Lions are 34-0 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
TSR082	The Bills are 34-0 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
TSR083	The Colts are 34-0 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
TSR084	The Chargers are 34-0 ATSP10 when they are on grass off a win and they are facing a team that is averaging less than 320 offensive yards per game.	team=Chargers and surface=grass and p:W and oA(RY+PY)<320 and date>=20041010
TSR085	The Titans are 34-0 ATSP10 when they are on grass off a win and they are facing a non-divisional opponent that is averaging less than 320 offensive yards per game.	team=Titans and surface=grass and NDIV and p:W and oA(RY+PY)<320 and date>=19970907
TSR086	The Ravens are 34-0 ATSP10 in franchise history as a home favorite after a game in which they had at least 150 rushing yards.	team=Ravens and H and F and 150<=p:RY
TSR087	The Eagles are 34-0 ATSP10 when they are on turf off a game as a favorite and they are facing a divisional opponent that is allowing an average of less than 320 offensive yards per game.	team=Eagles and surface=artificial and DIV and p:F and oA(o:TY)<320 and date>=19891203
TSR088	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

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TSR089	The Colts are 33-0 ATSP10 after playing as a home favorite off a win facing a team that is scoring on less than one-third of their drives.	team=Colts and p:H and p:F and p:W and oS(PTD+RTD+FG)<oS(drives*0.333) and date>=20070106
TSR090	The Patriots are 33-0 ATSP10 when they are off two consecutive games with a positive DPA.	team=Patriots and 0<p:dpa and 0<pp:dpa and date>=20081207
TSR091	The 49s are 33-0 ATSP10 on grass off a road game after a game in which they had more rushing yards than penalty yards.	team=Fortyniners and surface=grass and p:A and p:RY>p:PY and date>=19901217
TSR092	The Lions are 33-0 ATSP10 off a double-digit home loss in which they had more first downs than points.	team=Lions and p:H and p:margin<=-10 and p:points<p:first downs and date>=19891008
TSR093	The Bears are 32-0 ATSP10 as a dog after playing as a road dog when they are facing a team that has allowed a season-to-date average third down conversion percentage of less than 40%.	team=Bears and tp:A and tp:D and t:D and oA(o:3DP)<40 and date>=20010923
TSR094	The Chiefs are 32-0 ATSP10 at home when their scoring output increased by at least 14 points in their last game.	team=Chiefs and t:H and p:points - pp:points>=14 and date>=19891203
TSR095	The Browns are 32-0 ATSP10 off a road loss in which no receiver had at least 40% of their passing yards and they are facing a non-divisional opponent.	team=Browns and tp:L and tp:A and t:division!=to:division and max:p:receiving yards / p:PY<0.40 and date>=20051009
TSR096	The Packers are 32-0 ATSP10 as a favorite after playing as a road favorite when they are facing a team that is allowing an average of less than 320 offensive yards per game.	team=Packers and F and p:A and p:F and oA(o:TY)<320 and date>=19931031
TSR097	The Chiefs are 32-0 ATSP10 when they are averaging more than 27 points per game over their last three games.	team=Chiefs and 27<tA(points,N=3) and date>=20131229
TSR098	The Jets are 32-0 ATSP10 as a dog on turf off a loss in which they had less than 26 minutes of possession time.	team=Jets and D and surface=artificial and p:L and p:TOP<26 * 60 and date>=19921026
TSR099	The Browns are 32-0 ATSP10 as a home dog off a road loss in which they had more first downs than points.	team=Browns and H and D and p:A and p:L and p:points<p:first downs and date>=19911110
TSR100	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 2019. MTi's teasers can also be purchased as a season package without any guarantee for \$699 in web debit value.

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Surface-Based NFL Team Trends

By Dr. Neil

Many years ago it was profitable to routinely wager against NFL road teams playing on field surfaces unlike those in their home stadiums. In the past decades, (much to our dismay) things have leveled out primarily due to advancements in technology. There are, however, certain surface-related opportunities still available for us ... as long as we are selective. Here are 4 examples:

Example #1: Grass team playing away on Grass surface ... The Chiefs

Since week 1, 2013 The Chiefs are 23-8 ATS covering by an average of 6.59 ppg when playing away on grass surfaces. The SDQL is :

team=Chiefs and A and surface=grass and season>= 2013

During that period they are 3-3 ATS when visiting The Raiders . If we were to rule out games against their Number 1 Division Rival , The Chiefs become 20-5-2 ATS covering by an average of 7.2 ppg. The SDQL is :

team=Chiefs and A and surface=grass and season>=2013 and o:team!=Raiders

In 2019 (excluding the Raiders) Kansas City will be away five times on a grass surface
Week 1 at Jacksonville
Week 7 at Denver
Week 10 at Tennessee
Week 11 at The LA Chargers
Week 16 at Chicago

Note that if Chiefs enter the game with a win percentage better than their opponent , their record is 10-1-1 ATS covering by an average of 9.92 ppg and 8-0-1 ATS since Nov 17, 2013
The SDQL is:
team=Chiefs and A and surface=grass and season>=2013 and o:team!=Raiders and WP>o:WP

Example #2: Grass team playing away on Artificial surface ... The Dolphins

Since Nov 15, 2012 following a home game, The Dolphins are 4-17 ATS (-7.17 ppg) and 4-17 SU (-12.81 ppg) on artificial turf. The SDQL is:

team=Dolphins and A and surface=artificial and p:H and date>20121028

Note that three of the four wins came from playing at the NY Jets. If we exclude Jets' games, Miami becomes 1-16 ATS (-10.97 ppg) and 1-16 SU (-17.65 ppg)!! This SDQL is:

team=Dolphins and o:team!=Jets and A and surface = artificial and p:H and date>20121028

In 2019 (excluding the Jets) Miami will be away four times on artificial turf following a home game
Week 3 at Dallas
Week 7 at Buffalo
Week 10 at Indianapolis
Week 17 at New England

Example #3: Artificial surface teams playing away on Grass ... The Bills and The Jets

Since 2004, The Bills are 11-26-1 ATS (-6.67 ppg) and 8-30 SU (-11.16 ppg) when playing on a grass surface following a home game. The SDQL is:

```
team=Bills and A and surface=grass and p:H and date>20040919
```

Five of those eleven ATS wins were at Miami. By ruling out games vs the Dolphins in Miami, the Bills are 6-22 ATS (-9.04 ppg) and 4-24 SU by -14.32 ppg, including 2-11 ATS in their last 13. This SDQL is:

```
team=Bills and A and surface=grass and p:H and date>20040919 and o:team!=Dolphins
```

Drilling down a bit further, we find that the Bills are 4-20 ATS (-11.31 ppg) and 1-23 SU (-18.04 ppg) when they are away underdogs on grass off a home game, excluding their games in Miami. The SDQL is:

```
team=Bills and AD and surface=grass and p:H and date>20040919 and o:team!=Dolphins
```

In 2019 Buffalo will be away on grass off a home game on 3 occasions (excluding Miami)

Week 5 at Tennessee

Week 10 at Cleveland

Week 15 at Pittsburgh

(They should be the underdog in all three games)

Moving on to The NY Jets ...

The Jets are 0-10 ATS by -13.05 ppg since October 5th, 2014 when on the road on a grass

surface vs a non-divisional opponent before playing against another non-divisional opponent. They have lost each of these games by an average of -17.4 ppg! The SDQL is:

```
team=Jets and A and NDIV and n:NDIV and surface=grass and date>20140914
```

Note that Adam Gase is now the new head coach of the Jets. During his three-year tenure with the Dolphins since 2016, his team was 0-3 SU (-9.00 ppg) and 0-3 ATS (-16.33 ppg) when on the road on turf vs a non-divisional opponent before facing another non-divisional opponent. The SDQL is:

```
team=Dolphins and A and NDIV and n:NDIV and surface=artificial and season>=2016
```

Coach Gase's record in this spot with Miami is remarkably similar to that of the Jets.

In the coming 2019 season, the Jets will find themselves in this situation on three occasions :

Week 5 at Philadelphia

Week 11 at Washington

Week 15 at Baltimore

Here's hoping that our 2019 football season will be the most profitable one of all!!!

And please remember that when wagering on any sport, ALWAYS shop for the best numbers!

Dr. Neil is a certified bachelor of the SDQL and tweets from @NL3290. Dr. Neil is a TrendMart vendor with an extensive collection of team and league football trends and systems both for the NFL and the NCAA. Many are FREE!!

The URL of Dr. Neil's TrendMart Store is

i7.killersports.com/trend_mart?store=Dr.%20Neil



Follow Dr. Neil on Twitter: @NL3290



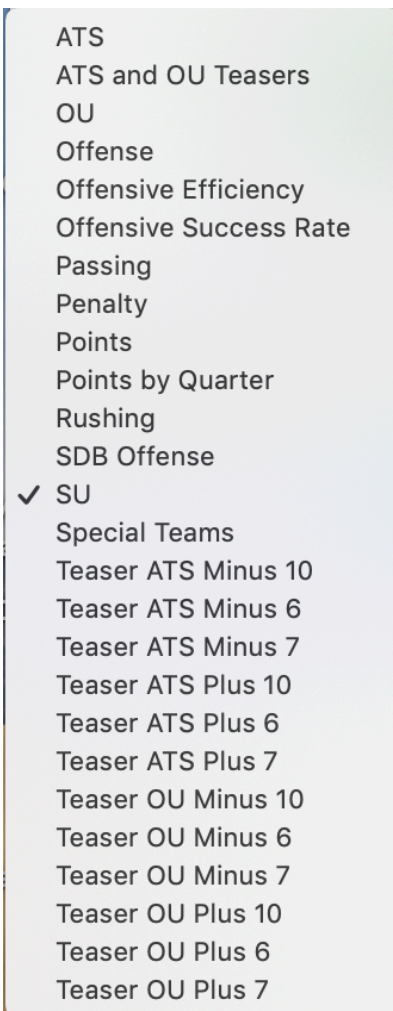
NFL HANDICAPPING WITH THE TABLES AT KILLERSPORTS.COM

By the Crew at KillerSports.com

The NFL tables page at KillerSports.com contains a wealth of rankable NFL team data. The web address is:

<https://killersports.com/nfl/tables>

There are a large variety of tables to choose from and they are titled as shown in a screen shot of the drop-down menu below:



Besides the table menu, there are two additional drop-down menus on the tables page. The second drop-down menu (immediately to the right of the first menu) contains two choices; team and opponent. The default is “team.” If you are interested in each team’s points ALLOWED, then you can set the first drop-down menu to “points” and the second drop-down menu to “opponent.”

The third drop-down menu allows the user to search on differences. There are three choices here; fav – dog, team – opponent, and home – away.

So, if you wanted the team’s ranking by rushing yards at home minus rushing yards away, set the first drop-down menu to rushing yards and the third drop-down menu to “home – away.” By setting the season to 2018, we can see that the Panthers had the highest home – away rushing yards differential in 2018, with an average of 54.8 more rushing yards per game at home than on the road.

Just to the right of the three drop-down menus is what makes the tables page so powerful; a query text box.

Here you can enter any SDQL to see the teams ranked in any situation.

For example, to see how each NFL team has performed against the number after a game in which they averaged less than 3.0 yards per rush since 2015, select the ATS table and enter the following text into the query text box

```
season>=2015 and p:YPRA<3
```

All the columns are rankable simply by clicking on the header to see the best and worst teams in this spot, toggle the “Pct WIN” column header. Doing so reveals that the Cleveland Browns are 0-13 ATS in this spot since 2015 and the Cowboys and Packers are perfect against the number.

The possibilities are endless.

Here is a sample.

This is the “passing” table, as is evident in the first drop-down menu. The second drop-down menu is set to “opponent,” so the numbers in the table are that of each teams’ opponent. In the query text box, we see that the season is set to 2018.

The table is ranked by the column “% First Downs” and the Eagles are at the top at 68.9%. This means the 68.9% of the first downs that the Eagles allowed in 2018 were through the air. This was the highest in the

league. The Bears were second at 67.9% and the Saints were right behind at 67.8%. At the bottom is the Arizona Cardinals, which had only 52.1% of their opponent’s first downs through the air. Of course, a major contributing fact here is the fact that the Opponents were running the ball against the Cardinals late in the game with a big second-half lead in 2018. The SDQL reveals that the Cardinals were outscored by a total of 124 points in the first half in 2018, which was the worst since the 2014 Raiders.

NFL SDQL Query Table Access Your query timeout is 60 seconds.

Passing | opponent | @ season>=2018 | SDQL!

Passes	% Passes	Completions	Comp %	% First Downs	Yards	Touchdowns	First Downs	Yards per Attempt	Yards per Completion	Sacked	Interceptions	query
39.3	66.5	26.2	66.5	68.9	271.6	1.4	13.4	6.9	10.4	2.6	0.7	Eagles and season >= 2018
38.5	66.1	23.6	61.4	67.9	222.0	1.4	11.9	5.8	9.4	3.0	1.7	Bears and season >= 2018
35.8	63.6	23.8	66.4	67.8	266.8	1.8	13.8	7.4	11.2	2.8	0.8	Saints and season >= 2018
36.8	61.4	23.8	64.5	66.0	258.2	1.8	12.6	7.0	10.9	2.5	0.9	Texans and season >= 2018
38.2	65.3	22.6	59.3	65.4	247.7	1.8	12.9	6.5	10.9	2.1	1.1	Patriots and season >= 2018
35.1	59.3	24.4	69.6	63.2	237.5	1.2	12.8	6.8	9.7	2.5	0.9	Colts and season >= 2018
35.4	62.6	22.6	64.0	63.1	231.1	1.7	12.5	6.5	10.2	3.2	0.5	Steelers and season >= 2018
34.4	58.1	22.1	64.2	61.9	245.4	1.6	12.3	7.1	11.1	2.8	1.1	Broncos and season >= 2018
34.1	60.9	22.2	65.1	61.3	238.7	1.6	12.5	7.0	10.8	2.6	0.8	Seahawks and season >= 2018
33.3	57.1	21.1	63.2	61.1	216.9	1.3	11.4	6.5	10.3	2.4	0.7	Titans and season >= 2018
35.8	62.8	21.1	58.9	60.7	206.6	1.2	10.7	5.8	9.8	2.6	0.7	Ravens and season >= 2018
31.0	57.2	20.2	65.1	60.6	224.9	1.8	11.9	7.3	11.1	2.7	0.4	Lions and season >= 2018
36.6	60.3	24.9	68.0	60.3	259.6	2.1	14.1	7.1	10.4	2.3	0.9	Falcons and season >= 2018
32.9	56.1	21.0	63.8	60.1	234.5	1.9	12.4	7.1	11.2	2.8	0.4	Packers and season >= 2018
34.6	58.9	22.4	64.7	60.0	237.9	1.6	12.3	6.9	10.6	2.5	0.8	League and season >= 2018
33.2	57.4	22.2	67.0	60.0	231.5	1.3	11.7	7.0	10.4	2.2	0.5	Cowboys and season >= 2018
33.6	58.5	22.6	67.4	59.7	237.1	1.7	12.3	7.1	10.5	2.9	0.9	Redskins and season >= 2018
36.5	56.9	24.3	66.6	59.4	276.0	2.0	13.8	7.6	11.4	2.1	0.8	Bengals and season >= 2018
35.0	57.1	22.6	64.6	59.2	252.8	1.5	12.8	7.2	11.2	1.9	1.0	Giants and season >= 2018
39.7	61.3	25.3	63.7	58.9	271.9	1.8	15.4	6.9	10.8	3.1	0.9	Chiefs and season >= 2018
33.1	59.5	22.1	66.7	58.7	240.4	2.0	11.6	7.3	10.9	2.2	0.8	Panthers and season >= 2018
33.4	57.3	24.2	72.5	58.7	259.4	2.1	13.1	7.8	10.7	2.4	0.6	Buccaneers and season >= 2018
36.4	58.5	22.9	63.1	58.6	254.1	1.8	12.6	7.0	11.1	2.4	0.8	Jets and season >= 2018
33.9	56.7	21.5	63.5	57.9	232.8	2.2	12.2	6.9	10.8	2.4	0.1	Fortyniners and season >= 2018
34.5	59.6	22.2	64.3	57.7	229.3	1.4	11.3	6.6	10.3	2.5	0.8	Chargers and season >= 2018
33.7	59.8	21.8	64.6	57.6	238.6	1.8	11.6	7.1	10.9	2.4	1.1	Rams and season >= 2018
39.1	59.1	24.6	62.8	57.3	257.8	1.3	13.5	6.6	10.5	2.3	1.1	Browns and season >= 2018
31.2	55.3	19.5	62.5	56.2	194.6	1.1	10.1	6.2	10.0	2.3	0.7	Jaguars and season >= 2018
30.0	50.7	18.7	62.3	56.2	240.8	2.2	11.1	8.0	12.9	0.8	0.9	Raiders and season >= 2018
31.8	52.6	20.9	65.9	55.7	245.8	1.9	12.2	7.7	11.7	1.9	1.3	Dolphins and season >= 2018
30.8	54.5	19.6	63.6	53.6	179.2	1.4	9.8	5.8	9.2	2.2	1.0	Bills and season >= 2018
31.4	55.7	19.7	62.6	52.8	196.2	0.9	10.0	6.2	10.0	3.1	0.8	Vikings and season >= 2018
31.6	52.1	21.4	67.6	52.1	203.9	1.3	11.6	6.4	9.5	3.1	0.4	Cardinals and season >= 2018

It would be easy to spend hours just on *this* table, especially with the query text box.

To get the regular season passing numbers when the team off a loss since 2015, simply enter the SDQL text season>=2015 and H and p:L and REG

To get the regular season passing numbers when the team is off a game in which they threw three-plus interceptions since 2010, simply enter the SDQL text season>=2010 and po:INT>=3 and REG

To get the regular season passing numbers for each team after a game in which their QB was sacked at least three times since 2002, simply enter the SDQL text season>=2002 and po:sacks>=3 and REG

The NFL tables pages allow agile access for anyone that can select an item from a drop-down menu and they allow thorough access for those familiar with the Sports Data Query language.



In football more than any other sport, bettors are asked to decide what about a team's recent play matters most. And that is because unlikely other sports, the last game or the last few games a team played, oftentimes make up the majority of a team's season-to-date. Careful analysis on what recent data points matter – or don't matter – is critical and oftentimes can reveal huge edges for bettors over their less informed counterparts.



One of the most logical areas to look is how a team is moving the ball – or allowing their opponent to move the ball – by analyzing passing offense, passing defense, rushing offense and rushing defense. For this study, we are going to isolate rushing defense.

Now saying that a strong run defense leads to victories is not exactly a bold statement when it comes to in-game analysis and this can be easily confirmed using the Sports Data Query Language (SDQL) at Killersports.com. Searching using the SDQL *o:rushing yards* (or *o:RY* using shortcuts) reveals game-of performance based on rushing yards allowed (the *o:* prefix signifies opponent's, meaning the opponent's rushing yards also known as rushing yards allowed). When a team allows less than 100 rushing yards in a game (SDQL: *o:RY<100*), they win outright in 68.8% of games and cover in 66.2% of games. When a team allow less than 75 rushing yards, they win outright in 76.0% of games and cover in 74.2% of games. And when a team allows less than 50 rushing yards, they win outright in 82.5% of games and cover in 79.3% of games.

Again, none of that is particularly surprising, or noteworthy because (it is fairly obvious and) there is no way to take advantage of this for bettors. What we want to find out is how a team's rush defense from recent game(s) impacts their performance in the next game.

To start with, let's look at how just the previous game's run defense impacts performance, primarily against the spread. This means that we want to use the parameter *po:RY* with the *p:* prefix signaling the previous game. And rather than looking at every single rushing yardage allowed individually, we can use the SDQL grouping feature to isolate when the rushing yards allowed were above or below a certain amount. The following two queries were used to produce the results below: "*po:RY<=20,30,40,50,60,70*" and "*po:RY>=140,160,180,200,220,240*"

Previous Rushing Yards Allowed	ATS	SU	Average Line	# of Games
<=20	54-55-2 (0.43, 49.5%)	59-51-1 (1.19, 53.6%)	-0.8	111
<=30	160-151-11 (1.30, 51.4%)	187-134-1 (3.06, 58.3%)	-1.8	322
<=40	332-361-17 (-0.12, 47.9%)	374-333-3 (1.39, 52.9%)	-1.5	710
<=50	602-641-34 (-0.19, 48.4%)	671-601-5 (1.21, 52.8%)	-1.4	1277
<=60	1002-987-56 (0.25, 50.4%)	1106-933-6 (1.57, 54.2%)	-1.3	2045
<=70	1462-1512-82 (-0.07, 49.2%)	1608-1441-7 (0.98, 52.7%)	-1.1	3056
>=140	1834-1853-99 (0.06, 49.7%)	1763-2017-6 (-1.10, 46.6%)	1.2	3786
>=160	1155-1122-58 (0.47, 50.7%)	1079-1253-3 (-0.94, 46.3%)	1.4	2335
>=180	718-675-43 (0.62, 51.5%)	666-767-3 (-1.11, 46.5%)	1.7	1436
>=200	409-409-22 (0.44, 50.0%)	379-459-2 (-1.36, 45.2%)	1.8	840
>=220	218-209-11 (0.51, 51.1%)	192-245-1 (-1.55, 43.9%)	2.1	438
>= 240	130-116-7 (0.70, 52.8%)	109-144-0 (-1.80, 43.1%)	2.5	253

What we see here is there is some impact from how a rushing defense performed last game. Strong run defensive performances increase a team's chances of winning next game and these team win outright 53-54% of their next games, with no strong impact of just how dominant the performance was. Going the other way, teams that are coming off a bad game from their run defense win 46% of games or less, and there is an impact based on just how bad the performance was last game. The catch though is this that these impacts are being accounted for in the lines, very accurately so in fact. As the chart demonstrates there is not much advantage to be gained against the spread going on or against these bad run defenses. The poor run defenses last game actually outperform ATS expectations slightly, but not enough to make this an actionable situation.

We do not want to give up on the idea of finding a hidden edge based on how a run defense is performing in recent games however. Instead, we are going to extend the sample sized used. Instead of looking at just one game of data, we can expand the query to look at the performance over the past three games – perhaps a truer indicator the current state of a team’s run defense. To do this, we ran the following two queries to generate the results below: “tA(o:RY,N=3)<45,50,55,60,65,70,75” and “tA(o:RY,N=3)>=165,170,175,180,185,190,195”. The tA signifies the team’s average and adding the N=3 parameter takes the search back to a team’s last three games. Note that we tightened the yardage amounts for his search as there is less variance in three game averages than there will be in a single game.

Previous Rushing Yards Allowed (average)	ATS	SU	Average Line	# of Games
<=45	27-35-4 (0.13, 43.5%)	38-28-0 (3.55, 57.6%)	-3.4	66
<=50	56-69-4 (-0.41, 44.8%)	69-60-0 (3.05, 53.5%)	-3.5	129
<=55	108-133-10 (-0.93, 44.8%)	140-111-0 (2.19, 55.8%)	-3.1	251
<=60	165-219-16 (-1.25, 43.0%)	214-185-1 (1.44, 53.6%)	-2.7	400
<=65	295-342-21 (-0.45, 46.3%)	368-288-2 (2.09, 56.1%)	-2.5	658
<=70	429-482-25 (-0.23, 47.1%)	522-412-2 (2.26, 55.9%)	-2.5	936
<=75	658-680-42 (-0.10, 49.2%)	770-606-4 (2.08, 56.0%)	-2.2	1380
>=165	379-340-19 (0.32, 52.7%)	304-434-0 (-2.70, 41.2%)	3	738
>=170	289-265-18 (0.07, 52.2%)	230-342-0 (-3.16, 40.2%)	3.2	572
>=175	226-187-13 (0.58, 54.7%)	173-253-0 (-2.96, 40.6%)	3.5	426
>=180	163-138-11 (0.43, 54.2%)	123-189-0 (-3.38, 39.4%)	3.8	312
>=185	124-104-8 (0.78, 54.4%)	92-144-0 (-3.19, 39.0%)	4	236
>=190	96-65-6 (2.38, 59.6%)	71-96-0 (-1.49, 42.5%)	3.9	167
>=195	74-46-3 (2.78, 61.7%)	52-71-0 (-1.04, 42.3%)	3.8	123

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This is the kind of result we were hoping to find. This confirms the idea that the recent form of a team's run defense is overrated, both when they are going well and when they are playing poorly. And this is particularly interesting because extremes are pointing us to the same idea.

Let's start when a run defense has been playing well the past three games. These teams do win more than 50% of these games, with the win expectancy at 53-56% depending on the exact performance criteria. The issue is Vegas and bettors completely misread the situation, overrating the impact of these run defenses by about a full point. That gives a nice edge to bet against these teams playing strong run defense, with the strongest results starting when the defense has allowed no more than 60 rushing yards per game over their last three games. This PLAY AGAINST situation is 165-219-16 ATS (*SDQL: tA(o:RY,N=3)<=60*). Looking at the results, we see the opposing offenses run the ball slightly less frequently in these games, with 1.6 rushes fewer than normal for 12.6 yards less than normal. That gives these teams an edge on these games, but not significant enough to match the average line of -2.7 points.


Now let's look at when the run defense has been playing poorly the past three games. The results almost exactly reverse what we see in the earlier play against situation. Teams that allowed 165 or more rushing yards per game over their last three games do win significantly less than average, with the winning percentage expected to be somewhere in the 39-42% range. But again, Vegas and bettors completely overrate the impact this is going to have. There is an ATS edge at all the criteria include in the chart but where that really becomes impactful is when a team allowed 190+ rushing yards per game on average over their last three games. These are some consistent really bad recent performances for their run defense but in the current game, they tend to be just below average with their run defense as opponent's run 2.4 more times per game than the norm for an extra 17.7 yards per game on the ground while sacrificing 7.7 passing yards per game compared to the average performance. This is harmful, but not nearly as much as the average line of +3.9 points in this spot would indicate. That makes this a PLAY ON situation with a 96-65-6 ATS record (*SDQL: tA(o:RY,N=3)>=190*).

Summary:

To look at these results and state the recent performance of a run defense does not matter would be inaccurate. However, the NFL is pass first lead and that does mitigate how much impact a run defense can have, especially with some regression to the mean to be expected. And as the league becomes more and more pass dominant, these results have gotten even better in recent years for bettors following these two systems.

Play Against: Teams that have allowed no more than 60 rushing yards per game on average in their past three games.

Play On: Teams that have allowed at least 190 rushing yards per game on average in their past three games.



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Top Trends from the 2018 NFL Annual

By the Crew at KillerSports.com, @Killer_trends

The 2018 KillerSports.com NFL Annual had many profitable trends in past performance and we'll go over what we consider the top trends here, starting with the ATS and then presenting the OU trends.

ARZ009 from the 2018 Annual read, "The Cardinals are 0-10 ATS (-8.05 ppg) off a double-digit road loss in which their opponent had more punts than third down conversion." The Cardinals were 0-2 ATS in this spot last season, moving them to 0-12 ATS in this spot. The SDQL text is:

team = Cardinals and p:margin<=-10 and p:A and po:3DM < po:punts and date >= 20041128

BAL004 from the 2018 Annual read, "BAL004: The Ravens are 11-0 ATS (+7.27 ppg) on the road off a win as a favorite in which their opponent scored first." Baltimore was 3-0 ATS in this spot in 2018 and are now 14-0 ATS. The SDQL text is:

team = Ravens and p:WF and A and po:SF>0 and date >= 20061224

DAL006 from the 2018 Annual read, "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. Dallas was 0-1 ATS in this spot last season, getting shutout 23-0 in Indianapolis, moving them to 0-20 ATS. The SDQL text is:

team=Cowboys and -3<=line<=3 and surface=artificial and p:H and po:3DM / po:FD<0.36 and date>=20031100

KC003 from the 2018 Annual read, "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. Kansas City tacked on two more covers in this spot, moving them to 14-0-1 ATS. The SDQL text is:

team=Chiefs and A and p:W and tA(points,N=3)>24 and date>=20131006

The Sports Data Query Group (SDQG) will offer their complete list of active team trends for each week of the NFL season at KillerSports.com/TrendMart?store=SDQG



MIA006 from the 2018 Annual read, “The Dolphins are 0-18 ATS (-11.50 ppg) as a home favorite after a loss in which they never led.” This one has been in the annual for some time now and the Dolphins just can’t seem to get things going in this spot. In 2018 they lost 17-7 laying three to the Jaguars in this spot, moving them to 0-19 ATS. The SDQL text is:

team = Dolphins and H and F and p:L and p:BL = 0 and date >= 20031116

MIN005 from the 2018 Annual read, “MIN005: The Vikings are 12-0 ATS (+11.00 ppg) after a home win in which Adam Thielen didn't have a 22+ yard reception.” Minnesota was in this spot twice in 2018 and they won by more than 17 points and covered by double-digits each time. The Vikings are now 14-0 ATS in this spot. The SDQL text is:

team=Vikings and Adam Thielen:p:longest reception<22 and p:HW and NB and date>=20141200

NYG003 from the 2018 Annual read, “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.” New York was 2-0 ATS in this spot in 2018 moving them to 16-0 ATS. The SDQL text is:

team = Giants and p:W and A and max:p:RY / p:RY > 0.75 and date >= 20061015

NYJ008 from the 2018 Annual read, “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.” NY was 0-3 ATS in this spot in 2018, moving this one to 0-14 ATS. The SDQL text is:

team=Jets and p:L and 24<tA(points,N=3) and date>=20081026

OAK008 from the 2018 KillerSports.com NFL Annual read, “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.” Oakland was in this spot twice last season and they lost by 16 and 32 points respectively. The Raiders are now 0-15 ATS under these conditions. The SDQL text is:

team=Raiders and D and p:H and p:W and p:TOM<=-2 and date>=20031222

LAR005 from the 2018 Annual read, “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.” The Rams were 2-0 ATS in this spot in 2018 to move them to 11-0 ATS under these conditions. The SDQL is shown below.

team=Rams and F and p:H and tA(p:points) - p:points <=-8 and season >= 2002

TB007 from the 2018 Annual read, “The Buccaneers are 0-12 ATS (-10.42 ppg) when they are at home after two away losses.” Tampa continued to disappoint their backers in these homecoming games, going 0-2-1 ATS in this spot in 2018 to move them to 0-14-1 ATS under these conditions. The SDQL is shown below.

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

TEN001 from the 2018 Annual read, “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.” Tennessee continued to struggle in this spot, going 0-3 ATS in this spot in 2018 to move them to 0-21 ATS under these conditions. The SDQL is shown below.

team = Titans and p:W and opo:TY > 370 and date >= 20091200

For the OU trends, the clear champion was PIT013

PIT013: The Steelers are 0-16 OU (-8.88 ppg) on the road vs a team that is averaging at least 34.75 passes per game. This one was 0-5 OU in 2018, moving it to 0-21 OU since the start of the 2014 season. The SDQL text is:

team=Steelers and A and oA(passes)>=34.75 and season >= 2014

KC014 from the 2018 Annual read, “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 SDQL text is:

team=Chiefs and H and p:TOP - tA(p:TOP) <= -180 and date>=20091213

MIN014 from the 2018 Annual read, “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.” Minnesota was 0-2 OU in this spot in 2018, moving them to 0-14 OU under these conditions. The SDQL text is:

team=Vikings and surface=artificial and DIV and p:INC<10 and date>=20081207

The Active Trend of the Week from the KillerSports.com 2019 NFL Annual will be presented on each Friday before each NFL Sunday at youtube’s SDQL University.

The logo for SDQL University, featuring the letters 'SDQL' in a bold, blue, sans-serif font. The 'S' and 'D' are connected, and the 'Q' has a unique shape with a vertical bar on its right side.

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Football handicapping is oftentimes a mix of expectations, current form and long-term ability. While a team's long-term ability is meaningful in football, because of the short nature of football seasons, there are less opportunities for long-term form to establish compared to basketball or baseball. That leaves current form and expectations as the most present weekly factors for interesting gambling situations.



There are numerous ways to define each of those factors and we take advantage of 100s of those them in our wildly successful NCAA handicapping, thanks to the capabilities of the Killersports.com Database to identify specific, profitable 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.

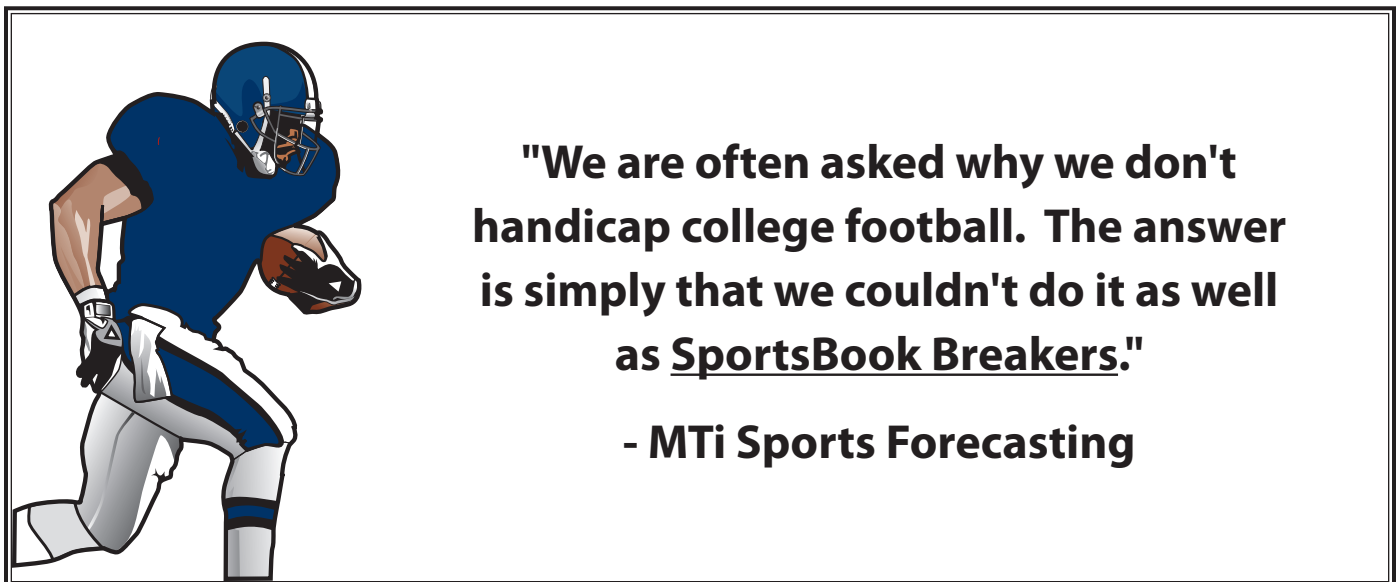
One situation that is always interesting to look at is when expectations do not align with the team's recent performance. In the study in the 2018 Journal of Football Research, we identified an interesting situation based on a team being a sizable underdog after a particularly strong performance. This study will look at the opposite of that, games where a team is carrying big expectations after a sizable loss in their last game. Does Vegas know more than we see on the surface or is there value in going against a large line when the team recently struggled?

It is worth noting that college football is different than pro football in that is a much larger difference in the quality of teams that a college will see on a week to week basis. So there could be a real reason for a huge line swing based on a huge difference in the opponent quality. And that is what we will look to discover here.

The most basic situation is when a team is a favorite having lost last game. Using the Killersports.com database that contains game data going back to 1980, we note that 39.2% of all losing teams are been favored in their next game. So, this is not all that rare of a situation that has over 8,300 active instances in the database.

To search how teams have performed as favorites in a game following a loss, we first need the parameter "F" which is the shortcut for favorites. The other parameter is "p:L." "L" is the shortcut for a loss 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 teams are 3941-4252-180 in this situation, covering in 48.1% of games. That is actually a decent ATS edge considering this is a situation with over 8,370 actives, but that cover percentage does not warrant a play on or a play against situation

We want to start by increasing the amount by which a team lost 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 "F and p:marg in<=-1,-7,-14,-21,-28,-35,-42,-49" (p:marg replaces p:L 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 Defeat	ATS	SU	Average Line	# of Games
<=1	3941-4252-180 (-0.20, 48.1%)	6006-2303-64 (10.53, 72.3%)	-10.7	8373
<=7	2743-2970-114 (-0.17, 48.0%)	4151-1629-47 (10.28, 71.8%)	-10.4	5827
<=14	1836-1907-73 (0.14, 49.1%)	2717-1069-30 (10.36, 71.8%)	-10.2	3816
<=21	1205-1164-50 (0.67, 50.9%)	1753-648-18 (10.77, 73.0%)	-10.1	2419
<=28	657-662-35 (0.52, 49.8%)	965-377-12 (10.44, 71.9%)	-9.9	1354
<=35	344-337-24 (0.81, 50.5%)	504-193-8 (10.48, 72.3%)	-9.7	705
<=42	162-171-13 (0.60, 48.6%)	245-96-5 (9.74, 71.8%)	-9.1	346
<=49	75-80-7 (-0.08, 48.4%)	117-43-2 (9.20, 73.1%)	-9.3	162

What we see here is not a lot of movement or value in the results either on or against these teams. Looking at teams that are favored in these games, the amount they lost by last game does not move the needle much. Teams are only favored slightly less when the loss was by a major margin last game and the SU winning percentage is quite steady between 71-73% and the ATS winning percentage is locked in between 48-51%.

Without a strong lean based on the size of the previous loss, let's now search based on the other parameter, the size of the line. We will again use the grouping feature with the SDQL "p:L and line<=-1,-7,-14,-21,-28,-35". The results are below.

Line	ATS	SU	Average Line	# of Games
<=-1	3924-4238-180 (-0.20, 48.1%)	5989-2289-64 (10.56, 72.3%)	-10.8	8342
<=-7	2336-2425-112 (0.19, 49.1%)	4022-820-31 (16.06, 83.1%)	-15.9	4873
<=-14	1200-1179-47 (0.29, 50.4%)	2219-200-7 (22.33, 91.7%)	-22	2426
<=-21	549-524-29 (0.17, 51.2%)	1062-39-1 (28.66, 96.5%)	-28.5	1102
<=-28	224-234-13 (0.18, 48.9%)	463-8-0 (35.03, 98.3%)	-34.8	471
<=-35	87-91-8 (0.62, 48.9%)	185-1-0 (41.80, 99.5%)	-41.2	186

Well what we see here is more of the same as far as the against the spread results go. Obviously, the outright winning percentage goes up significantly as the line increases. And for the most part these lines are accurate, as the ATS results again fall between 48-51%. Again, there is no actionable situation for bettors.



SportsBook Breakers is an expert at system handicapping in college football and it has shown in its selections. SportsBook Breakers (Vince Akins) was the #1 football handicapper in the country in 2017 as graded by Vegas Insider and Sports Watch Monitor. SBB is now up over \$4,500 for \$100 the past 4 seasons.

SBB is also an expert NFL handicapper as well as it uses a carefully cultivated database of 100s of NFL and NCAA systems that are 55% winners over the long-term to forecast winners.

SBB's plays will be available this season at killercappers.com.

The final opportunity to look for value here is by moving the size of the previous loss and the size of this line together, and look for opportunity as those numbers move farther apart. To do this we are using the SDQL: *line<=-3 and p:margin<=-3, line<=-7 and p:margin<=-7* etc. to generate the data below:

Previous Margin and Current Line	ATS	SU	Average Line	# of Games
<=-3	3118-3336-148 (-0.05, 48.3%)	4962-1586-54 (12.06, 75.8%)	-12.1	6602
<=-7	1599-1652-74 (0.24, 49.2%)	2726-580-19 (15.86, 82.5%)	-15.6	3325
<=-10	981-973-45 (0.44, 50.2%)	1728-264-7 (18.78, 86.7%)	-18.3	1997
<=-14	505-479-18 (0.73, 51.3%)	912-87-3 (22.68, 91.3%)	-22.0	1002
<=-17	317-272-12 (1.10, 53.8%)	563-36-2 (25.85, 94.0%)	-24.7	601
<=-21	157-117-7 (1.76, 57.3%)	273-7-1 (30.37, 97.5%)	-28.6	281
<=-24	100-60-4 (2.95, 62.5%)	160-4-0 (34.32, 97.6%)	-31.4	164
<=-28	42-24-1 (3.43, 63.6%)	66-1-0 (38.43, 98.5%)	-35.0	67

Finally, we have discovered some exciting results. As the lines in these games get bigger, along with the margins from the last game getting worse, there is serious value on these teams even with the big lines. It makes sense that if there was any situation where there is value to be had it would be at these extreme. The key spot is when the team is favored by at least 24 points after losing by at least 24 points last game, as teams are 100-60-4 ATS in this situation, covering at a 62.5% rate. Don't be concerned about laying a big number after a team really struggled last game. It is likely because of that last performance that Vegas has not made the number high evening.

Summary:

Of all the variations of this situation we looked at in this study, the situation that is the most unique, where the team is a big favorite after being a big loser last game makes sense to be the most interesting. And it certainly is – as this is an extremely profitable situation in the long term.

Play On: Teams that are 24+ point favorites after losing by 24+ points in their last game.

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This NCAA system is just one of hundreds of NFL and NCAA Football systems SBB has at its disposal when handicapping each week. Now with the Killersports.com Trends Mart, you can get SBB's very best systems along with the type of quality analysis you see in this study.



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Sports Data Query Group's NFL Systems available at the KillerSports.com TrendMart!

By The Crew at KillerSports.com

The Sports Data Query Group (SDQG) has four NFL Systems available at the KillerSports.com TrendMart right now.

Here we will publish the complete game listing for each System with a small description.

The first is an OU system involving a good team on the road. The system is numbered SDQG's NFL0135. Teams in the spot have produced 25 straight UNDERS since New Year's 2016, as can be seen in the game listing below. It had a LOT of active dates last season and it is available at the KillerSports.com Trend Mart for 87 web debit dollars. You get the SDQL that generates this record and an analysis from the Sports Data Query Group.



Date	Link	Day	Week	Season	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUM	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr	ot
Jan 03, 2016	view	Sunday	17	2015	Steelers	Browns	away	7-3	7-6	3-0	11-3	28-12	-12.0	47.0	16	4.0	-7.0	-1.5	-5.5	W	W	U	0
Jan 03, 2016	view	Sunday	17	2015	Patriots	Dolphins	away	0-3	3-7	7-0	0-10	10-20	-10.0	46.5	-10	-20.0	-16.5	-18.2	1.8	L	L	U	0
Jan 17, 2016	view	Sunday	19	2015	Steelers	Broncos	away	7-6	3-3	3-3	3-11	16-23	7.5	40.0	-7	0.5	-1	-0.2	-0.8	L	W	U	0
Sep 18, 2016	view	Sunday	2	2016	Bengals	Steelers	away	3-7	3-3	3-7	7-7	16-24	3.5	48.0	-8	-4.5	-8.0	-6.2	-1.8	L	L	U	0
Oct 02, 2016	view	Sunday	4	2016	Broncos	Buccaneers	away	7-7	10-0	3-0	7-0	27-7	-3.0	43.0	20	17.0	-9.0	4.0	-13.0	W	W	U	0
Oct 16, 2016	view	Sunday	6	2016	Chiefs	Raiders	away	7-7	6-3	10-0	3-0	26-10	-1.0	46.0	16	15.0	-10.0	2.5	-12.5	W	W	U	0
Oct 31, 2016	view	Monday	8	2016	Vikings	Bears	away	0-3	3-10	0-7	7-0	10-20	-4.0	40.0	-10	-14	-10	-12.0	2.0	L	L	U	0
Nov 13, 2016	view	Sunday	10	2016	Broncos	Saints	away	7-0	3-3	0-14	15-6	25-23	2.5	49.0	2	4.5	-1	1.8	-2.8	W	W	U	0
Sep 25, 2017	view	Monday	3	2017	Cowboys	Cardinals	away	0-7	7-0	7-7	14-3	28-17	-3.5	46.5	11	7.5	-1.5	3.0	-4.5	W	W	U	0
Nov 19, 2017	view	Sunday	11	2017	Chiefs	Giants	away	0-0	3-6	0-0	6-3	9-12	-10.0	45.5	-3	-13	-24.5	-18.8	-5.8	L	L	U	1
Dec 11, 2017	view	Monday	14	2017	Patriots	Dolphins	away	0-6	10-7	0-14	10-0	20-27	-11.0	47.5	-7	-18.0	-0.5	-9.2	8.8	L	L	U	0
Dec 17, 2017	view	Sunday	15	2017	Cowboys	Raiders	away	3-0	7-0	7-10	3-7	20-17	-3.0	46.0	3	0.0	-9.0	-4.5	-4.5	W	P	U	0
Dec 17, 2017	view	Sunday	15	2017	Patriots	Steelers	away	7-7	3-10	6-7	11-0	27-24	-2.5	54.0	3	0.5	-3.0	-1.2	-1.8	W	W	U	0
Dec 31, 2017	view	Sunday	17	2017	Raiders	Chargers	away	0-0	10-20	0-10	0-0	10-30	8.0	43.0	-20	-12	-3	-7.5	4.5	L	L	U	0
Sep 23, 2018	view	Sunday	3	2018	Patriots	Lions	away	0-3	3-10	7-7	0-6	10-26	-6.5	53.5	-16	-22.5	-17.5	-20.0	2.5	L	L	U	0
Sep 30, 2018	view	Sunday	4	2018	Saints	Giants	away	0-7	12-0	7-3	14-8	33-18	-3.5	51.5	15	11.5	-0.5	5.5	-6.0	W	W	U	0
Oct 07, 2018	view	Sunday	5	2018	Vikings	Eagles	away	3-0	14-3	3-3	3-15	23-21	3.0	45.0	2	5.0	-1.0	2.0	-3.0	W	W	U	0
Oct 14, 2018	view	Sunday	6	2018	Rams	Broncos	away	6-3	7-0	7-7	3-10	23-20	-7.0	50.5	3	-4.0	-7.5	-5.8	-1.8	W	L	U	0
Oct 21, 2018	view	Sunday	7	2018	Panthers	Eagles	away	0-0	0-10	0-7	21-0	21-17	4.5	45.0	4	8.5	-7.0	0.8	-7.8	W	W	U	0
Oct 28, 2018	view	Sunday	8	2018	Saints	Vikings	away	7-7	10-6	10-0	3-7	30-20	-2.5	52.0	10	7.5	-2.0	2.8	-4.8	W	W	U	0
Nov 18, 2018	view	Sunday	11	2018	Panthers	Lions	away	7-7	0-3	0-3	12-7	19-20	-3.5	48.0	-1	-4.5	-9.0	-6.8	-2.2	L	L	U	0
Nov 25, 2018	view	Sunday	12	2018	Steelers	Broncos	away	0-3	10-7	7-7	0-7	17-24	-3.0	47.0	-7	-10.0	-6.0	-8.0	2.0	L	L	U	0
Dec 09, 2018	view	Sunday	14	2018	Panthers	Browns	away	7-7	10-10	3-0	0-9	20-26	-1.0	47.5	-6	-7.0	-1.5	-4.2	2.8	L	L	U	0
Dec 09, 2018	view	Sunday	14	2018	Saints	Buccaneers	away	0-7	3-7	8-0	17-0	28-14	-9.5	54.5	14	4.5	-12.5	-4.0	-8.5	W	W	U	0
Dec 16, 2018	view	Sunday	15	2018	Patriots	Steelers	away	7-7	0-7	3-0	0-3	10-17	-1.5	52.0	-7	-8.5	-25.0	-16.8	-8.2	L	L	U	0

The Sports Data Query Group's
TrendMart Store is Located at

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The next SDQG system we'll feature is 0-32 OU. The complete game listing is shown below.

Table with columns: Date, Link, Day, Week, Season, Team, Opp, Site, Q1, Q2, Q3, Q4, Final, Line, Total, SUM, ATSm, OUm, DPS, DPA, SUR, ATSr, OUR, ot. It lists NFL game results from Oct 2015 to Dec 2018.

This one is numbered SDQG’s NFL0145 and it has been cashing tickets for us for some time now. It involves the team’s average offensive yardage and the opponent’s average yards allowed. It has been active at least five times a season over the past four seasons and it is currently available at the KillerSports.com TrendMart for 137 web debit dollars.

The next system is numbered NFL0148 and it is a perfect 28-0 OU over the past 20 years. A system that is active 28 times over 20 years might not be active for an entire season. In fact, it was not active in 2015, it had two active dates in 2016, one in 2017, and none in 2018. We certainly like this system, but we are not going to ask customers to pay for it when it is active on the average of 1.4 times a entire season. Therefore, this system, including reasoning and the SDQL text, is available for free at the KillerSports.com TrendMart in SDQG’s store.



NFL0148 involves a significant underdog facing a non-divisional opponent that has a good defense but had less than 26 minutes of possession time in their last game.

The complete game listing for this system is presented on the next page. Teams in this spot have gone over the total by an average of 12.41 points per game.

28-0 OU System available FREE at the KillerSports.com TrendMart

Date	Link	Day	Week	Season	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	Sur	ATSr	OUR	ot
Oct 24, 1999		Sunday	7	1999	Fortyniners	Vikings	away	3-7	10-17	3-7	0-9	16-40	7.0	49.5	-24	-17.0	6.5	-5.2	11.8	L	L	O	0
Oct 15, 2000		Sunday	7	2000	Chargers	Bills	away	3-0	7-14	14-0	0-10	24-27	10.0	37.0	-3	7.0	14.0	10.5	3.5	L	W	O	1
Sep 26, 2004		Sunday	3	2004	Packers	Colts	away	14-21	3-14	7-0	7-10	31-45	6.5	48.5	-14	-7.5	27.5	10.0	17.5	L	L	O	0
Oct 31, 2004		Sunday	8	2004	Panthers	Seahawks	away	0-7	7-7	3-3	7-6	17-23	8.0	39.0	-6	2.0	1.0	1.5	-0.5	L	W	O	0
Nov 21, 2004		Sunday	11	2004	Dolphins	Seahawks	away	7-10	0-7	7-0	3-7	17-24	9.5	37.5	-7	2.5	3.5	3.0	0.5	L	W	O	0
Nov 27, 2006		Monday	12	2006	Packers	Seahawks	away	7-3	7-9	7-7	3-15	24-34	9.5	43.0	-10	-0.5	15.0	7.2	7.8	L	L	O	0
Dec 11, 2006		Monday	14	2006	Rams	Bears	home	0-0	13-14	0-14	14-14	27-42	6.5	41.0	-15	-8.5	28.0	9.8	18.2	L	L	O	0
Dec 31, 2006		Sunday	17	2006	Lions	Cowboys	away	13-0	7-14	10-10	9-7	39-31	12.0	45.0	8	20.0	25.0	22.5	2.5	W	W	O	0
Dec 31, 2006		Sunday	17	2006	Dolphins	Colts	away	3-0	3-17	6-3	10-7	22-27	9.0	43.0	-5	4.0	6.0	5.0	1.0	L	W	O	0
Oct 14, 2007		Sunday	6	2007	Saints	Seahawks	away	7-0	21-10	0-0	0-7	28-17	7.0	42.5	11	18.0	2.5	10.2	-7.8	W	W	O	0
Nov 04, 2007		Sunday	9	2007	Vikings	Chargers	home	7-7	0-7	14-0	14-3	35-17	7.0	41.5	18	25.0	10.5	17.8	-7.2	W	W	O	0
Nov 18, 2007		Sunday	11	2007	Raiders	Vikings	away	3-9	16-10	0-3	3-7	22-29	5.0	36.5	-7	-2.0	14.5	6.2	8.2	L	L	O	0
Dec 09, 2007		Sunday	14	2007	Ravens	Colts	home	0-23	7-14	0-7	13-0	20-44	9.0	43.5	-24	-15.0	20.5	2.8	17.8	L	L	O	0
Dec 20, 2007		Thursday	16	2007	Rams	Steelers	home	7-7	10-17	7-7	0-10	24-41	7.5	43.5	-17	-9.5	21.5	6.0	15.5	L	L	O	0
Oct 05, 2008		Sunday	5	2008	Bengals	Cowboys	away	0-10	6-7	7-0	9-14	22-31	16.5	45.0	-9	7.5	8.0	7.8	0.2	L	W	O	0
Nov 17, 2008		Monday	11	2008	Browns	Bills	away	6-0	7-10	3-3	13-14	29-27	5.0	41.0	2	7.0	15.0	11.0	4.0	W	W	O	0
Nov 27, 2008		Thursday	13	2008	Lions	Titans	home	3-21	7-14	0-6	0-6	10-47	11.0	44.0	-37	-26.0	13.0	-6.5	19.5	L	L	O	0
Nov 08, 2009		Sunday	9	2009	Lions	Seahawks	away	17-0	0-13	0-9	3-10	20-32	10.5	42.0	-12	-1.5	10.0	4.2	5.8	L	L	O	0
Jan 03, 2010		Sunday	17	2009	Colts	Bills	away	7-7	0-17	0-6	0-0	7-30	8.5	35.0	-23	-14.5	2.0	-6.2	8.2	L	L	O	0
Oct 30, 2011		Sunday	8	2011	Cardinals	Ravens	away	3-0	21-6	0-14	3-10	27-30	12.0	44.5	-3	9.0	12.5	10.8	1.8	L	W	O	0
Oct 25, 2012		Thursday	8	2012	Buccaneers	Vikings	away	10-0	10-10	10-7	6-0	36-17	5.5	42.5	19	24.5	10.5	17.5	-7.0	W	W	O	0
Nov 03, 2013		Sunday	9	2013	Buccaneers	Seahawks	away	0-0	21-7	3-7	0-10	24-27	15.5	41.0	-3	12.5	10.0	11.2	-1.2	L	W	O	1
Nov 10, 2013		Sunday	10	2013	Rams	Colts	away	7-0	21-0	10-8	0-0	38-8	8.0	43.0	30	38.0	3.0	20.5	-17.5	W	W	O	0
Oct 26, 2014	view	Sunday	8	2014	Bears	Patriots	away	0-7	7-31	8-7	8-6	23-51	6.5	51.5	-28	-21.5	22.5	0.5	22.0	L	L	O	0
Dec 07, 2014	view	Sunday	14	2014	Jets	Vikings	away	12-14	3-7	3-0	6-3	24-30	5.0	41.0	-6	-1	13	6.0	7.0	L	L	O	1
Oct 16, 2016	view	Sunday	6	2016	Fortyniners	Bills	away	3-7	10-10	0-7	3-21	16-45	8.0	44.5	-29	-21.0	16.5	-2.2	18.8	L	L	O	0
Nov 07, 2016	view	Monday	9	2016	Bills	Seahawks	away	14-7	3-21	0-0	8-3	25-31	6.0	44.0	-6	0.0	12	6.0	6.0	L	P	O	0
Oct 29, 2017	view	Sunday	8	2017	Colts	Bengals	away	0-3	13-7	7-7	3-7	23-24	10.5	43.5	-1	9.5	3.5	6.5	-3.0	L	W	O	0

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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 ATS active listing on the Wednesday of each week during the NFL season for only 37 web debit dollars, the OU listing is 27 in web debit value each week and both sets are available for 47 web debit dollars. 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 20 sample trends from the SDQG saved trend file. The first five are Play ON, the second five are Play AGAINST the third five are play OVER, and the last five are play UNDER.

Play ON Trends in Past Performance	Record, Avg. Margin
SDQG0466: Play ON the Chargers as a road dog off a game as a home favorite when their opponent has a higher winning percentage, more wins, and is allowing less than five yards per rush.	19-0 ATS, +11.58 ppg
SDQG0491: Play ON the Giants on the road after a game in which they held their opponent to fewer than two red zone attempts and they are facing a team that has averaged fewer than five red zone attempts season-to-date.	19-0 ATS, +14.95 ppg
SDQG0183: Play ON the Saints 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
SDQG0176: Play ON the Patriots when they are off a loss and facing a team with more wins on the season.	16-0 ATS, +15.06 ppg
SDQG0593: Play ON the Ravens on the road off a win as a favorite in which their opponent scored first.	14-0 ATS. +8.79 ppg

Play AGAINST Trends in Past Performance	Record, Avg. Margin
SDQG0618: Play AGAINST the Titans off a win when they are facing a team allowed more than 370 total yards in their last game.	0-21 ATS, -11.17 ppg
SDQG0317: Play AGAINST the Dolphins when hosting a non-divisional opponent that had at least two fewer wins last regular season.	0-20 ATS, -7.90 ppg
SDQG0493: Play AGAINST the Falcons at home off a home win in which they scored in each of the four quarters.	0-16 ATS, -10.62 ppg
SDQG0036: 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
SDQG0228: Play AGAINST the Eagles at home vs a divisional opponent when they are off a loss in which they committed at least two turnovers.	0-15 ATS, -9.17 ppg

Play OVER Trends in Past Performance	Record, Avg. Margin
SDQG1828: Play the Lions OVER after a game in which they had fewer turnovers than their opponent and held their opponent to at least ten points fewer than their season-to-date average.	25-0 OU, +9.74 ppg
SDQG1923 Play the Packers OVER when they are off a loss as a dog and they are facing a non-divisional opponent that is forcing an average of at least five punts per game.	23-0 OU, +16.65 ppg
SDQG1796: Play the 49ers OVER as a favorite over a divisional opponent on grass when they are off a road game in which they committed at least two turnovers.	21-0 OU, +12.52 ppg
SDQG1772: Play the Saints OVER off a game as a favorite when facing a non-divisional opponent that has averaged fewer than 5.2 rushing first downs per game.	21-0 OU, +10.64 ppg
SDQG1084: Play the Seahawks OVER as a dog after a win in which they were trailing at the end of the first quarter.	18-0 OU, +10.69 ppg

Play UNDER Trends in Past Performance	Record, Avg. Margin
SDQG1777: Play the Giants UNDER with more than 3 days rest when they are off a home game in which they had at least ten more running plays than their season-to-date average and they did not lose by a field goal or more.	0-25 OU, -10.42 ppg
SDQG1655: Play the Steelers UNDER on the road vs a team that is averaging at least 35 passes per game.	0-20 OU, -7.62 ppg
SDQG1653: Play the Bears UNDER 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.	0-19 OU, -9.00 ppg
SDQG1321: Play the Chiefs UNDER at home after a game in which they had at least three fewer minutes of possession time than their season-to-date average.	0-17 OU, -12.50 ppg
SDQG1136: Play the Jaguars UNDER as a dog off a road loss in which they had more third down conversions than punts.	0-15 OU, -11.73 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.

Note that each active trend in the listing is a link to the complete query output file that has the records summary, stats summary and complete game listing. You can also see the SDQL text, so you can save the trend in your own personal trend file if you desire. The query output file allows you to handicap the games and to perform further research with the query text box.

For example, here is the query output file for SDQG1655, which states that the Steelers are an UNDER team on the road vs a team that is averaging at least 35 passes per game.


t:team=Steelers and A and 35<=oA(passes) and season>=2014																						
SDQL!																						
t:team = Steelers and A and 35 <= oA(passes) and season >= 2014																						
SU: 10-10-0 (-0.55, 50.0%)					Teaser Records																	
ATS: 10-10-0 (-3.65, 50.0%) avg line: -3.1					+6: 11-9-0 (55.0%)			-6: 5-15-0 (25.0%)			+10: 12-6-2 (66.7%)			-10: 1-19-0 (5.0%)								
O/U: 0-20-0 (-7.62, 0.0%) avg total: 46.5					+6: 0-20-0 (0.0%)			-6: 5-13-2 (27.8%)			+10: 0-20-0 (0.0%)			-10: 13-7-0 (65.0%)								
Rushes Rush Yds Passes Pass Yds Comp TOs Q1 Q2 Q3 Q4 Final																						
Team	21.0	83.7	38.3	274.2	24.1	1.6	2.6	6.1	3.9	6.5	19.1											
Opp	26.5	102.8	34.1	218.8	21.5	0.9	5.0	5.5	3.7	5.2	19.7											
Date	Link	Day	Week	Season	Team	Opp	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	OUm	DPS	DPA	SUr	ATSr	OUr
Sep 11, 2014	view	Thursday	2	2014	Steelers	Ravens	away	0-7	3-3	3-7	0-9	6-26	3.0	44.0	-20	-17	-12	-14.5	2.5	L	L	U
Nov 09, 2014	view	Sunday	10	2014	Steelers	Jets	away	0-17	3-0	0-3	10-0	13-20	-4.0	46.5	-7	-11.0	-13.5	-12.2	-1.2	L	L	U
Dec 14, 2014	view	Sunday	15	2014	Steelers	Falcons	away	6-0	14-7	0-6	7-7	27-20	-2.5	54.5	7	4.5	-7.5	-1.5	-6.0	W	W	U
Oct 12, 2015	view	Monday	5	2015	Steelers	Chargers	away	0-7	3-0	7-0	14-13	24-20	3.5	45.5	4	7.5	-1.5	3.0	-4.5	W	W	U
Oct 25, 2015	view	Sunday	7	2015	Steelers	Chiefs	away	3-3	0-6	7-7	3-7	13-23	3.5	42.5	-10	-6.5	-6.5	-6.5	0.0	L	L	U
Dec 27, 2015	view	Sunday	16	2015	Steelers	Ravens	away	0-7	3-6	7-0	7-7	17-20	-10.5	47.5	-3	-13.5	-10.5	-12.0	1.5	L	L	U
Jan 03, 2016	view	Sunday	17	2015	Steelers	Browns	away	7-3	7-6	3-0	11-3	28-12	-12.0	47.0	16	4.0	-7.0	-1.5	-5.5	W	W	U
Jan 17, 2016	view	Sunday	19	2015	Steelers	Broncos	away	7-6	3-3	3-3	3-11	16-23	7.5	40.0	-7	0.5	-1	-0.2	-0.8	L	W	U
Sep 25, 2016	view	Sunday	3	2016	Steelers	Eagles	away	0-3	3-10	0-21	0-0	3-34	-3.5	46.5	-31	-34.5	-9.5	-22.0	12.5	L	L	U
Nov 06, 2016	view	Sunday	9	2016	Steelers	Ravens	away	0-7	0-3	0-3	14-8	14-21	-3.0	46.0	-7	-10.0	-11.0	-10.5	-0.5	L	L	U
Nov 20, 2016	view	Sunday	11	2016	Steelers	Browns	away	3-0	11-0	3-3	7-6	24-9	-8.5	45.0	15	6.5	-12.0	-2.8	-9.2	W	W	U
Nov 24, 2016	view	Thursday	12	2016	Steelers	Colts	away	14-0	7-7	0-0	7-0	28-7	-8.5	50.0	21	12.5	-15	-1.2	-13.8	W	W	U
Dec 18, 2016	view	Sunday	15	2016	Steelers	Bengals	away	3-10	6-10	6-0	9-0	24-20	-3.0	45.5	4	1.0	-1.5	-0.2	-1.2	W	W	U
Sep 24, 2017	view	Sunday	3	2017	Steelers	Bears	away	0-7	7-10	7-0	3-0	17-23	-7.0	44.0	-6	-13.0	-4.0	-8.5	4.5	L	L	U
Oct 29, 2017	view	Sunday	8	2017	Steelers	Lions	away	3-3	7-9	10-0	0-3	20-15	-3.0	44.5	5	2.0	-9.5	-3.8	-5.8	W	W	U
Oct 14, 2018	view	Sunday	6	2018	Steelers	Bengals	away	0-7	14-7	3-0	11-7	28-21	1.5	50.0	7	8.5	-1.0	3.8	-4.8	W	W	U
Nov 04, 2018	view	Sunday	9	2018	Steelers	Ravens	away	7-3	7-3	6-7	3-3	23-16	1.5	46.0	7	8.5	-7.0	0.8	-7.8	W	W	U
Nov 18, 2018	view	Sunday	11	2018	Steelers	Jaguars	away	0-0	0-9	6-7	14-0	20-16	-4.5	46.5	4	-0.5	-10.5	-5.5	-5.0	W	L	U
Nov 25, 2018	view	Sunday	12	2018	Steelers	Broncos	away	0-3	10-7	7-7	0-7	17-24	-3.0	47.0	-7	-10.0	-6.0	-8.0	2.0	L	L	U
Dec 09, 2018	view	Sunday	14	2018	Steelers	Raiders	away	0-7	14-3	0-0	7-14	21-24	-9.5	51.0	-3	-12.5	-6.0	-9.2	3.2	L	L	U

There are even links to the boxscore for each game if a deeper dive into the results is warranted.

For a FREE sample of an active trend from the SDQG set, check out the videos of SDQG's ATS Trend of the Week on Tuesday and SDQG's OU Trend of the Week on Wednesdays during the regular season. The videos are on youtube and the links are published on Twitter by @Killer_trends.

Play Smart. Play Informed. Get the SDQG NFL Active Trend Set.

The SDQG Active ATS Trend of the Week is released on Tuesday.
The SDQG Active OU Trend of the Week is released on Wednesday.
Follow KillerSports @killer_trends on Twitter
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Basically, we are looking at a team that is struggling and in a tough spot in which to turn things around. Yes, they are playing at home, but a team that won fewer than six games the previous season and is not playing well is not likely to have a significant home field advantage. In fact, the fact that they are playing at home has resulted in their average line being only +1.1 points and they were actually the favorite in ten of the 27 games. Despite the average line being close to pick'em, they have lost by an average final score of 31.0 points to 21.6 points.

When the defense is struggling, the offense doesn't get as many chances to score and, as a result, they take risks on offense. This usually does not work out and both the offense and the defense. Since the start of the 2017 season, this system has been active six times. The teams in this spot were 0-6 straight up, despite being the favorite in each of the last three, and they scored an average of a paltry 10.17 points per game.

The evidence that the offense tries to do too much to compensate for the poor play of the defense can be found in the stats summary for this trend, which is part of the query output file. The teams in this spot have averaged 2.3 turnovers per game and have only 0.9 takeaways.

If you save this one in your personal trend file, at KillerSports.com, it will appear in your personal active listing during the season. For a video describing how to save a trend in your personal trend file, cut and paste this URL:



<https://www.youtube.com/watch?v=HYwX1xZ101w&feature=youtu.be>

Look for more team trends and systems from the Sports Data Query Group throughout the NFL season in the KillerSports.com TrendMart, in the KillerSports.com Weekly NFL Report, on Twitter @Killer_Trends and on YouTube for the NFL Video Query of the Day.

Daily Videos Featuring ACTIVE SDQL Trends for the Upcoming Week of NFL Action

Youtube Channel: SDQL University

Sunday: NFL SDQL System Play of the Week

Monday: Monday Night SDQL Trend of the Week

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

A blue, five-pointed starburst graphic with a white border. Inside the starburst, the text reads: "Starts Tuesday September 3th with the Week One SDQL ATS Trend of the Week!!".

Starts Tuesday
September 3th with
the Week One
SDQL ATS Trend
of the Week!!

2019 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 2009 through 2018. There is also a column on the far right which gives the cumulative 2009-2018 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. Uncovering 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 trend in performance still exists, knowing whether the trend makes good handicapping sense and knowing whether the trend still 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, the NBA is in the center column and the MLB is in the right-hand column.

To subscribe to this year's KillerSports.com NFL Report, visit KillerSports.com.

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

Earn credit for what you know. Tweet with #SDQL.

CHICAGO BEARS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	12-4-0	75-85-0
Straight Up Home	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	7-1-0	41-39-0
Straight Up Away	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	5-3-0	32-46-0
Average Line	0.62	0.06	1.28	-3.00	-0.09	2.53	3.88	3.75	4.81	-2.94	1.09
Average O/U Line	42.38	40.31	42.25	41.69	46.97	48.56	44.66	44.03	41.72	44.16	43.67
Against the Spread Record	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	12-4-0	73-79-8
Six Point Teaser Record	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	14-2-0	115-44-1
Seven Point Teaser Record	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	15-0-1	119-38-3
Ten Point Teaser Record	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	16-0-0	129-30-1
ATS Home	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	7-1-0	35-39-6
ATS Away	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	5-3-0	37-40-1
Over/Under Record	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	8-8-0	77-79-4
Over/Under Home	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	4-4-0	37-41-2
Over/Under Away	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	4-4-0	40-36-2
ATS as Favorite	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	9-3-0	30-29-4
ATS as Underdog	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	3-1-0	41-47-4
ATS as Home Favorite	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	6-0-0	19-21-3
ATS as a Home Dog	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	1-1-0	15-17-3
ATS Away Favorite	2-0-0	1-1-0	---	3-2-0	1-1-0	---	---	0-1-0	---	3-3-0	10-8-0
ATS Away Dog	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	2-0-0	26-30-1
vs Division	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	6-0-0	27-29-4
ATS after 10+ ATS Win	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	2-1-0	16-15-3
ATS after 10+ ATS Loss	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	---	12-16-2
ATS in games 1-4	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	3-1-0	19-20-1
ATS in games 5-8	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	2-2-0	18-19-3
ATS in games 9-12	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	3-1-0	15-22-3
ATS in games 13-16	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	4-0-0	21-18-1
Points Scored per Game	20.4	20.9	22.1	23.4	27.8	19.9	20.9	17.4	16.5	26.3	21.6
Points Allowed per Game	23.4	17.9	21.3	17.3	29.9	27.6	24.8	24.9	20.0	17.7	22.5
Yds Offense per Game	310.3	289.4	314.2	310.6	381.8	327.1	344.6	356.5	287.3	343.7	326.6
Yds Allowed per Game	337.8	314.3	350.4	315.6	394.6	377.1	345.4	346.8	319.1	299.7	340.1
Yds Passing per Game	217.1	188.4	188.2	187.4	267.6	236.6	228.8	248.4	175.7	222.8	216.1
Opp. Yds Passing per Game	211.4	224.2	254.1	213.9	233.0	264.4	224.6	224.9	211.0	219.8	228.1
Percent Completions	60.4	59.2	56.7	59.2	64.4	65.0	63.9	62.1	61.5	67.2	62.1
Opp Percent Completions	64.2	62.4	60.7	59.1	62.1	66.8	62.9	64.5	64.8	61.3	62.8
Yds per Pass Attempt	6.17	6.47	6.37	6.18	7.39	6.22	7.00	7.11	5.94	6.96	6.60
Opp Yds per Pass Attempt	6.37	6.16	6.44	5.78	7.35	7.72	7.02	6.79	6.38	5.72	6.54
Yds Rushing per Game	93.2	101.0	126.0	123.1	114.2	90.5	115.9	108.1	111.6	120.9	110.5
Opp Yds Rushing per Game	126.4	90.1	96.4	101.7	161.6	112.8	120.9	121.9	108.1	79.9	112.0
Yds per Rush Attempt	4.00	3.90	4.42	4.19	4.52	4.09	3.96	4.54	4.23	4.13	4.20
Opp Yds per Rush Attempt	4.33	3.73	4.02	4.19	5.36	4.27	4.47	4.38	4.00	3.77	4.29
Turnovers per Game	2.12	1.94	1.81	1.50	1.44	1.81	1.31	1.94	1.38	1.50	1.68
Takeaways per Game	1.75	2.19	1.94	2.75	1.75	1.50	1.06	0.69	1.38	2.25	1.73
Sacks per Game	2.19	2.12	2.06	2.56	2.00	2.44	2.19	2.31	2.62	3.12	2.36
Sacks Allowed per Game	2.19	3.50	3.06	2.75	1.88	2.62	2.12	1.69	2.44	2.06	2.43
Average Possession Time	28:36	29:30	30:25	31:47	31:02	30:13	31:29	28:06	29:05	32:22	30:16
Punts per Game	4.81	5.19	5.56	5.06	4.31	4.50	4.62	4.25	5.44	3.94	4.77
Opp Punts per Game	4.44	5.50	5.31	5.56	3.62	3.06	4.62	4.19	4.62	4.88	4.58
Percent Rushes	38.4	44.2	46.6	47.0	39.9	35.2	45.7	39.4	45.2	46.2	42.8
Opp Percent Rushes	45.2	38.5	36.6	38.0	47.2	41.8	44.2	44.0	43.1	33.8	41.2
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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 13-0 OU SDQL?

team=Bengals and -3<=line<=3 and p:D and oA(RFD)>6.8

Can you do it? Tweet with #SDQL.

CINCINNATI BENGALS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	6-10-0	85-73-2
Straight Up Home	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	4-4-0	48-30-1
Straight Up Away	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	2-6-0	37-43-0
Average Line	-0.62	3.00	0.25	-0.84	-2.97	-1.38	-4.12	-1.03	0.97	3.22	-0.35
Average O/U Line	40.72	41.88	39.66	44.78	44.06	45.94	44.56	44.72	40.88	48.25	43.54
Against the Spread Record	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	9-7-0	84-69-7
Six Point Teaser Record	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	10-6-0	115-43-2
Seven Point Teaser Record	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	10-5-1	121-36-3
Ten Point Teaser Record	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	13-3-0	134-24-2
ATS Home	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	3-5-0	40-37-2
ATS Away	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	6-2-0	44-31-5
Over/Under Record	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	8-6-2	74-82-4
Over/Under Home	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	4-3-1	37-39-3
Over/Under Away	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	4-3-1	36-43-1
ATS as Favorite	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	2-2-0	37-39-4
ATS as Underdog	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	6-4-0	42-26-3
ATS as Home Favorite	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	2-2-0	24-27-2
ATS as a Home Dog	2-0-0	3-1-0	1-2-0	1-2-0	1-0-0	2-0-0	---	0-1-0	2-0-0	0-2-0	12-8-0
ATS Away Favorite	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	---	13-11-2
ATS Away Dog	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	6-2-0	30-18-3
vs Division	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	4-2-0	31-27-2
ATS after 10+ ATS Win	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	2-1-0	23-10-1
ATS after 10+ ATS Loss	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	1-2-0	14-10-1
ATS in games 1-4	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	3-1-0	24-13-3
ATS in games 5-8	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	1-3-0	17-24-1
ATS in games 9-12	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	1-3-0	21-18-1
ATS in games 13-16	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	4-0-0	22-14-2
Points Scored per Game	19.1	20.1	21.5	24.4	26.9	22.8	26.2	20.3	18.1	23.0	22.2
Points Allowed per Game	18.2	24.7	20.2	20.0	19.1	21.5	17.4	19.7	21.8	28.4	21.1
Yds Offense per Game	309.1	330.6	319.9	332.7	368.4	348.0	358.0	356.9	280.5	310.6	331.5
Yds Allowed per Game	301.4	332.0	316.2	319.7	305.5	359.1	340.8	350.8	339.1	413.6	337.8
Yds Passing per Game	180.6	235.4	208.8	223.6	258.7	213.8	245.2	246.4	195.1	205.5	221.3
Opp. Yds Passing per Game	203.1	216.8	211.6	212.5	209.0	243.0	248.5	237.5	211.2	276.0	226.9
Percent Completions	60.0	61.9	57.6	62.0	62.0	64.1	66.1	64.7	59.6	61.0	61.9
Opp Percent Completions	58.1	63.4	59.2	61.8	59.0	60.0	64.2	63.1	59.9	66.6	61.6
Yds per Pass Attempt	6.06	6.38	6.24	6.63	7.05	6.79	7.77	7.00	6.12	6.06	6.61
Opp Yds per Pass Attempt	5.94	6.75	6.28	6.07	5.45	6.39	6.15	6.41	6.02	7.56	6.30
Yds Rushing per Game	128.5	95.1	111.1	109.1	109.7	134.2	112.8	110.6	85.4	105.1	110.2
Opp Yds Rushing per Game	98.3	115.2	104.7	107.2	96.5	116.1	92.3	113.2	127.9	137.6	110.9
Yds per Rush Attempt	4.07	3.56	3.91	4.06	3.65	4.36	3.85	3.97	3.62	4.69	3.97
Opp Yds per Rush Attempt	3.94	4.43	3.94	4.04	4.01	4.23	4.29	4.40	4.18	4.72	4.22
Turnovers per Game	1.56	2.12	1.38	1.62	1.88	1.62	1.06	1.06	1.44	1.06	1.48
Takeaways per Game	1.56	1.62	1.38	1.88	1.94	1.62	1.75	1.25	0.88	1.12	1.50
Sacks per Game	2.12	1.69	2.81	3.12	2.69	1.25	2.62	2.06	2.56	2.06	2.30
Sacks Allowed per Game	1.81	1.75	1.56	2.88	1.81	1.44	1.94	2.56	2.50	2.31	2.06
Average Possession Time	32:28	31:13	30:18	30:26	32:49	30:31	31:13	30:19	27:18	27:26	30:24
Punts per Game	5.38	4.50	5.69	4.75	4.69	4.56	4.31	4.88	5.56	4.50	4.88
Opp Punts per Game	5.19	4.75	6.12	5.38	5.62	4.69	4.81	4.62	5.12	3.38	4.97
Percent Rushes	50.0	40.9	44.8	42.3	43.8	48.3	46.6	42.5	40.7	38.2	43.9
Opp Percent Rushes	40.7	43.5	42.1	41.0	36.9	41.1	33.3	39.7	44.8	43.1	40.6
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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 21-0 OU SDQL?

team=Bills and surface=artificial and NDIV and oA(points)<38 and oA(RFD)>=7 and NB and date>=20041100

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

BUFFALO BILLS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	6-10-0	67-93-0
Straight Up Home	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	4-4-0	42-35-0
Straight Up Away	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	2-6-0	25-54-0
Average Line	3.53	5.44	2.56	2.09	3.69	1.41	-0.19	-0.41	2.03	6.47	2.66
Average O/U Line	40.25	41.34	45.72	44.91	43.75	43.62	43.66	44.66	43.41	40.66	43.20
Against the Spread Record	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	8-8-0	77-78-5
Six Point Teaser Record	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	11-5-0	104-52-4
Seven Point Teaser Record	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	11-5-0	110-47-3
Ten Point Teaser Record	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	12-4-0	122-36-2
ATS Home	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	3-5-0	40-35-2
ATS Away	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	5-3-0	37-40-2
Over/Under Record	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	7-9-0	79-81-0
Over/Under Home	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	5-3-0	41-36-0
Over/Under Away	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	2-6-0	36-43-0
ATS as Favorite	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	1-2-0	26-23-1
ATS as Underdog	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	7-6-0	50-51-4
ATS as Home Favorite	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	1-2-0	22-15-1
ATS as a Home Dog	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	2-3-0	18-16-1
ATS Away Favorite	1-0-0	---	0-1-0	1-0-0	1-0-0	0-1-0	0-2-0	0-2-0	1-1-0	---	4-7-0
ATS Away Dog	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	5-3-0	32-33-2
vs Division	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	4-2-0	30-28-2
ATS after 10+ ATS Win	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	1-1-0	13-19-0
ATS after 10+ ATS Loss	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	2-2-0	15-19-1
ATS in games 1-4	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	1-3-0	21-19-0
ATS in games 5-8	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	2-2-0	18-20-2
ATS in games 9-12	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	3-1-0	19-19-2
ATS in games 13-16	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	2-2-0	19-20-1
Points Scored per Game	16.1	17.7	23.2	21.5	21.2	21.4	23.7	24.9	18.9	16.8	20.6
Points Allowed per Game	20.4	26.6	27.1	27.2	24.2	18.1	22.4	23.6	22.4	23.4	23.5
Yds Offense per Game	273.9	304.9	351.5	342.9	338.1	318.5	360.9	354.1	302.6	298.6	324.6
Yds Allowed per Game	340.6	361.6	371.1	362.9	333.4	311.8	356.4	357.0	355.2	294.1	344.4
Yds Passing per Game	157.2	197.4	231.4	204.3	193.9	225.9	208.9	189.8	176.6	174.7	196.0
Opp. Yds Passing per Game	184.2	192.0	232.1	217.1	204.4	205.2	248.4	223.9	230.5	179.2	211.7
Percent Completions	58.0	57.0	61.6	60.5	57.3	62.7	63.4	60.4	60.7	54.3	59.6
Opp Percent Completions	56.8	62.2	63.3	57.1	55.3	60.3	57.7	60.0	64.6	63.6	60.0
Yds per Pass Attempt	5.70	6.08	6.41	6.40	5.94	6.24	7.19	6.39	5.93	5.60	6.19
Opp Yds per Pass Attempt	5.68	6.49	7.33	6.48	5.83	5.87	6.59	7.00	6.44	5.83	6.35
Yds Rushing per Game	116.7	107.5	120.1	138.6	144.2	92.6	152.0	164.3	126.1	123.9	128.6
Opp Yds Rushing per Game	156.3	169.6	139.0	145.8	128.9	106.6	108.0	133.1	124.8	114.9	132.7
Yds per Rush Attempt	4.40	4.29	4.91	5.02	4.23	3.69	4.78	5.34	4.14	4.24	4.51
Opp Yds per Rush Attempt	4.67	4.75	4.76	4.96	4.37	4.09	4.40	4.55	4.28	4.18	4.52
Turnovers per Game	1.88	2.44	1.88	2.12	1.69	1.44	1.19	0.75	1.00	2.00	1.64
Takeaways per Game	2.06	1.38	1.94	1.31	1.88	1.88	1.56	1.12	1.56	1.69	1.64
Sacks per Game	2.00	1.69	1.81	2.25	3.50	3.25	1.31	2.44	1.69	2.25	2.22
Sacks Allowed per Game	2.88	2.12	1.44	1.88	3.00	2.44	2.62	2.88	2.94	2.56	2.48
Average Possession Time	28:11	28:35	30:10	30:11	28:43	29:44	31:18	29:47	28:20	30:29	29:33
Punts per Game	5.62	4.69	4.56	5.00	6.00	5.38	5.12	4.69	4.94	5.12	5.11
Opp Punts per Game	4.88	4.44	4.25	4.50	5.88	5.50	4.69	4.38	3.88	5.00	4.74
Percent Rushes	46.5	42.0	39.4	45.0	48.9	39.4	50.1	48.6	48.2	46.4	45.5
Opp Percent Rushes	49.3	53.3	46.6	45.1	43.3	40.6	38.6	45.9	43.7	45.5	45.2
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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

Can you do it? Tweet your answer with #SDQL.

DENVER BRONCOS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	6-10-0	90-70-0
Straight Up Home	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	3-5-0	50-30-0
Straight Up Away	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	3-5-0	40-39-0
Average Line	0.56	2.66	2.50	-5.00	-9.69	-7.12	-2.72	-1.16	0.25	1.31	-1.84
Average O/U Line	40.56	44.16	41.78	47.66	53.44	49.47	43.62	42.69	41.53	45.66	45.06
Against the Spread Record	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	6-8-2	77-78-5
Six Point Teaser Record	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	11-5-0	112-44-4
Seven Point Teaser Record	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	11-3-2	119-38-3
Ten Point Teaser Record	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	14-2-0	126-31-3
ATS Home	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	2-4-2	37-40-3
ATS Away	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	4-4-0	40-37-2
Over/Under Record	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	3-13-0	79-76-5
Over/Under Home	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	1-7-0	39-37-4
Over/Under Away	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	2-6-0	40-38-1
ATS as Favorite	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	2-5-1	48-45-3
ATS as Underdog	6-4-0	4-8-0	6-4-0	1-3-0	---	0-1-0	3-0-1	3-4-0	2-5-0	4-3-1	29-32-2
ATS as Home Favorite	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	0-3-1	24-28-2
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	2-1-1	13-12-1
ATS Away Favorite	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	2-2-0	24-17-1
ATS Away Dog	3-2-0	2-4-0	5-1-0	1-2-0	---	0-1-0	1-0-1	2-3-0	0-4-0	2-2-0	16-19-1
vs Division	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	2-3-1	30-28-2
ATS after 10+ ATS Win	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	2-0-0	22-15-0
ATS after 10+ ATS Loss	2-3-0	0-3-0	1-3-0	---	2-1-0	2-1-0	0-0-2	2-2-0	2-5-0	1-1-0	12-19-2
ATS in games 1-4	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	0-2-2	23-14-3
ATS in games 5-8	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	3-1-0	18-22-0
ATS in games 9-12	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	3-1-0	22-17-1
ATS in games 13-16	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	0-4-0	14-25-1
Points Scored per Game	20.4	21.5	19.3	30.1	37.9	30.1	22.2	20.8	18.1	20.6	24.1
Points Allowed per Game	20.2	29.4	24.4	18.1	24.9	22.1	18.5	18.6	23.9	21.8	22.2
Yds Offense per Game	341.4	348.9	316.6	397.9	457.3	402.9	355.5	323.1	324.2	350.1	361.8
Yds Allowed per Game	315.0	390.8	357.8	290.8	356.0	305.2	283.1	316.1	290.0	365.0	327.0
Yds Passing per Game	226.7	252.4	152.1	283.4	340.2	291.3	248.1	230.3	208.2	230.9	246.4
Opp. Yds Passing per Game	186.3	236.2	231.5	199.7	254.4	225.4	199.8	185.8	200.6	245.4	216.5
Percent Completions	61.1	57.6	50.6	68.4	68.3	65.7	60.7	59.5	58.7	62.4	61.7
Opp Percent Completions	58.4	59.2	62.4	57.4	58.2	62.1	60.0	55.4	59.9	64.2	59.8
Yds per Pass Attempt	6.50	6.96	5.67	7.71	8.07	7.68	6.55	6.46	5.89	6.28	6.84
Opp Yds per Pass Attempt	5.85	7.53	6.94	5.72	6.64	5.62	5.58	5.38	6.54	7.14	6.27
Yds Rushing per Game	114.8	96.5	164.5	114.6	117.1	111.6	107.4	92.8	116.1	119.2	115.4
Opp Yds Rushing per Game	128.7	154.6	126.3	91.1	101.6	79.8	83.4	130.3	89.4	119.6	110.5
Yds per Rush Attempt	4.17	3.88	4.82	3.81	4.06	4.02	4.18	3.62	4.07	4.85	4.16
Opp Yds per Rush Attempt	4.50	4.66	4.14	3.61	3.87	3.66	3.26	4.33	3.34	4.46	4.02
Turnovers per Game	1.44	1.69	1.88	1.56	1.62	1.25	1.94	1.56	2.12	1.31	1.64
Takeaways per Game	1.88	1.12	1.12	1.50	1.62	1.56	1.69	1.69	1.06	1.75	1.50
Sacks per Game	2.44	1.44	2.56	3.25	2.56	2.56	3.19	2.62	2.06	2.75	2.54
Sacks Allowed per Game	2.12	2.50	2.62	1.31	1.25	1.06	2.44	2.50	3.31	2.12	2.12
Average Possession Time	30:11	28:09	29:42	31:16	30:31	30:45	30:29	29:03	31:28	28:57	30:03
Punts per Game	4.88	5.38	6.31	4.19	4.12	4.31	5.31	5.56	4.75	5.31	5.01
Opp Punts per Game	4.75	4.56	5.75	5.88	5.56	5.50	5.75	5.56	5.50	4.56	5.34
Percent Rushes	42.6	39.1	53.7	44.1	39.9	41.6	38.9	40.2	42.4	38.7	42.1
Opp Percent Rushes	45.5	50.3	45.9	39.8	39.1	33.8	39.6	44.8	45.0	41.9	42.6
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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

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CLEVELAND BROWNS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	7-8-1	41-118-1
Straight Up Home	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	5-2-1	28-50-1
Straight Up Away	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	2-6-0	13-67-0
Average Line	7.09	3.75	4.03	4.19	3.06	1.19	5.47	7.12	6.78	2.88	4.56
Average O/U Line	38.56	39.53	38.47	41.28	42.25	44.31	43.34	44.53	41.25	46.31	41.98
Against the Spread Record	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	10-6-0	72-86-2
Six Point Teaser Record	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	12-4-0	103-53-4
Seven Point Teaser Record	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	13-3-0	112-42-6
Ten Point Teaser Record	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	14-1-1	128-28-4
ATS Home	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	5-3-0	34-44-1
ATS Away	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	5-3-0	38-41-1
Over/Under Record	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	7-8-1	69-88-3
Over/Under Home	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	3-4-1	30-46-3
Over/Under Away	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	4-4-0	38-42-0
ATS as Favorite	2-0-0	0-2-0	2-2-1	2-1-0	1-3-0	2-4-0	1-2-0	---	0-1-0	1-1-0	11-16-1
ATS as Underdog	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	8-5-0	57-67-1
ATS as Home Favorite	2-0-0	0-2-0	1-2-1	1-1-0	1-3-0	2-3-0	1-2-0	---	---	1-1-0	9-14-1
ATS as a Home Dog	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	4-2-0	23-27-0
ATS Away Favorite	---	---	1-0-0	1-0-0	---	0-1-0	---	---	0-1-0	---	2-2-0
ATS Away Dog	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	4-3-0	34-39-1
vs Division	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	4-2-0	28-31-1
ATS after 10+ ATS Win	2-0-0	1-1-0	---	0-2-0	2-0-0	0-2-0	0-2-0	---	---	1-1-0	6-8-0
ATS after 10+ ATS Loss	1-4-0	---	1-1-0	0-2-0	1-4-0	4-0-0	3-2-0	1-2-0	1-2-0	2-0-0	14-17-0
ATS in games 1-4	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	4-1-0	21-19-1
ATS in games 5-8	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	1-3-0	15-24-1
ATS in games 9-12	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	3-1-0	16-24-0
ATS in games 13-16	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	2-1-0	20-19-0
Points Scored per Game	15.3	16.9	13.6	18.9	19.2	18.7	17.4	16.5	14.6	22.4	17.4
Points Allowed per Game	23.4	20.8	19.2	23.0	25.4	21.1	27.0	28.2	25.6	24.5	23.8
Yds Offense per Game	260.2	289.8	288.8	314.2	338.9	324.6	331.9	311.0	308.8	368.8	313.7
Yds Allowed per Game	389.3	350.1	332.4	363.8	332.4	365.2	379.2	392.4	328.1	393.0	362.6
Yds Passing per Game	129.8	186.8	193.1	214.7	252.5	217.8	236.4	204.0	201.8	250.4	208.7
Opp. Yds Passing per Game	244.7	220.7	184.9	245.2	221.1	224.0	250.8	249.8	230.2	257.8	232.9
Percent Completions	49.4	61.9	56.1	58.0	55.7	54.8	60.9	59.6	54.4	61.5	57.3
Opp Percent Completions	59.5	60.9	56.5	63.0	60.0	57.1	63.0	63.9	68.6	62.8	61.6
Yds per Pass Attempt	4.69	6.25	5.42	6.07	5.93	6.91	6.21	5.76	5.62	6.98	6.00
Opp Yds per Pass Attempt	7.44	6.96	6.31	6.54	5.85	6.11	7.85	7.36	7.02	6.59	6.78
Yds Rushing per Game	130.4	102.9	95.7	99.6	86.4	106.8	95.6	107.0	107.1	118.3	105.0
Opp Yds Rushing per Game	144.6	129.4	147.4	118.6	111.3	141.2	128.4	142.7	97.9	135.2	129.7
Yds per Rush Attempt	4.19	3.98	3.69	4.02	3.99	3.59	4.02	4.89	4.46	4.61	4.13
Opp Yds per Rush Attempt	4.57	4.10	4.42	4.15	3.85	4.52	4.49	4.58	3.35	4.71	4.28
Turnovers per Game	1.94	1.81	1.19	1.62	1.81	1.44	1.88	1.56	2.56	1.50	1.73
Takeaways per Game	1.19	1.75	1.25	1.81	1.31	1.81	1.31	0.81	0.81	1.94	1.40
Sacks per Game	2.50	1.81	2.00	2.38	2.50	1.94	1.81	1.62	2.12	2.31	2.10
Sacks Allowed per Game	1.88	2.19	2.44	2.25	3.12	1.88	3.31	4.12	3.12	2.38	2.67
Average Possession Time	28:54	28:21	29:14	28:14	28:41	28:12	31:01	28:16	28:11	29:29	28:51
Punts per Game	5.88	4.88	5.56	5.62	5.38	5.81	4.38	5.19	5.12	5.31	5.31
Opp Punts per Game	4.81	4.00	4.75	5.50	5.50	5.38	3.94	4.62	5.19	4.44	4.81
Percent Rushes	51.3	44.7	40.5	39.7	32.2	47.1	36.5	35.6	38.1	40.2	40.5
Opp Percent Rushes	47.2	48.5	51.6	41.7	41.7	44.7	45.9	46.7	45.5	40.9	45.4
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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 opponent's 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

Think you know the answer? Correct tweets with hash tag SDQL earn Bachelor's Degree credit.

Research sports trends at KillerSports.com using the SDQL.

TAMPA BAY BUCCANEERS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	5-11-0	55-105-0
Straight Up Home	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	4-4-0	29-49-0
Straight Up Away	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	1-7-0	26-54-0
Average Line	8.25	1.72	3.62	1.25	4.28	4.50	2.44	2.59	2.25	3.41	3.43
Average O/U Line	42.41	40.62	44.94	46.75	43.22	44.03	44.75	47.03	46.34	51.75	45.18
Against the Spread Record	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	5-8-3	69-84-7
Six Point Teaser Record	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	13-3-0	106-52-2
Seven Point Teaser Record	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	13-3-0	110-47-3
Ten Point Teaser Record	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	14-2-0	126-33-1
ATS Home	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	3-4-1	28-47-3
ATS Away	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	2-4-2	41-35-4
Over/Under Record	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	9-6-1	79-79-2
Over/Under Home	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	3-5-0	36-42-0
Over/Under Away	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	6-1-1	43-35-2
ATS as Favorite	---	3-2-1	1-3-0	3-3-0	2-2-0	0-3-0	2-3-0	1-2-0	2-4-0	1-2-0	15-24-1
ATS as Underdog	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	4-6-3	51-60-6
ATS as Home Favorite	---	3-2-0	1-2-0	2-3-0	2-1-0	0-3-0	2-3-0	1-2-0	1-2-0	1-2-0	13-20-0
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	2-2-1	13-27-3
ATS Away Favorite	---	0-0-1	0-1-0	1-0-0	0-1-0	---	---	---	1-2-0	---	2-4-1
ATS Away Dog	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	2-4-2	38-31-3
vs Division	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	2-3-1	27-31-2
ATS after 10+ ATS Win	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	2-1-0	14-13-0
ATS after 10+ ATS Loss	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	0-2-0	18-14-0
ATS in games 1-4	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	2-2-0	16-23-1
ATS in games 5-8	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	1-3-0	16-23-1
ATS in games 9-12	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	2-2-0	24-15-1
ATS in games 13-16	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	0-1-3	13-23-4
Points Scored per Game	15.2	21.3	17.9	24.3	18.0	17.3	21.4	22.1	20.9	24.8	20.3
Points Allowed per Game	25.0	19.9	30.9	24.6	24.3	25.6	26.1	23.1	23.9	29.0	25.2
Yds Offense per Game	287.5	335.1	319.2	363.8	277.0	292.0	376.0	346.4	363.5	415.6	337.6
Yds Allowed per Game	365.6	332.7	394.4	379.9	348.0	368.8	340.4	367.9	378.1	383.3	365.9
Yds Passing per Game	185.8	210.1	228.1	248.9	176.2	206.1	240.9	245.2	273.0	320.3	233.5
Opp. Yds Passing per Game	207.4	201.0	238.4	297.4	237.9	255.6	240.0	251.0	260.6	259.4	244.9
Percent Completions	53.2	61.9	62.1	54.9	56.6	56.7	58.3	61.3	62.5	65.3	59.4
Opp Percent Completions	62.4	58.9	62.6	65.4	64.4	68.6	69.9	63.4	67.6	72.5	65.7
Yds per Pass Attempt	5.67	6.80	6.21	7.04	5.49	6.21	7.20	6.78	7.22	8.20	6.72
Opp Yds per Pass Attempt	6.88	6.17	7.93	7.59	6.96	7.25	7.10	7.32	7.59	7.77	7.26
Yds Rushing per Game	101.7	125.1	91.1	114.8	100.8	85.9	135.1	101.2	90.5	95.3	104.2
Opp Yds Rushing per Game	158.2	131.7	156.1	82.5	110.1	113.2	100.4	116.9	117.5	123.9	121.0
Yds per Rush Attempt	4.03	4.64	4.21	4.42	3.84	3.88	4.75	3.58	3.71	3.92	4.11
Opp Yds per Rush Attempt	4.78	4.75	5.01	3.50	4.02	3.86	3.45	4.39	4.27	4.65	4.29
Turnovers per Game	2.12	1.19	2.50	1.44	1.31	2.06	1.75	1.69	1.69	2.19	1.79
Takeaways per Game	1.81	1.75	1.50	1.62	1.94	1.56	1.44	1.81	1.62	1.06	1.61
Sacks per Game	1.75	1.62	1.44	1.69	2.19	2.19	2.38	2.38	1.38	2.38	1.94
Sacks Allowed per Game	2.06	1.88	2.00	1.62	2.94	3.25	1.69	2.25	2.44	2.56	2.27
Average Possession Time	28:43	30:48	29:01	30:16	29:36	27:16	29:00	30:57	29:43	30:29	29:35
Punts per Game	5.44	4.75	4.19	4.81	5.44	4.94	3.50	4.38	4.12	3.62	4.52
Opp Punts per Game	4.50	4.50	3.62	4.94	4.25	4.00	3.88	4.38	3.69	4.38	4.21
Percent Rushes	42.0	45.1	35.8	41.3	42.8	37.8	44.7	42.4	37.7	36.9	40.6
Opp Percent Rushes	50.9	44.8	49.7	36.6	42.9	43.9	44.6	42.1	43.5	42.7	44.2
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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 14-0 ATS SDQL?

team=Cardinals and D and tA(po:TY)-po:TY<=-100 and p:OT=0 and date>=20031100

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 19-0 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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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 12-0 ATS SDQL?

team=Chiefs and surface=grass and NDIV and p:A and p:D and po:3DM<5 and season >= 2009

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

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 17-0 ATS SDQL?

team=Colts and DIV and op:TO=0 and op:TY<450 and date >= 20051000

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

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

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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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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

Can you do it? Tweet your answer with #SDQL.

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 0-15 ATS SDQL?

team = Falcons and p:punts > 3DM and p:points<34 and (H or A) and season >= 2012

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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

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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 O<p:dpa and date>=19951001

What's the translation of this 21-0 ATS SDQL?

team=Giants and A and p:H and p:W and p:RY>=140 and date > 19931200 and p:YPRA<6.5 and oA(RY)<150 and NB

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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<p: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 0-17 ATS SDQL?

team=Jaguars and p:H and p:W and oA(RFD)<5.5 and po:RFD<=6 and date>=20031200

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JACKSONVILLE JAGUARS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	5-11-0	52-108-0
Straight Up Home	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	3-4-0	31-43-0
Straight Up Away	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	2-6-0	18-62-0
Average Line	0.78	2.44	4.81	6.31	9.81	7.19	2.62	3.44	-2.41	-0.16	3.48
Average O/U Line	43.06	44.09	39.44	42.34	43.03	44.12	44.91	44.69	40.28	41.78	42.77
Against the Spread Record	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	6-9-1	70-87-3
Six Point Teaser Record	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	8-7-1	98-57-5
Seven Point Teaser Record	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	9-7-0	104-54-2
Ten Point Teaser Record	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	11-5-0	117-41-2
ATS Home	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	4-3-0	30-43-1
ATS Away	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	2-5-1	37-41-2
Over/Under Record	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	6-10-0	80-77-3
Over/Under Home	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	2-5-0	35-39-0
Over/Under Away	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	4-4-0	40-37-3
ATS as Favorite	0-5-0	4-1-0	2-0-1	0-1-0	---	1-0-0	2-3-0	0-1-0	6-5-0	2-5-0	17-21-1
ATS as Underdog	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	4-4-1	52-65-2
ATS as Home Favorite	0-5-0	4-1-0	1-0-1	0-1-0	---	1-0-0	2-3-0	0-1-0	4-2-0	1-3-0	13-16-1
ATS as a Home Dog	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	3-0-0	16-26-0
ATS Away Favorite	---	---	1-0-0	---	---	---	---	---	2-3-0	1-2-0	4-5-0
ATS Away Dog	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	1-3-1	33-36-2
vs Division	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	1-4-1	32-25-3
ATS after 10+ ATS Win	1-1-0	3-1-0	0-2-1	---	2-3-0	0-1-0	0-1-0	1-0-0	1-5-0	0-3-0	8-17-1
ATS after 10+ ATS Loss	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	1-4-0	17-23-0
ATS in games 1-4	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	3-1-0	16-23-1
ATS in games 5-8	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	0-4-0	16-23-1
ATS in games 9-12	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	2-1-1	21-18-1
ATS in games 13-16	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	1-3-0	17-23-0
Points Scored per Game	18.1	22.1	15.2	15.9	15.4	15.6	23.5	19.9	26.1	15.3	18.7
Points Allowed per Game	23.8	26.2	20.6	27.8	28.1	25.8	28.0	25.0	16.8	19.8	24.2
Yds Offense per Game	336.9	341.2	259.3	299.2	293.8	289.6	348.0	334.9	365.9	302.0	317.1
Yds Allowed per Game	352.3	371.8	313.0	380.5	379.3	370.8	375.0	321.7	286.1	311.4	346.2
Yds Passing per Game	210.1	191.6	136.2	213.7	215.1	187.5	256.8	233.0	224.6	194.3	206.3
Opp. Yds Passing per Game	235.9	250.2	208.8	239.5	247.8	243.4	268.2	215.2	169.9	194.6	227.4
Percent Completions	60.7	62.0	51.2	56.0	59.0	58.3	58.5	58.9	60.0	61.4	58.6
Opp Percent Completions	67.6	65.0	63.5	63.7	64.3	65.6	64.8	62.6	56.8	62.5	63.7
Yds per Pass Attempt	6.48	6.54	4.65	5.83	5.81	5.39	6.77	5.96	6.82	5.80	6.01
Opp Yds per Pass Attempt	7.40	7.91	6.51	7.16	7.18	7.20	7.13	6.25	5.34	6.24	6.84
Yds Rushing per Game	126.8	149.7	123.1	85.6	78.8	102.1	91.2	101.9	141.4	107.7	110.8
Opp Yds Rushing per Game	116.4	121.6	104.2	141.0	131.5	127.3	106.8	106.4	116.2	116.9	118.8
Yds per Rush Attempt	4.54	4.68	4.03	3.82	3.33	4.52	4.12	4.16	4.29	4.14	4.19
Opp Yds per Rush Attempt	4.07	4.68	3.83	4.14	4.15	4.09	3.68	3.82	4.34	4.31	4.10
Turnovers per Game	1.44	2.06	1.44	1.62	1.69	1.62	1.75	1.81	1.44	1.81	1.67
Takeaways per Game	1.56	1.12	1.75	1.44	1.31	1.25	1.12	0.81	2.06	1.06	1.35
Sacks per Game	0.88	1.62	1.94	1.25	1.94	2.88	2.25	2.06	3.44	2.31	2.06
Sacks Allowed per Game	2.75	2.38	2.75	3.12	3.12	4.44	3.19	2.12	1.50	3.31	2.87
Average Possession Time	30:20	31:48	30:01	28:02	27:22	27:11	27:51	29:09	32:19	30:13	29:26
Punts per Game	4.50	3.56	6.19	5.75	5.94	6.00	5.00	4.81	5.50	5.38	5.26
Opp Punts per Game	3.88	4.00	5.56	4.25	4.75	4.69	4.50	5.12	6.25	4.94	4.79
Percent Rushes	44.3	50.2	48.8	36.0	37.1	36.5	35.0	37.3	48.9	41.4	41.6
Opp Percent Rushes	46.6	43.9	44.4	49.5	46.5	45.9	42.1	43.3	43.2	44.7	45.1
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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.

NEW YORK JETS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	4-12-0	70-90-0
Straight Up Home	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	2-6-0	40-40-0
Straight Up Away	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	2-6-0	28-50-0
Average Line	-1.69	-2.28	-2.41	1.75	3.53	3.94	-2.12	3.50	6.19	4.22	1.46
Average O/U Line	39.44	39.38	42.28	41.19	41.41	43.53	43.09	43.66	42.44	43.03	41.94
Against the Spread Record	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	5-11-0	76-79-5
Six Point Teaser Record	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	11-5-0	107-53-0
Seven Point Teaser Record	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	11-5-0	110-48-2
Ten Point Teaser Record	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	11-5-0	121-37-2
ATS Home	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	2-6-0	40-38-2
ATS Away	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	3-5-0	34-41-3
Over/Under Record	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	10-6-0	82-75-3
Over/Under Home	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	6-2-0	42-36-2
Over/Under Away	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	4-4-0	40-37-1
ATS as Favorite	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	2-2-0	35-32-1
ATS as Underdog	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	3-9-0	39-43-4
ATS as Home Favorite	3-4-0	3-4-0	4-4-0	2-3-0	3-0-0	0-3-0	4-3-0	1-0-0	---	2-2-0	22-23-0
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	0-4-0	18-12-2
ATS Away Favorite	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	---	11-9-1
ATS Away Dog	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	3-5-0	21-31-2
vs Division	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	1-5-0	30-28-2
ATS after 10+ ATS Win	3-2-0	3-1-0	2-3-0	1-2-0	0-2-0	0-1-0	3-1-1	---	1-2-0	1-1-0	14-15-1
ATS after 10+ ATS Loss	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	1-3-0	16-20-1
ATS in games 1-4	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	1-3-0	20-19-1
ATS in games 5-8	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	2-2-0	21-18-1
ATS in games 9-12	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	1-3-0	15-25-0
ATS in games 13-16	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	1-3-0	20-17-3
Points Scored per Game	21.8	22.9	23.6	17.6	18.1	17.7	24.2	17.2	18.6	20.8	20.2
Points Allowed per Game	14.8	19.0	22.7	23.4	24.2	25.1	19.6	25.6	23.9	27.6	22.6
Yds Offense per Game	321.0	351.0	311.8	299.2	318.1	326.6	370.3	329.3	305.2	299.2	323.2
Yds Allowed per Game	252.3	291.5	312.1	323.4	334.9	327.2	318.6	342.2	352.5	380.4	323.5
Yds Passing per Game	148.8	202.6	206.1	180.7	183.2	184.1	253.6	216.7	198.9	197.8	197.2
Opp. Yds Passing per Game	153.7	200.6	201.0	189.8	246.7	234.1	235.2	243.8	234.6	254.1	219.3
Percent Completions	53.4	54.9	56.7	55.2	55.4	57.6	59.9	56.6	63.3	57.1	57.2
Opp Percent Completions	51.7	50.7	54.2	53.8	58.9	64.1	57.1	63.7	59.0	63.1	57.8
Yds per Pass Attempt	6.06	6.18	6.03	5.86	6.11	5.92	6.72	6.29	6.24	6.04	6.16
Opp Yds per Pass Attempt	4.91	6.04	6.34	6.15	6.74	6.96	6.26	7.16	6.73	6.98	6.45
Yds Rushing per Game	172.2	148.4	105.8	118.5	134.9	142.4	116.8	112.6	106.4	101.4	125.9
Opp Yds Rushing per Game	98.6	90.9	111.1	133.6	88.2	93.1	83.4	98.5	117.9	126.3	104.2
Yds per Rush Attempt	4.54	4.45	3.82	3.84	4.38	4.50	4.17	4.31	3.99	3.96	4.21
Opp Yds per Rush Attempt	3.76	3.57	3.94	4.32	3.35	3.79	3.57	3.67	4.05	4.59	3.88
Turnovers per Game	1.88	1.31	2.12	2.31	1.81	1.50	1.50	2.12	1.50	1.88	1.79
Takeaways per Game	1.94	1.88	1.94	1.44	0.94	0.81	1.88	0.88	1.25	1.25	1.42
Sacks per Game	2.00	2.50	2.19	1.88	2.56	2.81	2.44	1.62	1.75	2.44	2.22
Sacks Allowed per Game	1.88	1.75	2.50	2.94	2.94	2.94	1.38	2.19	2.94	2.31	2.38
Average Possession Time	32:07	32:37	30:49	30:26	30:13	31:01	31:19	30:41	30:12	29:10	30:51
Punts per Game	5.00	5.25	5.75	5.38	5.56	4.94	5.00	4.75	5.88	5.12	5.26
Opp Punts per Game	6.19	6.06	5.75	5.56	5.12	5.06	5.38	4.50	5.44	4.94	5.40
Percent Rushes	58.9	49.1	43.0	47.8	48.3	48.2	41.7	41.6	43.4	42.2	46.5
Opp Percent Rushes	44.1	41.7	45.4	48.6	40.2	40.3	36.9	42.9	44.3	41.5	42.6
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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

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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 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

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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

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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

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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

Think you know the answer? Tweet with #SDQL.

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 p:D and p:L and oA(o:punts)>4.875 and NB and date>=19981200

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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 than 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 15-0 ATS SDQL?

team=Ravens and surface=grass and 0<p:dpa and 0<pp:dpa and 0<line<=9

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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

What's the translation of this 0-15 ATS SDQL?

team=Redskins and H and day=Monday and total<51 and season >= 1998

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WASHINGTON REDSKINS

	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018
Straight Up Record	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	7-9-0	63-96-1
Straight Up Home	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	3-5-0	35-45-0
Straight Up Away	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	4-4-0	28-51-0
Average Line	2.62	3.53	2.91	0.69	2.69	3.12	3.50	-0.75	1.16	2.84	2.23
Average O/U Line	39.50	42.88	42.72	47.06	49.34	46.56	45.16	47.84	46.22	43.88	45.12
Against the Spread Record	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	9-7-0	79-78-3
Six Point Teaser Record	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	10-6-0	104-54-2
Seven Point Teaser Record	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	10-6-0	108-48-4
Ten Point Teaser Record	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	11-5-0	121-37-2
ATS Home	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	4-4-0	35-42-3
ATS Away	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	5-3-0	43-36-0
Over/Under Record	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	7-9-0	82-76-2
Over/Under Home	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	4-4-0	39-41-0
Over/Under Away	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	3-5-0	42-35-2
ATS as Favorite	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	2-2-0	19-24-0
ATS as Underdog	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	6-5-0	59-51-3
ATS as Home Favorite	0-3-0	---	0-2-0	3-2-0	1-1-0	1-3-0	0-2-0	3-3-0	3-1-0	1-2-0	12-19-0
ATS as a Home Dog	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	2-2-0	22-22-3
ATS Away Favorite	1-1-0	0-1-0	1-0-0	1-1-0	1-1-0	---	---	2-0-0	0-1-0	1-0-0	7-5-0
ATS Away Dog	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	4-3-0	36-29-0
vs Division	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	2-4-0	32-28-0
ATS after 10+ ATS Win	1-1-0	2-1-0	0-2-0	4-1-0	---	1-2-0	2-2-0	1-2-0	0-3-0	1-2-0	12-16-0
ATS after 10+ ATS Loss	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	4-0-0	18-14-1
ATS in games 1-4	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	2-2-0	19-20-1
ATS in games 5-8	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	3-1-0	17-23-1
ATS in games 9-12	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	2-2-0	20-20-0
ATS in games 13-16	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	2-2-0	23-15-1
Points Scored per Game	16.6	18.9	18.0	27.2	20.9	18.8	24.2	24.8	21.4	17.6	20.8
Points Allowed per Game	21.0	23.6	22.9	24.2	29.9	27.4	23.7	23.9	24.2	22.4	24.3
Yds Offense per Game	312.5	335.9	336.7	383.2	369.7	358.6	354.1	403.6	324.9	299.7	347.9
Yds Allowed per Game	319.7	389.2	339.8	377.7	354.1	355.4	380.6	377.8	347.9	353.4	359.6
Yds Passing per Game	218.1	244.6	235.8	213.9	234.4	252.9	255.9	297.4	234.4	188.8	237.6
Opp. Yds Passing per Game	207.2	261.7	222.1	281.9	243.5	248.1	257.9	258.0	213.8	237.1	243.1
Percent Completions	63.8	57.7	58.5	65.8	58.1	66.5	69.4	67.1	64.3	61.1	63.1
Opp Percent Completions	61.4	63.5	60.5	61.8	65.6	66.5	62.5	65.7	57.6	67.4	63.3
Yds per Pass Attempt	6.55	6.47	6.38	7.74	6.14	7.40	7.37	7.84	6.95	5.94	6.86
Opp Yds per Pass Attempt	6.49	7.24	6.98	7.09	7.58	7.65	7.29	7.01	6.44	7.07	7.09
Yds Rushing per Game	94.4	91.3	100.9	169.3	135.2	105.7	98.2	106.2	90.5	110.9	110.3
Opp Yds Rushing per Game	112.4	127.6	117.8	95.8	110.6	107.3	122.6	119.8	134.1	116.2	116.4
Yds per Rush Attempt	3.86	4.16	4.02	5.22	4.78	4.22	3.66	4.49	3.61	4.29	4.26
Opp Yds per Rush Attempt	4.01	4.60	4.30	4.22	4.00	4.10	4.83	4.53	4.55	4.50	4.36
Turnovers per Game	1.75	1.94	2.19	0.88	2.12	1.94	1.38	1.31	1.69	1.19	1.64
Takeaways per Game	1.06	1.69	1.31	1.94	1.56	1.19	1.69	1.31	1.44	1.62	1.48
Sacks per Game	2.50	1.81	2.56	2.00	2.25	2.38	2.38	2.38	2.62	2.88	2.38
Sacks Allowed per Game	2.88	2.88	2.50	2.06	2.69	3.62	1.69	1.44	2.56	2.75	2.51
Average Possession Time	29:00	28:50	30:26	31:11	30:53	30:46	31:44	30:05	29:44	29:37	30:14
Punts per Game	4.75	5.88	4.12	4.38	5.31	4.88	4.44	3.06	5.19	4.94	4.69
Opp Punts per Game	4.38	5.38	4.38	4.06	4.62	5.00	4.31	3.81	5.00	3.62	4.46
Percent Rushes	40.3	35.0	38.9	52.2	40.9	39.9	42.4	37.6	40.8	42.8	41.1
Opp Percent Rushes	44.9	42.2	44.3	35.2	44.6	42.9	40.2	40.3	45.2	41.5	42.1
	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2009-2018

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

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

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

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 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 14-0 ATS SDQL?

team=Seahawks and D and RSWL<o:RSWL and line>=3 and date>=20111000

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

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 0-17 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

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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 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

Think you know the answer? Correct tweets with hash tag **SDQL** earn Bachelor's Degree credit.

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 0-16 ATS SDQL?

team=Titans and NDIV and p:H and p:points + po:points > 50 and 0>p:line>-10

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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 H and p:L and tS(PY) / tS(completions) < 9.95 and date>=20110925

Think you know the answer? Tweet your answer with #SDQL.

