

2014 NFL ANNUAL

400+ Perfect NFL Trends
In-depth Gambling Studies
Key Systems and Notes
and Much, Much More



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The 2014 NFL Bible

The 2014 NFL Handicapping Bible contains information that you can use to become a confident, informed and successful football bettor.

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

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

There is also some great schedule analysis and futures beating information provided by MTi Sports.

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

killersports.com/nfl.py/query

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

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

http://groups.google.com/group/SportsDataBase

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

For the self-starters, there is a quick overview of the SDQL text on page 6.

To keep up on the latest trends and currently evolving systems DURING the season, consider subscribing to the *KillerSports.com 2014 NFL Weekly Report*.

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

Friday Football Tipsheet Available SPORTSBOOK FREE!!!

Breakers



SportsBook Breakers and Killersports.com are teaming up again to produce the 2014 Friday Football Tipsheet. This one-page sheet is a great resource for gambling information on each weekend's games. The sheet will contain several NFL and NCAA trends active each weekend which you will want to consider before making your picks.

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

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

SDQL Consultancy Group

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

There are two general types of videos on this site, general how-to videos and videos with specific trends and system that apply to upcoming games.

This unbelievably valuable resource is available ABSOLUTELY FREE!

That's right, FREE!

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

QUICK SDQL OVERVIEW

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

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

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

points=0 (query)

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

killersports.com/nfl.py/query

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

TO>=5 and W (query)

That's it!

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

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

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

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

The first is that a query consists of a number of conditions separated by the word "and." The second is grasping the difference between the team and the opponent. In sports, there are two combatants. To distinguish between them, SDQL calls one of these the **team** and the other the **opponent**. This allows access to results based on both the

performance of the team and the performance of their opponent. For example, we can see how a team performs when they score at least 24 points and we can see how a team performs when their opponent scores at least 24 points.

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

team = Patriots and points>=24 (query)

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

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

team = Patriots and o:points>=24

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

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

team = Patriots and p:points>=24 (query)

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

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

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

Start by trying the many examples in this book. If you have any questions about the SDQL, address them to the sportsdatabase.com discussion group at:

http://groups.google.com/group/SportsDataBase

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

Happy Hunting!

Watch How-To Videos at SDQLConsultancy.com!

SportsBook Breakers NFL Player-Based Trends

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

Below are the following parameters available for player level queries:

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

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

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

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

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

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

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

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

touchdowns, punt returns

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

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

TBrady:p:passing yards<=133

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

One great feature of these player-based trends is that you can easily run queries spanning through a player's career on more than one team. However if you want to specify a players performance with only one team, the easiest way is to isolate that with a trend such as:

Seahawks:MLynch:p:rushing yards>=100

That query isolates games where Marshawn Lynch ran for at least 100 yards last game, only during his time with Seattle.

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

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

FEATURED PLAYER TRENDS

SportsBook Breakers - Top QB/WR Combination Trend

Jay Cutler and Brandon
Marshall are 0-21-2 ATS (-9.0
ppg) in their careers after a
game where Cutler had at least
20 completions and 1 or 2 TD
passes, if at least three of the
completions went to Marshall.



SDQL Text

JayCutler:p:completions>=20 and BrandonMarshall:p:receptions>=3 and 2>=JayCutler:p:passing touchdowns>=1

System Analysis

One of the exciting things about the ability to run player trends using SDQL is being able to do so in combination. The time where this will generally make the most sense is when looking at a quarterback and one of his favorite pass catching targets. For instance, it is easy to isolate games where both Tom Brady and Rob Gronkowski had big games.

When you think of a QB and his favorite target, a combination that should immediately come to mind is Jay Cutler and Brandon Marshall. When the situation warrants heavy passing, Cutler is known for force feeding the ball to his go-to receiver in Marshall.

Cutler and Marshall have played together in two stops, and both are reflected with this trend. What this trend isolates is a game where Cutler had a large number of completions and an average number of TD throws, if Marshall was at least modestly involved in receiving his targets.

For Cutler, zoning in on Marshall can be is bad going forward. Watch for this trend to be active several times in 2014, after seven such occasions in 2013.

SU: ATS: O/U:	0-2	1-2 (-8.	39, 34.8% 96, 0.0%) 0, 59.1%)			g line: - g total:						स्रि	भगवर्ष	Spor	eco	☑ Q	uery	0 (utp	ut F	Fil€
	1	Rushes	RY	Pas	ses	СОМР	P	Υ	TO	Q	1	Q2		Q3	Q4		Final				
Team		25.0	116.6	33.	6	20.8	2	23.0	2.1	4.	.3	5.6		3.4	5.6	,)	19.1				
0рр		31.7	147.8	31.	2	19.9	2	13.2	1.7	4.	.1	10.	7	5.0	6.4		26.5				
Day	Wk	YR	Team	Орр	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	0Um	DPS	DPA	SUr	ATSr	0Ur	ot
Sunday	16	2006	Broncos	Bengals	home	0-7	14-10	7-0	3-6	24-23	-3.0	44.5	1	-2.0	2.5	0.2	2.2	W	L	0	0
Sunday	2	2007	Broncos	Raiders	home	7-0	10-3	0-7	3-10	23-20	-9.5	37.5	3	-6.5	5.5	-0.5	6.0	W	L	0	1
Sunday	3	2007	Broncos	Jaguars	home	0-0	7-17	0-3	7-3	14-23	-3.5	35.5	-9	-12.5	1.5	-5.5	7.0	L	L	0	0
Sunday			Broncos	Lions	away	0-3	0-13	0-14	7-14	7-44	3.0	46.5	-37	-34.0	4.5	-14.8	19.2	L	L	0	0
Monda	,			Chargers	away	0-10	0-6	3-7	0-0	3-23	9.0	47.0	-20	-11.0	-21.0	-16.0	-5.0	L	L	U	0
Sunday			Broncos		away	0-6	10-7	3-3	6-17	19-33	-9.5	46.5	-14	-23.5	5.5	-9.0	14.5	L	L	0	0
Sunday				Buccanee	rs home		6-3	7-0	3-7	16-13	-3.5	48.0	3	-0.5	-19.0	-9.8	-9.2	W	L	U	0
Sunday			Broncos	,	home	7-3	0-7	3-14	7-0	17-24	-3.5	48.5	-7	-10.5	-7.5	-9.0	1.5	L	L	U	0
Monda	•		Broncos		away	0-6	0-14	0-14	7-7	7-41	3.0	48.0	-34	-31.0	0.0	-15.5	15.5	L	L	P 	0
Sunday			Broncos		home	7-10	7-7	3-0	7-0	24-17	-8.5	48.5	7	-1.5	-7.5	-4.5	-3.0	W	L	U	0
Sunday				Panthers	away	10-10		0-7	0-3	10-30	7.5	47.5	-20	-12.5	-7.5	-10.0	2.5	L	L	U	0
Sunday			Broncos		home		3-10	7-6	3-14	23-30	-6.0	45.0	-7	-13.0	8.0	-2.5	10.5	L	L	0	0
Thursda	•		Bears		away	0-0	0-13	3-0	7-10	10-23	5.5	50.5	-13	-7.5	-17.5	-12.5	-5.0	L	L	U	0
Monda				Lions	home	10-0	0-0	3-0	0-7	13-7	-6.0	47.0 37.0	6	0	-27	-13.5 -3.0	-13.5	W	P	U	0
Sunday				eahawks Dackers	home	7-0	0-10	7-0 3-7	3-7	17-23	-3.0	37.0 43.5	-6 -8	-9 - 5	3 -9.5	-3.0 -7.5	6.0 -2.0	L	L	0	1 0
Sunday Sunday			Bears Bears		home	0-0 14 7	7-14 10-14	٠.	3-0 7-6	13-21 31-30	2.5 -6.0	43.5	-8 1	-5.5 -5.0	-9.5 20.0	-7.5 7.5	-2.0 12.5	L W	L	U O	0
Sunday Sunday			Bears	Lions	home away		10-14		7-0 16-3	32-40	3.0	48.0	ı -8	-5.0 -5.0	24.0	7.5 9.5	14.5	vv L	L I	0	0
Sunday				Saints	home	0-6	7-14	3-7 3-3	8-3	18-26	1.0	49.0	-8	-5.0 -7.0	-5	-6.0	1.0	L	Ī	U	0
Thursda Thursda			Bears		home	7-7	17-7	3-3 3-7	0-0	27-21	-7.5	46.5	6	-7.0 -1.5	-5 1.5	0.0	1.5	W	Ī	0	0
Sunday	•			Redskins	away	10-3		7-7	17-14	41-45	-1.0	48.0	-4	-5.0	38.0	16.5	21.5	L	Ī	0	0
Sunday			Bears		home	0-10		0-0	7-3	23-20	-3.0	41.0	3	0.0	2.0	1.0	1.0	W	Р	0	1
Sunday			Bears		home	7-0	0-13	14-7	7-13	28-33	3.0	51.0	-5	-2.0	10.0	4.0	6.0	ï	i	0	0

PLAYER-BASED TRENDS: QBS

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



DESCRIPTION	SDQL TEXT
Tom Brady is 11-0 ATS (10.7 ppg) since 2004 after a game where he completed less than 50% of his passes.	TBrady:p:completions/TBrady:p:passes<=.5 and season>=2004
Drew Brees is 11-0-1 ATS (10.4 ppg) in his career in Sunday games, following a game where he threw less than 30 passes and had at least one interception.	DBrees:p:passes<30 and DBrees:p:interceptions>=1 and day=Sunday
Jay Cutler is 0-9-2 ATS (-3.7 ppg) since 2011 after a game where he threw at least 33 passes and had less than 28 completions.	JCutler:p:passes>=33 and JCutler:p:completions<28 and season>=2011
Robert Griffin III is 6-0 ATS (9.2 ppg) in his career after a game where he had 10-15 completions.	15>=RobertGriffin:p:completions>=10
Andrew Luck is 15-0-1 ATS (8.6 ppg) in his career after a Sunday game where he threw between 35 and 50 passes and completed over 45% of them.	50 >= Andrew Luck:p:passes >= 35 and Andrew Luck:p:completions / Andrew Luck:p:passes > .45 and p:day = Sunday
Philip Rivers is 13-0 ATS (15.4 ppg) since October 25, 2009 after a game where he threw 33-39 passes and they had between 210 and 380 team passing yards.	39>=PRivers:p:passes>=33 and 380>=p:passing yards>=210 and date>=20091025
Aaron Rodgers is 6-0 ATS (13.3 ppg) since November 2008 with at least full rest following a game where he did not throw a TD pass.	ARodgers:p:passing touchdowns = 0 and ARodgers:p:passes>0 and rest>=6 and date>=20081101
Tony Romo is 0-9 ATS (-9.9 ppg) since December 2007 if not an underdog, coming off a game where he completed at least 73% of his passes.	TRomo:p:completions/TRomo:p:passes>=.73 and date>=20071201 and line<=0
Matt Stafford is 0-10 ATS (-8.3 ppg) in his career after a loss where they scored at least 14 points and he had 27-36 completions.	p:L and p:points>=14 and 36>=MattStafford:p: completions>=27
Russell Wilson is 10-0 ATS (10.3 ppg) in his career after a game where he completed at least 72% of his passes.	RussellWilson:p:completions/ RussellWilson:p:passes>=.72

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

Download the 2014 NFL Bible Bonus section later this month, included with a subscription to the 2014 NFL Newsletter, and check these highly valuable, newly developed trends by SportsBook Breakers.

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



DESCRIPTION	SDQL TEXT
Jamaal Charles is 0-7 ATS (-11.4 ppg) when between a four-point favorite and nine-point dog, after a game where he ran for at least 110 yards.	JamaalCharles:p:rushing yards>=110 and 9>=line>=-4
Matt Forte is 0-7 ATS (-4.9 ppg) since November 2012 after a game where he had less than 15 carries.	0 <mattforte:p:rushes<15 and="" date="">=20121101</mattforte:p:rushes<15>
Arian Foster is 0-8 ATS (-7.4 ppg) when he had between four and 14 rushes last game.	14>=Arian Foster:p:rushes>=4
Chris Johnson is 0-11-2 ATS (-11.4 ppg) since December 26, 2010 after a game where he had at least 20 rushes for between 71 and 189 yards.	ChrisJohnson:p:rushes>=20 and 189>=ChrisJohnson:p:rushing yards>=71 and date>=20101226
Maurice Jones-Drew is 0-7 ATS (-10.2 ppg) in his career following a game where he ran for over 120 yards and had a rush of at least 39 yards.	MJonesDrew:p:rushing yards>120 and MJonesDrew:p:longest rush>=39
Marshawn Lynch is 12-0 ATS (13.1 ppg) since 2011 the week after a game where he ran for at least 113 yards.	MarshawnLynch:p:rushing yards>=113 and NB and season>=2011
Ryan Mathews is 8-0 ATS (15.5 ppg) since December 2011 with less than 10 days rest after a 100 yard rushing game.	RyanMathews:p:rushing yards>=100 and date>=20111201 and rest<10
LeSean McCoy is 0-10 ATS (-15.2 ppg) since 2011 when he had more than 80 rushing yards of at least 425 total yards of offense from his team last game.	LeSeanMcCoy:p:rushing yards>80 and p:TY>=425 and season>=2011
Demarco Murray is 0-7 ATS (-8.2 ppg) since November 20, 2011 after a game where he had more than 125 total yards.	DeMarcoMurray:p:rushing yards+DeMarcoMurray:p:receiving yards>125 and date>=20111120
CJ Spiller is 0-7 ATS (-8.1 ppg) after a game where he had more than 15 carries for between 45 and 135 yards.	CSpiller:p:rushes>15 and 135>=CSpiller:p:rushing yards>=45

SPORTSBOOK BREAKERS SEASON LONG NFL AND NCAA PACKAGES ARE NOW AVAILABLE AT WWW.KILLERCAPPERS.COM

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



DESCRIPTION	SDQL TEXT
Dwayne Bowe is 9-0 ATS (11.4 ppg) in his career coming off an away loss as no more than a 14 point dog where he had at least six receptions.	DBowe:p:receptions>=6 and p:AL and p:line<=14
Antonio Brown is 9-0 ATS (8.3 ppg) in his career after having more than 90 and less than 150 receiving yards last game.	150>AntonioBrown:p:receiving yards>90
Eric Decker is 9-0 ATS (13.5 ppg) with at least five days rest coming off a game where he had at least 90 receiving yards.	Eric Decker:p:receiving yards>=90 and rest>=5
AJ Green is 10-0 ATS (13.5 ppg) since November 2012 with 4-8 days rest after a game where they had at least 90 receiving yards.	AJGreen:p:receiving yards>=90 and 8>=rest>=4 and date>=20121101
Vincent Jackson is 7-0 ATS (11.1 ppg) in his career after a game where he had at least one catch but less than 15 yards.	0 <vjackson:p:receiving td="" yards<15<=""></vjackson:p:receiving>
Andre Johnson is 0-10 ATS (-10.3 ppg) since 2008 after a game where he had at least 10 catches for at least 143 yards.	AndreJohnson:p:receiving yards>=143 and AndreJohnson:p:receptions>=10 and sea- son>=2008
Calvin Johnson is 0-12-1 ATS (-7.3 ppg) in his career past week one when he caught at least seven passes against in a loss the last time he faced this team. Active weeks 5, 7, 8 and 14 in 2014.	Lions:CJohnson:P:receptions>=7 and P:L and week>1
Jeremy Maclin is 0-10 ATS (-15.1 ppg) in his career coming off a home game where he had at least six receptions.	J Maclin:p:receptions>=6 and p:H
Brandon Marshall is 0-14-1 ATS (-12.3 ppg) in his career following a game where he had at least 10 catches in a game where he had less than 12 days rest.	BMarshall:p:receptions>=10 and p:rest<12
Jordy Nelson is 8-0 ATS (11.8 ppg) after a game where he had just one catch for 18 or fewer yards.	JordyNelson:p:receiving yards<=18 and JordyNelson:p:receptions=1

If you like what you are seeing with these 30 player trends, you are not going to want to miss the 2014 Killersports.com NFL Newsletter. Each week the 12-page Newsletter will include Player-Based NFL Trends active that week. Subscribe now at

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NFL STUDY: NO PLACE LIKE HOME



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

Over that time, SportsBook Breakers has gone a huge +\$2283 with its selections.

When SBB really likes a play, you can really count on it. SBB top side and total of the week since the start of 2009 have combined to go 95-70-4 (57.6%). SBB is also best when the stakes are highest, going a huge 26-12 (68.4%) on its postseason plays the past three years.

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

or some bettors, home teams can be fool's gold as the basis for a betting system. Home teams have actually covered in only 49.8% of games during the 25 years of database history. A larger number of bettors are keen on playing home dogs, who have performed better, covering in 51.2% of games. Still in most circumstances, that is not nearly enough of an edge to be a sole reason to play on a team.

Looking at the range of underdogs can help determine if there is a sweet spot to play on these home teams. To test this out, we will look at how teams perform in the SDQL using the grouping feature. The SDQL text "H and line>0, 2, 3, 4, 5, 6, 7" produces the following result, grouping performance together by lines greater than the given number. NOTE: Results date back to the beginning of the NFL database in 1989.

Line	ATS	SU	# of Games
line > 0	979-932-65 (0.10, 51.2%)	711-1264-1 (-4.56, 36.0%)	1976
line > 2	817-785-60 (-0.23, 51.0%)	552-1109-1 (-5.49, 33.2%)	1662
line > 3	552-527-22 (-0.70, 51.2%)	311-789-1 (-7.17, 28.3%)	1101
line > 4	414-381-18 (-0.65, 52.1%)	210-602-1 (-8.11, 25.9%)	813
line > 5	343-311-16 (-0.54, 52.4%)	166-503-1 (-8.57, 24.8%)	670
line > 6	273-235-14 (-0.04, 53.7%)	127-394-1 (-8.71, 24.4%)	522
line > 7	174-136-4 (0.61, 56.1%)	74-239-1 (-9.29, 23.6%)	314

The ATS results clearly show that home dogs performance is nearly 50% at all lines until teams are more than a TD dog. While SU results naturally decline as the lines get larger, those large dogs are the ones that have performed well enough against the spread to show a positive result for all home dogs. Teams that are more than seven-point home dogs are 174-136-4 ATS (H and line>7).

Below is the breakdown of results by line above that TD threshold:

Line	ATS	SU	# of Games
7.5	26-19-0 (-0.94, 57.8%)	14-31-0 (-8.44, 31.1%)	45
8	22-16-0 (0.89, 57.9%)	13-25-0 (-7.11, 34.2%)	38
8.5	11-17-0 (-2.43, 39.3%)	6-22-0 (-10.93, 21.4%)	28
9	16-14-0 (-0.47, 53.3%)	5-24-1 (-9.47, 17.2%)	30
9.5	23-14-0 (2.85, 62.2%)	8-29-0 (-6.65, 21.6%)	37
10	25-12-1 (2.32, 67.6%)	10-28-0 (-7.68, 26.3%)	38
10.5	11-8-0 (0.03, 57.9%)	3-16-0 (-10.47, 15.8%)	19
11	6-11-1 (-3.00, 35.3%)	4-14-0 (-14.00, 22.2%)	18
11.5	6-4-0 (-0.30, 60.0%)	0-10-0 (-11.80, 0.0%)	10
12	3-3-1 (3.29, 50.0%)	2-5-0 (-8.71, 28.6%)	7
12.5	3-1-0 (9.50, 75.0%)	2-2-0 (-3.00, 50.0%)	4
13	9-0-0 (12.00, 100.0%)	3-6-0 (-1.00, 33.3%)	9
13.5	2-2-0 (5.25, 50.0%)	1-3-0 (-8.25, 25.0%)	4
14+	11-15-1 (-1.65, 42.3%)	3-24-0 (-16.81, 11.1%)	27

SportsBook Breakers

In an era of parity, it is rare that any team should be made more than a TD underdog at home. In the more modern salary cap era, teams are bunched closer together. It stands to reason then, that this system would be even better over the more recent time frame. That is indeed the case, with home underdogs of more than seven points going 121-83-2 ATS since 1997.

Other things to consider:

- Factoring in three points each way for the home and road teams, it stands to reason a home team as more than a TD underdog is comparable to a road team that is more than a 13-point dog. Road dogs of more than 13 points have been solid as well, going 122-98-2 ATS (55.5%).
- This system has been a very strong 7-1 ATS during the opening week of the season. This makes sense as if there is ever a time where not enough is known about a team to make them such big underdogs, it is during week one. That carries on through the early season, going 53-34-1 ATS during the first six weeks of the season.
- Teams coming off a huge loss have dominated this system. These big home dogs off a loss by at least 27 points are 32-12-1 ATS (SDQL: H and line>7 and p:margin<=-27).
- It is harder to sneak up on a team when it is a primetime game. These huge home dogs in non-Sunday and Sunday night games are an average 27-25 ATS.

Summary:

In most cases, bettors should avoid the allure of betting heavily on home dog for that reason alone. However, when that team is an underdog by more than a touchdown, it is a green light to play on that team.

Looking for the best handicapping information in the business from experts like SportsBook Breakers?

Look no further.



MTi's 2014 NFL Regular Season Win Report

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All of the information presented in this report was uncovered using the Sports Data Query Language (SDQL).

The Sports Data Query Language

Without it, You're Just Guessing.

MTi Sports Forecasting

MTI'S 2014 RSW REPORT

1. The Futures Lines

Below are the NFL Futures lines from 5Dimes.com as posted on June 30, 2014. These 15-cent lines are what we used to perform the analysis in this report.

AFC EAST

New England Patriots: 10.5 (Over -170)

Miami Dolphins: 8 (Under -125) New York Jets: 7 (Over -145) Buffalo Bills: 6.5 (Over -150)

AFC NORTH

Cincinnati Bengals: 9.0 (Over -140) Pittsburgh Steelers: 8.5 (Over -150) Baltimore Ravens: 8.5 (Over -135) Cleveland Browns: 6.5 (Over -155)

AFC SOUTH

Indianapolis Colts: 9.5 (Under -125) Houston Texans: 7.5 (Over -130) Tennessee Titans: 7 (Over -125) Jacksonville Jaguars: 4.5 (Over -195)

AFC WEST

Denver Broncos: 11.5 (Under -130) San Diego Chargers: 8 (Over -135) Kansas City Chiefs: 6.5 (Under -130) Oakland Raiders: 4.5 (Over -155)

NFC EAST

Philadelphia Eagles: 9 (Over -140) New York Giants: 8 (Over -145) Dallas Cowboys: 8 (Under -160)

Washington Redskins: 7.5 (-115 either way)

NFC NORTH

Green Bay Packers: 10.5 (Under -120) Chicago Bears: 8.5 (Over -160) Detroit Lions: 8.5 (Under -120) Minnesota Vikings: 6 (Over -135)

NFC SOUTH

New Orleans Saints: 9.5 (Over -205) Atlanta Falcons: 8.5 (Under -125) Carolina Panthers: 8.5 (Under -140) Tampa Bay Buccaneers: 7 (Over -125)

NFC WEST

Seattle Seahawks: 11 (Over -120) San Francisco 49ers: 10.5 (Over -135) Arizona Cardinals: 7.5 (Over -150) St. Louis Rams: 7.5 (Over -145) With this information, we can provide an approximate "ranking" for the divisions from toughest to weakest based on the number of wins they are expected to accumulate over the season. This ranking is given below, ignoring the juice:

Projected 2013 Wins Ranked by Division						
NFC West (36.5)						
NFC North (33.5)						
NFC South (33.5)						
NFC East (32.5)						
AFC North (32.5)						
AFC East (32.0)						
AFC West (30.5)						
AFC South (28.5)						

Not much has changed from this year to the last. The NFC West is still expected to be the best division and the AFC South is expected to be the worst division the league for the third straight season.

This season, there are three divisions in which three of the four teams are expected to finish above 500; the AFC North, the NFC North and the NFC South. In this situation, the team ranked fourth in the division will have a tough time getting over their number, as every divisional opponent knows that the divisional race will be hard fought and that divisional games will be crucial. We look to play the Browns, Bucs and Vikings UNDER this season.



If you are ready to make the transformation from a victim to a client and from loser to winner, consider enlisting the services of MTi Sports Forecasting. At MTi, PhD scientists who are certified SDQL masters give you the edge over the linesmakers.

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At this point we are going to take a look a each team's expected number of regular season wins in 2014 and their actual number of regular season wins in 2013. The table below presents these data with the last column the difference between the two. The teams are ranked by the difference. At the top, we find the Texans, who are expected to win 5.5 more games than they did last season. The Redskins and Falcons are also expected to improve tremendously. At the bottom, we find the Chiefs, who are expected to win 4.5 games fewer than last season.

		2014 DOW	
Team	2013 RSW	2014 RSW Line	Difference
Texans	2	7.5	5.5
Redskins	3	7.5	4.5
Falcons	4	8.5	4.5
Buccaneers	4	7	3
Browns	4	6.5	2.5
Packers	8	10.5	2.5
Lions	7	8.5	1.5
Vikings	5	6	1
Giants	7	8	1
Raiders	4	4.5	0.5
Jaguars	4	4.5	0.5
Bills	6	6.5	0.5
Rams	7	7.5	0.5
Bears	8	8.5	0.5
Ravens	8	8.5	0.5
Steelers	8	8.5	0.5
Titans	7	7	0
Dolphins	8	8	0
Cowboys	8	8	0
Jets	8	7	-1
Chargers	9	8	-1
Eagles	10	9	-1
Colts	11	9.5	-1.5
Saints	11	9.5	-1.5
Patriots	12	10.5	-1.5
49ers	12	10.5	-1.5
Broncos	13	11.5	-1.5
Bengals	11	9	-2
Seahawks	13	11	-2
Cardinals	10	7.5	-2.5
Panthers	12	8.5	-3.5
Chiefs	11	6.5	-4.5

2. 2014 Match-up Analysis

The addition of the Houston Texans and a divisional realignment in 2002 made the NFL schedule much more organized. There are eight divisions in the league, each with four teams. Each team's schedule consists of a home and away game with each of the three other teams in their division. That's six games. Then there are predetermined divisional match-ups that rotate from season to season. This season's divisional schedule assignments are given below with the 2014 RSW lines for each division included for quick reference.

2014 Schedule Assignments:

Division	Conference Opps From:	Non Conference Opps From:	Wild Card Opponents From:
AFC East	AFC West	NFC North	AFC South,
	(30.5 wins)	(33.5 wins)	AFC North
AFC North	AFC South	NFC South	AFC West,
	(28.5 wins)	(33.5 wins)	AFC East
AFC South	AFC North	NFC East	AFC West,
	(32.5 wins)	(32.5 wins)	AFC East
AFC West	AFC East	NFC West	AFC North,
	(32.0 wins)	(36.5 wins)	AFC South
NFC East	NFC West	AFC South	NFC North,
	(36.5 wins)	(28.5 wins)	NFC South
NFC North	NFC South	AFC East	NFC East,
	(33.5 wins)	(32.0 wins)	NFC West
NFC South	NFC North	AFC North	NFC West,
	(33.5 wins)	(32.5 wins)	NFC East
NFC West	NFC East	AFC West	NFC North,
	(32.5 wins)	(30.5 wins)	NFC South

For example, this season the NFC East is scheduled to face every team the NFC West and every team in the AFC South. This adds another eight games to each team's schedule. Finally, there are two "wildcard" games. These are two conference opponents from the two divisions that the team does not face. The teams are matched by their position within the division from the previous season. That is, the first place teams match up against each other; the second place teams match up with each other etc. Below we present the order of finish of the four NFC divisions in 2013.

Place	NFC East	NFC South	NFC West	NFC North
1st	Eagles	Panthers	Seahawks	Packers
2nd	Cowboys	Saints	49ers	Bears
3rd	Giants	Falcons	Cardinals	Lions
4th	Redskins	Buccaneers	Rams	Vikings

Since the NFC East plays all the teams in the NFC West this season, they get their wildcard opponents from the NFC South and the NFC North.

So, this season, the Eagles' two wildcard opponents are the Panthers and Packers, the Cowboys' two wildcard opponents are the Saints and Bears, the Giants' two wildcard opponents are the Falcons and Lions, and the Redskins' two wildcard opponents are the Bucs and Vikings.

For comparison, the Eagles matched up with the Cardinals and Buccaneers as their two wild card opponents in 2013. Also, Minnesota's two wildcard opponents last season were the Panthers and Seahawks, so the Redskins and Rams are a significant drop in class. The Giants were the other team that drew the Panthers and Seahawks as wildcards in 2013, but this season they get the Falcons and Lions by virtue of their third place finish in the NFC East.

The NFC South plays all the teams in the NFC North this season, so they get their wild card opponents from the NFC East and NFC West. This means that the Panthers' two wild card opponents are the Eagles and Seahawks, the Saints' wild card opponents are the Cowboys and 49ers, Atlanta's two wild card opponents this season are the Giants and Cardinals and the Bucs' wild card opponents will be the Redskins and Rams.

The league decides the site of the wildcard games, although one is at home and the other is on the road.

A complete listing of each teams' wildcard match-ups for the upcoming 2014 season is shown in the table to the right.

Cincinnati's "reward" for winning the AFC North last season is the Patriots and the Broncos as their two wildcard opponents this season. Will the Bengals be up to this challenge?

Conversely, Houston's plummet in the standings last season got them the Bills and Raiders as their two wild card opponents this season. Last Season, the Texans' two wildcard opponents were the Patriots and Ravens.

The AFC had some tough third place teams last season, as the Dolphins, Ravens and Chargers all finished at 500 or better and in third place. This makes the Jaguars' wild card opponent's -- the Dolphins and Chargers -- tougher than a third-place team would normally draw. In the NFC, the Cardinals were the only third place team to finish at 500 or better.

The Rams were the best last place team in the league last season, finishing with a record of 7-9 (which was the same record as the Titans, who were second in the AFC South). As a result, St Louis gets last place teams in the NFC North and South, which were the Vikings and Buccaneers respectively.

Certainly, studying the 2014 wildcard match-ups for 2014 is an important part of playing NFL Season Win Totals.



Team	Home Wildcard	Away Wildcard
Arizona	Lions	Falcons
Atlanta	Cardinals	Giants
Baltimore	Chargers	Dolphins
Buffalo	Browns	Texans
Carolina	Seahawks	Eagles
Chicago	Cowboys	49ers
Cincinnati	Broncos	Patriots
Cleveland	Raiders	Bills
Dallas	Saints	Bears
Denver	Colts	Bengals
Detroit	Giants	Cardinals
Green Bay	Eagles	Seahawks
Houston	Bills	Raiders
Indianapolis	Broncos	Patriots
Jacksonville	Dolphins	Chargers
Kansas City	Titans	Steelers
Miami	Ravens	Jaguars
Minnesota	Redskins	Rams
New England	Bengals	Colts
New Orleans	49ers	Cowboys
NY Giants	Falcons	Lions
NY Jets	Steelers	Titans
Oakland	Texans	Browns
Philadelphia	Panthers	Packers
Pittsburgh	Chiefs	Jets
San Diego	Jaguars	Ravens
San Francisco	Bears	Saints
Seattle	Packers	Panthers
St. Louis	Vikings	Buccaneers
Tampa Bay	Rams	Redskins
Tennessee	Jets	Chiefs
Washington	Buccaneers	Vikings

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3. 2014 Special Scheduling Features

Of course, the most important factor that influences the difficulty of a team's schedule is the quality of their opponents. However, a team's opponents are known by all. It is difficult to get an advantage over the linesmakers with this information because the linesmakers have already factored the level of the team's opponent into the line for the Regular

Season Wins.

What is not factored into the line is the special scheduling information that is presented in the table below.

Here we present the number of times each team experiences a particular scheduling situation over the 2014 regular season.

The special situations involve each team's opponent. For

Team	Opp has bye next	Opp off Bye	Opp Off Thurs	Opp has Thurs next	Opp Off Monday	Opp has Monday Next	Opp has Div. Bef & Aft	Opp in 2nd+ Away
Arizona	0	2	0	1	3	1	1	1
Atlanta	2	0	1	1	2	0	1	3
Baltimore	2	1	0	2	1	1	4	1
Buffalo	0	1	1	1	1	1	2	1
Carolina	0	0	1	0	1	1	1	4
Chicago	0	2	2	1	0	0	2	2
Cincinnati	0	0	1	2	1	1	2	1
Cleveland	0	1	1	1	0	2	2	2
Dallas	3	0	1	1	1	1	1	1
Denver	3	1	2	1	1	2	3	1
Detroit	1	1	1	2	2	0	1	1
Green Bay	0	2	0	1	2	1	1	2
Houston	1	0	2	1	0	1	0	3
Indianapolis	0	3	1	0	1	1	1	3
Jacksonville	1	0	0	1	1	1	1	1
Kansas City	0	1	0	3	0	1	2	1
Miami	2	1	2	0	0	1	2	3
Minnesota	1	2	1	0	2	0	3	2
New England	1	2	1	1	0	1	1	2
New Orleans	1	2	2	0	0	1	2	2
NY Giants	2	1	1	1	1	2	2	5
NY Jets	1	0	2	1	0	1	0	2
Oakland	1	1	1	0	1	1	1	1
Philadelphia	1	1	3	2	1	1	3	2
Pittsburgh	1	0	2	0	3	1	3	2
San Diego	0	2	1	1	1	1	1	1
San Francisco	2	0	1	1	1	1	1	1
Seattle	1	0	3	2	3	0	1	2
St. Louis	0	1	1	1	0	0	2	2
Tampa Bay	1	2	1	2	0	0	2	4
Tennessee	3	1	0	1	1	1	1	5
Washington	1	1	0	2	1	0	1	1

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example, the number of times a team gets an opponent off a bye week, before playing on the upcoming Thursday, off a Monday Night game the previous week and when they are facing a non-divisional opponent that is in a divisional "sandwich."

The table below gives the SDQL text for each of the eight situations presented in the table. The SDQL text is in bold.

SDQL for the Eight Scheduling Situations
Opp has bye next: on:week = week + 2
Opponent off Bye: op:week+2 = week
Opp Off Prevous Thursday: op:day = Thursday and o:NB
Opp Plays Next Thursday: op:day = Thursday and on:NB
Opp Off Prevous Monday: op:day = Monday and o:NB
Opp Plays Next Monday: op:day = Monday and on:NB
Opp in Div. Sandwich: NDIV and op:DIV and on:DIV
Opponent in 2nd away game: H and o:NB and op:A

The teams are presented in alphabetical order by their home city in the first column. The second column gives the number of times they get an opponent with a bye week next. Low numbers here are better because teams with a bye next can focus 100% on their current opponent. Over the 2014 season, Dallas, Denver and Tennessee each get three opponents with a bye the following week and there are eleven teams that have no such opponents.

The third column gives the number of times a team gets an opponent that is off their bye week. It is best to have zero teams off a bye week, and there are ten teams this season with this scheduling advantage. The Colts have bad luck with regard to this scheduling situation, as they get three opponents that will have an extra week to prepare for them this season.

The fourth column gives the number of times a team gets an opponent off a Thursday Night game. This column was added in 2012 because of the addition of regular Thursday Night games. Clearly, a team would like to have zero opponents off a Thursday Night game simply because of the days rest disadvantage. There are seven teams in the league that get no opponents off a Thursday game and the Eagles and Seahawks have THREE such opponents – tops in the league.

The fifth column gives the number of times a team is facing an opponent that plays on the upcoming Thursday. This seems like a scheduling advantage, as the team playing on Thursday will be looking ahead to the nationally televised game with short rest. In 2014, there are seven teams in the league that get no opponents that play on the upcoming Thursday and the Chiefs are the only team in the league with three such opponents in 2014.

The next column presents the number of times a team gets an opponent off a Monday Night game. It is an advantage to have a large number of opponents off a Monday Nighter. There are ten teams in the league that will not enjoy this advantage this season. The scheduling bonanza in this category goes to the Steelers, Cardinals and Seahawks, each with three opponents who played on Monday Night the previous week.

Column seven gives the number of times a team gets an opponent that plays the next Monday Night. There are six teams in the league who have no such opponents and Browns, Giants and Broncos each gets two opponents looking ahead to a Monday Nighter the following week.

Column eight presents the number of times a team is facing a non-divisional opponent that has a divisional opponent both before and after. Since divisional games are more important, it is an advantage to face teams that are in a divisional sandwich. The Jets and Texans are the only two teams in the league have NO opponents in this scheduling spot while the Ravens get four teams sandwiched between opponents from their own division. The divisional sandwich is an important situation and could be the difference between a loss and a win. While this is not a big factor, it is one of many that should be considered because it is NOT already factored into the line.

The last column gives the number of times a team is hosting an opponent that is playing in at least their second road game in as many weeks. No teams have zero such opponents in 2014 and the Titans and Giants are hosting FIVE opponents that played on the road the previous week.

If the reader is going to use any of this information to make a futures play, it is a good idea to probe further into the scheduling situations presented here. After all, when playing futures you are looking for a situational advantage that has the potential to change the straight up outcome of the game.

For example, the Chiefs' three opponents who have a Thursday night game upcoming are the Chargers, Bills and Cardinals and all of these games are currently within two points of pick'em. When the Chiefs visit the Chargers in week 7, San Diego will be looking ahead to a game against Denver on Thursday (and Kansas City will be off their bye week). When the Chiefs visit the Bills in week 10, Buffalo will be looking ahead to a game in Miami on the upcoming Thursday. Finally, when the Chiefs visit the Cardinals in week 14, Arizona will play in St Louis on the upcoming Thursday. It is easy to imagine the Chiefs taking advantage of the fact that these three opponents have key divisional match-up with short rest on national TV. If the Chiefs get one extra win out of if this situation, it is HUGE because one game is very important when handicapping NFL season win totals.

A thorough analysis of these scheduling spots is certain to provide an edge over the linesmakers when playing Regular Season Win totals.

4. Regular Season Win Results 2010-13

As usual, we like to look at RSW results from previous seasons. The tables in this section gives the 2010, 2011, 2012 and 2013 NFL RSW results. The teams are ranked by the difference between the number of regular season wins and their regular season win line.

The team that had the highest RSW margin in 2010 was the

2010 NFL Regular Season Win Results

Team	Line	Wins	Diff
New England	9.5	14	+4.5
Atlanta	9	13	+4
Tampa Bay	6	10	+4
Kansas City	6.5	10	+3.5
Chicago	8	11	+3
Pittsburgh	9	12	+3
Baltimore	10	12	+2
Oakland	6	8	+2
St. Louis	5	7	+2
Philadelphia	8	10	+2
N.Y. Jets	9.5	11	+1.5
N.Y. Giants	8.5	10	+1.5
Detroit	5	6	+1
Jacksonville	7	8	+1
New Orleans	10.5	11	+0.5
Green Bay	9.5	10	+0.5
Seattle	7.5	7	-0.5
Cleveland	5.5	5	-0.5
Indianapolis	11	10	-1
Buffalo	5	4	-1
Miami	8.5	7	-1.5
San Diego	11	9	-2
Washington	8	6	-2
Houston	8	6	-2
Tennessee	8	6	-2
San Francisco	8.5	6	-2.5
Arizona	7.5	5	-2.5
Denver	7.5	4	-3.5
Minnesota	9.5	6	-3.5
Cincinnati	8	4	-4
Dallas	10	6	-4
Carolina	7	2	-5

Patriots, who at 14-2, went over their RSW (regular season win) line by 4.5 games. The most disappointing team in 2010 was the Panthers, who finished 2-14 with a RSW line of 7.

In 2011, San Francisco bested all expectations by going 13-3 when they were expected to finish 500 for the season. The biggest disappointment of 2011 was the Colts, but this line was before Manning was declared out for the season.

2011 NFL Regular Season Win Results

Team	Line	Wins	Diff
San Francisco	8	13	+5
Green Bay	11.5	15	+3.5
New Orleans	10	13	+3
Detroit	7.5	10	+2.5
Tennessee	6.5	9	+2.5
Denver	6	8	+2
Houston	8	10	+2
Carolina	4.5	6	+1.5
Cincinnati	7.5	9	+1.5
New England	11.5	13	+1.5
Arizona	7	8	+1
Baltimore	11	12	+1
Buffalo	5	6	+1
Oakland	7	8	+1
Pittsburgh	11	12	+1
Seattle	7	7	0
Atlanta	10.5	10	-0.5
N.Y. Giants	9.5	9	-0.5
Dallas	9	8	-1
Jacksonville	6	5	-1
Kansas City	8	7	-1
Chicago	9.5	8	-1.5
Washington	6.5	5	-1.5
Miami	8	6	-2
N.Y. Jets	10	8	-2
Philadelphia	10	8	-2
San Diego	10	8	-2
Cleveland	6.5	4	-2.5
Minnesota	6.5	3	-3.5
Tampa Bay	8.5	4	-4.5
St. Louis	7	2	-5
Indianapolis	10	2	-8

In 2012, the biggest disappointment was the Eagles, which only won four games while projected to win ten. We are proud to say that our 2012 NFL Futures Play of the Year was Philadelphia UNDER 10 wins.

The team that was best on the positive end in 2012 was

the Colts, who finished 11-5 in Andrew Luck's rookie season.

Last season, both the Cardinals and Panthers performed much better than expectations. The Cardinals won ten games in the tough NFC West when they were only expected to win 5.5 and the Panthers were 12-4 when they were expected to be a tick below 500.

2012 NFL Regular Season Win Results

Team	Line	Wins	Diff
Indianapolis	5.5	11	+5.5
Denver	8.5	13	+4.5
Atlanta	9	13	+4
Minnesota	6	10	+4
Seattle	7	11	+4
Washington	6.5	10	+3.5
Cincinnati	8	10	+2
Houston	10	12	+2
San Francisco	10	11	+1
St. Louis	6	7	+1
Tampa Bay	6	7	+1
Chicago	9.5	10	+0.5
Baltimore	10	10	0
New England	12	12	0
Carolina	7.5	7	-0.5
Cleveland	5.5	5	-0.5
Dallas	8.5	8	-0.5
Miami	7.5	7	-0.5
N.Y. Giants	9.5	9	-0.5
Green Bay	12	11	-1
Tennessee	7	6	-1
Arizona	7	5	-2
Buffalo	8	6	-2
Pittsburgh	10	8	-2
San Diego	9	7	-2
N.Y. Jets	8.5	6	-2.5
New Orleans	10	7	-3
Oakland	7	4	-3
Jacksonville	5.5	2	-3.5
Detroit	9.5	4	-5.5
Kansas City	8	2	-6
Philadelphia	10	4	-6

2013 NFL Regular Season Win Results

Team	Line	Wins	Diff
Arizona	5.5	10	+4.5
Carolina	7.5	12	+4.5
Kansas City	7.5	11	+3.5
Cincinnati	8.5	11	+2.5
Indianapolis	8.5	11	+2.5
Philadelphia	7.5	10	+2.5
Seattle	10.5	13	+2.5
Denver	11.5	13	+1.5
N.Y. Jets	6.5	8	+1.5
New England	10.5	12	+1.5
New Orleans	9.5	11	+1.5
San Diego	7.5	9	+1.5
Miami	7.5	8	+0.5
San Francisco	11.5	12	+0.5
Tennessee	6.5	7	+0.5
Baltimore	8.5	8	-0.5
Chicago	8.5	8	-0.5
Dallas	8.5	8	-0.5
Detroit	7.5	7	-0.5
St. Louis	7.5	7	-0.5
Jacksonville	5	4	-1
Buffalo	7.5	6	-1.5
Oakland	5.5	4	-1.5
Pittsburgh	9.5	8	-1.5
N.Y. Giants	9	7	-2
Cleveland	6.5	4	-2.5
Green Bay	10.5	8	-2.5
Minnesota	7.5	5	-2.5
Tampa Bay	7.5	4	-3.5
Atlanta	9	4	-5
Washington	8.5	3	-5.5
Houston	10.5	2	-8.5

On the negative end, we find the Texans, who were a brutal 2-14 with a RSW line of 10.5 -- and they have no obvious excuse. The Falcons and Redskins also had seasons significantly below expectations.

At this point is seems natural to look at the combined results over the past four seasons to see what we can conclude. It is interesting to note that the Patriots are the lone team in the league that had not gone under their win total for four straight seasons.

On the disappointing end, we note that the Cowboys and Browns have stayed UNDER their RSW line in each of the last four seasons.

Teams that are currently on three-season OVER streaks include the Broncos, Bengals and 49ers and the only two teams that are currently on three-season UNDER streaks are the Jaguars and Giants.

To get the edge over the linesmakers all of this information AND the personnel and coaching changes much be taken into account. This is what we will be doing from now until about a week before the season starts when we release our 2014 NFL Futures Plays on KillerCappers.com.



Weekly Newsletter

- Four (4) Full NFL Selections from MTi and SportsBook Breakers
- MTi's NFL Teaser Plays with Exclusive Teaser Trends
- NFL and NCAA Trend and System Breakdowns
- Weekly Annotated NFL Schedule Chart
- Delivered by e-mail every Wednesday.

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2010-13 NFL RSW Summary

	2010	2011	2012	2013	10-13
New England	+4.5	+1.5	0	+1.5	+7.5
Seattle	-0.5	0	+4	+2.5	+6
Denver	-3.5	+2	+4.5	+1.5	+4.5
San Francisco	-2.5	+5	+1	+0.5	+4
Atlanta	+4	-0.5	+4	-5	+2.5
Baltimore	+2	+1	+0	-0.5	+2.5
Cincinnati	-4	+1.5	+2	+2.5	+2
New Orleans	+0.5	+3	-3	+1.5	+2
Chicago	+3	-1.5	+0.5	-0.5	+1.5
Arizona	-2.5	+1	-2	+4.5	+1
Carolina	-5	+1.5	-0.5	+4.5	+0.5
Green Bay	+0.5	+3.5	-1	-2.5	+0.5
Pittsburgh	+3	+1	-2	-1.5	+0.5
Kansas City	+3.5	-1	-6	+3.5	0
Tennessee	-2	+2.5	-1	+0.5	0
Indianapolis	-1	-8	+5.5	+2.5	-1
N.Y. Giants	+1.5	-0.5	-0.5	-2	-1.5
N.Y. Jets	+1.5	-2	-2.5	+1.5	-1.5
Oakland	+2	+1	-3	-1.5	-1.5
Detroit	+1	+2.5	-5.5	-0.5	-2.5
St. Louis	+2	-5	+1	-0.5	-2.5
Tampa Bay	+4	-4.5	+1	-3.5	-3
Buffalo	-1	+1	-2	-1.5	-3.5
Miami	-1.5	-2	-0.5	+0.5	-3.5
Philadelphia	+2	-2	-6	+2.5	-3.5
Jacksonville	+1	-1	-3.5	-1	-4.5
San Diego	-2	-2	-2	+1.5	-4.5
Minnesota	-3.5	-3.5	+4	-2.5	-5.5
Washington	-2	-1.5	+3.5	-5.5	-5.5
Cleveland	-0.5	-2.5	-0.5	-2.5	-6
Dallas	-4	-1	-0.5	-0.5	-6
Houston	-2	+2	+2	-8.5	-6.5

MTi will release its 2014 NFL futures about a week before the start of the season on KillerCappers.com.



2014 NFL FUTURES PLAY

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

-STAR Tennessee Under 7 wins - Tennessee is a team where if you put on very rosy-colored glasses, you can see some optimism. They have a developing quarterback, some potential offensively and a new coaching staff with experience. However, there are a lot of best case scenarios that would have to come into play for this team to reach .500 in 2014.

Let's start with a look back at the 2013 season. The Titans finished 7-9 and all indicators suggest that they did play at the level of a 7-9 or possibly 6-10 team. They played a huge number of close games, going 6-5 overall in games decided by a TD or less, and 1-4 in other contests. They don't have any strong outlier key figures that would significantly suggest that they were really better or worse than those seven wins last season.

People would likely assume the 2013 Titans were bit by injuries because they remember Jake Locker going down. However, that was one of just a few key injuries Tennessee faced last season. They were actually 6th in

SPORTSBOOK BREAKERS



breaks down a variety of factors when looking at futures as you can see, and it has paid off across all sports. Since the beginning of 2012, its futures plays across all sports are 20-11-1. This season, SBB will be releasing the its 2014 NFL Futures during August. These plays will be available at www.killercappers.com

the league in games lost to injury, after finishing in the middle of the pack in 2012.

However, that 2013 Titans team is not the same one being employed here. The face of the franchise on each side of the ball, Chris Johnson and Alterraun Verner are both gone. They did add some helpful role players inlcuding Michael Oher, Dexter McCluster, Shaun Phillips and Wesley Woodward, but there is a lack of top-end talent in Tennessee this season.

Getting back to Locker, we do like his talent and think he can have success. However, his injury concerns are very real, and there is no Ryan Fitzpatrick waiting in the wings this season, another key loss from last season. With Charlie Whitehurst and Zach Mettenberger, waiting in the wings should Locker get injured again, another serious injury to Locker would basically put seven wins out of reach.

There is some talent on the offensive side of the ball to go with Locker, but the breakout potential is being overstated for 2014. The Titans are built to rely on the run and they do a have an offensive line that should be above average. However, Shonn Greene is no longer even an average runner and Bishop Sankey is a late second round rookie. At receiver, Justin Hunter and Kendall Wright have promise, but their realistic upside for the season would be an average receiving core, even with Hunter developing this season.

What really concerns us for Tennessee is the defensive side of the ball. Adding defensive coordinator Ray Horton is a solid move, but the issue is they just don't have the kind of talent and fits on defensive side to credibly run his system this season. We expect this to be a very tough transitional year on their defense, as bad fits are weeded out and the Titans hope some kind of leader emerges.

Let's look at the Titans 2014 schedule, broken down with preseason lines and expected win percentages for each game based on the lines and site each game, along with 25 years of historical winning percentages associated with those line and site combinations, provided after just a few clicks at Killersports.com:

NFL FUTURES PLAY

Week	Орр	Site	Line	Win Expectancy
1	Chiefs	away	6.0	0.261
2	Cowboys	home	2.5	0.525
3	Bengals	away	7.0	0.252
4	Colts	away	7.5	0.246
5	Browns	home	-2.5	0.565
6	Jaguars	home	-7.0	0.748
7	Redskins	away	3.5	0.359
8	Texans	home	0.0	0.513
10	Ravens	away	6.0	0.261
11	Steelers	home	2.0	0.465
12	Eagles	away	7.0	0.252
13	Texans	away	5.0	0.38
14	Giants	home	1.0	0.524
15	Jets	home	-1.5	0.543
16	Jaguars	away	-3.0	0.608
17	Colts	home	4.0	0.289
	Total:			6.79

Using these preseason lines, Tennessee is projected to win 6.79 games, slightly less than this listed total. They are favored just four times in 2014, but the bigger issue is

that they are favored by more than a field goal just once. It is hard for a team to pile up wins when they don't have many easy games on the schedule, and Tennessee has just one game where they are expected to have better than 61% chance at victory.

You hear that the AFC South is an easy division, but a lot of that has to do with Tennessee not being very good, along with Jacksonville's struggles. If Houston rejoins Indy near the top of the division, things won't be particularly easy in the AFC South. Playing the AFC North is a tough draw, and there is no easy NFC division to play, with the Titans getting the East. Also due to their second place finish last season, Tennessee will face the Jets and a tough road trip to Kansas City. That trip to Kansas City starts off a brutal season-opening stretch where they also travel to Cincinnati and Indianapolis in the first four weeks in the season. A 1-3 start is likely and 0-4 is certainly possible, putting the Titans behind the 8 ball from the get go. Also keep in mind that last season, they played just the 22nd ranked schedule in football, so it is not as though there is great room for their schedule to get easier than in 2013. There is no way the division will be worse than it was last season, and they still won just seven games with a better team than this one..

This is going to be a transitional year in Tennessee, and not one that sees too many wins.

SPORTSBOOK BREAKERS PREDICTION: Tennessee 5-11

SportsBook Breakers has teamed up with Killersports to provide two great ways to get all the information you need to know weekly for the 2014 NFL season.

- **1.** Subscribe to the 12-pg 2014 Killersports.com Weekly NFL Newsletter for less than \$10 per week. (see the page 4 for more details)
- **2.** Sign up for the FREE Friday Football tipsheet by checking the "E-mail me the free KillerSports.com Newsletters" box on your account profile page at Killersports.com.

Four mti Perfect NFL Systems

Here we present FOUR perfect systems in past performance from MTi Sports Forecasting. A system, conventionally, applies to the league as a whole whereas a trend applies to a particular team.

These systems are a tiny sampling of the NFL systems stored in MTi's personal "My NFL Trends" file at KillerSports.com. At about 3:00 am Tuesday morning the computer runs through the THOUSANDS of trends in MTi's personal saved trend file and outputs which of the stored trends and systems are active for the upcoming week. This is how MTi Sports Forecasting STARTS their handicapping protocol — with a complete list of league-wide multi-season, proven systems that apply to games in the upcoming week of action.

MTi does not have any special access to the Saved Trend Feature at KillerSports.com. Anyone can store their personal trends at KillerSports. com and they will be automatically run by the KillerSports.com servers every week for the entire season. The first two stored trends are free and thereafter it is \$2/trend for the entire season.

To learn how to save trends in your "My NFL Trends" file, watch a "How-To" video in Query Video archive at KillerSports.com. Here is a brief description: To save a trend in your personal "My

NFL Trends" file, first login at KillerSports.com, go to the appropriate query page, run the query and then click on:

save to personal trends

You will then have the opportunity to enter a description of the trend or system. For example, if you want to save the first system on the following page, you would run this SDQL text:

AD and p:OT>0 and p:A and season>=2009

And then type in a description of the situation. You could simply type: MTi's Annual System #1, or you could type the entire description of the trend, "Since 2009, road teams are 17-0-2 ATS off a road overtime loss."

Whenever this trend is active, it will appear in your personal "My NFL Trends" listing at KillerSports.com. NO ONE else will have access to the information in your personal "My NFL Trends" file.

The time to develop a library of valuable trends and systems is during the off-season. Go into the NFL season with an arsenal of information that will put you in a great position to start your handicapping.

Play Smart. Play Informed.

The NFL SDQL Video Query of the Day

To watch 1-2 minute videos of queries being performed, visit:

SDQLConsultancy.com

and click on the NFL link in the menu bar.

MTi Sports NFL System #1 - 17-0-2 ATS System

Since 2009, road teams are 17-0-2 ATS off a road overtime loss.

System Analysis

When making any investment, it is important to have "inside" information. That is, information that is not reflected in the price of the investment. This is what gives you an advantage.

The fact that a team is playing on the road off an overtime loss is NOT inside information. The bettors all know this and more importantly, the linesmakers know this. This information cannot possibly give you an advantage over the linesmakers.

Nonetheless, many bettors will play against a team because they are on the road off a road overtime loss. The linemakers know that the bettors are going to want to play against these teams and they adjust the line accordingly. This has actually made playing ON these teams a good investment.

Normally, an NFL road team gets an average of 2.6 points from the linesmakers. This is the standard, "home-field" advantage.

However, since 2009, a road team off a road overtime game is getting an average of 5.6 points from the linesmakers!

Is the fact that a team is off a road overtime game really worth a field goal?? Apparently not, as these teams are 17-0-2 ATS over the past five seasons. The SDQL text for this situation is shown below:

AD and p:OT>0 and p:A and season>=2009

A complete game listing for this system is given below. A quick scan over the games reveals that this was active in the 2011 Super Bowl and in last season's playoffs when Andrew Luck added to his burgeoning reputation for thrilling comebacks to prevent this system from adding on another winner.

Watch for it to occur in 2014, or simply save it in your "My NFL Trends" file.

SU: ATS: 0/U:	17-0-2	2 (7.4	9, 63.2%) 1 7, 100.0 9 71, 31.6%)	-	avg line: 5.6 avg total: 43.3							ितमभ	ESP	OEES	.OOI	Query Output File							
	Ru	shes	Rush Y	'ds Passes	Coi	np	Pass Yo	ds TOs		Q1	Q2		Q3	()4	Fina	I						
Team	28	.2	103.2	33.9	19.	.8	221.7	1.3		2.4	5.5		5.5	7	7.8	21.3							
Орр	27.	.3	117.4	37.9	23.	.2	242.1	1.9		4.7	5.9		4.1	4	1.4	19.4							
Day	Wk '	YR	Team	Орр	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	0Um	DPS	DPA	SUr	ATSr	0Ur	ot		
Sunday	12 2	009	Steelers	Ravens	away	0-7	7-7	3-0	7-3	17-20	7.5	34.0	-3	4.5	3.0	3.8	-0.8	L	W	0	1		
Sunday	5 2	009	Bengals	Ravens	away	0-0	3-7	7-0	7-7	17-14	8.5	42.0	3	11.5	-11.0	0.2	-11.2	W	W	U	0		
Sunday	7 2	009	Bills	Panthers	away	7-0	0-2	0-0	13-7	20-9	7.0	37.0	11	18.0	-8.0	5.0	-13.0	W	W	U	0		
Sunday	8 2	010	Bills	Chiefs	away	0-0	0-7	3-0	7-3	10-13	7.0	45.0	-3	4.0	-22.0	-9.0	-13.0	L	W	U	1		
Sunday	13 2	010	Steelers	Ravens	away	0-7	0-0	3-3	10-0	13-10	3.0	38.5	3	6.0	-15.5	-4.8	-10.8	W	W	U	0		
Sunday	16 2	010	Lions	Dolphins	away	3-3	7-14	7-7	17-3	34-27	3.5	41.5	7	10.5	19.5	15.0	4.5	W	W	0	0		
Sunday	4 2	011	Lions	Cowboys	away	0-7	3-13	14-10	17-0	34-30	2.0	46.5	4	6.0	17.5	11.8	5.8	W	W	0	0		
Sunday	10 2	011	Rams	Browns	away	0-3	10-6	0-3	3-0	13-12	2.5	36.5	1	3.5	-11.5	-4.0	-7.5	W	W	U	0		
Sunday			Broncos	Vikings	away	7-5	0-10	14-7	14-10	35-32	1.0	38.0	3	4.0	29.0	16.5	12.5	W	W	0	0		
Saturda	y 16 2	011	Browns	Ravens	away	0-10	0-7	7-3	7-0	14-20	12.0	39.0	-6	6.0	-5.0	0.5	-5.5	L	W	U	0		
Sunday	22 2	011	Giants	Patriots	away	9-0	0-10	6-7	6-0	21-17	3.0	54.0	4	7.0	-16.0	-4.5	-11.5	W	W	U	0		
Sunday	5 2	012	Dolphins	Bengals	away	0-6	7-0	10-0	0-7	17-13	4.0	44.5	4	8	-14.5		-11.2	W	W	U	0		
Monday	72	012	Lions	Bears	away	0-10	0-0	0-3	7-0	7-13	6.0	47.0	-6	0	-27	-13.5	-13.5	L	Р	U	0		
Sunday	8 2	012	Jaguars	Packers	away	3-7	9-7	0-0	3-10	15-24	14.5	45.5	-9	5.5	-6.5	-0.5	-6.0	L	W	U	0		
Sunday	20 2	012	Ravens	Patriots	away	0-3	7-10	7-0	14-0	28-13	8.0	51.0	15	23	-10	6.5	-16.5	W	W	U	0		
Sunday		013	Bengals	Lions	away	7-7	7-3	10-7	3-7	27-24	2.5	46.5	3	5.5	4.5	5.0	-0.5	W	W	0	0		
Sunday			Falcons	Packers	away	0-7	21-3	0-6	0-6	21-22	3.0	46.0	-1	2.0	-3.0	-0.5	-2.5	L	W	U	0		
Sunday			Cardinals	Seahawks	away	0-0	3-3	3-0	11-7	17-10	10.0	43.5	7	17.0	-16.5	0.2	-16.8	W	W	U	0		
Saturda	y 18 2	013	Chiefs	Colts	away	10-7	21-3	10-21	3-14	44-45	1.0	47.5	-1	0.0	41.5	20.8	20.8	L	Р	0	0		

MTi Sports NFL System #2 – OU System

Road favorites are 28-0 OU (+16.12) the week following a win by more than a TD as a favorite in which they rushed for a TD, benefitted from at least three penalties and had at least two more minutes of possession time than their season-to-date average.

System Analysis

The basic situation we are looking at here is a road team off a controlling victory. Specifically, these road favorites are off a win by more than a TD in which they had at least two more minutes of possession time than their season-to-date average, rushed for a TD and benfited from at least three penalties.

The SDQL text is:

AF and p:F and NB and p:TOP tA(p:TOP)>120 and p:RTD>0 and o:PEN>=3 and p:margin>7 and date>=20101225

A road favorite in this spot has to be feeling confident. Their defense is well rested, they ran the ball into the end zone at least once and their opponent committed a few penalties to help them along.

It would be easy to assume that a team with a fresher defense will play better defense, but the actual results do not bear this out. It appears that teams with a lot of possession time in an easy win suffer a drop in defensive intensity in their next game. This has resulted in a lot of points being scored on both sides of the ball.

What is remarkable about this system is the average margin. In these 28 games, teams have gone over by an average of 16.1 ppg.

The average OU line has been 45.2 and the average final score has been 32.3 to 29.0.

Last year, this system was active on NINE occasions and every one went

over by AT LEAST a TD, as can be seen by the complete game listing on the next page.

In 2012, this system was active eight times and produced eight winners. Therefore, we can expect it to be active a number of times this season. For this reason, we include blank spaces at the bottom of the game listing for you to fill in the results as they come in.

It is a simple task to save this system in your personal "My NFL Trends" file at KillerSports.com.

When it is saved in your personal "My NFL Trends" trend file, it will show as ACTIVE in the listing of your trends by early Tuesday morning of each week. At this writing the first two saved trends are free and each one thereafter is \$2 for the entire season.

There are a few professional handicappers who have well over 500 saved trends in a few different sports.

At MTi Sports Forecasting, we start every handicapping session in every sport with a look over the active trends and systems in our "My Saved Trends" file

Imagine how helpful it would be if you could start handicapping by scanning down a listing of YOUR hand-picked trends and systems that are active for the upcoming action.

You can start with the trends and systems you like in this book. If you see a team trend, player trend or league wide system that you like, run it and save it.

For video instructions on saving trends in your personal "My NFL Trends" file, visit the Query Video Archive at KillerSports.com.

SU: ATS: O/U:	11-1	17-0 (-1	.36, 53.6% 1.77, 39.3% 5 .12, 100. 0	б)	•	ine: -5. ` t otal: 4					K	ोभभन्	Spi	line.	DOM	Que	ry (Ou	tpu	ıt Fi	ile
	ı	Rushes	Rush Y	'ds Passes	Со	mp	Pass Yd	ls TOs		Q1	Q2		Q3	C)4	Final					
Team		27.3	110.9	38.0	25		292.1	1.5		6.3	9.7		7.2	8	.9	32.3					
Орр		26.0	111.6	35.3	21	.6	254.9	1.6		6.1	7.3		5.0	1	0.6	29.0					
Day	Wk	YR	Team	Орр	Site	Q1	Q2	Q3	04	Final	Line	Total	SIIm	ATSm	Ollm	DPS	DPA	SHr	ATSr	OHr	ot
			Chargers	Bengals	away	0-7	3-6	7-0	10-21	20-34	-7.5	43.5	-14	-21.5	10.5	-5.5	16.0	L	L	0	0
Sunday			Steelers	Browns	away	14-0	17-3	7-0	3-6	41-9	-5.5	38.0	32	26.5	12.0	19.2	-7.2	W	W	0	0
Sunday			Steelers	Colts	away	10-0	0-13	0-0	13-7		-10.5	39.5	3	-7.5	3.5	-2.0	5.5	W	L	0	0
Sunday			Jets	Raiders	away	7-7	10-10	0-7	7-10	24-34	-3.0	41.0	-10	-13.0	17.0	2.0	15.0	L	L	0	0
Sunday			Saints	Panthers	away	10-6	10-7	3-7	7-7	30-27	-6.0	51.5	3	-3.0	5.5	1.2	4.2	W	L	0	0
Sunday	/ 8	2011	Saints	Rams	away	0-0	0-17	7-7	14-7	21-31	-13.5	48.5	-10	-23.5	3.5	-10.0	13.5	L	L	0	0
Sunday	/ 11	2011	Cowboys	Redskins	away	7-0	3-14	0-3	14-7	27-24	-7.0	41.5	3	-4.0	9.5	2.8	6.8	W	L	0	1
Sunday	/ 13	2011	Panthers	Buccaneers	away	14-3	10-9	7-0	7-7	38-19	-1.5	46.5	19	17.5	10.5	14.0	-3.5	W	W	0	0
Sunday	/ 15	2011	Ravens	Chargers	away	0-7	7-10	0-14	7-3	14-34	-1.5	44.0	-20	-21.5	4.0	-8.8	12.8	L	L	0	0
Sunday	17	2011	Lions	Packers	away	9-10	10-14	15-7	7-14	41-45	-4.5	41.5	-4	-8.5	44.5	18.0	26.5	L	L	0	0
Saturd	ay 19	2011	Saints	Fortyniners	away	0-14	14-3	0-3	18-16	32-36	-3.5	47.0	-4	-7.5	21.0	6.8	14.2	L	L	0	0
Sunday	/ 3	2012	Texans	Broncos	away	7-5	14-6	10-0	0-14	31-25	-2.0	44.0	6	4.0	12.0	8.0	4.0	W	W	0	0
Sunday	16	2012	Vikings	Redskins	away	9-0	0-17	3-7	14-14	26-38	-2.0	45.0	-12	-14	19	2.5	16.5	L	L	0	0
Sunday	/ 6	2012	Patriots	Seahawks	away	7-10	10-0	3-0	3-14	23-24	-3.5	44.5	-1	-4.5	2.5	-1.0	3.5	L	L	0	0
Sunday	, 9	2012	Broncos	Bengals	away	3-0	7-3	7-10	14-10	31-23	-5.0	47.5	8	3	6.5	4.8	1.8	W	W	0	0
Sunday	/ 10	2012	Lions	Vikings	away	0-10	3-3	7-3	14-18	24-34	-2.5	46.5	-10	-12.5	11.5	-0.5	12.0	L	L	0	0
•			Seahawks	Bills	away	14-7	17-10	16-0	3-0	50-17	-4.5	43.5	33	28.5	23.5	26.0	-2.5	W	W	0	0
			Broncos	Ravens	away	3-0	14-0	14-3	3-14	34-17	-3.0	48.0	17	14	3	8.5	-5.5	W	W	0	0
•			Packers	Vikings	away	0-10	10-10	14-7		34-37	-3.0	45.5	-3	-6	25.5	9.8	15.8	L	L	0	0
Sunday			Packers	Bengals	away	0-14	16-0	14-7	0-13		-2.5	49.5	-4	-6.5	14.5	4.0	10.5	L	L	0	0
Sunday				Cowboys	away	7-14	21-6	10-13		51-48	-7.0	56.5	3	-4	42.5	19.2	23.2	W	L	0	0
Sunday			Fortyniners		away	3-0	14-0	7-0	7-17	31-17	-3.5	41.0	14	10.5	7.0	8.8	-1.8	W	W	0	0
			Fortyniners	-	away	14-0	14-3	7-7	7-0	42-10	-16.0	40.0	32	16	12.0	14.0	-2.0	W	W	0	0
Sunday			Packers	Vikings	away	7-7	17-10	7-0		44-31	-8.0	48.0	13	5	27	16.0	11.0	W	W	0	0
Sunday			Chiefs	Raiders	away	21-3	14-14	14-14	7-0	56-31	-6.0	44.0	25	19.0	43.0	31.0	12.0	W	W	0	0
			Bengals	Steelers	away		7-6	0-3		20-30			-10	-12.0	7.0	-2.5	9.5	L	L	0	0
			Cardinals	Titans	away	7-10	3-0	10-7		37-34		42.5	3	0.5	28.5	14.5		W	W	0	ı
Sunday	/ 15	2013	Eagles	Vikings	away	3-7	6-10	13-10	8-21	30-48	-0.5	53.0	-18	-24.5	25.0	0.2	24.8	L	L	0	0
	_																				

MTi Sports NFL System #3 - 20-0-1 ATS System

The league is 0-20-1
ATS (-8.8 ppg) as a dog
in week one when they
were eliminated from the
playoffs in the first round
last season, as long as
the total is higher than
37.

System Analysis

ere we present a WEEK-ONE ONLY system that has been cashing for us season after season. The basic strategy is to play against a week-one underdog that was eliminated from the playoffs in the first round the previous season.

More specifically, NFL teams are 0-20-1 ATS (-8.8 ppg) since the 2004 season as a dog in week one when they were eliminated from the playoffs in the first round last season, as long as the total is higher than 37.

These playoff teams that are getting points have been significantly over-estimated by the linesmakers. In addition,

their opponent takes them very seriously and as a result has won 21 straight games in this spot and gone 20-0-1 ATS.

The SDQL text is:

week = 1 and Sum(playoffs@team,N=2) = 1 and D and total>37 and season>=2004

A complete game listing for this system is given below. It reveals that the system has been active at least twice in each of the past six seasons. At the bottom of the listing, there are two active dates for this season based on the current lines. These games should be bettable as you read this, so get in early and follow the lines as gameday approaches.

SU: ATS: 0/U:	0-2	0-1 (-9	3.43, 0.0%) .21, 0.0%) 64, 70.0%)		-	ine: 4.2 otal: 43.					RIPHE SPURSOU Query Output F								t Fil	le	
		Rushes	Rush Y			mp	Pass Yo			Q1	Q2		Q3	()4	Fina					
Team		22.4	99.8	37.1	22		216.2	2.5		2.6	5.6		4.8	4	1.0	17.0					
0pp		29.7	118.4	31.0	20	1.3	242.8	1.1		6.0	9.7		8.0	6	5.7	30.4					
Day	Wk	YR	Team	Орр	Site	Q1	Q2	Q3	Q 4	Final	Line	Total	SUm	ATSm	0Um	DPS	DPA	SUr	ATSr	0Ur	
Sunday	1	2004	Chiefs	Broncos	away	7-3	0-14	17-7	0-10	24-34	3.0	48.5	-10	-7.0	9.5	1.2	8.2	L	L	0	
Sunday	1	2004	Cowboys	Vikings	away	3-0	7-14	7-14	0-7	17-35	6.0	44.5	-18	-12.0	7.5	-2.2	9.8	L	L	0	
Sunday	1	2005	Seahawks	Jaguars	away	0-6	14-7	0-7	0-6	14-26	3.0	38.5	-12	-9.0	1.5	-3.8	5.2	L	L	0	
Sunday	1	2005	Packers	Lions	away	0-7	3-0	0-3	0-7	3-17	3.0	46.0	-14	-11.0	-26.0	-18.5	-7.5	L	L	U	
Sunday	1	2006	Giants	Colts	home	0-3	7-13	7-0	7-10	21-26	3.0	48.0	-5	-2.0	-1.0	-1.5	0.5	L	L	U	
Sunday	1	2007	Giants	Cowboys	away	6-3	10-14	3-14	16-14	35-45	6.0	44.0	-10	-4.0	36.0	16.0	20.0	L	L	0	
Sunday	1	2007	Jets	Patriots	home	0-7	7-7	7-14	0-10	14-38	6.5	41.0	-24	-17.5	11.0	-3.2	14.2	L	L	0	
Sunday	1	2007	Chiefs	Texans	away	0-0	0-10	3-7	0-3	3-20	3.0	37.5	-17	-14.0	-14.5	-14.2	-0.2	L	L	U	
Monday	/ 1	2007	Ravens	Bengals	away	0-9	10-3	0-7	10-8	20-27	2.5	40.5	-7	-4.5	6.5	1.0	5.5	L	L	0	
Thursda	ay 1	2008	Redskins	Giants	away	0-10	7-6	0-0	0-0	7-16	4.0	41.0	-9	-5.0	-18.0	-11.5	-6.5	L	L	U	
Sunday	1	2008	Buccaneers	Saints	away	7-7	3-0	3-10	7-7	20-24	3.5	42.5	-4	-0.5	1.5	0.5	1.0	L	L	0	
Sunday	1	2009	Dolphins	Falcons	away	0-0	0-10	0-6	7-3	7-19	4.0	44.0	-12	-8.0	-18.0	-13.0	-5.0	L	L	U	
Sunday	1	2009	Panthers	Eagles	home	7-3	3-28	0-7	0-0	10-38	2.5	44.5	-28	-25.5	3.5	-11.0	14.5	L	L	0	
Sunday	1	2010	Eagles	Packers	home	3-0	0-13	7-14	10-0	20-27	3.0	47.0	-7	-4.0	0.0	-2.0	2.0	L	L	Р	
Sunday	1	2010	Bengals	Patriots	away	0-10	3-14	14-7	7-7	24-38	5.0	44.5	-14	-9.0	17.5	4.2	13.2	L	L	0	
Thursda	ay 1	2011	Saints	Packers	away	7-21	10-7	10-7	7-7	34-42	4.5	48.0	-8	-3.5	28.0	12.2	15.8	L	L	0	
Sunday	1	2011	Colts	Texans	away	0-17	0-17	0-0	7-0	7-34	9.5	43.5	-27	-17.5	-2.5	-10.0	7.5	L	L	U	
Sunday	1	2012	Steelers	Broncos	away	0-0	10-7	3-7	6-17	19-31	2.0	46.0	-12	-10.0	4.0	-3.0	7.0	L	L	0	
Monday	/ 1	2012	Bengals	Ravens	away	0-10	10-7	3-17	0-10	13-44	7.0	41.5	-31	-24.0	15.5	-4.2	19.8	L	L	0	
Sunday	1	2013	Bengals	Bears	away	7-7	7-3	7-7	0-7	21-24	3.0	42.0	-3	0.0	3.0	1.5	1.5	L	Р	0	
Sunday	1	2013	Vikings	Lions	away	7-3	7-10	10-14	0-7	24-34	4.5	46.5	-10	-5.5	11.5	3.0	8.5	L	L	0	
Thursda	ıy 1	2014	Packers	Seahawks	away						5.5	45.0									
Sunday	1	2014	Bengals	Ravens	away						2.5	43.5									

MTi Sports NFL System #4 - 18-0 ATS System

AFC East teams are
0-18 ATS since 1994 in
September when they
are off a Sunday game vs
the Dolphins.

System Analysis

ere we present a very simple earlyseason system involving AFC East teams off a game vs their divisional rival, the Miami Dolphins, the previous Sunday.

Since 1994, AFC East teams are 0-18 ATS in September when they are off a Sunday game vs the Dolphins the previous week. These teams were favored in eight of the eighteen games, but they lost every one straight up.

It sure looks as if AFC East teams are either physically and/or emotionally drained the week after facing the Dolphins early in the season.

The SDQL text for this sitiation is:

po:team=Dolphins and month=9 and division=AFC East and NB and season>=1994 and p:day=Sunday

A complete game listing for this system is given below. The last two qualifying games include the Bills' 34-7 loss to the Packers and the Jets' 34-0 loss to the 49ers.

Teams in this spot have fallen short of the number by an average of 11.4 ppg and have lost by an average of 13.1 ppg.

At the bottom of the listing, there are two active upcoming dates.

Follow these lines as gameday approaches, so you can take advantage of this opportunity.

SU: ATS: 0/U:	0-18-0 (-13.06, 0.0%) 0-18-0 (-11.42, 0.0%) 6-12-0 (-0.31, 33.3%)				-	ne: 1.6 tal: 39.2					K	ोभभन्न	SPI		OI.	Que	ery (Ou	tpu	ıt Fi	ile
		Rushes	Rush	Yds Passes	Со	mp	Pass Yo	ls TOs		Q1	Q2		Q3	()4	Final					
Team		24.6	101.2	35.7	20	.9	202.7	2.6		3.0	2.7		3.1	4	1.2	12.9					
Орр		33.4	128.9	27.1	16	.9	194.6	1.3		4.1	6.6		6.4	8	3.5	26.0					
Day	Wk	YR	Team	Орр	Site	Q1	Q2	Q3	Q4	Final	Line	Total	SUm	ATSm	0Um	DPS	DPA	SUr	ATSr	0Ur	ot
Sunday	2	1994	Patriots	Bills	home	7-14	7-14	7-0	14-10	35-38	-2.5	41.5	-3	-5.5	31.5	13.0	18.5	L	L	0	0
Sunday	4	1994	Jets	Bears	home	7-0	0-10	0-3	0-6	7-19	-8.5	37.5	-12	-20.5	-11.5	-16.0	4.5	L	L	U	0
Sunday	2	1995	Jets	Colts	home	14-0	3-3	7-7	0-14	24-27	2.0	37.5	-3	-1.0	13.5	6.2	7.2	L	L	0	1
Sunday	3	1995	Patriots	Fortyniners	away	0-0	3-7	0-7	0-14	3-28	11.5	48.0	-25	-13.5	-17.0	-15.2	-1.8	L	L	U	0
Sunday	2	1996	Patriots	Bills	away	3-3	0-7	7-0	0-7	10-17	5.0	40.5	-7	-2.0	-13.5	-7.8	-5.8	L	L	U	0
Sunday	4	1996	Jets	Giants	home	3-0	0-7	3-0	0-6	6-13	-2.0	36.5	-7	-9.0	-17.5	-13.2	-4.2	L	L	U	0
Sunday	2	1997	Colts	Patriots	home	3-7	3-7	0-7	0-10	6-31	5.0	41.5	-25	-20.0	-4.5	-12.2	7.8	L	L	U	0
Sunday	2	1998	Colts	Patriots	away	0-10	0-6	0-6	6-7	6-29	10.5	39.5	-23	-12.5	-4.5	-8.5	4.0	L	L	U	0
Sunday			Bills	Rams	home	7-0	7-10	14-10	5-14	33-34	-4.5	38.5	-1	-5.5	28.5	11.5	17.0	L	L	0	0
Sunday			Jets	Jaguars	away	0-7	3-7	0-14	0-0	3-28	3.5	41.5	-25	-21.5	-10.5	-16.0	5.5	L	L	U	0
Sunday			Jets	Patriots	away	3-3	3-3	3-10	7-7	16-23	6.5	37.5	-7		1.5	0.5	1.0	L	L	0	0
Sunday		2003	Bills	Eagles	home	0-10	0-3	0-3	13-7	13-23	-3.0	40.5	-10	-13.0	-4.5	-8.8	4.2	L	L	U	0
Sunday	3	2005	Jets	Jaguars	home	0-3	7-7	7-3	6-7	20-26	-2.5	33.5	-6	-8.5	12.5	2.0	10.5	L	L	0	1
Sunday	3	2006	Bills	Jets	home	7-0	3-14	0-7	10-7	20-28	-5.5	35.0	-8	-13.5	13.0	-0.2	13.2	L	L	0	0
Sunday	4	2007	Jets	Bills	away	0-0	0-0	7-7	7-10	14-17	-3.0	37.5	-3	-6.0	-6.5	-6.2	-0.2	L	L	U	0
Sunday	2	2008	Jets	Patriots	home	0-3	3-3	0-10	7-3	10-19	0.0	37.0	-9	-9.0	-8.0	-8.5	0.5	L	L	U	0
Sunday	2	2010	Bills	Packers	away	0-13	7-0	0-14	0-7	7-34	13.0	42.0	-27	-14.0	-1.0	-7.5	6.5	L	L	U	0
Sunday	4	2012	Jets	Fortyniners	home	0-0	0-10	0-7	0-17	0-34	4.0	41.0	-34	-30.0	-7.0	-18.5	11.5	L	L	U	0
Sunday	2	2014	Patriots	Vikings	away							-3.0									
Sunday	3	2014	Bills	Chargers	home							-1.0									

Introduction to NFL Teaser Wagering (mti)

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

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

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

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

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

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

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

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

In this article, we will start by describing the teaser bet, then will provide some general rules for teaser betting. Finally, we will present some 10-point teaser trends and a nice 39-0 ATSp10 system that has not lost in ten seasons.

1.0 The Edge You Need To Win

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

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

Similarly, when teasing a team from -2' to +7' in a ten point teaser, there should be at least a 33% chance that the team wins by 1 or 2 points, ties, or loses by fewer than 7 points – thus turning an ATS loser into a teaser winner. Because all games in which the result falls with the teaser

point range are teaser winners, it is important to use games whose actual result will very likely fall close to the Vegas line. This is the overarching theme of teaser success. There are a number of ways to identify and isolate such games.

2.0 General Teaser Betting Strategy

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

MTi's 10-point, 3-team teasers are 32-10 over the past three NFL regular seasons!!

MTi's 6-point, 2-team teasers were 31-10 in 2013!!

Put the power of the SDQL and a team of PhD scientists in your corner in 2014.

MTi's Teasers are Available Only at killercappers.com.

3.0 Teaser Dos and Don'ts

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

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

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

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

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

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

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

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

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

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

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



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

Put the analytical power of the SDQL

and PhD scientists in your corner!

Now let's examine some teaser No-Nos.

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

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

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

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

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

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

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

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

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

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

To subscribe, go to <u>www.killersports.com</u>

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 2013 regular season. The first table is for six point teasers and the second table is for ten-point teasers. The results given are for overall, home and away. Only regular season results are included and the teams are ranked in each category. In the 6-point teaser table we see that the team with the best record with an extra six-points in 2013 was the Cardinals, who were 14-1-1 ATSp6. At the bottom of this column we find the Redskins who were 6-9-1 ATSp6 in 2013. In the next

column, we find that the Panthers, Saints and Bengals were all a perfect 8-0 ATSp6 at home last season, but the Bengals were 8-0 ATS at home during the regular season without the extra six points. At the bottom, we find the Browns, who were 3-5 ATSp6 at home in 2013.

In the Away column, we see that the Chiefs were the only perfect teaser team on the road over the 2013 regular season and the Redskins were 3-5 ATSp6 in 2013, the worst in the league.

The team with the biggest home away dichotomy in 2013 was the Bills, who were a very nice 7-1 ATSp6 at home, but a terrible 3-4 ATSp6 on the road. These dichotomies can provide good betting opportunities for the astute handicapper.

2013 ATSp6 Regular Season Records

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

For the 10-pointers, we will expand the results to include the past two seasons. The first column reveals that the Seahawks and Patriots have been excellent ten-point teaser teams over the past two seasons. These teams rarely get embarrassed and this is exactly what you need when playing 10-point teasers. Note that all the teams near the top of the ten-point teaser columns are consistent, solid teams – most with good defenses. Note further that inconsistent teams that don't have a good QB are at the bottom of this list.

At home, the Bears and the Bengals are a perfect 16-0 ATSp10 over the past two seasons. Cincinnati has the longest regular season ATSp10 streak at home, as they

have covered 27 straight in Cincinnati with an extra ten points. The Jaguars, on the other hand are only 7-9 at home with an extra ten points over the past two seasons. Brutal.

On the road, it is the Patriots and Seahawks that have been perfect with an extra 10 points over the past two seasons and that the Seahawks have the longest road ATSp10 streak going at 21 straight.

It is worth noting that the Jaguars have the biggest homeaway difference, as they were 13-2-1 ATSp10 on the road but only 7-9 ATSp10 at home over the past two seasons.

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

2012-13 ATSp10 Regular Season Records

Team	ATSp10	Team	ATSp10 Home	Team	ATSp10 Away
Seahawks	30-2-0	Bears	16-0-0	Seahawks	16-0-0
Patriots	30-2-0	Bengals	16-0-0	Patriots	16-0-0
Broncos	29-2-1	Colts	15-1-0	Chargers	15-1-0
Bears	28-3-1	Broncos	14-1-1	Broncos	15-1-0
Chargers	28-4-0	Cardinals	14-2-0	Browns	14-1-1
Bengals	28-4-0	Bills	14-2-0	Steelers	14-1-1
Steelers	27-4-1	Dolphins	14-2-0	Rams	14-2-0
Panthers	27-5-0	Panthers	14-2-0	Packers	14-2-0
Cardinals	27-5-0	Patriots	14-2-0	Jaguars	13-2-1
Packers	27-5-0	Seahawks	14-2-0	Panthers	13-3-0
Dolphins	27-5-0	Falcons	14-2-0	Dolphins	13-3-0
Colts	26-5-1	Cowboys	14-2-0	Ravens	13-3-0
Bills	26-5-1	Saints	13-2-1	Cardinals	13-3-0
Cowboys	26-6-0	Buccaneers	13-3-0	Bills	12-3-1
Falcons	26-6-0	Lions	13-3-0	Fortyniners	12-3-1
Rams	26-6-0	Packers	13-3-0	Bears	12-3-1
Ravens	26-6-0	Vikings	13-3-0	Cowboys	12-4-0
Browns	25-6-1	Ravens	13-3-0	Falcons	12-4-0
Fortyniners	25-6-1	Chargers	13-3-0	Redskins	12-4-0
Buccaneers	25-7-0	Fortyniners	13-3-0	Bengals	12-4-0
Lions	25-7-0	Steelers	13-3-0	Vikings	12-4-0
Vikings	25-7-0	Redskins	12-3-1	Raiders	12-4-0
Redskins	24-7-1	Giants	12-4-0	Lions	12-4-0
Raiders	24-8-0	Titans	12-4-0	Buccaneers	12-4-0
Saints	23-8-1	Raiders	12-4-0	Colts	11-4-1
Titans	23-8-1	Rams	12-4-0	Titans	11-4-1
Giants	22-10-0	Browns	11-5-0	Chiefs	10-5-1
Chiefs	21-10-1	Chiefs	11-5-0	Texans	10-5-1
Texans	20-11-1	Jets	10-6-0	Eagles	10-6-0
Jaguars	20-11-1	Texans	10-6-0	Saints	10-6-0
Eagles	19-12-1	Eagles	9-6-1	Giants	10-6-0
Jets	19-13-0	Jaguars	7-9-0	Jets	9-7-0

10-POINT TEAM TEASER TRENDS

5.0 Teaser Trends

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

This strategy should not be successful, as teaser handicapping is very different than handicapping sides. When handicapping teasers, you don't need the team to win, all you need is a team that will give an honest effort; a team that won't commit

four-plus turnovers and a well-coached team that will not give up in the second half.

For example, the Ravens just don't get embarrassed as a home favorite (see the first trend below). This first trend is just one of the many reasons why MTi 10-point teasers have done so well season after season.

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

DESCRIPTION	SDQL TEXT
The Ravens are 76-0 ATSp10 in franchise history as a home favorite of fewer than 13 points during the regular season as long as they had at least 25:05 of possession time in their last game and it was not an overtime game.	team = Ravens and H and -13 < line < 0 and p:TOP > 1505 and REG and p:overtime=0
The Steelers are 46-0 ATSp10 since October, 1992 after a game in which their completion percentage was at least ten points higher than their season-to-date average.	team=Steelers and (p:COMP*100.0/p:passes) >= (tA(p:COMP)*100.0/ tA(p:passes))+10 and 19921001<=date
The Titans are 43-0 ATSp10 in franchise history when they are off a win as a favorite in which they had at least 2:10 more possession time than their season-to-date average.	team = Titans and p:WF and p:TOP - tA(p:TOP) >= 130
The Packers are 43-0 ATSp10 since 1994 in regular season games in December and January as a home favorite.	team=Packers and month in [12,1] and HF and playoffs=0 and season>=1994
The 49ers are 42-0 ATSp10 since November 2005 when their opponent's season-to-date average rushing attempts per game is fewer than 25.	team=Fortyniners and oA(rushes)<25 and 20051101<=date
The Panthers are 39-0 ATSp10 since November 1998 on the road after a straight up loss at home.	team=Panthers and A and p:HL and date>=19981101
The Jets are 38-0 ATSp10 since 1993 as a dog when facing a team that has allowed an average of fewer than 285 yards of offense per game season-to-date.	team=Jets and D and oA(o:TY)<285 and season>=1993
The Colts are 38-0 ATSp10 since 2003 the week after a win in which their DPS was negative.	team=Colts and p:W and p:dps<0 and NB and season>=2003
The Rams are 37-0 ATSp10 since 1989 vs a non-divisional opponent when they faced divisional opponents in each of their previous two games.	team=Rams and NDIV and p:DIV and pp:DIV and season>=1989

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

10-POINT TEAM TEASER TRENDS continued

DESCRIPTION	SDQL TEXT
The Ravens are 36-0 ATSp10 in franchise history on the road the week after a game in which they got a first down on less than 25% of their offensive plays.	team=Ravens and A and p:FDP<25 and NB
The Lions are 36-0 ATSp10 since October 29th, 1989 after a home game in which they had at least 2.5 penalties fewer than their season-to-date average.	team = Lions and p:H and tA(p:PEN) - p:PEN >= 2.5 and date >= 19891029
The Steelers are 35-0 ATSp10 since 1993 when they are off a win in which their completion percentage was at least ten points higher than their season-to-date average.	team=Steelers and p:W and p:CP-tA(p:CP)>10 and season>=1993
The Ravens are 34-0 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< td=""></pp:dps<></p:dps
The Steelers are 34-0 ATSp10 since Sep 27, 1993 on the road when their opponent's season-to-date average rushing attempts per game is 25 or fewer.	team=Steelers and A and oA(rushes)<=25 and date>=19930927
The Falcons are 34-0 ATSp10 since 1997 as a favorite when facing a team that has completed less than 55% of their passes season-to-date.	team=Falcons and F and oS(COMP)/oS(passes)<0.55 and season>=1997
The Chargers are 34-0 ATSp10 since December 21st as a dog by more than a point on grass.	team=Chargers and 1 <line and surface=grass and date>=20031221</line
The Steelers are 33-0 ATSp10 when the line is within three of pick and they are off a TD-plus win in which they were up by at least six points at the half.	team = Steelers and 7 < p:margin and 6 <= p:M2 and -3 <= line <= 3 and season>=1994
The Ravens are 33-0 ATSp10 in franchise history at home when they are off a win in which they had a rushing TD.	team=Ravens and H and p:RTD>0 and p:W
The Bears are 32-0 ATSp10 since 2005 as a favorite when facing a team that has allowed more than 4.35 yards per carry season-to-date	team = Bears and F and oS(o:RY) / oS(o:rushes) > 4.35 and season>=2005
The Packers are 32-0 ATSp10 when they are off a road game in which their completion percentage was at least ten percentage points below their season-to-date average.	team=Packers and p:A and p:CP+10 <ta(p:cp) and<br="">season>=1990</ta(p:cp)>
The Chargers are 31-0 ATSp10 since 2004 the week after a home game in which they stopped their opponent on at least two red zone attempts.	po:RZF>1 and team=Chargers and p:H and NB and season>=2004
The Giants are 31-0 ATSp10 since November 1996 as a dog vs a divisional opponent before playing at home.	team=Giants and D and DIV and n:H and 19961101<=date

10-POINT TEAM TEASER TRENDS continued

DESCRIPTION	SDQL TEXT
The Colts are 30-0 ATSp10 since November 2000 as a favorite the week after a win in which their DPS was negative.	team=Colts and F and p:W and p:dps<0 and NB and date>=20001101
The Jaguars are 30-0 ATSp10 since 1996 on the road after a road loss.	team=Jaguars and A and p:AL and season>=1996
The Broncos are 29-0 ATSp10 since 1989 when they are off a loss and hosting a team with more wins on the season.	team=Broncos and H and o:wins>wins and p:L
The Cowboys are 29-0 ATSp10 since Dec 20, 1998 as a regular season favorite after a loss as a dog.	t:team=Cowboys and F and p:LD and REG and date>=19981220
The Cardinals are 28-0 ATSp10 since December 2002 at home vs a team that has averaged more than 34 passes per game season-to-date, as long as they are not laying more than a field goal.	team = Cardinals and H and oA(passes) > 34 and line >= -3 and date >= 20021201
The League as a whole is 27-0 ATSp10 since November 2012 vs the Texans.	o:team=Texans and date>=20121101
The Giants are 27-0 ATSp10 since Oct 1996 as a dog when facing a divisional opponent for the first time of the season.	team=Giants and DIV and D and season=P:season+1 and date>=19961001
The Steelers are 26-0 ATSp10 since 1989 at home during the regular season after a game in which they benefited from at least four turnovers.	team=Steelers and H and REG and po:TO>=4
The Browns are 26-0 ATSp10 since Dec 10, 2000 the week after a game in which they punted at least eight times.	team=Browns and 8<=p:punts and NB and date>=20001210
The Patriots are 25-0 ATSp10 since November 1995 on the road when on a 1 game SU and ATS losing streak	team=Patriots and A and streak=-1 and ats streak=-1 and date>19951101
The Chiefs are 25-0 ATSp10 since 1990 as a 7+ favorite vs a divisional opponent.	team=Chiefs and line<=-7 and DIV and season>=1990
The Jets are 25-0 ATSp10 since Dec 14, 1996 as a home dog after a loss	team=Jets and HD and p:L and date>=19961214
The Colts are 24-0 ATSp10 since 2002 as a road favorite when they are off a game in which they failed on at least two red zone attempts.	team=Colts and AF and p:RZF>=2 and season>=2002
The Redskins are 24-0 ATSp10 since 1996 when they had a positive takeaway margin in each of their last three games.	team=Redskins and ppp:TOM<0 and pp:TOM<0 and p:TOM<0 and season>=1996
The Colts are 24-0 ATSp10 since 2002 as a road favorite when they are off a game in which they failed on at least two red zone attempts.	team=Colts and AF and p:RZF>=2 and season>=2002

10-POINT TEAM TEASER TRENDS continued

DESCRIPTION	SDQL TEXT
The Panthers are 24-0 ATSp10 in franchise history on the road off a loss in which they suffered a turnover margin of at least +2.	team=Panthers and A and p:L and p:TOM>=2
The Falcons are 23-0 ATSp10 since 1989 as a home favorite when facing a divisional opponent for the first time of the season	team=Falcons and HF and DIV and season=P:season + 1
The Browns are 22-0 ATSp10 since November 2000 as a dog when they were turnover-free in their last game.	team=Browns and D and p:TO=0 and date>=20001101
The Giants are 22-0 ATSp10 since 1989 when hosting a team on at least a three-game winning streak.	team=Giants and H and o:streak>=3
The Steelers are 21-0 ATSp10 since 1997 as a road favorite when facing a divisional opponent for the first time of the season	team=Steelers and AF and DIV and season=P:season + 1 and season>=1997

We'll close this report with a 10-point teaser SYSTEM that makes a lot of sense to us.

Since the start of the 2004 season, road teams are 39-0 ATSp10 when the line is within three points of pickem and they're off a loss than dropped them to 500 on the season.

This system is what teaser betting is all about — finding a team that will not get blown out — a team that will give an honest effort. Here we have a road team in a game that the linesmakers rate close to a toss up. The team is off a loss that dropped them to 500. No NFL team wants to dip below 500 and this road game clearly presents a win opportunity. The team will play with passion and with caution. Of course, their opponent looks at the game as a win opportunity as well and they will not take risks in a game that could easily be decided by a turnover. These games have tended to finish close to the line and that is what you want when playing a ten-point teaser.

6.0 Conclusions

This report has provided a general introduction to teaser handicapping. The basic philosophy of teaser handicapping is to use games that are likely to fall close to the number. This means using quality, consistent teams. There is no reason whatsoever to use an inconsistent team in a teaser. If you are a good enough handicapper to know whether the team will be up or down, play the side. If they are not going to need an extra six points, why use them in a teaser?? Finally, if you are looking for thoroughly researched teaser plays from PhD scientists, consider purchasing MTi's teaser plays at KillerCappers.com. If they're not perfect, you don't pay.

The PhD scientists at MTi Sports Forecasting will be releasing their SIX-POINT and TEN-POINT NFL Teaser Plays EXCLUSIVELY at KillerCappers.com in 2014. If you purchase them each week, they are guaranteed to be PERFECT or you pay nothing! That is, the money is returned to your debit account.

MTi's teasers can also be purchased as a season package for \$499 in web debit value, see the ad below for more information.



MTi Sports Forecasting 2014 Teaser Season Package. All the 6 and 10-point teasers from the preseason through the playoffs for just \$499 in web debit value. Available NOW at www.killercappers.com.

GOOGLE GROUP FEATURED SYSTEM

The SportsDatabase Google Group is a great resource for SDQL users. Group members can ask questions about the SDQL needed for certain trends and systems, as well as share great SDQL system finds.

This is one such system, an extended version of a post by Tom that was published during the 2011 NFL season. Looking back on previously posted systems, it is possible to cherry pick those with sustained success and this is one of those systems.

Via Tom:

"TURNOVER SHMURNOVERS":

Calculate a team's average turnover margin from their last regular season, and their opponents. I attempted to establish before that turnovers, in at least the long run, regress for a number of reasons. New strategies, new personnel, amped up motivation to make up for mistakes, etc.

In the first two weeks of a season, play the team that left a sour taste in the mouths of the public now up against a team that was "lucky" (they had a negative cumulative turnover margin last season).

SDQL: week<3 and Sum(turnover margin@team and season and playoffs=0)[team and season-1 and playoffs=0] >0 and Sum(o:turnover margin@o:team and season and playoffs=0) [o:team and season-1 and playoffs=0]<0

After the 2011 season: 153-103-15 ATS (59.8%)

Hint: the quality of this trend improves as you "push" the premise...in other words things like % bets on the team (we can't currently query that), or the degree to which the team or teams were unlucky or lucky (try grouping eg. >0,1,2,3,4).

Or look at the line plain and simple. How about this: the team is a Dog ("and D")

SDQL: week<3 and Sum(turnover margin@team and season and playoffs=0)[team and season-1 and playoffs=0] >0 and Sum(o:turnover margin@o:team and season and playoffs=0) [o:team and season-1 and playoffs=0]<0 and D

After the 2011 season: 111-65-6 ATS (63.1%)

Killersports.com Commentary:

Play On teams in the first two weeks of the season with a negative turnover margin last season when facing teams that had a positive turnover margin.

This system is a great find by Tom and checks off a number of things we like to see with a system. The biggest of those is that there is an intuitive reason to believe this could be a value play before running the SDQL.

In the first two weeks of the season, bettors are generally going on a team's performance last season, along with their off-season moves and the general perception of a team. Turnovers are one of the biggest single factors in a team's performance in a season, yet there is a solid amount of randomness in turnover margin. Even more important for this system, there is very little consistency in turnover margin from year-to-year, and that fluctuation tends to show itself right from the get-go of the season. The fact that the system gets even better on underdogs makes since because those are the teams where there best value is being created.

There is also two more years of data to work with since this system was originally posted. Those Google Group members that have been riding it have gone 18-12 ATS over that time, with underdogs going 13-7 ATS.

The SportsDatabase Google Group is a great resource for all your SDOL needs and to talk directly with SDOL masters, and the best part is it is completely FREE to join and participate.

Join today at:
http://groups.google.com/group/SportsDataBase

NCAA STUDY: TOUGH TO BOUNCEBACK

here are several ways in which the college game differs from pro football in its structure. One of those nuisances is the extra factors that emotion and focus play into the college game. Another is how important each regular season game is to a team. Both of those factors come into play in this study.

In college football, a single loss is a game changer. For all but the smallest handful of teams, a single loss eliminates a team from any national championship hope. Even with this year's implementation of a four-team playoff, the majority of teams will be eliminated with just a single loss. For nonmajor conference school, one loss ends the dream of true national relevance and a major bowl game.

It stands to reason as the season wears on, the loss of a perfect season stings even more than it would early in the year, and that it will be harder for these 18-22 year olds to recover emotionally to put forth a strong week of practice, and their top effort come gameday.

What we want to look at in this study is how teams perform the week after their first loss, and to separate the

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breaking the books one win at a time

is an expert at trend handicapping in college football and it has shown in its selections. The past two seasons, SBB has implement systems like this into its handicapping and has crushed NCAA Football, winning over 57% of its selections and finishing over +\$2500.

SBB is known for its value Saturday NCAA packages and will also have a great NCAA regular season package available for the entire 2014 season.

Picks can be found at www.killercappers.com

data by how deep into the season that loss occurs. Since Killersports.com is pro sports only, we turn to the NCAA Football database at Sportsdatabase.com.

The SDQL to generate this chart is *p:L* and *p:losses=0* and wins. The "p:L" signifies a loss in their most recent game and the "p:losses=0" states that they were undefeated entering that game. The open-ended parameter of "wins" presents the data by how many wins a team already has on the season.

NOTE: While the college football database at SportsDatabase dates back to 1980, the aggregate wins and losses data needed for this system dates back to 2006.

Wins	ATS	SU	# of Games
1	100-107-6 (-0.10, 48.3%)	119-102-0 (2.56, 53.8%)	221
2	75-55-2 (1.88, 57.7%)	80-54-0 (6.93, 59.7%)	134
3	27-41-2 (-2.26, 39.7%)	31-40-0 (0.24, 43.7%)	71
4	18-26-1 (0.20, 40.9%)	24-21-0 (4.56, 53.3%)	45
5	17-19-1 (-1.72, 47.2%)	20-17-0 (2.16, 54.1%)	37
6	9-10-0 (-0.82, 47.4%)	14-5-0 (12.32, 73.7%)	19
7	6-6-0 (-1.08, 50.0%)	7-5-0 (6.25, 58.3%)	12
8	1-10-0 (-9.68, 9.1%)	8-3-0 (5.64, 72.7%)	11
9	2-5-0 (-3.29, 28.6%)	5-2-0 (15.29, 71.4%)	7
10	5-2-0 (6.36, 71.4%)	7-0-0 (19.57, 100.0%)	7
11	1-2-0 (-12.50, 33.3%)	1-2-0 (-8.33, 33.3%)	3
12	2-4-0 (-7.17, 33.3%)	2-4-0 (-2.50, 33.3%)	6

The results clearly show that at almost any point of the season, the game after losing their first game is a hard one for a team. Compiling the results, if a team was 3-0 or better, they have gone just 88-125-4 ATS (41.3%) in their attempted rebound games (SDQL: p:L and p:losses=0 and wins>=3). The results have been particularly brutal when things get deep into the season, and true national championship dreams have formed. Teams that were 8-0 or better are just 11-23 ATS (32.4%) coming off that loss (SDQL: p:L and p:losses=0 and wins>=8).

NCAA STUDY: TOUGH TO BOUNCEBACK continued

Further weeding out this system, a factor that would seem to play a major role in this next game's performance is how much the loss came by — a nailbitter or a blowout. Below is the results of teams that were at least 3-0 the game after a loss, organized by the losing margin (SDQL: p:L and p:losses=0 and wins>=3 and p:margin).

Previous Margin	ATS	# of Games
-1	7-5-1 (3.96, 58.3%)	13
-2	2-3-0 (-2.50, 40.0%)	6
3	12-17-0 (-0.22, 41.4%)	29
-4	6-2-0 (2.25, 75.0%)	8
-5	2-8-0 (-6.85, 20.0%)	10
-6	7-7-0 (-2.07, 50.0%)	14
-7	9-6-0 (-1.87, 60.0%)	15
-8	3-5-0 (-0.12, 37.5%)	8
-9	2-2-0 (-1.38, 50.0%)	4
-10	5-10-0 (-2.80, 33.3%)	15
-11	4-3-0 (1.21, 57.1%)	7
-12	3-2-0 (0.10, 60.0%)	5
-13	3-0-0 (18.17, 100.0%)	3
-14	4-6-0 (0.95, 40.0%)	10
-15	1-1-0 (3.25, 50.0%)	2
-16	0-3-0 (-12.67, 0.0%)	3
-17	4-3-0 (-1.21, 57.1%)	7
-18	0-8-0 (-11.62, 0.0%)	8
-19	2-2-0 (2.38, 50.0%)	4
-20	1-3-0 (-5.50, 25.0%)	4
-21	3-3-1 (4.86, 50.0%)	7
-22	1-1-0 (5.50, 50.0%)	2
-23	0-2-0 (-10.75, 0.0%)	2
-24	1-1-0 (-13.00, 50.0%)	2
-25	1-4-0 (-7.40, 20.0%)	5
-26	1-0-1 (13.00, 100.0%)	2
-27	0-2-0 (-18.00, 0.0%)	2
-28	1-3-1 (-13.00, 25.0%)	5
-30	1-0-0 (4.50, 100.0%)	1
-31+	2-13-0 (-6.73, 13.3%)	15

It is pretty clear that if a undefeated team gets blown out, they are in real trouble the next game. When these 3-0 teams or better lose by 14 or less, they have at least gone a respectable 69-76-1 ATS. They are still more susceptible to outright upsets than you would like, winning outright just 59.9% of the time. However, if the loss came by more than two TDs, the results have been disastrous. These teams are just 19-49-3 ATS (27.9%) and are just 31-40 SU (SDQL: p:L and p:losses=0 and wins>=3 and p:margin<-14). Teams that lost by 31+ are just 2-13 ATS.

Other notes to consider with this system:

- An offensive letdown in these first losses has produced absolutely awful results. Teams that scored less than 10 points in the first loss are just 2-23 ATS (p:L and p:losses=0 and wins>=3 and p:points<10).
- Teams that are not favored in these games by at least three points are 30-56-3 ATS (p:L and p:losses=0 and wins>=3 and line>-3) compared to 58-69-1 ATS if at least a three-point favorite.
- The most frequent scenario for this system is that the team committed two turnovers in the previous loss. That has happened 59 times, with teams going 15-43-1 ATS. the next game (p:L and p:losses=0 and wins>=3 and p:turnovers=2).

Summary:

College football is really the only team sports — college or professional — where a single regular season loss is devastating to a team's overall outlook. That can affect a team's psyche in a negative fashion and you absolutely see that in these next game results.

SportsBook Breakers has two great ways to get NCAA content for a winning football season.

- 1. Purchase its weekly content on Killercappers.com, which includes, guaranteed plays, trends plays, featured systems and other active trends.
- Subscribe to the Killercappers.com Weekly Newsletter. Each week, this newsletter contains active NCAA systems and trends in addition to its loads of great NFL content.

12 NCAA TRENDS TO WATCH

These 12 trends and valuable SDQL are just a sampling of what SportsBook Breakers has to offer for NCAA Football. SBB is one of the foremost experts in trend handicapping for college football with its college plays along with NFL selections available at www.killercappers.com each week. You saw the power of its trends and systems the past two seasons, with SBB winning over 57% of its college selections. The 12 trends below include both a description of the trend in the left hand column and the SDQL text used to run the trend in the right hand column. These queries, along with all your college football trends, can be run at SportsDatabase.com as KillerSports.com is pro only.



DESCRIPTION	SDQL TEXT
Oklahoma St. is 15-0-1 ATS (13.0 ppg) since 2007 when between a 5 and 9 point favorite.	team=OKST and season>=2007 and -9<=line<=-5
Uconn is 13-0 ATS (9.9 ppg) since October 27, 2001 as a home dog of more than a point, coming off a loss as a dog.	team=CON and H and line>1 and p:DL and date>=20011027
Alabama is 12-0 ATS (12.2 ppg) since October 25, 2008 following a game where they failed to cover by between five and 15 points and scored more than a TD.	team=ALA and date>=20081025 and -15<=p:ats margin<=-5 and p:points>7
Bowling Green is 11-0 ATS (14.0 ppg) since 2012 in regular season games when they allowed less than 13 points last game.	team=BOWL and po:points<13 and season>=2012 and game type=RS
Ohio State is 10-0 ATS (8.8 ppg) since January 2009 as a dog vs. a team which is over .500 on the season.	team=OHST and D and date>=20090101 and o:WP>50
California is 0-16 ATS (-13.7 ppg) since 2005 as between a 1.5-point favorite and 5.5-point underdog if they are not on a 3+ game losing streak.	team=CAL and season>=2005 and 5.5>=line>=- 1.5 and (p:W or pp:W or ppp:W)
Central Michigan is 0-13 ATS (-13.9 ppg) since October 2010 after a game where they were away dogs of less than 20 points.	team=CMCH and p:AD and p:line<20 and date>=20101002
Marshall is 0-13 ATS (-13.5 ppg) since October 26, 2002 as a road favorite of less than 30 points after a win as less than a 28-point favorite.	team=MRSH and AF and line>-30 and p:W and p:line>-28 and date>=20021026
Penn St. is 0-12-1 ATS (-10.0 ppg) since 2006 as a regular season dog of at least three points coming off a win.	team=PNST and line>=3 and season>=2006 and game type=RS and p:W
Hawaii is 0-10 ATS (-12.9 ppg) since December 24, 2010 when the teams combined for between 69 and 110 points in their last game.	team=HAW and 110>=p:points+po:points>=69 and date>=20101224
Fresno St. is 12-0 OU (22.2 ppg) since September 30, 2006 in the first 10 games of the season with a total under 71, when they won by less than a FG or lost by less than 10 last game.	team=FRES and date >= 20060930 and -10 <p:margin 71="" <="" <3="" and="" game<br="" total="">number<10</p:margin>
Bowling Green is 0-16 OU (-14.9 ppg) since October 15, 2011 when the total is over 47 in the regular season and they have no more than seven days rest.	team = BOWL and game type = RS and rest<=7 and total > 47 and date >= 20111015

2013 TRENDS ROUND UP

he thing about trends found in this NFL Bible compared to their MLB and NBA counterparts is that there are just not as many opportunities for them to be active during a given season. In those sports, if a trend is not active over an entire 82 or 162 game season, it may not be all that relevant of a trend in the first place. In the NFL, several of the amazing trends you find on the following pages may never be active in 2014, as was the case with last season's book.

However there were several quality trends in the 2013 book that did produce a winner in 2013. Below are some of those spotlight trends from the 2013 NFL Bible.

TREND: The Patriots are 14-0 ATS (+11.1 ppg) since 2003 in the first 16 weeks of the season following a game where they averaged less than 4.15 yards per play.

SDQL: team=Patriots and season>=2003 and p:YPPL<4.15 and week<17

TREND: Tom Brady is 11-0 ATS (+10.7 ppg) since 2004 after a game where he completed less than 50% of his passes.

SDQL: TBrady:p:completions/TBrady:p:passes<=.5 and season>=2004

These two trends that both went 3-0 in 2013 are linked here for a couple of reasons. For starters, both were found in the 2013 NFL Bible Bonus Content (see details on the 2014 bonus content below). Also, these trends are somewhat linked, as the Patriots yards per play will inevitably struggle when Tom Brady is not completing a high percentage of passes. In 2013, two of the three wins by both of these came in overlapping games, week three against Tampa Bay and week six against New Orleans. In fact, five of the 11 wins on the Tom Brady trend were also active with the Patriots trend.

TREND: The Panthers are 22-0-1 ATS (+11.3 ppg) since November 8, 2004 when the total is over 37 and they aren't 2 TD+ favorites, when they have at least full rest and aren't

heading into their bye, if their opponent has won less than 40% of its games and it is past week four.

SDQL: team=Panthers and date>=20041108 and week>4 and o:WP<40 and total>37 and line>-14 and n:week=week+1 and rest>=6

This trend takes several parameters to get to perfect, but none the less the results were again huge going 3-0 in. The main thrust of the trend is that Carolina has been extremely strong against poor teams past the first few games of the season. In 2013, the Panthers faced Minnesota in week six, Atlanta in week nine and Tampa Bay in week 13, winning each of those games by at least 21 points.

TREND: The Giants are 24-0 ATS (+9.2 ppg) since 1994 when their ATS margin increased in each of their past two games, as long as they were not a FG+ favorite in both games.

SDQL: team=Giants and A and ppp:ats margin<pp:ats margin<p:ats margin and (p:line>-3 or pp:line>-3) and season>=1994

At 22-0 ATS heading into the 2013 season, this trend was the largest featured in the 2013 book. It did not disappoint, going 2-0 last season despite a down season from the Giants.

TREND: The Steelers are 0-15 OU (-12.6 ppg) since December 2006 at home when facing a team that has benefited from an average of less than 1.4 turnovers per game season-to-date.

SDQL: team=Steelers and site=home and oA(o:TO)<1.4 and 20061201<=date

There were also several successful totals trends in the 2013 Bible including this one that produced three unders last season. Pittsburgh's defense is reliant on big plays to produce big time scoring, and we expect that to be the case again in 2014.

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The 2014 NFL Annual Bonus section is available free with a subscription to the 2014 NFL Newsletter.

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NFL Team Trends & Stats

This section contains a page of trends for each of the 32 NFL teams and a facing page with a long list of stats for the team from 2004 through 2013. There is also a column which gives the cumulative 2004-2013 results.

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

Both MTi Sports and SportsBook Breakers will have complimentary selections available in the NFL at KillerCappers.com early in the 2014 season using several trends just like these. The complimentary selections will come with exclusive reasoning that was uncovered with the Sports Data Query Language.

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

description of the trend. Included is the search-from date, the average margin by which the team covers or fails to cover the spread and, of course, the record of the trend. If the search-from date is 1989, then the record might be even better than what is published because the database at sports-database.com only goes back to 1989.

The third column gives the SDQL text of the trend. With the SDQL text you can get the complete record of the trend anytime with a query text box. You can check the trend right now, or anytime during the season. Since the database at KillerSports.com is updated daily, the record will be up-to-date.

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

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

ARIZONA CARDINALS

	ARZ001	The Cardinals are 15-0 ATS as a home dog of more than six points when they are off a game as a dog in which they had at least 2.5 times more passing yards than rushing yards.	team=Cardinals and H and line>6 and p:PY/p:RY>=2.5 and p:D
V ON	ARZ002	The Cardinals are 14-0 ATS at home on Sunday with the line is within 3 of pick and they lost and failed to cover their last two games.	team=Cardinals and H and -3<=line<=3 and p:L and pp:L and p:ATSL and pp:ATSL and day=Sunday
PLAY	ARZ003	The Cardinals are 12-0 ATS after a road game in which no player had double-digit rushing attempts, winning every game straight up.	team=Cardinals and max:p:rushes<10 and p:A and date>=20051101
	ARZ004	The Cardinals are 10-0 ATS as a 7+ dog when on exactly a 2 game SU and ATS losing streak.	team=Cardinals and line>=7 and streak=-2
	ARZ005	The Cardinals are 7-0 ATS as a dog after scoring a defensive touchdown on the road.	team=Cardinals and D and p:DTD>0 and p:A and date>=20020101
	ARZ006	The Cardinals are 0-10 ATS as a favorite when they won and covered their last two games.	team=Cardinals and F and p:W and pp:W and p:ATSW and pp:ATSW
AGAINST	ARZ007	The Cardinals are 0-10 ATS as a road dog by more than a field goal when they are off a 21-plus point loss.	team=Cardinals and A and line>3 and p:margin<=-21 and date>=20000101
Y AG	ARZ008	The Cardinals are 0-9 ATS when visiting a team that has allowed less than 3.75 yards per carry season-to-date and they are not getting more than a field goal.	team=Cardinals and A and line<=3 and oA(o:YPRA)<3.75 and season>=1995
PLAY	ARZ009	The Cardinals are 0-9 ATS on the road when they are off a game in which they rushed for 150-plus yards and lost fewer than two fumbles.	team=Cardinals and A and p:RY>=150 and p:FUML<2 and season>=2002
	ARZ010	The Cardinals are 0-8 ATS as a home favorite after scoring a defensive touchdown	team=Cardinals and HF and p:DTD>0
PLAY OVER	ARZ011	The Cardinals are 17-0 OU as a dog the week following a game in which they suffered a two-plus turnover margin and had fewer than 24 first downs.	team=Cardinals and D and p:TOM>=2 and NB and p:FD<24 and date>=20041201
PLAY UNDER	ARZ012	The Cardinals are 0-15 OU when the line is within three of pick and they allowed more than 296 yards passing in their last game.	team=Cardinals and -3<=line<=3 and po:PY>296

ARIZONA CARDINALS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	6-10-0	5-11-0	5-11-0	8-8-0	9-7-0	10-6-0	5-11-0	8-8-0	5-11-0	10-6-0	71-89-0
Straight Up Home	5-3-0	3-5-0	3-5-0	6-2-0	6-2-0	4-4-0	4-4-0	6-2-0	4-4-0	6-2-0	47-33-0
Straight Up Away	1-7-0	2-6-0	2-6-0	2-6-0	3-5-0	6-2-0	1-7-0	2-6-0	1-7-0	4-4-0	24-56-0
Average Line	3.59	2.22	3.56	0.44	-1.44	-3.41	3.41	2.62	5.47	1.41	1.79
Average O/U Line	39.00	42.56	43.25	43.03	45.72	45.72	41.94	42.28	40.56	43.38	42.74
Against the Spread Record	9-7-0	6-10-0	8-8-0	8-7-1	9-7-0	8-7-1	5-11-0	9-7-0	7-9-0	11-4-1	80-77-3
Six Point Teaser Record	11-5-0	10-5-1	10-6-0	12-4-0	12-4-0	10-5-1	7-7-2	12-2-2	10-6-0	14-1-1	108-45-7
Seven Point Teaser Record	11-4-1	11-5-0	11-5-0	12-4-0	12-4-0	11-5-0	9-7-0	14-2-0	10-6-0	15-1-0	116-43-1
Ten Point Teaser Record	13-2-1	11-4-1	11-5-0	13-3-0	12-4-0	11-4-1	10-6-0	15-1-0	12-4-0	15-1-0	123-34-3
ATS Home	5-3-0	3-5-0	4-4-0	5-3-0	5-3-0	4-4-0	3-5-0	5-3-0	3-5-0	5-2-1	42-37-1
ATS Away	4-4-0	3-5-0	4-4-0	3-4-1	4-4-0	4-3-1	2-6-0	4-4-0	4-4-0	6-2-0	38-40-2
Over/Under Record	9-7-0	10-6-0	11-5-0	10-5-1	11-5-0	5-11-0	10-5-1	7-9-0	7-9-0	8-8-0	88-70-2
Over/Under Home	3-5-0	4-4-0	5-3-0	4-3-1	7-1-0	2-6-0	6-2-0	5-3-0	4-4-0	4-4-0	44-35-1
Over/Under Away	6-2-0	6-2-0	6-2-0	6-2-0	4-4-0	3-5-0	4-3-1	2-6-0	3-5-0	4-4-0	44-35-1
ATS as Favorite	1-1-0	4-2-0	1-3-0	3-4-0	7-2-0	3-7-0	1-3-0	3-2-0	0-4-0	5-1-1	28-29-1
ATS as Underdog	7-6-0	2-8-0	7-5-0	5-3-1	2-5-0	5-0-1	4-8-0	6-5-0	7-5-0	6-3-0	51-48-2
ATS as Home Favorite	1-1-0	3-1-0	1-2-0	3-3-0	4-2-0	3-4-0	0-3-0	3-1-0	0-3-0	3-1-1	21-21-1
ATS as a Home Dog	3-2-0	0-4-0	3-2-0	2-0-0	1-1-0	1-0-0	3-2-0	2-2-0	3-2-0	2-1-0	20-16-0
ATS Away Favorite		1-1-0	0-1-0	0-1-0	3-0-0	0-3-0	1-0-0	0-1-0	0-1-0	2-0-0	7-8-0
ATS Away Dog	4-4-0	2-4-0	4-3-0	3-3-1	1-4-0	4-0-1	1-6-0	4-3-0	4-3-0	4-2-0	31-32-2
vs Division	4-2-0	3-3-0	3-3-0	2-3-1	5-1-0	3-3-0	1-5-0	4-2-0	2-4-0	3-3-0	30-29-1
ATS after 10+ ATS Win	1-2-0	0-2-0	1-1-0	0-2-0	2-2-0	2-3-0	0-2-0	1-1-0	1-2-0	2-2-1	10-19-1
ATS after 10+ ATS Loss	2-1-0	2-3-0	3-2-0	2-1-0	3-1-0	3-1-0	1-4-0	0-1-0	2-2-0	1-0-0	19-16-0
ATS in games 1-4	3-1-0	1-3-0	0-4-0	3-0-1	2-2-0	2-2-0	1-3-0	2-2-0	3-1-0	3-1-0	20-19-1
ATS in games 5-8	2-2-0	1-3-0	2-2-0	1-3-0	4-0-0	3-1-0	2-2-0	2-2-0	0-4-0	2-2-0	19-21-0
ATS in games 9-12	1-3-0	2-2-0	3-1-0	3-1-0	1-3-0	2-1-1	0-4-0	3-1-0	2-2-0	3-0-1	20-18-2
ATS in games 13-16	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	1-3-0	2-2-0	2-2-0	2-2-0	3-1-0	21-19-0
Points Scored per Game	17.75	19.44	19.62	25.25	26.69	23.44	18.06	19.50	15.62	23.69	20.91
Points Allowed per Game	20.12	24.19	24.31	24.94	26.62	20.31	27.12	21.75	22.31	20.25	23.19
Yds Offense per Game	284.38	348.44	312.50	344.06	365.75	344.38	268.69	324.50	263.06	346.38	320.21
Yds Allowed per Game	321.31	295.56	349.44	330.19	331.50	346.75	373.56	355.12	337.81	317.44	335.87
Yds Passing per Game	180.12	277.31	228.88	253.56	292.12	251.00	181.94	222.94	187.81	250.12	232.58
Opp. Yds Passing per Game	189.75	193.56	230.88	232.25	221.25	234.00	228.38	231.00	200.81	233.00	219.49
Percent Completions	56.1	62.5	59.1	60.4	66.3	66.0	50.8	55.8	55.4	63.2	59.8
Opp Percent Completions	53.7	61.7	61.5	63.3	62.5	58.3	60.8	58.8	54.3	58.7	59.4
Yds per Pass Attempt	5.41	6.62	6.72	6.86	7.42	6.76	5.19	6.49	4.94	6.97	6.35
Opp Yds per Pass Attempt	6.01	6.35	7.08	6.52	6.85	6.31	6.86	6.39	6.46	5.96	6.47
Yds Rushing per Game	104.25	71.12	83.62	90.50	73.62	93.38	86.75	101.56	75.25	96.25	87.63
Opp Yds Rushing per Game	131.56	102.00	118.56	97.94	110.25	112.75	145.19	124.12	137.00	84.44	116.38
Yds per Rush Attempt	3.51	3.16	3.19	3.61	3.46	4.09	4.34	4.18	3.42	3.65	3.65
Opp Yds per Rush Attempt	4.68	3.97	4.14	3.85	3.96	4.49	4.42	4.18	4.33	3.65	4.18
Turnovers per Game	1.81	2.31	1.88	2.25	1.88	2.25	2.19	2.00	2.12	1.94	2.06
Takeaways per Game	1.88	1.62	2.06	1.81	1.88	1.81	1.88	1.19	2.06	1.88	1.81
Sacks per Game	2.38	2.31	2.38	2.25	1.94	2.69	2.06	2.62	2.38	2.94	2.39
Sacks Allowed per Game	2.44	2.81	2.19	1.50	1.75	1.62	3.12	3.38	3.62	2.56	2.50
Average Possession Time	31:12	31:19	29:58	30:39	30:10	29:52	26:22	28:43	29:19	30:59	29:51
Punts per Game	6.19	4.62	4.25	5.00	3.75	5.38	5.88	5.75	7.00	4.88	5.27
Opp Punts per Game	6.06	5.31	3.62	4.56	3.81	5.25	4.00	5.75	5.81	5.50	4.97
Percent Rushes	45.4	33.5	41.9	39.5	34.1	37.1	34.4	39.2	34.6	40.7	38.1
Opp Percent Rushes	45.3	43.9	45.0	40.2	44.8	38.7	48.2	43.4	48.6	35.5	43.4

ATLANTA FALCONS

	ATL001	The Falcons are 16-0 ATS as a road dog after a road loss in which they allowed at least three points more than their season-to-date average.	team=Falcons and AD and po:points- tA(po:points)>=3 and p:AL		
z	ATL002	The Falcons are 11-0 ATS on the road after a loss in which they rushed for a touchdown.	team=Falcons and p:L and A and p:RTD>0 and date>=20031201		
PLAY ON	ATL003	The Falcons are 10-0 ATS after a loss in which Roddy White caught a TD pass.	0 <falcons:roddy touch-<br="" white:p:receiving="">downs and p:L and season>=2008</falcons:roddy>		
•	ATL004	The Falcons are 9-0 ATS at home vs a non-divisional opponent when the line is within three of pick before playing on the road.	team=Falcons and H and -3<=line<=3 and NDIV and n:A and season>=2006		
	ATL005	The Falcons are 7-0 ATS as a favorite after a win as a favorite in which they were losing at the half.	team=Falcons and F and p:WF and p:M2<0		
	ATL006	The Falcons are 0-12 ATS as a home dog after a win as a favorite.	team=Falcons and HD and p:WF and season>=1992		
	ATL007	The Falcons are 0-11 ATS when they are off two TD-plus wins and they are not off a bye.	team=Falcons and p:margin>=7 and pp:margin>=7 and NB and season>=2005		
GAINST	ATL008	The Falcons are 0-10 ATS when the line is within 5 of pick and they are off a 21-plus point defeat.	team=Falcons and -5<=line<=5 and tp:margin<=-21 and season>=1999		
PLAY AGAINST	ATL009	The Falcons are 0-8 ATS (-12.88 ppg) as a dog after scoring a defensive touchdown win	team=Falcons and D and p:interception touchdowns + p:fumble return touch- downs>0 and p:W and NB and sea- son>=2003		
	ATL010	The Falcons are 0-8 ATS when facing a divisional opponent with the same record (not including the opener).	team=Falcons and DIV and wins=o:wins and losses=o:losses and week>1 and date>=20001101		
PLAY OVER	ATL011	The Falcons are 12-0 OU after a loss as an away dog in which they allowed more than 85 yards more than their season-to-date average.	team=Falcons and p:LAD and po:TY - tA(po:TY) > 85 and season>=2001		
PLAY UNDER	ATL012	The Falcons are 0-12 OU after a win as a dog in which they rushed the ball at least 10 times more than their season-to-date average.	team=Falcons and p:WD and p:rushes - tA(p:rushes) >=10 and date>=19931101		

ATLANTA FALCONS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	11-5-0	8-8-0	7-9-0	4-12-0	11-5-0	9-7-0	13-3-0	10-6-0	13-3-0	4-12-0	90-70-0
Straight Up Home	7-1-0	4-4-0	3-5-0	3-5-0	7-1-0	6-2-0	7-1-0	6-2-0	7-1-0	3-5-0	53-27-0
Straight Up Away	4-4-0	4-4-0	4-4-0	1-7-0	4-4-0	3-5-0	6-2-0	4-4-0	6-2-0	1-7-0	37-43-0
Average Line	-1.78	-1.91	-1.31	5.53	0.72	0.16	-4.03	-2.78	-3.19	1.75	-0.68
Average O/U Line	42.38	40.50	41.56	39.06	43.75	44.50	43.78	46.00	48.75	47.09	43.74
Against the Spread Record	7-8-1	7-8-1	8-8-0	8-8-0	9-7-0	11-5-0	11-5-0	8-7-1	9-6-1	7-9-0	85-71-4
Six Point Teaser Record	10-6-0	11-5-0	8-7-1	9-7-0	12-4-0	11-5-0	14-2-0	13-3-0	12-2-2	10-6-0	110-47-3
Seven Point Teaser Record	11-4-1	11-5-0	9-7-0	10-6-0	12-3-1	11-5-0	14-1-1	13-3-0	14-2-0	10-6-0	115-42-3
Ten Point Teaser Record	13-3-0	13-3-0	9-6-1	11-5-0	14-0-2	12-3-1	15-1-0	14-2-0	15-1-0	11-5-0	127-29-4
ATS Home	3-4-1	4-4-0	3-5-0	3-5-0	5-3-0	6-2-0	5-3-0	5-2-1	4-4-0	4-4-0	42-36-2
ATS Away	4-4-0	3-4-1	5-3-0	5-3-0	4-4-0	5-3-0	6-2-0	3-5-0	5-2-1	3-5-0	43-35-2
Over/Under Record	5-11-0	9-7-0	4-12-0	9-7-0	7-9-0	7-9-0	9-6-1	7-9-0	5-11-0	9-7-0	71-88-1
Over/Under Home	2-6-0	6-2-0	3-5-0	6-2-0	5-3-0	2-6-0	4-4-0	3-5-0	1-7-0	5-3-0	37-43-0
Over/Under Away	3-5-0	3-5-0	1-7-0	3-5-0	2-6-0	5-3-0	5-2-1	4-4-0	4-4-0	4-4-0	34-45-1
ATS as Favorite	4-5-1	5-3-0	4-6-0	1-0-0	4-3-0	6-2-0	10-4-0	6-3-1	7-6-1	2-3-0	49-35-3
ATS as Underdog	3-3-0	2-5-1	4-2-0	6-8-0	5-4-0	5-3-0	1-1-0	2-3-0	2-0-0	5-6-0	35-35-1
ATS as Home Favorite	3-4-1	3-2-0	2-4-0	1-0-0	3-3-0	5-1-0	5-3-0	4-0-1	4-4-0	2-3-0	32-24-2
ATS as a Home Dog		1-2-0	1-1-0	1-5-0	2-0-0	1-1-0		1-1-0		2-1-0	9-11-0
ATS Away Favorite	1-1-0	2-1-0	2-2-0		1-0-0	1-1-0	5-1-0	2-3-0	3-2-1		17-11-1
ATS Away Dog	3-3-0	1-3-1	3-1-0	5-3-0	3-4-0	4-2-0	1-1-0	1-2-0	2-0-0	3-5-0	26-24-1
vs Division	2-3-1	1-4-1	3-3-0	2-4-0	2-4-0	4-2-0	4-2-0	3-3-0	1-4-1	3-3-0	25-32-3
ATS after 10+ ATS Win	1-2-1	1-2-0	1-1-0	1-1-0	2-5-0	2-0-0	3-1-0	1-2-0	3-1-0		15-15-1
ATS after 10+ ATS Loss	2-1-0	1-1-0	4-3-0	3-2-0	1-0-0	4-0-0	1-0-0	2-0-0	1-0-0	2-3-0	21-10-0
ATS in games 1-4	2-2-0	3-1-0	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	1-3-0	3-1-0	1-3-0	22-18-0
ATS in games 5-8	1-3-0	2-2-0	2-2-0	3-1-0	3-1-0	3-1-0	2-2-0	3-1-0	3-1-0	1-3-0	23-17-0
ATS in games 9-12	2-2-0	1-3-0	1-3-0	1-3-0	3-1-0	1-3-0	4-0-0	1-2-1	1-2-1	2-2-0	17-21-2
ATS in games 13-16	2-1-1	1-2-1	2-2-0	2-2-0	1-3-0	4-0-0	3-1-0	3-1-0	2-2-0	3-1-0	23-15-2
Points Scored per Game	21.25	21.94	18.25	16.19	24.44	22.69	25.88	25.12	26.19	22.06	22.40
Points Allowed per Game	21.06	21.31	20.50	25.88	20.31	20.31	18.00	21.88	18.69	27.69	21.56
Yds Offense per Game	317.75	326.56	331.88	300.81	361.19	340.44	341.12	376.62	369.12	343.12	340.86
Yds Allowed per Game	325.44	325.00	332.81	355.50	348.25	348.88	332.44	333.62	365.56	379.38	344.69
Yds Passing per Game	150.75	167.44	148.19	205.81	208.50	223.19	222.94	262.00	281.81	265.19	213.58
Opp. Yds Passing per Game	220.38	196.06	229.25	227.94	220.38	241.94	226.56	236.62	242.38	243.56	228.51
Percent Completions	54.9	54.8	53.4	60.5	61.1	58.2	62.6	61.4	68.6	67.5	61.0
Opp Percent Completions	63.4	60.8	62.3	62.8	59.2	62.5	65.0	60.7	61.2	66.1	62.4
Yds per Pass Attempt	6.11	5.94	5.70	5.93	7.69	6.26	6.18	7.06	7.33	6.44	6.49
Opp Yds per Pass Attempt	6.82	5.96	7.12	6.79	6.42	7.22	6.47	6.76	7.04	7.55	6.81
Yds Rushing per Game	167.00	159.12	183.69	95.00	152.69	117.25	118.19	114.62	87.31	77.94	127.28
Opp Yds Rushing per Game	105.06	128.94	103.56	127.56	127.88	106.94	105.88	97.00	123.19	135.81	116.18
Yds per Rush Attempt	5.10	4.79	5.47	3.95	4.36	4.16	3.80	4.05	3.70	3.88	4.39
Opp Yds per Rush Attempt	3.87	4.71	3.75	4.25	4.93	3.95	4.63	4.17	4.80	4.78	4.38
Turnovers per Game	1.88	1.81	1.25	1.50	1.31	1.56	1.06	1.31	1.12	1.75	1.46
Takeaways per Game	2.00	1.81	1.62	1.75	1.12	1.75	1.94	1.81	1.12	1.73	1.71
Sacks per Game	3.00	2.31	2.31	1.75	2.12	1.75	1.94	2.06	1.81	2.00	2.09
Sacks Allowed per Game	3.12	2.44	2.94	2.94	1.06	1.69	1.44	1.62	1.75	2.75	2.09
Average Possession Time	29:14	30:25	30:01	28:43	31:10	29:53	32:47	32:18	30:52	30:20	30:34
Punts per Game	4.75	4.88	4.88	5.50	4.06	3.94	4.69	4.44	3.88	4.38	4.54
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Opp Punts per Game	5.00	4.94	4.81	4.62	4.75	3.88	4.56	4.69	4.00	3.88	4.51
Percent Rushes	54.1	52.0	53.7	39.0	55.4	43.0	45.3	42.2	37.0	31.3	45.2
Opp Percent Rushes	43.4	43.8	44.5	46.1	41.6	43.4	38.2	38.5	41.5	45.4	42.7

BALTIMORE RAVENS

	BAL001	The Ravens are 10-0 ATS on the road after a loss in which they attempted at least ten fewer rushes than their season-to-date average.	team=Ravens and A and p:L and tA(p:rushes)-p:rushes >= 10 and sea-son>=2001
NO	BAL002	The Ravens are 10-0 ATS on the road when their rushing yards decreased in each of the last two weeks.	team=Ravens and A and p:RY <pp:ry<ppp:ry and="" season="">=2008</pp:ry<ppp:ry>
PLAY (BAL003	The Ravens are 9-0 ATS on the road the week after a game in which they got a first down on less than 25% of their offensive plays as a favorite.	team=Ravens and A and p:FDP<25 and p:F and season>=2008
	BAL004	The Ravens are 9-0 ATS as a road favorite after a game in which they had fewer than 26 minutes of possession time.	team=Ravens and AF and p:TOP<1560 and date>=20011101
	BAL005	The Ravens are 8-0 ATS at home the week after a game in which they allowed fewer than 50 yards rushing.	team=Ravens and H and po:RY<50 and NB
	BAL006	The Ravens are 0-14 ATS on the road after a win at home in which they had at least three more minutes of possession time than their season-to-date average.	team=Ravens and A and p:HW and p:TOP - tA(p:TOP) > 180 and season >= 2004
INST	BAL007	The Ravens are 0-9 ATS on the road after playing as a home dog.	team=Ravens and A and p:HD and sea- son>=2005
PLAY AGAINST	BAL008	The Ravens are 0-9 ATS as a road favorite when they are one game above 500.	team=Ravens and AF and wins-losses=1 and season >= 2001
PLA	BAL009	The Ravens are 0-8 ATS when hosting a team with same-season revenge.	team=Ravens and H and P:W and P:season=season and season>=2001
	BAL010	The Ravens are 0-7 ATS at home when their opponent is on a 2+ game losing streak.	team=Ravens and H and o:streak<=-2 and season >= 2010
PLAY OVER	BAL011	The Ravens are 11-0 OU in franchise history the week after a home loss in which they were ahead at the half.	team=Ravens and p:HL and NB and p:M2>0
PLAY UNDER	BAL012	The Ravens are 0-13 OU as a favorite when they won and covered their last two games.	team=Ravens and F and p:W and p:ATSW and p:W and pp:ATSW and date>=20070101

BALTIMORE RAVENS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	9-7-0	6-10-0	13-3-0	5-11-0	11-5-0	9-7-0	12-4-0	12-4-0	10-6-0	8-8-0	95-65-0
Straight Up Home	6-2-0	6-2-0	7-1-0	4-4-0	6-2-0	6-2-0	7-1-0	8-0-0	6-2-0	6-2-0	62-18-0
Straight Up Away	3-5-0	0-8-0	6-2-0	1-7-0	5-3-0	3-5-0	5-3-0	4-4-0	4-4-0	2-6-0	33-47-0
Average Line	-2.28	1.16	-2.75	1.50	-0.50	-5.19	-4.59	-6.28	-1.97	0.41	-2.05
Average O/U Line	36.19	35.47	36.62	39.12	37.41	41.09	40.31	40.62	44.84	43.84	39.55
Against the Spread Record	9-7-0	7-9-0	10-6-0	3-13-0	12-4-0	8-8-0	8-8-0	8-7-1	6-9-1	7-8-1	78-79-3
Six Point Teaser Record	11-5-0	9-7-0	14-0-2	8-8-0	13-3-0	13-3-0	13-2-1	10-5-1	13-3-0	11-4-1	115-40-5
Seven Point Teaser Record	11-4-1	9-5-2	16-0-0	8-8-0	13-2-1	13-3-0	14-1-1	11-5-0	13-3-0	12-4-0	120-35-5
Ten Point Teaser Record	14-2-0	12-4-0	16-0-0	12-4-0	14-2-0	14-2-0	15-0-1	12-4-0	13-3-0	13-3-0	135-24-1
ATS Home	5-3-0	5-3-0	6-2-0	3-5-0	6-2-0	5-3-0	3-5-0	4-3-1	3-5-0	5-3-0	45-34-1
ATS Away	4-4-0	2-6-0	4-4-0	0-8-0	6-2-0	3-5-0	5-3-0	4-4-0	3-4-1	2-5-1	33-45-2
Over/Under Record	8-8-0	6-10-0	6-9-1	9-7-0	8-8-0	7-9-0	7-9-0	9-7-0	9-6-1	8-8-0	77-81-2
Over/Under Home	7-1-0	2-6-0	3-4-1	5-3-0	2-6-0	3-5-0	4-4-0	4-4-0	6-1-1	3-5-0	39-39-2
Over/Under Away	1-7-0	4-4-0	3-5-0	4-4-0	6-2-0	4-4-0	3-5-0	5-3-0	3-5-0	5-3-0	38-42-0
ATS as Favorite	7-4-0	4-3-0	6-4-0	1-7-0	6-1-0	6-4-0	6-6-0	7-7-1	4-5-1	2-4-0	49-45-2
ATS as Underdog	1-3-0	3-6-0	4-2-0	2-6-0	6-3-0	2-4-0	2-2-0	1-0-0	2-4-0	4-3-1	27-33-1
ATS as Home Favorite	5-3-0	4-1-0	6-2-0	1-3-0	5-1-0	5-2-0	3-5-0	4-3-1	2-4-0	2-2-0	37-26-1
ATS as a Home Dog		1-2-0		2-2-0	1-1-0	0-1-0			1-1-0	2-0-0	7-7-0
ATS Away Favorite	2-1-0	0-2-0	0-2-0	0-4-0	1-0-0	1-2-0	3-1-0	3-4-0	2-1-1	0-2-0	12-19-1
ATS Away Dog	1-3-0	2-4-0	4-2-0	0-4-0	5-2-0	2-3-0	2-2-0	1-0-0	1-3-0	2-3-1	20-26-1
vs Division	3-3-0	3-3-0	3-3-0	1-5-0	5-1-0	2-4-0	2-4-0	4-1-1	2-3-1	2-4-0	27-31-2
ATS after 10+ ATS Win	1-3-0	2-1-0	4-2-0	0-1-0	7-1-0	1-3-0	0-2-0	2-1-0	1-1-1	0-2-0	18-17-1
ATS after 10+ ATS Loss	1-1-0	3-1-0		0-4-0	2-0-0	2-0-0	1-0-0	1-2-1	2-1-0	1-1-0	13-10-1
ATS in games 1-4	2-2-0	1-3-0	3-1-0	0-4-0	3-1-0	3-1-0	2-2-0	3-1-0	2-2-0	2-2-0	21-19-0
ATS in games 5-8	4-0-0	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	2-2-0	2-2-0	1-3-0	2-2-0	21-19-0
ATS in games 9-12	2-2-0	1-3-0	2-2-0	1-3-0	3-1-0	1-3-0	1-3-0	2-1-1	2-1-1	2-1-1	17-20-3
ATS in games 13-16	1-3-0	3-1-0	3-1-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	1-3-0	1-3-0	19-21-0
Points Scored per Game	19.81	16.56	22.06	17.19	24.06	24.44	22.31	23.62	24.88	20.00	21.49
Points Allowed per Game	16.75	18.69	12.56	24.00	15.25	16.31	16.88	16.62	21.50	22.00	18.06
Yds Offense per Game	273.44	293.31	317.00	302.00	324.00	351.19	322.88	338.69	352.50	307.38	318.24
Yds Allowed per Game	300.19	284.31	264.06	301.56	261.06	300.50	318.88	288.88	350.94	335.50	300.59
Yds Passing per Game	144.50	193.00	214.69	189.69	175.50	213.69	208.44	213.94	233.69	224.38	201.15
Opp. Yds Passing per Game	195.12	184.88	188.19	221.94	179.69	207.25	224.94	196.25	228.12	230.06	205.64
Percent Completions	55.5	59.6	62.6	61.2	60.3	62.9	62.7	57.7	59.6	58.6	60.1
Opp Percent Completions	55.1	56.4	54.8	59.8	52.3	58.4	58.6	53.8	60.2	56.9	56.7
Yds per Pass Attempt	4.97	5.49	6.56	5.45	6.48	6.70	6.79	6.29	6.68	5.80	6.11
Opp Yds per Pass Attempt	6.23	5.63	5.92	7.25	5.45	6.33	6.04	5.87	6.54	6.67	6.19
Yds Rushing per Game	128.94	100.31	102.31	112.31	148.50	137.50	114.44	124.75	118.81	83.00	117.09
Opp Yds Rushing per Game	105.06	99.44	75.88	79.62	81.38	93.25	93.94	92.62	122.81	105.44	94.94
Yds per Rush Attempt	4.20	3.55	3.44	4.03	4.01	4.70	3.76	4.35	4.28	3.14	3.95
Opp Yds per Rush Attempt	3.58	3.69	3.31	2.86	3.56	3.43	3.91	3.54	4.00	3.84	3.58
Turnovers per Game	1.44	2.25	1.44	2.50	1.31	1.38	1.25	1.50	1.00	1.81	1.59
Takeaways per Game	2.12	1.62	2.50	1.44	2.12	2.00	1.69	1.62	1.56	1.50	1.82
Sacks per Game	2.44	2.62	3.75	2.06	2.12	2.00	1.69	3.00	2.31	2.56	2.46
Sacks Allowed per Game	2.19	2.62	1.06	2.44	2.06	2.25	2.50	2.06	2.38	3.00	2.26
Average Possession Time	29:49	30:42	32:48	31:10	33:22	29:33	31:20	30:35	28:39	30:20	30:50
Punts per Game	6.06	5.38	5.38	4.94	5.25	4.62	5.06	4.56	5.19	5.69	5.21
Opp Punts per Game	5.88	5.56	5.38	4.75	5.75	4.94	5.56	5.38	5.56	6.12	5.49
Percent Rushes	49.5	42.8	46.8	42.8	56.0	46.2	47.8	44.3	42.6	38.8	45.7
Opp Percent Rushes	46.5	43.2	39.2	46.0	39.4	43.9	38.1	41.8	45.2	42.5	42.6

BUFFALO BILLS

	BUF001	The Bills are 11-0 ATS as a 7+ dog when they lost and failed to cover their last two games.	team=Bills and line>=7 and p:L and p:ATSL and pp:L and pp:ATSL
	BUF002	The Bills are 9-0 ATS at home when the line is within 3 of pick after a win on the road.	team=Bills and H and -3<=line<=3 and p:AW and season>=1998
PLAY ON	BUF003	The Bills are 8-0 ATS at home the week after a win at home in which they were losing at the half.	team=Bills and p:HW and H and p:M2<0 and NB
L	BUF004	The Bills are 8-0 ATS as a dog when one game under 500 after a road loss.	team=Bills and D and p:AL and losses=wins+1 and season>=1998
	BUF005	The Bills are 7-0 ATS as a dog the week after a win as a favorite in which they attempted at least ten fewer passes than their season-to-date average.	team=Bills and D and p:WF and tA(p:passes) - p:passes >= 10 and season>=2002
	BUF006	The Bills are 0-12 ATS as a 7+ dog on grass after playing at home	team=Bills and line>=7 and surface=grass and p:H and date>=20011201
INST	BUF007	The Bills are 0-10 ATS as a road dog when on a 1 game SU and ATS losing streak	team=Bills and AD and streak=-1 and ats streak=-1 and season>=2006
PLAY AGAINST	BUF008	The Bills are 0–10 ATS on grass vs a non-divisional opponent before playing on the road	team=Bills and surface=grass and NDIV and n:A and date>=20031001
PLA	BUF009	The Bills are 0-9 ATS on the road after a home game in which Steve Johnson had more than 5 receptions	A and 5<=Bills:Steve Johnson:p:receptions and p:H and date>=20110101
	BUF010	The Bills are 0-8 ATS as a dog when they are 500 after a win at home	team=Bills and D and p:HW and WP=50 and season>=2002
PLAY OVER	BUF011	The Bills are 9-0 OU as a home favorite vs a team that has averaged fewer than 30 passes per game, season-to-date.	team=Bills and HF and oA(passes)<30 and season>=2004
PLAY UNDER	BUF012	The Bills are 0-8 OU at home versus any team with more wins. after a win	team=Bills and H and p:W and o:wins > wins and season >= 2008

BUFFALO BILLS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	9-7-0	5-11-0	7-9-0	7-9-0	7-9-0	6-10-0	4-12-0	6-10-0	6-10-0	6-10-0	63-97-0
Straight Up Home	5-3-0	4-4-0	4-4-0	4-4-0	3-5-0	3-5-0	2-6-0	5-3-0	4-4-0	4-4-0	38-42-0
Straight Up Away	4-4-0	1-7-0	3-5-0	3-5-0	4-4-0	3-5-0	2-6-0	1-7-0	2-6-0	2-6-0	25-55-0
Average Line	-0.91	2.66	3.28	5.22	-0.62	3.53	5.44	2.56	2.09	3.69	2.69
Average O/U Line	36.53	38.03	37.72	38.97	41.25	40.25	41.34	45.72	44.91	43.75	40.85
Against the Spread Record	11-5-0	7-8-1	10-6-0	9-6-1	7-9-0	8-7-1	8-7-1	7-9-0	7-9-0	8-8-0	82-74-4
Six Point Teaser Record	11-4-1	10-6-0	13-3-0	11-5-0	7-9-0	10-6-0	10-6-0	8-7-1	10-5-1	10-5-1	100-56-4
Seven Point Teaser Record	12-4-0	10-6-0	13-3-0	11-5-0	8-6-2	10-6-0	10-6-0	9-5-2	11-5-0	12-3-1	106-49-5
Ten Point Teaser Record	14-2-0	10-6-0	13-3-0	11-5-0	12-4-0	11-5-0	10-6-0	11-5-0	12-4-0	14-1-1	118-41-1
ATS Home	5-3-0	4-3-1	5-3-0	6-2-0	2-6-0	3-4-1	3-4-1	4-4-0	4-4-0	6-2-0	42-35-3
ATS Away	6-2-0	3-5-0	5-3-0	3-4-1	5-3-0	5-3-0	5-3-0	3-5-0	3-5-0	2-6-0	40-39-1
Over/Under Record	11-5-0	9-6-1	7-9-0	7-9-0	9-7-0	6-10-0	7-9-0	10-6-0	8-8-0	10-6-0	84-75-1
Over/Under Home	7-1-0	4-3-1	4-4-0	5-3-0	4-4-0	3-5-0	2-6-0	5-3-0	5-3-0	4-4-0	43-36-1
Over/Under Away	4-4-0	5-3-0	3-5-0	2-6-0	5-3-0	3-5-0	5-3-0	5-3-0	3-5-0	6-2-0	41-39-0
ATS as Favorite	6-2-0	4-2-0	3-3-0	2-0-1	3-5-0	3-1-0	2-1-0	1-4-0	5-2-0	1-1-0	30-21-1
ATS as Underdog	5-3-0	3-6-1	7-3-0	7-6-0	3-3-0	5-6-1	6-6-1	6-4-0	2-7-0	7-7-0	51-51-3
ATS as Home Favorite	3-2-0	4-1-0	3-2-0	2-0-0	1-5-0	2-1-0	2-1-0	1-3-0	4-2-0	0-1-0	22-18-0
ATS as a Home Dog	2-1-0	0-2-1	2-1-0	4-2-0	0-1-0	1-3-1	1-3-1	3-0-0	0-2-0	6-1-0	19-16-3
ATS Away Favorite	3-0-0	0-1-0	0-1-0	0-0-1	2-0-0	1-0-0		0-1-0	1-0-0	1-0-0	8-3-1
ATS Away Dog	3-2-0	3-4-0	5-2-0	3-4-0	3-2-0	4-3-0	5-3-0	3-4-0	2-5-0	1-6-0	32-35-0
vs Division	4-2-0	4-2-0	4-2-0	3-2-1	1-5-0	3-2-1	2-4-0	2-4-0	3-3-0	4-2-0	30-28-2
ATS after 10+ ATS Win	5-1-0	0-1-0	3-2-0	1-1-1	1-2-0	2-2-0	2-0-0	0-4-0	1-1-0	0-2-0	15-16-1
ATS after 10+ ATS Loss	1-0-0	2-3-1	2-1-0	3-2-0	2-2-0	2-3-0	3-2-0	1-3-0	2-2-0	2-0-0	20-18-1
ATS in games 1-4	2-2-0	1-3-0	3-1-0	2-2-0	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	3-1-0	21-19-0
ATS in games 5-8	3-1-0	3-1-0	1-3-0	4-0-0	1-3-0	2-2-0	2-1-1	3-1-0	1-3-0	2-2-0	22-17-1
ATS in games 9-12	3-1-0	2-1-1	4-0-0	1-2-1	1-3-0	2-2-0	3-1-0	1-3-0	3-1-0	1-3-0	21-17-2
ATS in games 13-16	3-1-0	1-3-0	2-2-0	2-2-0	2-2-0	2-1-1	2-2-0	1-3-0	1-3-0	2-2-0	18-21-1
Points Scored per Game	24.69	16.94	18.75	15.75	21.00	16.12	17.69	23.25	21.50	21.19	19.69
Points Allowed per Game	17.75	22.94	19.44	22.12	21.38	20.38	26.56	27.12	27.19	24.25	22.91
Yds Offense per Game	293.19	257.62	266.94	277.12	305.12	273.88	304.88	351.50	342.88	338.12	301.12
Yds Allowed per Game	264.25	343.50	329.56	363.00	326.06	340.56	361.62	371.12	362.88	333.38	339.59
Yds Passing per Game	176.06	157.19	169.94	164.62	190.00	157.19	197.38	231.44	204.31	193.94	184.21
Opp. Yds Passing per Game	164.00	205.69	188.69	238.38	204.44	184.25	192.00	232.12	217.06	204.44	203.11
Percent Completions	56.8	58.6	62.2	59.1	64.5	58.0	57.0	61.6	60.5	57.3	59.6
Opp Percent Completions	53.7	62.4	63.2	62.4	61.2	56.8	62.2	63.3	57.1	55.3	59.7
Yds per Pass Attempt	6.11	5.48	6.31	5.92	6.35	5.70	6.08	6.41	6.40	5.94	6.08
Opp Yds per Pass Attempt	5.40	6.54	5.88	6.73	6.65	5.68	6.49	7.33	6.48	5.83	6.30
Yds Rushing per Game	117.12	100.44	97.00	112.50	115.12	116.69	107.50	120.06	138.56	144.19	116.92
Opp Yds Rushing per Game	100.25	137.81	140.88	124.62	121.62	156.31	169.62	139.00	145.81	128.94	136.49
Yds per Rush Attempt	3.88	3.75	3.70	4.02	4.20	4.40	4.29	4.91	5.02	4.23	4.23
Opp Yds per Rush Attempt	3.59	4.51	4.74	4.38	4.28	4.67	4.75	4.76	4.96	4.37	4.51
Turnovers per Game	1.81	1.62	1.81	1.31	1.88	1.88	2.44	1.88	2.12	1.69	1.84
Takeaways per Game	2.44	1.88	1.50	1.88	1.38	2.06	1.38	1.94	1.31	1.88	1.76
Sacks per Game	2.81	2.38	2.50	1.56	1.50	2.00	1.69	1.81	2.25	3.50	2.20
Sacks Allowed per Game	2.38	2.69	2.94	1.62	2.38	2.88	2.12	1.44	1.88	3.00	2.33
Average Possession Time	30:20	29:03	28:04	28:50	30:03	28:11	28:35	30:10	30:11	28:43	29:13
Punts per Game	4.88	4.44	5.75	5.06	3.62	5.62	4.69	4.56	5.00	6.00	4.96
Opp Punts per Game	4.94	3.88	5.38	3.81	4.00	4.88	4.44	4.25	4.50	5.88	4.59
Percent Rushes	49.2	46.0	46.8	48.7	45.9	46.5	42.0	39.4	45.0	48.9	45.9
Opp Percent Rushes	45.7	47.5	46.3	43.5	46.9	49.3	53.3	46.6	45.1	43.3	46.8

CAROLINA PANTHERS

CAR001	The Panthers are 11-0 ATS as a road dog on grass after playing on the road.	team=Panthers and AD and surface=grass and p:A
CAR002	The Panthers are 10-0 ATS the week after a loss in which they outgained their opponent.	team=Panthers and p:L and po:TY < p:TY and NB and season>=2011
CAR003	The Panthers are 10-0 ATS as a favorite over a team that has completed less than 55% of their passes season-to-date.	team=Panthers and F and oS(COMP)/ oS(passes)<0.55 and date>=20061101
CAR004	The Panthers are 9-0 ATS the week after they had at least three times as many passing yards as rushing yards as a home favorite.	team=Panthers and p:PY/p:RY>=3 and p:HF and season>=2003
CAR005	The Panthers are 8-0 ATS after a road loss in which Steve Smith had a reception of $40+$ yards.	Panthers:Steve Smith:p:longest reception>=40 and p:AL and season>=2008
CAR006	The Panthers are 0-10 ATS as a favorite the week after they had at least 3 fewer penalties than their season-to-date average as a favorite.	team=Panthers and F and p:F and tA(p:PEN) - p:PEN >= 3 and NB and season>=2000
CAR007	The Panthers are 0-10 ATS as a favorite the week before a bye.	team=Panthers and F and n:week = 2 + week and season>=1998
CAR008	The Panthers are 0-9 ATS the week after a win as a favorite in which they attempted at least ten more rushes than their season-to-date average.	team=Panthers and p:WF and p:rushes - tA(p:rushes) >= 10 and date>=20051201
CAR009	The Panthers are 0-8 ATS as a favorite when they are off a loss by 1-3 points.	team=Panthers and F and -3 <= p:margin < 0 and season>=2001
CAR010	The Panthers are 0-7 ATS as a favorite after a game in which they punted at least eight times.	team=Panthers and F and p:punts>=8 and season>=2003
CAR011	The Panthers are 13-0 OU when visiting a team that has allowed less than 56.4% completions season-to-date and they are not getting more than a field goal.	t:team=Panthers and A and line<=3 and oS(o:COMP)/oS(o:passes)<0.564 and season>=1998
CAR012	The Panthers are 0-14 OU as a home favorite when facing a divisional opponent for the first time of the season.	team=Panthers and HF and DIV and season==P:season + 1 and season >= 1998
	CAR002 CAR003 CAR004 CAR005 CAR006 CAR007 CAR008 CAR009 CAR010 CAR011	CAR002 The Panthers are 10-0 ATS the week after a loss in which they outgained their opponent. CAR003 The Panthers are 10-0 ATS as a favorite over a team that has completed less than 55% of their passes season-to-date. CAR004 The Panthers are 9-0 ATS the week after they had at least three times as many passing yards as rushing yards as a home favorite. CAR005 The Panthers are 8-0 ATS after a road loss in which Steve Smith had a reception of 40+ yards. CAR006 The Panthers are 0-10 ATS as a favorite the week after they had at least 3 fewer penalties than their season-to-date average as a favorite. CAR007 The Panthers are 0-10 ATS as a favorite the week before a bye. CAR008 The Panthers are 0-9 ATS the week after a win as a favorite in which they attempted at least ten more rushes than their season-to-date average. CAR009 The Panthers are 0-8 ATS as a favorite when they are off a loss by 1-3 points. CAR010 The Panthers are 0-7 ATS as a favorite after a game in which they punted at least eight times. CAR011 The Panthers are 13-0 OU when visiting a team that has allowed less than 56.4% completions season-to-date and they are not getting more than a field goal. CAR012 The Panthers are 0-14 OU as a home favorite when facing a divisional opponent for

CAROLINA PANTHERS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	7-9-0	11-5-0	8-8-0	7-9-0	12-4-0	8-8-0	2-14-0	6-10-0	7-9-0	12-4-0	80-80-0
Straight Up Home	3-5-0	5-3-0	4-4-0	2-6-0	8-0-0	5-3-0	2-6-0	3-5-0	3-5-0	7-1-0	42-38-0
Straight Up Away	4-4-0	6-2-0	4-4-0	5-3-0	4-4-0	3-5-0	0-8-0	3-5-0	4-4-0	5-3-0	38-42-0
Average Line	0.31	-4.41	-2.12	2.47	-2.62	2.72	6.03	1.97	0.94	-2.84	0.24
Average O/U Line	41.56	40.28	38.59	39.03	40.84	42.56	38.50	46.38	46.59	43.88	41.82
Against the Spread Record	9-6-1	8-7-1	5-9-2	8-8-0	8-8-0	9-7-0	4-12-0	9-7-0	9-7-0	9-6-1	78-77-5
Six Point Teaser Record	10-6-0	11-4-1	10-5-1	9-7-0	13-3-0	12-4-0	4-12-0	11-5-0	11-4-1	14-2-0	105-52-3
Seven Point Teaser Record	10-6-0	12-4-0	11-5-0	9-7-0	14-2-0	12-4-0	5-9-2	12-3-1	12-4-0	14-2-0	111-46-3
Ten Point Teaser Record	11-4-1	13-2-1	12-4-0	10-6-0	14-2-0	13-2-1	8-6-2	14-2-0	13-3-0	14-2-0	122-33-5
ATS Home	3-5-0	4-4-0	2-5-1	3-5-0	5-3-0	4-4-0	2-6-0	5-3-0	3-5-0	6-2-0	37-42-1
ATS Away	6-1-1	4-3-1	3-4-1	5-3-0	3-5-0	5-3-0	2-6-0	4-4-0	6-2-0	3-4-1	41-35-4
Over/Under Record	7-9-0	9-7-0	7-9-0	6-10-0	8-7-1	6-10-0	6-9-1	10-5-1	9-7-0	4-11-1	72-84-4
Over/Under Home	2-6-0	4-4-0	3-5-0	2-6-0	3-4-1	2-6-0	2-5-1	5-3-0	4-4-0	2-6-0	29-49-2
Over/Under Away	5-3-0	5-3-0	4-4-0	4-4-0	5-3-0	4-4-0	4-4-0	5-2-1	5-3-0	2-5-1	43-35-2
ATS as Favorite	3-5-0	7-7-1	3-6-1	3-3-0	6-4-0	3-3-0	1-2-0	5-2-0	2-4-0	6-4-1	39-40-3
ATS as Underdog	6-1-1	1-0-0	2-3-1	5-5-0	2-4-0	6-4-0	3-10-0	4-5-0	7-3-0	3-2-0	39-37-2
ATS as Home Favorite	2-5-0	3-4-0	2-3-1	1-3-0	5-3-0	2-3-0	1-2-0	3-2-0	1-2-0	5-1-0	25-28-1
ATS as a Home Dog	1-0-0	1-0-0	0-2-0	2-2-0		2-1-0	1-4-0	2-1-0	2-3-0	1-1-0	12-14-0
ATS Away Favorite	1-0-0	4-3-1	1-3-0	2-0-0	1-1-0	1-0-0		2-0-0	1-2-0	1-3-1	14-12-2
ATS Away Dog	5-1-1		2-1-1	3-3-0	2-4-0	4-3-0	2-6-0	2-4-0	5-0-0	2-1-0	27-23-2
vs Division	3-2-1	4-2-0	3-3-0	3-3-0	3-3-0	5-1-0	1-5-0	3-3-0	4-2-0	4-2-0	33-26-1
ATS after 10+ ATS Win	2-2-0	2-3-0	1-0-0	1-3-0	1-4-0	3-1-0	0-1-0	1-3-0	2-2-0	3-2-0	16-21-0
ATS after 10+ ATS Loss	3-1-0	2-0-1	2-2-0	4-2-0	2-0-0	1-2-0	4-4-0	0-1-0	2-1-0	1-1-0	21-14-1
ATS in games 1-4	2-2-0	1-3-0	0-4-0	2-2-0	2-2-0	0-4-0	1-3-0	3-1-0	2-2-0	1-3-0	14-26-0
ATS in games 5-8	1-3-0	3-1-0	1-1-2	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	2-2-0	4-0-0	21-17-2
ATS in games 9-12	4-0-0	2-1-1	2-2-0	1-3-0	2-2-0	2-2-0	1-3-0	2-2-0	1-3-0	3-0-1	20-18-2
ATS in games 13-16	2-1-1	2-2-0	2-2-0	3-1-0	2-2-0	4-0-0	1-3-0	2-2-0	4-0-0	1-3-0	23-16-1
Points Scored per Game	22.19	24.44	16.88	16.69	25.88	19.69	12.25	25.38	22.31	22.88	20.86
Points Allowed per Game	21.19	16.19	19.06	21.69	20.56	19.25	25.50	26.81	22.69	15.06	20.80
Yds Offense per Game	326.56	309.38	307.69	283.94	349.69	331.06	258.44	389.81	360.69	316.19	323.34
Yds Allowed per Game	336.38	282.62	296.06	324.81	331.19	315.81	335.88	377.62	333.06	301.25	323.47
Yds Passing per Game	227.69	204.44	204.00	169.94	197.38	174.94	143.06	239.31	230.19	190.06	198.10
Opp. Yds Passing per Game	217.38	191.06	187.50	214.12	211.69	191.00	212.06	246.81	223.00	214.31	210.89
Percent Completions	58.0	59.9	60.3	56.4	59.4	56.8	52.9	60.1	58.0	61.7	58.4
Opp Percent Completions	59.1	57.8	58.2	62.8	59.8	61.6	62.0	64.9	66.8	66.6	62.0
Yds per Pass Attempt	6.80	7.29	6.06	5.38	7.63	6.02	4.73	7.38	7.52	6.43	6.50
Opp Yds per Pass Attempt	6.78	5.79	6.00	6.38	6.08	6.17	6.45	8.06	6.43	6.09	6.41
Yds Rushing per Game	98.88	104.94	103.69	114.00	152.31	156.12	115.38	150.50	130.50	126.12	125.24
Opp Yds Rushing per Game	119.00	91.56	108.56	110.69	119.50	124.81	123.81	130.81	110.06	86.94	112.58
Yds per Rush Attempt	3.75	3.45	3.92	4.04	4.84	4.76	4.31	5.41	4.52	4.20	4.33
Opp Yds per Rush Attempt	4.02	3.59	3.87	3.75	4.43	4.44	3.94	4.64	4.23	3.95	4.09
Turnovers per Game	1.62	1.62	1.69	1.81	1.19	1.94	2.31	1.44	1.38	1.19	1.62
Takeaways per Game	2.38	2.62	1.38	1.88	1.56	2.31	1.81	1.50	1.44	1.88	1.88
Sacks per Game	2.12	2.81	2.56	1.44	2.31	1.94	1.94	1.94	2.44	3.75	2.33
Sacks Allowed per Game	2.06	1.75	2.00	2.06	1.25	2.06	3.12	2.19	2.25	2.75	2.15
Average Possession Time	30:00	30:48	30:26	28:44	29:28	30:12	27:24	30:15	29:51	31:53	29:54
Punts per Game	4.94	4.56	6.25	5.75	4.75	4.81	5.94	4.12	4.81	4.38	5.03
Opp Punts per Game	4.00	4.94	6.12	4.75	5.00	4.62	4.75	3.25	4.19	4.56	4.62
Percent Rushes	42.6	50.5	42.6	45.6	53.7	51.3	44.5	44.5	46.8	48.2	47.0
Opp Percent Rushes	46.4	41.6	45.4	45.7	42.1	46.1	47.5	46.4	41.2	36.1	43.9

CHICAGO BEARS

	CHI001	The Bears are 9-0 ATS as a favorite when they are 500.	team=Bears and F and WP=50 and date>=20081001
7	CHI002	The Bears are 8-0 ATS after a win as a dog in which they had at least 3 fewer penalties than their season-to-date average.	team=Bears and p:WD and tA(p:PEN) - p:PEN >= 3 and date>=19991101
PLAY ON	CHI003	The Bears are 7-0 ATS as a road dog for the second straight game.	team=Bears and AD and p:AD and date>=20031001
—	CHI004	The Bears are 6-0 ATS at home after two road losses and they are not off their bye.	team=Bears and H and p:AL and pp:AL and NB and season>=2002
	CHI005	The Bears are 6-0 ATS on the road when facing a team that has averaged fewer than 275 yards offense per game season-to-date.	team=Bears and A and oA(TY)<275 and season>=2005
	CHI006	The Bears are 0-10 ATS on the road when facing a team that has averaged at least 375 yards of offense per game season-to-date, as long as they are not getting more than a FG.	team=Bears and A and line<=3 and oA(TY)>375
VINST	CHI007	The Bears are 0-10 ATS at home when they suffered at least three sacks in each of the last two weeks.	team=Bears and H and 3<=po:sacks and 3<=ppo:sacks and date>=20071201
PLAY AGAINST	CHI008	The Bears are 0-10 ATS as a dog when facing a team that has averaged 1.25 turnovers or less per game season-to-date.	team=Bears and D and oA(TO)<=1.25 and date>=20101201
PL/	CHI009	The Bears are 0-9 ATS when they won last week as a favorite while benefiting from a takeaway margin of at least +2.	team=Bears and p:WF and p:TOM<=-2 and NB and date>=20111127
	CHI010	The Bears are 0-9 ATS as a home 7+ favorite when their opponent is on a 3+ game losing streak.	team=Bears and H and op:L and opp:L and oppp:L and line<=-7 and season >= 1995
PLAY OVER	CHI011	The Bears are 15-0 OU the week following a win in which Matt Forte did not have a 25-plus yard reception.	Bears:Matt Forte:p:longest reception<=25 and p:W and NB and date>=20111101
PLAY UNDER	CHI012	The Bears are 0-24 OU the week after a road loss by more than a field goal in which they suffered a two-plus turnover margin, as long as they were not a double-digit dog in that loss.	team=Bears and p:margin<-3 and 2<=p:TOM and p:A and NB and p:line<10 and season>=1992

CHICAGO BEARS

Control Description	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	5-11-0	11-5-0	13-3-0	7-9-0	9-7-0	7-9-0	11-5-0	8-8-0	10-6-0	8-8-0	89-71-0
Straight Up Home	2-6-0	7-1-0	6-2-0	4-4-0	6-2-0	5-3-0	5-3-0	5-3-0	5-3-0	5-3-0	50-30-0
Straight Up Away	3-5-0	4-4-0	7-1-0	3-5-0	3-5-0	2-6-0	6-2-0	3-5-0	5-3-0	3-5-0	39-41-0
Average Line	4.56	-0.38	-6.81	0.59	-0.84	0.62	0.06	1.28	-3.00	-0.09	-0.40
Average O/U Line	37.06	33.22	37.16	40.38	41.47	42.38	40.31	42.25	41.69	46.97	40.29
Against the Spread Record	6-9-1	9-5-2	9-5-2	7-9-0	7-8-1	6-10-0	9-6-1	8-8-0	7-8-1	4-10-2	72-78-10
Six Point Teaser Record	10-5-1	12-3-1	12-4-0	12-4-0	12-3-1	12-4-0	12-3-1	13-3-0	10-6-0	13-3-0	118-38-4
Seven Point Teaser Record	11-5-0	13-2-1	12-4-0	12-4-0	13-3-0	12-4-0	13-3-0	13-3-0	11-5-0	13-2-1	123-35-2
Ten Point Teaser Record	11-5-0	14-2-0	12-3-1	13-3-0	14-2-0	12-4-0	14-2-0	13-3-0	14-1-1	14-2-0	131-27-2
ATS Home	2-6-0	6-2-0	5-3-0	3-5-0	3-4-1	4-4-0	4-4-0	4-4-0	3-4-1	1-5-2	35-41-4
ATS Away	4-3-1	3-3-2	4-2-2	4-4-0	4-4-0	2-6-0	5-2-1	4-4-0	4-4-0	3-5-0	37-37-6
Over/Under Record	5-10-1	4-11-1	12-4-0	9-7-0	7-8-1	6-10-0	6-9-1	9-7-0	9-7-0	12-4-0	79-77-4
Over/Under Home	2-5-1	1-7-0	7-1-0	5-3-0	5-3-0	3-5-0	4-4-0	6-2-0	3-5-0	6-2-0	42-37-1
Over/Under Away	3-5-0	3-4-1	5-3-0	4-4-0	2-5-1	3-5-0	2-5-1	3-5-0	6-2-0	6-2-0	37-40-3
ATS as Favorite	1-4-0	4-1-2	8-5-1	2-5-0	4-4-1	4-2-0	2-4-1	4-3-0	6-5-1	2-3-2	37-36-8
ATS as Underdog	5-5-1	5-4-0	1-0-1	5-4-0	3-4-0	2-7-0	7-2-0	4-5-0	1-3-0	1-5-0	34-39-2
ATS as Home Favorite	1-4-0	4-1-0	5-3-0	1-4-0	2-3-1	2-2-0	1-3-0	3-3-0	3-3-1	1-2-2	23-28-4
ATS as a Home Dog	1-2-0	2-1-0		2-1-0	1-1-0	2-2-0	3-1-0	1-1-0	0-1-0	0-2-0	12-12-0
ATS Away Favorite		0-0-2	3-2-1	1-1-0	2-1-0	2-0-0	1-1-1	1-0-0	3-2-0	1-1-0	14-8-4
ATS Away Dog	4-3-1	3-3-0	1-0-1	3-3-0	2-3-0	0-5-0	4-1-0	3-4-0	1-2-0	1-3-0	22-27-2
vs Division	3-2-1	4-1-1	3-2-1	3-3-0	2-4-0	3-3-0	4-2-0	3-3-0	1-4-1	1-5-0	27-29-4
ATS after 10+ ATS Win	2-1-0	2-1-0	3-3-0	1-1-0	1-2-0	1-2-0	4-1-0	3-1-0	1-3-1	1-2-0	19-17-1
ATS after 10+ ATS Loss	1-2-1	0-1-0	2-0-1	2-1-0	2-0-0	2-2-0	2-0-0	1-2-0	1-1-0	0-2-0	13-11-2
ATS in games 1-4	2-2-0	2-2-0	3-1-0	0-4-0	3-1-0	3-1-0	2-2-0	1-3-0	3-1-0	1-2-1	20-19-1
ATS in games 5-8	2-2-0	3-0-1	2-2-0	2-2-0	2-2-0	1-3-0	1-2-1	3-1-0	2-1-1	1-3-0	19-18-3
ATS in games 9-12	2-2-0	3-1-0	3-0-1	2-2-0	1-3-0	0-4-0	3-1-0	2-2-0	1-3-0	0-3-1	17-21-2
ATS in games 13-16	0-3-1	1-2-1	1-2-1	3-1-0	1-2-1	2-2-0	3-1-0	2-2-0	1-3-0	2-2-0	16-20-4
Points Scored per Game	14.44	16.25	26.69	20.88	23.44	20.44	20.88	22.06	23.44	27.81	21.63
Points Allowed per Game	20.69	12.62	15.94	21.75	21.88	23.44	17.88	21.31	17.31	29.88	20.27
Yds Offense per Game	238.50	256.31	324.94	293.25	295.88	310.31	289.44	314.19	310.56	381.81	301.52
Yds Allowed per Game	336.88	281.81	294.12	354.69	334.69	337.75	314.31	350.44	315.62	394.56	331.49
Yds Passing per Game	137.00	125.12	205.06	210.12	191.31	217.06	188.44	188.19	187.44	267.44	191.72
Opp. Yds Passing per Game	208.75	179.50	194.75	231.75	241.19	211.38	224.25	254.06	213.94	233.00	219.26
Percent Completions	52.9	52.4	54.9	57.5	57.6	60.4	59.2	56.7	59.2	64.5	57.7
Opp Percent Completions	55.7	56.9	56.5	63.4	61.6	64.2	62.4	60.7	59.1	62.1	60.3
Yds per Pass Attempt	4.65	4.79	6.38	5.91	5.80	6.17	6.47	6.37	6.18	7.38	6.05
Opp Yds per Pass Attempt	6.49	5.22	5.36	6.85	6.20	6.37	6.16	6.44	5.78	7.35	6.21
Yds Rushing per Game	101.50	131.19	119.88	83.12	104.56	93.25	101.00	126.00	123.12	114.38	109.80
Opp Yds Rushing per Game	128.12	102.31	99.38	122.94	93.50	126.38	90.06	96.38	101.69	161.56	112.23
Yds per Rush Attempt	3.78	4.30	3.81	3.14	3.85	4.00	3.90	4.42	4.19	4.54	4.00
Opp Yds per Rush Attempt	4.13	3.70	3.96	4.33	3.42	4.33	3.73	4.02	4.19	5.36	4.14
Turnovers per Game	2.31	1.75	2.25	2.12	1.69	2.12	1.94	1.81	1.50	1.44	1.89
Takeaways per Game	1.81	2.12	2.75	2.06	2.00	1.75	2.19	1.94	2.75	1.75	2.11
Sacks per Game	2.19	2.56	2.50	2.56	1.75	2.19	2.12	2.06	2.56	2.00	2.25
Sacks Allowed per Game	4.12	1.94	1.56	2.69	1.81	2.19	3.50	3.06	2.75	1.88	2.55
Average Possession Time	28:25	28:52	30:55	28:28	28:36	28:36	29:30	30:25	31:47	31:02	29:40
Punts per Game	6.88	6.12	4.81	5.88	6.00	4.81	5.19	5.56	5.06	4.31	5.46
Opp Punts per Game	5.75	6.06	6.25	5.88	5.19	4.44	5.50	5.31	5.56	3.62	5.36
Percent Rushes	44.5	52.1	48.3	40.9	43.8	38.4	44.2	46.6	47.0	39.8	44.5
Opp Percent Rushes	47.4	42.8	39.3	43.8	40.2	45.2	38.5	36.6	38.0	47.2	41.9
obb i circiir impiles	77.4	72.0	37.3	45.0	70.2	43.2	ر.ەر	50.0	20.0	7/.2	41.7

CINCINNATI BENGALS

	CIN001	The Bengals are 11-0 ATS the week after a home loss in which they were ahead by at least a TD at the end of the first quarter.	team=Bengals and p:L and p:H and p:M1>=7 and NB and date>19891201
	CIN002	The Bengals are 10-0 ATS on the road after a road game in which a receiver had a reception of 30+ yards.	team=Bengals and A and max:p:longest reception>=30 and p:A and season>=2004
PLAY ON	CIN003	The Bengals are 10-0 ATS after a win in which they had at least 100 more yards of offense than their season-to-date average.	team=Bengals and p:W and p:TY - tA(p:TY) >= 100 and date>=20031115
L	CIN004	The Bengals are 9-0 ATS as a dog when they are off a double-digit cover.	team=Bengals and D and p:ats margin >= 10 and season >= 2008
	CINO05	The Bengals are 9-0 ATS at home after a game in which AJ Green had more than 5 receptions.	team=Bengals and H and Bengals:AJ Green:p:receptions>5 and date>=20121215
	CINO06	The Bengals are 0-14 ATS when hosting a team that has rushed the ball on at least 50% of their offensive plays and committed fewer than 2.5 turnovers per game season-to-date.	team=Bengals and H and o:STDPR>50 and oA(TO)<2.5 and date>=20041101
	CIN007	The Bengals are 0-13 ATS at home off a loss in which they passed for at least 90 more yards than their season-to-date average.	team=Bengals and H and p:L and p:PY - tA(p:PY) > 90 and season>=1999
PLAY AGAINST	CIN008	The Bengals are 0-10 ATS as a TD-plus road dog after they allowed at least 10 points fewer than their season-to-date average.	team=Bengals and A and line>=7 and po:points - tA(po:points) <= -10 and NB and season>=1994
PLAY A	CIN009	The Bengals are 0-8 ATS when the line is within 3 of pick vs a divisional opponent with the same record.	team=Bengals and -3<=line<=3 and DIV and wins=o:wins and losses=o:losses and week>1 and season>=1995
	CIN010	The Bengals are 0-7 ATS as a road favorite vs a divisional opponent.	team=Bengals and AF and DIV and season >= 2007
PLAY OVER	CIN011	The Bengals are 8-0 OU on the road after a home game in which they attempted at least ten more passes than their season-to-date average.	team=Bengals and A and p:H and p:passes - tA(p:passes) >= 10 and season>=2001
PLAY UNDER	CINO12	The Bengals are 0-9 OU on the road after a win by more than 17 points.	team=Bengals and A and p:margin>17 and season>=2004

CINCINNATI BENGALS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
SStraight Up Record	8-8-0	11-5-0	8-8-0	7-9-0	4-11-1	10-6-0	4-12-0	9-7-0	10-6-0	11-5-0	82-77-1
Straight Up Home	5-3-0	5-3-0	4-4-0	5-3-0	3-4-1	6-2-0	3-5-0	4-4-0	4-4-0	8-0-0	47-32-1
Straight Up Away	3-5-0	6-2-0	4-4-0	2-6-0	1-7-0	4-4-0	1-7-0	5-3-0	6-2-0	3-5-0	35-45-0
Average Line	1.81	-3.72	-2.09	-0.66	6.56	-0.62	3.00	0.25	-0.84	-2.97	0.07
Average O/U Line	40.09	42.81	44.66	45.69	39.81	40.72	41.88	39.66	44.78	44.06	42.42
Against the Spread Record	7-9-0	8-7-1	8-7-1	7-8-1	7-9-0	7-9-0	7-9-0	8-6-2	9-6-1	10-5-1	78-75-7
Six Point Teaser Record	12-4-0	12-4-0	12-4-0	8-8-0	7-7-2	10-5-1	10-6-0	14-2-0	12-3-1	14-2-0	111-45-4
Seven Point Teaser Record	12-3-1	12-4-0	12-3-1	9-6-1	9-7-0	11-5-0	11-4-1	15-1-0	13-3-0	14-2-0	118-38-4
Ten Point Teaser Record	13-3-0	13-3-0	13-3-0	11-5-0	10-5-1	12-4-0	15-1-0	15-1-0	14-2-0	14-2-0	130-29-1
ATS Home	3-5-0	2-6-0	3-4-1	4-3-1	4-4-0	3-5-0	4-4-0	3-5-0	3-4-1	8-0-0	37-40-3
ATS Away	4-4-0	6-1-1	5-3-0	3-5-0	3-5-0	4-4-0	3-5-0	5-1-2	6-2-0	2-5-1	41-35-4
Over/Under Record	10-6-0	8-8-0	7-9-0	7-9-0	5-10-1	7-9-0	8-8-0	9-6-1	6-10-0	10-6-0	77-81-2
Over/Under Home	3-5-0	4-4-0	4-4-0	3-5-0	2-5-1	2-6-0	5-3-0	4-3-1	2-6-0	6-2-0	35-43-2
Over/Under Away	7-1-0	4-4-0	3-5-0	4-4-0	3-5-0	5-3-0	3-5-0	5-3-0	4-4-0	4-4-0	42-38-0
ATS as Favorite	3-2-0	7-5-0	4-4-1	3-4-1	1-2-0	0-7-0	2-3-0	4-3-1	5-3-1	7-4-0	36-37-4
ATS as Underdog	4-7-0	1-2-1	3-3-0	3-4-0	6-6-0	6-2-0	5-5-0	4-3-1	4-3-0	2-0-1	38-35-3
ATS as Home Favorite	2-2-0	2-5-0	3-3-1	2-1-1	1-1-0	0-5-0	1-2-0	2-3-0	2-2-1	6-0-0	21-24-3
ATS as a Home Dog	1-3-0	0-1-0	0-1-0	1-2-0	3-2-0	2-0-0	3-1-0	1-2-0	1-2-0	1-0-0	13-14-0
ATS Away Favorite	1-0-0	5-0-0	1-1-0	1-3-0	0-1-0	0-2-0	1-1-0	2-0-1	3-1-0	1-4-0	15-13-1
ATS Away Dog	3-4-0	1-1-1	3-2-0	2-2-0	3-4-0	4-2-0	2-4-0	3-1-1	3-1-0	1-0-1	25-21-3
vs Division	2-4-0	4-2-0	4-2-0	3-3-0	1-5-0	4-2-0	3-3-0	1-4-1	2-3-1	3-3-0	27-31-2
ATS after 10+ ATS Win	1-2-0	2-3-0	3-1-0	0-2-0	2-1-0	3-2-0	1-1-0	2-0-0	5-1-0	2-1-0	21-14-0
ATS after 10+ ATS Loss	1-2-0	0-2-0	1-1-0	4-1-0	4-2-0	2-1-0	0-1-0	0-1-0	0-1-1	2-0-0	14-12-1
ATS in games 1-4	0-4-0	3-1-0	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	3-1-0	2-1-1	2-1-1	20-18-2
ATS in games 5-8	2-2-0	1-2-1	0-3-1	1-3-0	1-3-0	3-1-0	0-4-0	4-0-0	0-4-0	3-1-0	15-23-2
ATS in games 9-12	3-1-0	3-1-0	3-1-0	2-2-0	2-3-0	1-3-0	2-2-0	0-3-1	4-0-0	2-2-0	22-18-1
ATS in games 13-16	2-2-0	1-3-0	2-2-0	2-1-1	3-0-0	1-3-0	3-1-0	1-2-1	3-1-0	3-1-0	21-16-2
Points Scored per Game	23.38	26.31	23.31	23.75	12.75	19.06	20.12	21.50	24.44	26.88	22.15
Points Allowed per Game	23.25	21.88	20.69	24.06	22.75	18.19	24.69	20.19	20.00	19.06	21.48
Yds Offense per Game	321.25	358.12	341.38	347.94	245.38	309.12	330.56	319.88	332.69	368.38	327.47
Yds Allowed per Game	335.31	338.69	355.06	348.69	325.50	301.38	332.00	316.25	319.69	305.50	327.81
Yds Passing per Game	206.31	238.75	239.56	250.69	150.38	180.62	235.44	208.75	223.62	258.69	219.28
Opp. Yds Passing per Game	206.44	223.06	238.62	230.38	205.44	203.06	216.81	211.56	212.50	209.00	215.69
Percent Completions	60.4	67.3	62.5	64.9	59.1	60.0	61.9	57.6	62.0	62.0	61.8
Opp Percent Completions	60.2	62.4	62.9	65.4	62.3	58.1	63.4	59.2	61.8	59.0	61.4
Yds per Pass Attempt	6.16	7.10	7.33	6.98	4.69	6.06	6.38	6.24	6.63	7.05	6.48
Opp Yds per Pass Attempt	6.35	6.88	6.88	6.83	6.50	5.94	6.75	6.28	6.07	5.45	6.37
Yds Rushing per Game	114.94	119.38	101.81	97.25	95.00	128.50	95.12	111.12	109.06	109.69	108.19
Opp Yds Rushing per Game	128.88	115.62	116.44	118.31	120.06	98.31	115.19	104.69	107.19	96.50	112.12
Yds per Rush Attempt	4.21	4.16	3.74	3.74	3.62	4.07	3.56	3.91	4.06	3.65	3.88
Opp Yds per Rush Attempt	4.35	4.31	4.16	4.22	3.92	3.94	4.43	3.94	4.04	4.01	4.13
Turnovers per Game	2.00	1.25	1.50	1.88	1.62	1.56	2.12	1.38	1.62	1.88	1.68
Takeaways per Game	2.25	2.75	1.94	2.19	1.50	1.56	1.62	1.38	1.88	1.94	1.90
Sacks per Game	2.31	1.75	2.19	1.38	1.06	2.12	1.69	2.81	3.12	2.69	2.11
Sacks Allowed per Game	1.94	1.31	2.25	1.06	3.19	1.81	1.75	1.56	2.88	1.81	1.96
Average Possession Time	29:20	30:51	28:36	29:24	29:17	32:28	31:13	30:18	30:26	32:49	30:28
Punts per Game	5.25	3.81	4.81	3.69	6.31	5.38	4.50	5.69	4.75	4.69	4.89
Opp Punts per Game	4.94	3.12	4.50	3.62	4.94	5.19	4.75	6.12	5.38	5.62	4.82
Percent Rushes	43.5	45.1	43.8	41.3	42.7	50.0	40.9	44.8	42.3	43.8	43.8
Opp Percent Rushes	46.0	44.0	43.2	44.4	48.4	40.7	43.5	42.1	41.0	36.9	43.0

CLEVELAND BROWNS

CLE001	The Drawne are 11 0 ATC as a 7 t does the week after a game in which they munted	
	The Browns are 11-0 ATS as a $7+$ dog the week after a game in which they punted at least eight times.	team=Browns and 7<=line and 8<=p:punts and NB and date>=20001210
CLE002	The Browns are 10-0 ATS as a 6-plus point dog after a game in which they committed no turnovers.	team=Browns and line>=6 and p:T0=0 and date>20001101
CLE003	The Browns are 8-0 ATS as a dog vs a divisional opponent with non-divisional opponents in each of the next two weeks.	team=Browns and D and DIV and n:NDIV and nn:NDIV and nn:NB and season>=2006
CLE004	The Browns are 8-0 ATS (9.56 ppg) as a home dog when facing a team that has benefited from an average of less than 1.25 turnovers per game season-to-date.	team=Browns and HD and oA(o:T0)<1.25 and season>=1999
CLE005	The Browns are 7-0 ATS when facing a team with no wins after week 2.	team=Browns and week>2 and o:wins=0 and season>=2006
CLE006	The Browns are 0-10 ATS as a dog when their opponent has averaged at least 29.25 rushes per game season-to-date.	team=Browns and D and oA(rushes)>29.25 and date>=20101010
CLE007	The Browns are 0-9 ATS on the road when their passing yards decreased in each of their last two games.	team=Browns and A and p:PY <pp:py<ppp:py and="" date="">=20061201</pp:py<ppp:py>
CLE008	The Browns are 0-9 ATS vs a non-divisional opponent before playing on the road.	team=Browns and NDIV and n:A and date>=20120923
CLE009	The Browns are 0-7 ATS at home the week after a game as a dog in which they had at least 3 fewer penalties than their season-to-date average.	team=Browns and H and p:D and tA(p:PEN) - p:PEN >=3 and date>=20051201
CLE010	The Browns are 0-6 ATS when the line is within 3 of pick after scoring a defensive touchdown.	team=Browns and -3<=line<=3 and p:DTD>0 and season>=2006
CLE011	The Browns are 11-0 OU when facing a team that has forced an average of fewer than 4.1 punts per game season-to-date.	team=Browns and oA(o:punts) < 4.1 and date>=20091122
CLE012	The Browns are 0-14 OU at home when the line is within 3.5 points of pick-em. the week following a game as a dog in which they got a first down on less than 25% of their offensive plays.	team=Browns and H and -3.5 <= line <= 3.5 and p:FDP < 25 and p:D and NB and season >= 2000
	CLE003 CLE004 CLE005 CLE006 CLE007 CLE008 CLE010 CLE011	CLE002 The Browns are 8-0 ATS as a dog vs a divisional opponent with non-divisional opponents in each of the next two weeks. CLE004 The Browns are 8-0 ATS (9.56 ppg) as a home dog when facing a team that has benefited from an average of less than 1.25 turnovers per game season-to-date. CLE005 The Browns are 7-0 ATS when facing a team with no wins after week 2. CLE006 The Browns are 0-10 ATS as a dog when their opponent has averaged at least 29.25 rushes per game season-to-date. CLE007 The Browns are 0-9 ATS on the road when their passing yards decreased in each of their last two games. CLE008 The Browns are 0-9 ATS vs a non-divisional opponent before playing on the road. CLE009 The Browns are 0-7 ATS at home the week after a game as a dog in which they had at least 3 fewer penalties than their season-to-date average. CLE010 The Browns are 0-6 ATS when the line is within 3 of pick after scoring a defensive touchdown. CLE011 The Browns are 11-0 OU when facing a team that has forced an average of fewer than 4.1 punts per game season-to-date. CLE012 The Browns are 0-14 OU at home when the line is within 3.5 points of pick-em. the week following a game as a dog in which they got a first down on less than 25% of

CLEVELAND BROWNS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
SStraight Up Record	4-12-0	6-10-0	4-12-0	10-6-0	4-12-0	5-11-0	5-11-0	4-12-0	5-11-0	4-12-0	51-109-0
Straight Up Home	3-5-0	4-4-0	2-6-0	7-1-0	1-7-0	3-5-0	3-5-0	3-5-0	4-4-0	3-5-0	33-47-0
Straight Up Away	1-7-0	2-6-0	2-6-0	3-5-0	3-5-0	2-6-0	2-6-0	1-7-0	1-7-0	1-7-0	18-62-0
Average Line	5.62	3.75	4.97	0.47	4.81	7.09	3.75	4.03	4.19	3.06	4.17
Average O/U Line	38.44	37.81	37.00	44.28	41.34	38.56	39.53	38.47	41.28	42.25	39.90
Against the Spread Record	6-10-0	8-8-0	7-7-2	12-4-0	7-9-0	10-6-0	5-11-0	8-7-1	8-7-1	6-10-0	77-79-4
Six Point Teaser Record	10-6-0	11-4-1	11-5-0	14-2-0	8-7-1	11-5-0	11-4-1	12-4-0	12-4-0	8-8-0	108-49-3
Seven Point Teaser Record	10-6-0	12-3-1	11-4-1	14-2-0	9-7-0	11-5-0	13-2-1	12-2-2	13-2-1	8-7-1	113-40-7
Ten Point Teaser Record	11-4-1	14-2-0	13-3-0	15-1-0	10-6-0	11-4-1	15-1-0	14-2-0	14-1-1	11-5-0	128-29-3
ATS Home	4-4-0	4-4-0	3-4-1	7-1-0	3-5-0	5-3-0	2-6-0	3-4-1	5-3-0	3-5-0	39-39-2
ATS Away	2-6-0	4-4-0	4-3-1	5-3-0	4-4-0	5-3-0	3-5-0	5-3-0	3-4-1	3-5-0	38-40-2
Over/Under Record	7-8-1	5-11-0	6-10-0	9-7-0	5-10-1	7-9-0	9-7-0	5-11-0	5-10-1	9-7-0	67-90-3
Over/Under Home	3-5-0	2-6-0	2-6-0	4-4-0	3-5-0	4-4-0	5-3-0	2-6-0	2-5-1	5-3-0	32-47-1
Over/Under Away	4-3-1	3-5-0	4-4-0	5-3-0	2-5-1	3-5-0	4-4-0	3-5-0	3-5-0	4-4-0	35-43-2
ATS as Favorite	1-0-0	3-1-0	2-2-0	8-1-0	0-4-0	2-0-0	0-2-0	2-2-1	2-1-0	1-3-0	21-16-1
ATS as Underdog	5-9-0	5-7-0	5-5-2	4-3-0	7-5-0	8-6-0	5-9-0	5-4-0	6-6-1	5-6-0	55-60-3
ATS as Home Favorite	1-0-0	3-1-0	1-2-0	5-0-0	0-4-0	2-0-0	0-2-0	1-2-1	1-1-0	1-3-0	15-15-1
ATS as a Home Dog	3-3-0	1-3-0	2-2-1	2-1-0	3-1-0	3-3-0	2-4-0	1-1-0	4-2-0	2-1-0	23-21-1
ATS Away Favorite			1-0-0	3-1-0				1-0-0	1-0-0		6-1-0
ATS Away Dog	2-6-0	4-4-0	3-3-1	2-2-0	4-4-0	5-3-0	3-5-0	4-3-0	2-4-1	3-5-0	32-39-2
vs Division	2-4-0	2-4-0	2-3-1	4-2-0	2-4-0	4-2-0	2-4-0	4-2-0	3-2-1	2-4-0	27-31-2
ATS after 10+ ATS Win	1-1-0	0-1-0	0-0-1	1-1-0	2-1-0	2-0-0	1-1-0		0-2-0	2-0-0	9-7-1
ATS after 10+ ATS Loss	2-3-0	2-0-0	2-1-0	1-0-0	3-2-0	1-4-0		1-1-0	0-2-0	1-4-0	13-17-0
ATS in games 1-4	2-2-0	3-1-0	2-2-0	3-1-0	2-2-0	1-3-0	2-2-0	2-2-0	2-1-1	2-2-0	21-18-1
ATS in games 5-8	2-2-0	1-3-0	2-1-1	3-1-0	3-1-0	2-2-0	2-2-0	0-3-1	2-2-0	2-2-0	19-19-2
ATS in games 9-12	0-4-0	1-3-0	2-1-1	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	3-1-0	1-3-0	18-21-1
ATS in games 13-16	2-2-0	3-1-0	1-3-0	3-1-0	0-4-0	4-0-0	0-4-0	4-0-0	1-3-0	1-3-0	19-21-0
Points Scored per Game	17.25	14.50	14.88	25.12	14.50	15.31	16.94	13.62	18.88	19.25	17.02
Points Allowed per Game	24.38	18.81	22.25	23.88	21.88	23.44	20.75	19.19	23.00	25.38	22.29
Yds Offense per Game	280.06	284.38	264.56	351.25	249.06	260.19	289.75	288.81	314.25	338.94	292.12
Yds Allowed per Game	325.94	316.81	344.81	359.56	356.50	389.31	350.06	332.38	363.81	332.44	347.16
Yds Passing per Game	176.50	190.44	181.12	232.44	148.75	129.75	186.81	193.12	214.69	252.50	190.61
Opp. Yds Passing per Game	181.31	179.19	202.62	230.06	204.56	244.69	220.69	184.94	245.19	221.12	211.44
Percent Completions	57.2	59.8	62.1	56.0	48.8	49.4	61.9	56.1	58.0	55.7	56.5
Opp Percent Completions	60.2	59.2	56.7	58.8	64.1	59.5	60.9	56.5	63.0	60.0	59.9
Yds per Pass Attempt	6.43	6.13	5.66	6.82	4.88	4.69	6.25	5.42	6.07	5.93	5.84
Opp Yds per Pass Attempt	6.31	6.09	6.50	6.37	7.34	7.44	6.96	6.31	6.54	5.85	6.55
Yds Rushing per Game	103.56	93.94	83.44	118.81	100.31	130.44	102.94	95.69	99.56	86.44	101.51
Opp Yds Rushing per Game	144.62	137.62	142.19	129.50	151.94	144.62	129.38	147.44	118.62	111.31	135.72
Yds per Rush Attempt	3.76	3.81	3.59	4.33	3.92	4.19	3.98	3.69	4.02	3.99	3.94
Opp Yds per Rush Attempt	4.35	4.18	4.43	4.50	4.49	4.57	4.10	4.42	4.15	3.85	4.31
Turnovers per Game	2.50	1.88	2.62	1.81	1.62	1.94	1.81	1.19	1.62	1.81	1.88
Takeaways per Game	1.75	1.44	1.69	1.69	1.94	1.19	1.75	1.25	1.81	1.31	1.58
Sacks per Game	2.00	1.44	1.75	1.75	1.06	2.50	1.81	2.00	2.38	2.50	1.92
Sacks Allowed per Game	2.56	2.88	3.38	1.25	1.50	1.88	2.19	2.44	2.25	3.12	2.34
Average Possession Time	28:20	27:59	29:34	29:30	27:32	28:54	28:21	29:14	28:14	28:41	28:38
Punts per Game	5.31	5.00	5.19	4.31	4.75	5.88	4.88	5.56	5.62	5.38	5.19
Opp Punts per Game	5.31	4.50	4.81	4.31	3.69	4.81	4.00	4.75	5.50	5.50	4.72
Percent Rushes	47.9	42.1	39.7	43.7	44.4	51.3	44.7	40.5	39.7	32.2	42.4
Opp Percent Rushes	52.0	51.6	49.4	43.2	53.9	47.2	48.5	51.6	41.7	41.7	48.0

DALLAS COWBOYS

	DAL001	The Cowboys are 13-0 ATS the week after a loss as a dog in which they had at least 2.5 more penalties than their season-to-date average.	team=Cowboys and p:LD and p:PEN - tA(p:PEN) >= 2.5 and season>=2000
z	DAL002	The Cowboys are 9-0 ATS after a road game in which they allowed at least 10 points fewer than their season-to-date average.	team=Cowboys and tA(po:points) - po:points >= 10 and p:A and date>=20031201
PLAY ON	DAL003	The Cowboys are 9-0 ATS as a dog when facing a team that has allowed at least 65% completions season-to-date.	team=Cowboys and D and oS(o:COMP)/ oS(o:passes) >= 0.65 and season>=2000
_	DAL004	The Cowboys are 9-0 ATS as a dog when facing a team that has allowed less than 3.8 yards per carry season-to-date.	team=Cowboys and D and oS(o:RY)/ oS(o:rushes)<3.8 and season>=2009
	DAL005	The Cowboys are 8-0 ATS on the road the week after a bye.	team=Cowboys and A and p:week + 2=week and season>=2003
	DAL006	The Cowboys are 0-26 ATS the week after they attempted at least 8.75 more passes than their season-to-date average as a favorite.	team=Cowboys and p:F and p:passes- tA(p:passes) > 8.75 and NB and date>=19931125
INST	DAL007	The Cowboys are 0-13 ATS versus any team with fewer wins when they are off a win.	team=Cowboys and wins > o:wins and p:W and season>=2010
PLAY AGAINST	DAL008	The Cowboys are 0-13 ATS as a road favorite by more than four points when they won their last two road games.	team=Cowboys and A and line<-4 and Sum(W@team and season and A,N=2)=2 and date>=19931101
 	DAL009	The Cowboys are 0-11 ATS after they had at least three times as many passing yards as rushing yards as an away favorite.	team=Cowboys and p:AF and p:PY/ p:RY>=3 and season>=2005
	DAL010	The Cowboys are 0-10 ATS after a win in which they allowed at least four sacks.	team=Cowboys and 4<=po:sacks and p:W and date>=20050101
PLAY OVER	DAL011	The Cowboys are 11-0 OU at home after a home win in which they had a rushing TD.	team=Cowboys and H and p:HW and p:RTD>0 and date>=20031127
PLAY UNDER	DAL012	The Cowboys are 0-9 OU after a road game in which they rushed the ball at least ten times fewer than their season-to-date average.	team=Cowboys and p:A and tA(p:rushes) - p:rushes >= 10 and season>=2000

DALLAS COWBOYS

<u>-</u>	2004		2004	2007	2000	2000	2010	2011	2042	2042	2004 2042
C+:	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	6-10-0	9-7-0	9-7-0	13-3-0	9-7-0	11-5-0	6-10-0	8-8-0	8-8-0	8-8-0	87-73-0
Straight Up Home	4-4-0	5-3-0	4-4-0	6-2-0	6-2-0	6-2-0	2-6-0	5-3-0	4-4-0	5-3-0	47-33-0
Straight Up Away	2-6-0	4-4-0	5-3-0	7-1-0	3-5-0	5-3-0	4-4-0	3-5-0	4-4-0	3-5-0	40-40-0
Average Line	1.53	-1.00	-5.22	-5.75	-4.66	-4.59	-0.59	-3.12	-1.19	-0.41	-2.50
Average O/U Line	40.56	41.28	42.53	46.19	44.75	45.41	45.06	46.28	45.81	50.44	44.83
Against the Spread Record	7-9-0	7-8-1	8-8-0	9-7-0	7-9-0	9-7-0	7-9-0	5-10-1	6-10-0	9-7-0	74-84-2
Six Point Teaser Record	8-8-0	13-3-0	9-6-1	11-5-0	9-7-0	11-4-1	9-7-0	9-5-2	12-4-0	12-4-0	103-53-4
Seven Point Teaser Record	8-7-1	13-2-1	10-6-0	11-5-0	9-7-0	12-4-0	9-7-0	11-4-1	12-3-1	13-3-0	108-48-4
Ten Point Teaser Record	9-7-0	14-2-0	11-5-0	13-3-0	10-6-0	14-1-1	12-4-0	12-4-0	13-3-0	13-3-0	121-38-1
ATS Home	4-4-0	3-4-1	4-4-0	5-3-0	4-4-0	5-3-0	3-5-0	2-6-0	1-7-0	5-3-0	36-43-1
ATS Away	3-5-0	4-4-0	4-4-0	4-4-0	3-5-0	4-4-0	4-4-0	3-4-1	5-3-0	4-4-0	38-41-1
Over/Under Record	9-7-0	8-8-0	9-5-2	10-6-0	9-7-0	6-10-0	13-3-0	6-10-0	8-8-0	9-6-1	87-70-3
Over/Under Home	3-5-0	3-5-0	4-3-1	4-4-0	5-3-0	3-5-0	8-0-0	3-5-0	6-2-0	4-3-1	43-35-2
Over/Under Away	6-2-0	5-3-0	5-2-1	6-2-0	4-4-0	3-5-0	5-3-0	3-5-0	2-6-0	5-3-0	44-35-1
ATS as Favorite	3-3-0	2-4-1	6-7-0	8-5-0	7-6-0	7-7-0	1-7-0	3-7-1	2-7-0	3-5-0	42-58-2
ATS as Underdog	4-6-0	5-3-0	1-1-0	1-2-0	0-3-0	2-0-0	6-2-0	2-2-0	4-3-0	6-2-0	31-24-0
ATS as Home Favorite	3-3-0	2-3-1	3-4-0	5-2-0	4-4-0	5-3-0	1-5-0	2-5-0	0-6-0	3-3-0	28-38-1
ATS as a Home Dog	1-1-0	1-1-0		0-1-0			2-0-0		1-1-0	2-0-0	7-4-0
ATS Away Favorite		0-1-0	3-3-0	3-3-0	3-2-0	2-4-0	0-2-0	1-2-1	2-1-0	0-2-0	14-20-1
ATS Away Dog	3-5-0	4-2-0	1-1-0	1-1-0	0-3-0	2-0-0	4-2-0	2-2-0	3-2-0	4-2-0	24-20-0
vs Division	3-3-0	2-4-0	1-5-0	3-3-0	2-4-0	3-3-0	3-3-0	0-6-0	2-4-0	5-1-0	24-36-0
ATS after 10+ ATS Win	1-1-0	1-1-0	2-4-0	4-1-0	0-2-0	4-0-0	1-1-0	0-2-0	0-2-0	1-1-0	14-15-0
ATS after 10+ ATS Loss	4-3-0	1-0-0	3-1-0	1-1-0	2-3-0	0-2-0	2-2-0	0-3-0	1-2-0	2-1-0	16-18-0
ATS in games 1-4	2-2-0	1-3-0	2-2-0	4-0-0	2-2-0	2-2-0	1-3-0	1-2-1	1-3-0	3-1-0	19-20-1
ATS in games 5-8	1-3-0	3-1-0	2-2-0	2-2-0	1-3-0	3-1-0	0-4-0	2-2-0	2-2-0	4-0-0	20-20-0
ATS in games 9-12	2-2-0	2-2-0	3-1-0	3-1-0	3-1-0	1-3-0	4-0-0	1-3-0	1-3-0	1-3-0	21-19-0
ATS in games 13-16	2-2-0	1-2-1	1-3-0	0-4-0	1-3-0	3-1-0	2-2-0	1-3-0	2-2-0	1-3-0	14-25-1
Points Scored per Game	18.31	20.31	26.56	28.44	22.62	22.56	24.62	23.06	23.50	27.44	23.74
Points Allowed per Game	25.31	19.25	21.88	20.31	22.81	15.62	27.25	21.69	25.00	27.00	22.61
Yds Offense per Game	324.81	325.12	360.75	365.50	344.50	399.38	364.25	375.50	374.62	341.19	357.56
Yds Allowed per Game	330.31	300.88	322.81	307.62	294.31	315.88	351.75	343.19	355.44	415.31	333.75
Yds Passing per Game	214.25	208.81	239.75	256.56	236.81	267.94	252.62	262.56	295.56	247.00	248.19
Opp. Yds Passing per Game	220.06	192.69	219.12	213.06	187.69	225.38	243.38	244.12	230.25	286.81	226.26
Percent Completions	59.3	60.0	61.3	64.4	60.0	63.1	65.8	66.0	66.0	64.0	63.1
Opp Percent Completions	61.8	54.7	58.9	58.9	60.6	60.1	64.4	61.7	62.6	64.7	60.9
Yds per Pass Attempt	6.61	6.68	7.58	7.73	6.93	7.79	7.02	7.37	7.19	6.74	7.16
Opp Yds per Pass Attempt	7.01	6.23	6.86	5.87	5.91	6.30	7.21	7.17	7.21	7.37	6.72
Yds Rushing per Game	110.56	116.31	121.00	108.94	107.69	131.44	111.62	112.94	79.06	94.19	109.38
Opp Yds Rushing per Game	110.25	108.19	103.69	94.56	106.62	90.50	108.38	99.06	125.19	128.50	107.49
Yds per Rush Attempt	3.94	3.57	4.10	4.16	4.30	4.82	4.17	4.43	3.56	4.49	4.14
Opp Yds per Rush Attempt	4.15	4.18	3.87	3.97	4.24	3.97	4.31	4.12	4.54	4.70	4.21
Turnovers per Game	2.31	1.94	1.88	1.50	2.06	1.19	1.88	1.31	1.81	1.25	1.71
Takeaways per Game	1.38	1.62	1.94	1.81	1.38	1.31	1.88	1.56	1.00	1.75	1.56
Sacks per Game	2.06	2.31	2.12	2.88	3.69	2.62	2.19	2.62	2.12	2.12	2.48
Sacks Allowed per Game	2.25	3.12	2.31	1.56	1.94	2.12	1.94	2.44	2.25	2.19	2.21
Average Possession Time	30:37	32:34	31:02	30:33	30:02	32:16	31:24	31:24	31:01	29:01	30:59
Punts per Game	4.75	5.12	3.50	3.94	4.88	4.50	4.12	4.44	4.31	4.81	4.44
Opp Punts per Game	4.88	5.94	4.50	4.56	4.62	5.75	4.38	4.50	4.62	3.81	4.76
Percent Rushes	44.7	48.6	46.5	43.0	41.0	42.7	41.4	40.1	33.8	35.1	41.7

DENVER BRONCOS

	DEN001	The Broncos are 8-0 ATS after a road game in which Eric Decker had more than 5 receptions.	Broncos:Eric Decker:p:receptions>5 and p:A and date>=20121028
NO	DEN002	The Broncos are 8-0 ATS when they won last week on the road while benefiting from a takeaway margin of at least $+2$	team=Broncos and p:AW and p:TOM<=-2 and season >= 2007
PLAY (DEN003	The Broncos are 7-0 ATS on the road when they were on the road in their previous game as well.	team=Broncos and A and p:A and date>=20111101
	DEN004	The Broncos are 7-0 ATS as a favorite when on a 1 game SU and ATS winning streak.	team=Broncos and F and streak = 1 and ats streak = 1 and season >= 2009
	DEN005	The Broncos are 6-0 ATS as a favorite the week before their bye.	team=Broncos and F and n:week = 2 + week and season >= 2004
	DEN006	The Broncos are 0-19 ATS when hosting a team that has completed at least 64.2% of their passes and averaged at least 175 passing yards per game season-to-date.	team=Broncos and H and oS(COMP)/ oS(passes)>0.642 and oA(PY)>175 and season>=2006
INST	DEN007	The Broncos are 0-13 ATS at home off a 1-4 point win.	team=Broncos and H and 0 <p:margin<=4 and="" season="">=2006</p:margin<=4>
Y AGAINST	DEN008	The Broncos are 0-9 ATS as a 7+ favorite when facing a team with no wins and at least one loss.	team=Broncos and line<=-7 and o:wins=0 and o:losses>=1 and season>=2000
PLAY	DEN009	The Broncos are 0-8 ATS as a favorite when their dps was negative in their last two games.	team=Broncos and F and p:dps<0 and pp:dps<0 and date>=20061029
	DEN010	The Broncos are 0-6 ATS as a dog when their ATS margin increased over each of their past two games.	team=Broncos and D and ppp:ats margin <pp:ats and<br="" margin="" margin<p:ats="">date>=20091101</pp:ats>
PLAY OVER	DEN011	The Broncos are 13-0 OU after a road loss in which a receiver had more than five receptions.	team=Broncos and 5<=max:p:receptions and p:AL and date>=20091201
PLAY UNDER	DEN012	The Broncos are 0-8 OU as a favorite when seeking same-season revenge for a loss as a favorite.	team=Broncos and F and P:LF and P:season==season and season>=1997

DENVER BRONCOS

Straight Up Record	2004	2005									7007 JULY
straight op necora	10-6-0	13-3-0	2006 9-7-0	2007 7-9-0	2008 8-8-0	2009 8-8-0	2010 4-12-0	2011 8-8-0	2012 13-3-0	2013 13-3-0	2004–2013 93-67-0
Straight Up Home	6-2-0	8-0-0	4-4-0	5-3-0	4-4-0	4-4-0	3-5-0	3-5-0	7-1-0	7-1-0	51-29-0
Straight Up Away	4-4-0	5-3-0	5-3-0	2-6-0	4-4-0	4-4-0	1-7-0	5-3-0	6-2-0	6-2-0	42-38-0
Average Line	-5.38	-3.94	-3.41	0.19	-0.97	0.56	2.66	2.50	-5.00	-9.69	-2.25
Average O/U Line	43.62	42.12	39.16	41.16	47.34	40.56	44.16	41.78	47.66	53.44	44.10
Against the Spread Record	6-7-3	11-4-1	5-11-0	5-11-0	5-11-0	9-7-0	5-11-0	7-9-0	11-5-0	11-5-0	75-81-4
-	11-5-0	14-2-0	9-7-0	7-9-0	8-8-0	10-6-0	8-6-2	10-5-1	16-0-0	13-3-0	106-51-3
	11-5-0	14-2-0	9-6-1	8-8-0	8-8-0	10-6-0	11-5-0	12-4-0	16-0-0	13-3-0	112-47-1
	12-4-0	14-2-0	12-4-0	10-6-0	8-8-0	10-6-0	13-3-0	12-4-0	16-0-0	13-2-1	120-39-1
ATS Home	3-4-1	5-2-1	1-7-0	4-4-0	1-7-0	4-4-0	3-5-0	1-7-0	6-2-0	6-2-0	34-44-2
ATS Away	3-3-2	6-2-0	4-4-0	1-7-0	4-4-0	5-3-0	2-6-0	6-2-0	5-3-0	5-3-0	41-37-2
Over/Under Record	7-9-0	9-7-0	8-8-0	11-5-0	8-7-1	6-9-1	11-5-0	9-7-0	10-6-0	11-5-0	90-68-2
Over/Under Home	5-3-0	3-5-0	5-3-0	6-2-0	3-5-0	2-6-0	6-2-0	5-3-0	5-3-0	6-2-0	46-34-0
Over/Under Away	2-6-0	6-2-0	3-5-0	5-3-0	5-2-1	4-3-1	5-3-0	4-4-0	5-3-0	5-3-0	44-34-2
ATS as Favorite	6-7-2	8-4-1	3-9-0	2-5-0	1-8-0	3-3-0	1-3-0	1-5-0	10-2-0	11-5-0	46-51-3
ATS as Underdog	0-0-1	3-0-0	2-2-0	3-5-0	3-3-0	6-4-0	4-8-0	6-4-0	1-3-0		28-29-1
ATS as Home Favorite	3-4-1	5-2-1	1-7-0	2-3-0	0-7-0	1-2-0	1-2-0	0-4-0	6-1-0	6-2-0	25-34-2
ATS as a Home Dog				2-0-0		3-2-0	2-3-0	1-3-0	0-1-0		8-9-0
ATS Away Favorite	3-3-1	3-2-0	2-2-0	0-2-0	1-1-0	2-1-0	0-1-0	1-1-0	4-1-0	5-3-0	21-17-1
ATS Away Dog	0-0-1	3-0-0	2-2-0	1-5-0	3-3-0	3-2-0	2-5-0	5-1-0	1-2-0		20-20-1
vs Division	2-2-2	4-1-1	0-6-0	2-4-0	2-4-0	3-3-0	2-4-0	3-3-0	4-2-0	5-1-0	27-30-3
ATS after 10+ ATS Win	2-2-0	4-1-0	1-2-0	1-2-0	1-2-0	4-2-0	0-3-0	3-0-0	4-3-0	4-2-0	24-19-0
ATS after 10+ ATS Loss	2-1-1	1-0-1	1-2-0	4-2-0	2-5-0	2-3-0	0-3-0	1-3-0		2-1-0	15-20-2
ATS in games 1-4	1-1-2	2-1-1	2-2-0	0-4-0	2-2-0	4-0-0	2-2-0	1-3-0	2-2-0	4-0-0	20-17-3
ATS in games 5-8	1-3-0	3-1-0	2-2-0	1-3-0	0-4-0	2-2-0	0-4-0	2-2-0	3-1-0	1-3-0	15-25-0
ATS in games 9-12	2-1-1	3-1-0	0-4-0	2-2-0	3-1-0	2-2-0	2-2-0	4-0-0	2-2-0	3-1-0	23-16-1
ATS in games 13-16	2-2-0	3-1-0	1-3-0	2-2-0	0-4-0	1-3-0	1-3-0	0-4-0	4-0-0	3-1-0	17-23-0
Points Scored per Game	23.81	24.69	19.94	20.00	23.12	20.38	21.50	19.31	30.06	37.88	24.07
Points Allowed per Game	19.00	16.12	19.06	25.56	28.00	20.25	29.44	24.38	18.06	24.94	22.48
·	395.75	360.38	309.44	346.31	395.81	341.44	348.88	316.62	397.94	457.44	367.00
•	278.69	312.88	326.44	336.00	374.56	315.00	390.81	357.81	290.81	356.00	333.90
•	249.94	201.69	174.94	224.00	279.44	226.69	252.38	152.12	283.38	340.25	238.48
• •	184.19	227.69	213.12	193.38	228.50	186.31	236.25	231.50	199.69	254.38	215.50
Percent Completions	58.2	60.0	56.4	63.3	62.3	61.1	57.6	50.6	68.4	68.3	61.1
Opp Percent Completions	56.2	56.1	60.8	60.9	67.3	58.4	59.2	62.4	57.4	58.2	59.6
Yds per Pass Attempt	7.68	6.94	6.17	6.96	7.21	6.50	6.96	5.67	7.71	8.07	7.06
Opp Yds per Pass Attempt	6.09	5.94	6.34	6.76	7.39	5.85	7.53	6.94	5.72	6.64	6.50
	145.81	158.69	134.50	122.31	116.38	114.75	96.50	164.50	114.56	117.19	128.52
Opp Yds Rushing per Game	94.50	85.19	113.31	142.62	146.06	128.69	154.56	126.31	91.12	101.62	118.40
Yds per Rush Attempt	4.37	4.68	4.41	4.56	4.81	4.17	3.88	4.82	3.81	4.07	4.37
Opp Yds per Rush Attempt	3.82	3.96	4.06	4.55	4.98	4.50	4.66	4.14	3.61	3.87	4.25
Turnovers per Game	1.81	1.00	1.88	1.81	1.88	1.44	1.69	1.88	1.56	1.62	1.66
Takeaways per Game	1.25	2.25	1.88	1.88	0.81	1.88	1.12	1.12	1.50	1.62	1.53
Sacks per Game	2.38	1.75	2.19	2.06	1.62	2.44	1.44	2.56	3.25	2.56	2.23
Sacks Allowed per Game	0.94	1.44	1.94	2.00	0.75	2.12	2.50	2.62	1.31	1.25	1.69
Average Possession Time	32:37	32:39	30:24	29:34	28:43	30:11	28:09	29:42	31:16	30:31	30:23
Punts per Game	4.38	4.56	5.00	3.75	2.88	4.88	5.38	6.31	4.19	4.12	4.54
Opp Punts per Game	5.94	5.06	4.62	3.75	3.25	4.75	4.56	5.75	5.88	5.56	4.91
Percent Rushes	49.9	52.6	50.2	44.0	38.0	42.6	39.1	53.7	44.1	39.9	45.3
Opp Percent Rushes	43.1	34.9	43.8	50.5	47.4	45.5	50.3	45.9	39.8	39.1	44.1

DETROIT LIONS

	DET001	The Lions are 12-0 ATS as a home dog when facing a team that has an average turnover margin of at least +0.6 per game, season-to-date.	$\begin{array}{l} \text{team=Lions and HD and oA(TOM)}{>}{=}0.6 \text{ and} \\ \text{season}{>}{=}1998 \end{array}$
z	DET002	The Lions are 9-0 ATS at home when they won and covered their last three games	team=Lions and H and streak>=3 and ats streak>=3
PLAY ON	DET003	The Lions are 8-0 ATS after a loss as an away dog in which they had at least 95 more yards of offense than their season-to-date average.	team=Lions and p:LAD and p:TY- tA(p:TY)>=95 and date>=19891101
•	DET004	The Lions are 7-0 ATS vs a non-divisional opponent off two divisional opponents.	team=Lions and NDIV and p:DIV and pp:DIV and date>=20061201
	DET005	The Lions are 7-0 ATS as a home favorite after a win in which they allowed at least 300 yards passing.	team=Lions and HF and p:W and po:PY>=300
	DET006	The Lions are 0-11 ATS as a dog the week after a loss as a favorite.	team=Lions and D and p:LF and NB and date>=20041101
	DET007	The Lions are 0-9 ATS on the road the week after a loss in which they outgained their opponent.	team=Lions and A and p:L and p:TY>po:TY and NB and season>=2004
AGAINST	DET008	The Lions are 0-9 ATS as a home favorite off a SU and ATS loss last week vs a team that is off a SU and ATS win.	team=Lions and HF and p:L and p:ATSL and op:W and op:ATSW and NB and season>=1996
PLAY /	DET009	The Lions are 0-9 ATS as a 7+ dog when facing a team that has an average takeaway margin of at least +1 per game, season-to-date.	team=Lions and line>=7 and oA(TOM)<=-1 and date>=20041101
	DET010	The Lions are 0-9 ATS on the road the week after after a loss in which they had a rushing TD.	team=Lions and A and p:L and NB and p:RTD>0 and season>=2009
PLAY OVER	DET011	The Lions are 14-0 OU (on the road vs a non-divisional opponent before playing at home with a non-divisional opponent next.	team=Lions and A and NDIV and n:NDIV and n:H and date>=20071101
PLAY UNDER	DET012	The Lions are 0-9 OU as a home dog vs a divisional opponent with non-divisional opponents in each of the next two weeks.	team=Lions and HD and DIV and n:NDIV and nn:NDIV and n:NB and nn:NB and date>=19981025

DETROIT LIONS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	6-10-0	5-11-0	3-13-0	7-9-0	0-16-0	2-14-0	6-10-0	10-6-0	4-12-0	7-9-0	50-110-0
Straight Up Home	3-5-0	3-5-0	2-6-0	5-3-0	0-8-0	2-6-0	4-4-0	5-3-0	2-6-0	4-4-0	30-50-0
Straight Up Away	3-5-0	2-6-0	1-7-0	2-6-0	0-8-0	0-8-0	2-6-0	5-3-0	2-6-0	3-5-0	20-60-0
Average Line	2.03	2.94	4.06	2.72	8.41	9.50	4.81	-2.03	-0.06	-2.25	3.01
Average O/U Line	42.41	37.62	42.25	44.78	44.41	43.78	44.31	46.94	47.38	48.88	44.27
Against the Spread Record	8-7-1	9-7-0	5-10-1	6-8-2	6-9-1	4-12-0	12-4-0	7-9-0	5-10-1	6-10-0	68-86-6
Six Point Teaser Record	10-6-0	11-5-0	11-5-0	9-7-0	8-8-0	10-6-0	14-2-0	11-4-1	10-6-0	11-5-0	105-54-1
Seven Point Teaser Record	11-5-0	11-5-0	11-5-0	9-7-0	8-8-0	10-6-0	14-2-0	12-4-0	11-5-0	11-4-1	108-51-1
Ten Point Teaser Record	12-4-0	12-4-0	11-5-0	11-5-0	8-7-1	10-6-0	15-1-0	13-3-0	13-3-0	12-4-0	117-42-1
ATS Home	3-4-1	4-4-0	3-4-1	4-2-2	1-7-0	3-5-0	7-1-0	4-4-0	3-5-0	3-5-0	35-41-4
ATS Away	5-3-0	5-3-0	2-6-0	2-6-0	5-2-1	1-7-0	5-3-0	3-5-0	2-5-1	3-5-0	33-45-2
Over/Under Record	7-9-0	7-8-1	9-7-0	11-5-0	10-6-0	8-8-0	10-5-1	10-6-0	10-5-1	8-8-0	90-67-3
Over/Under Home	4-4-0	4-3-1	3-5-0	5-3-0	4-4-0	4-4-0	5-2-1	3-5-0	5-3-0	5-3-0	42-36-2
Over/Under Away	3-5-0	3-5-0	6-2-0	6-2-0	6-2-0	4-4-0	5-3-0	7-1-0	5-2-1	3-5-0	48-31-1
ATS as Favorite	2-3-1	3-2-0	0-3-0	2-0-2	0-1-0	0-2-0	3-0-0	5-6-0	2-6-0	5-7-0	22-30-3
ATS as Underdog	6-4-0	6-5-0	5-7-1	4-8-0	6-8-1	4-10-0	9-4-0	2-3-0	3-4-1	0-2-0	45-55-3
ATS as Home Favorite	2-2-1	3-1-0	0-3-0	2-0-2		0-2-0	3-0-0	4-3-0	1-3-0	3-5-0	18-19-3
ATS as a Home Dog	1-2-0	1-3-0	3-1-1	2-2-0	1-7-0	3-3-0	4-1-0	0-1-0	2-2-0		17-22-1
ATS Away Favorite	0-1-0	0-1-0			0-1-0			1-3-0	1-3-0	2-2-0	4-11-0
ATS Away Dog	5-2-0	5-2-0	2-6-0	2-6-0	5-1-1	1-7-0	5-3-0	2-2-0	1-2-1	0-2-0	28-33-2
vs Division	4-1-1	2-4-0	0-5-1	2-3-1	3-2-1	0-6-0	5-1-0	1-5-0	1-4-1	4-2-0	22-33-5
ATS after 10+ ATS Win	0-2-0	1-1-0	0-1-0	1-2-1	1-0-0	0-1-0	4-0-0	0-3-0	0-1-0	0-2-0	7-13-1
ATS after 10+ ATS Loss	3-1-0	3-1-0	1-4-0	3-0-1	3-4-1	3-2-0	1-0-0	2-1-0	1-2-0	1-3-0	21-18-2
ATS in games 1-4	3-1-0	3-1-0	1-3-0	2-1-1	0-4-0	1-3-0	3-1-0	3-1-0	0-4-0	3-1-0	19-20-1
ATS in games 5-8	1-3-0	2-2-0	2-2-0	3-1-0	3-1-0	1-3-0	4-0-0	2-2-0	3-0-1	1-3-0	22-17-1
ATS in games 9-12	2-2-0	1-3-0	1-3-0	0-4-0	1-3-0	1-3-0	1-3-0	1-3-0	1-3-0	2-2-0	11-29-0
ATS in games 13-16	2-1-1	3-1-0	1-2-1	1-2-1	2-1-1	1-3-0	4-0-0	1-3-0	1-3-0	0-4-0	16-20-4
Points Scored per Game	18.50	15.88	19.06	21.62	16.75	16.38	22.62	29.62	23.25	24.69	20.84
Points Allowed per Game	21.88	21.56	24.88	27.75	32.31	30.88	23.06	24.19	27.31	23.50	25.73
Yds Offense per Game	293.31	269.94	309.31	322.94	268.25	299.00	338.94	396.06	408.75	391.94	329.84
Yds Allowed per Game	337.56	322.38	345.62	377.62	404.38	392.12	343.56	367.56	341.19	346.62	357.86
Yds Passing per Game	182.25	178.00	238.75	242.44	185.00	198.00	238.12	300.88	307.94	279.62	235.10
Opp. Yds Passing per Game	219.62	194.88	220.00	258.19	232.25	265.56	218.62	239.44	223.06	246.88	231.85
Percent Completions	56.4	57.1	62.4	62.6	55.2	54.0	60.5	63.5	60.1	58.5	59.3
Opp Percent Completions	61.3	60.6	66.3	70.1	68.4	68.1	63.7	62.3	63.6	59.1	64.3
Yds per Pass Attempt	5.77	5.48	6.41	6.60	5.82	5.42	6.02	7.23	6.66	7.06	6.29
Opp Yds per Pass Attempt	6.57	6.40	6.89	6.86	8.39	7.80	6.75	6.34	6.56	6.91	6.92
Yds Rushing per Game	111.06	91.94	70.56	80.50	83.25	101.00	100.81	95.19	100.81	112.31	94.74
Opp Yds Rushing per Game	117.94	127.50	125.62	119.44	172.12	126.56	124.94	128.12	118.12	99.75	126.01
Yds per Rush Attempt	4.37	3.64	3.71	3.98	3.78	3.95	3.99	4.28	4.13	4.05	3.99
Opp Yds per Rush Attempt	3.79	4.18	4.09	4.27	5.14	4.42	4.51	5.00	4.49	4.23	4.41
Turnovers per Game	1.25	1.88	2.44	2.25	1.81	2.56	1.56	1.44	2.06	2.12	1.94
Takeaways per Game	1.50	1.94	1.88	2.19	1.25	1.44	1.81	2.12	1.06	1.38	1.66
Sacks per Game	2.38	1.94	1.88	2.31	1.88	1.62	2.75	2.56	2.06	2.06	2.14
Sacks Allowed per Game	2.31	1.94	3.94	3.31	3.25	2.69	1.69	2.25	1.81	1.50	2.47
Average Possession Time	28:13	29:33	27:41	27:43	26:59	28:56	29:47	30:09	32:05	32:21	29:21
Punts per Game	5.81	5.25	4.12	4.25	5.62	4.62	5.62	5.12	4.75	4.56	4.97
Opp Punts per Game	5.25	4.50	4.25	3.81	3.69	4.12	5.19	4.88	4.94	5.25	4.59
Percent Rushes	42.9	42.3	31.6	33.6	38.6	39.4	38.0	33.6	33.7	40.3	37.3
Opp Percent Rushes	46.5	48.5	47.6	41.2	53.1	44.5	44.1	38.9	42.2	38.4	44.5

GREEN BAY PACKERS

	GB001	The Packers are 9-0 ATS as a home 7+ favorite the week after a game in which their completion percentage was at least nine points lower than their season-to-date average.	team=Packers and H and line<=-7 and 100*tS(COMP)/tS(passes) - p:CP >= 9 and season>=2001
NO	GB002	The Packers are 9-0 ATS at home after a loss in which they has a touchdown pass.	team=Packers and H and p:PTD>0 and p:L and date>=20101024
PLAY 0	GB003	The Packers are 8-0 ATS as a dog when their ATS margin decreased over each of their past two games.	team=Packers and D and p:ats margin <pp:ats and="" date="" margin="">=20011014</pp:ats>
	GB004	The Packers are 9-0 ATS after scoring more than 20 points and losing.	team=Packers and p:points>20 and p:L and date>=20091115
	GB005	The Packers are 8-0 ATS versus any team with more wins after a loss.	team=Packers and p:L and o:wins>wins and date>=20081201
	GB006	The Packers are 0-12 ATS after a loss on the road in which they had at least 3 more penalties than their season-to-date average.	team=Packers and p:AL and p:PEN - tA(p:PEN) >= 3 and season >= 1990
	GB007	The Packers are 0-12 ATS when the line is within 3 of pick when they were up at the half and won by more than a TD last week.	team=Packers and -3<=line<=3 and p:margin>7 and p:M2>0 and NB and season>=2006
PLAY AGAINST	GB008	The Packers are 0-11 ATS when the line is within 3 of pick when they won last week while benefiting from a takeaway margin of at least $+2$.	team=Packers and -3<=line<=3 and p:W and p:TOM<=-2 and NB and date>=20021201
PLAY ,	GB009	The Packers are 0-8 ATS on the road the week after a game at home in which they allowed at least 100 more yards of offense than their season-to-date average.	team=Packers and A and p:H and po:TY - $tA(po:TY) >= 100$ and season $>= 2001$
	GB010	The Packers are 0-7 ATS on the road after a home win in which James Jones had a reception of 20+ yards.	A and Packers:James Jones:p:longest reception>=20 and NB and p:HW and season>=2011
PLAY OVER	GB011	The Packers are 8-0 OU as a favorite the week after a loss that dropped them to 500 on the season.	team=Packers and F and p:L and wins=losses and NB and date>=19991001
PLAY UNDER	GB012	The Packers are 0-11 OU the week after a game in which they benefited from at least four turnovers.	team=Packers and po:T0>=4 and NB and date>=20091201
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GREEN BAY PACKERS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	10-6-0	4-12-0	8-8-0	13-3-0	6-10-0	11-5-0	10-6-0	15-1-0	11-5-0	8-7-1	96-63-1
Straight Up Home	4-4-0	3-5-0	3-5-0	7-1-0	4-4-0	6-2-0	7-1-0	8-0-0	7-1-0	4-3-1	53-26-1
Straight Up Away	6-2-0	1-7-0	5-3-0	6-2-0	2-6-0	5-3-0	3-5-0	7-1-0	4-4-0	4-4-0	43-37-0
Average Line	-1.53	2.06	3.12	-2.34	-1.25	-5.00	-3.75	-8.81	-5.31	-2.41	-2.52
Average O/U Line	44.94	39.97	41.66	41.78	44.38	44.22	44.47	48.25	47.44	47.78	44.49
Against the Spread Record	7-8-1	6-9-1	7-9-0	12-3-1	8-7-1	11-5-0	9-7-0	11-5-0	9-7-0	6-10-0	86-70-4
Six Point Teaser Record	10-5-1	11-4-1	11-5-0	14-2-0	9-7-0	13-3-0	12-2-2	15-1-0	11-4-1	10-6-0	116-39-5
Seven Point Teaser Record	11-5-0	12-4-0	11-5-0	14-2-0	10-5-1	13-3-0	14-2-0	15-1-0	13-3-0	11-4-1	124-34-2
Ten Point Teaser Record	12-4-0	14-2-0	11-5-0	14-2-0	15-1-0	13-3-0	14-2-0	15-1-0	14-2-0	13-3-0	135-25-0
ATS Home	2-6-0	3-4-1	2-6-0	6-1-1	3-4-1	5-3-0	5-3-0	7-1-0	5-3-0	3-5-0	41-36-3
ATS Away	5-2-1	3-5-0	5-3-0	6-2-0	5-3-0	6-2-0	4-4-0	4-4-0	4-4-0	3-5-0	45-34-1
Over/Under Record	11-5-0	6-9-1	7-8-1	11-4-1	9-7-0	8-8-0	6-9-1	11-5-0	8-8-0	9-7-0	86-70-4
Over/Under Home	5-3-0	3-4-1	3-5-0	5-3-0	5-3-0	4-4-0	5-3-0	7-1-0	4-4-0	3-5-0	44-35-1
Over/Under Away	6-2-0	3-5-0	4-3-1	6-1-1	4-4-0	4-4-0	1-6-1	4-4-0	4-4-0	6-2-0	42-35-3
ATS as Favorite	3-6-1	2-3-0	2-1-0	7-2-1	4-4-1	8-4-0	7-6-0	10-5-0	8-6-0	5-5-0	56-42-3
ATS as Underdog	4-2-0	4-6-1	5-8-0	5-1-0	4-3-0	3-1-0	2-1-0	1-0-0	1-1-0	1-3-0	30-26-1
ATS as Home Favorite	2-6-0	2-3-0	2-1-0	4-1-1	2-3-1	4-3-0	5-3-0	6-1-0	5-3-0	3-3-0	35-27-2
ATS as a Home Dog		1-1-1	0-5-0	2-0-0	1-1-0	1-0-0		1-0-0			6-7-1
ATS Away Favorite	1-0-1			3-1-0	2-1-0	4-1-0	2-3-0	4-4-0	3-3-0	2-2-0	21-15-1
ATS Away Dog	4-2-0	3-5-0	5-3-0	3-1-0	3-2-0	2-1-0	2-1-0		1-1-0	1-3-0	24-19-0
vs Division	3-3-0	0-5-1	4-2-0	4-2-0	5-0-1	4-2-0	2-4-0	5-1-0	5-1-0	3-3-0	35-23-2
ATS after 10+ ATS Win	2-3-0	0-2-0	2-3-0	5-1-0	1-2-0	3-3-0	2-3-0	1-2-0	1-1-0	0-1-0	17-21-0
ATS after 10+ ATS Loss	1-3-0	0-1-1	2-3-0	1-0-1	0-1-0	2-1-0	1-1-0	1-0-0	2-0-0	0-3-0	10-13-2
ATS in games 1-4	1-3-0	2-2-0	1-3-0	4-0-0	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	20-20-0
ATS in games 5-8	3-1-0	2-2-0	2-2-0	2-1-1	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	2-2-0	23-16-1
ATS in games 9-12	1-2-1	1-3-0	1-3-0	3-1-0	2-2-0	3-1-0	3-1-0	2-2-0	3-1-0	0-5-0	19-21-1
ATS in games 13-16	2-2-0	1-2-1	3-1-0	3-1-0	1-2-1	4-0-0	2-2-0	3-1-0	3-1-0	2-1-0	24-13-2
Points Scored per Game	26.50	18.62	18.81	27.19	26.19	28.81	24.25	35.00	27.06	26.06	25.85
Points Allowed per Game	23.75	21.50	22.88	18.19	23.75	18.56	15.00	22.44	21.00	26.75	21.38
Yds Offense per Game	397.31	319.88	341.12	370.81	351.12	379.06	358.12	405.12	359.44	400.25	368.23
Yds Allowed per Game	346.31	293.12	320.88	313.31	334.31	284.44	309.06	411.56	336.75	372.25	332.20
Yds Passing per Game	278.06	235.38	237.19	271.00	238.31	261.25	257.75	307.75	253.56	266.75	260.70
Opp. Yds Passing per Game	228.94	167.50	206.81	210.38	202.75	201.12	194.19	299.75	218.25	247.25	217.69
Percent Completions	63.9	61.2	55.6	66.3	63.4	64.6	65.1	68.1	67.1	64.2	63.8
Opp Percent Completions	60.6	58.6	55.5	55.2	55.4	54.4	56.2	61.2	55.1	61.6	57.4
Yds per Pass Attempt	7.44	6.02	6.02	7.50	7.05	7.56	7.62	8.92	7.26	7.49	7.26
Opp Yds per Pass Attempt	7.07	6.23	6.43	6.30	6.26	5.96	5.90	7.53	6.15	7.34	6.54
Yds Rushing per Game	119.25	84.50	103.94	99.81	112.81	117.81	100.38	97.38	105.88	133.50	107.53
Opp Yds Rushing per Game	117.38	125.62	114.06	102.94	131.56	83.31	114.88	111.81	118.50	125.00	114.51
Yds per Rush Attempt	4.33	3.40	3.86	4.12	4.13	4.30	3.81	3.94	3.92	4.65	4.06
Opp Yds per Rush Attempt	4.59	3.99	4.14	3.88	4.60	3.59	4.65	4.67	4.54	4.63	4.33
Turnovers per Game	1.81	2.81	2.06	1.50	1.31	1.00	1.38	0.88	1.00	1.56	1.53
Takeaways per Game	0.94	1.31	2.06	1.75	1.75	2.50	2.00	2.38	1.44	1.38	1.75
Sacks per Game	2.50	2.19	2.88	2.25	1.69	2.31	2.94	1.81	2.94	2.75	2.42
Sacks Allowed per Game	0.88	1.69	1.50	1.19	2.12	3.19	2.38	2.56	3.19	2.81	2.15
Average Possession Time	30:28	30:58	30:45	30:19	31:37	33:02	32:01	30:29	30:26	30:52	31:06
Punts per Game	4.12	4.38	5.25	3.88	4.06	4.19	4.44	3.44	4.44	4.00	4.22
Opp Punts per Game	5.06	5.31	5.19	5.00	4.75	4.62	4.88	3.62	4.69	4.38	4.75
Percent Rushes	41.9	37.9	39.7	39.4	43.2	42.0	42.1	40.0	41.5	42.7	41.0
Opp Percent Rushes	42.3	52.0	44.0	42.7	45.7	39.1	40.8	36.5	40.5	42.6	42.6

HOUSTON TEXANS

	H0U001	The Texans are 8-0 ATS as a road dog by more than six points after playing on the road.	team=Texans and A and p:A and line>6 and date>=20041201
	H0U002	The Texans are 7-0 ATS on the road when they lost by 7+ points in each of the last two weeks.	team=Texans and A and p:margin<=-7 and pp:margin<=-7 and pp:week+2=week
PLAY ON	H0U003	The Texans are 7-0 ATS as a dog after a loss on the road in which they were winning at the half.	team=Texans and D and p:AL and p:M2>0 and season >= 2004
P	H0U004	The Texans are 7-0 ATS as a dog after a road game in which their completion percentage was at least eight points lower than their season-to-date average.	team=Texans and D and p:A and $100*tS(COMP)/tS(passes) - p:CP >= 8$ and date>= 20041201
	H0U005	The Texans are 6-0 ATS at home after a loss in which they ran for a TD.	team=Texans and H and p:L and p:RTD>0 and date>=20110101
	H0U006	The Texans are 0-12 ATS on the road after a home game in which they had at least 2.5 more minutes of possession time than their season-to-date average.	team=Texans and p:TOP - tA(p:TOP) >= 150 and A and p:H and season >= 2006
INST	H0U007	The Texans are 0-9 ATS as a dog when facing a team that has averaged at least 375 yards of offense per game season-to-date.	team=Texans and D and oA(TY)>375 and date>=20091129
PLAY AGAINST	H0U008	The Texans are 0-7 ATS when hosting a team that has rushed the ball on at least 54% of their offensive plays, season-to-date.	team=Texans and H and o:STDPR > 54
PLA	H0U009	The Texans are 0-7 ATS on artificial turf.	team=Texans and surface=artificial and season>=2012
	H0U010	The Texans are 0-6 ATS at home after a game in which they has a TD pass.	team=Texans and H and p:PTD>0 and date>=20121118
PLAY OVER	H0U011	The Texans are 14-0 OU when the line is within 3 of pick at home and they are off a loss.	team=Texans and H and p:L and -3<=line<=3 and date>=20051201
PLAY UNDER	H0U012	The Texans are 0-7 OU on the road when they are off a double-digit ATS loss.	team=Texans and A and p:ats margin<=-10 and date>=20101201

HOUSTON TEXANS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	7-9-0	2-14-0	6-10-0	8-8-0	8-8-0	9-7-0	6-10-0	10-6-0	12-4-0	2-14-0	70-90-0
Straight Up Home	3-5-0	2-6-0	4-4-0	6-2-0	6-2-0	4-4-0	4-4-0	5-3-0	6-2-0	1-7-0	41-39-0
Straight Up Away	4-4-0	0-8-0	2-6-0	2-6-0	2-6-0	5-3-0	2-6-0	5-3-0	6-2-0	1-7-0	29-51-0
Average Line	3.09	6.47	5.78	1.78	0.66	-1.62	0.19	-2.75	-6.69	0.41	0.73
Average O/U Line	44.56	40.97	40.09	42.75	45.62	45.69	47.38	43.31	44.91	44.09	43.94
Against the Spread Record	8-7-1	7-9-0	7-9-0	7-8-1	8-8-0	7-8-1	5-10-1	10-5-1	9-7-0	3-12-1	71-83-6
Six Point Teaser Record	10-6-0	10-6-0	10-6-0	11-4-1	12-4-0	12-4-0	11-4-1	12-4-0	11-5-0	8-8-0	107-51-2
Seven Point Teaser Record	10-6-0	10-6-0	10-5-1	12-4-0	12-4-0	12-3-1	12-4-0	12-4-0	11-5-0	8-8-0	109-49-2
Ten Point Teaser Record	11-5-0	11-5-0	12-3-1	12-4-0	12-4-0	13-2-1	13-3-0	14-2-0	12-4-0	8-7-1	118-39-3
ATS Home	4-3-1	2-6-0	4-4-0	5-2-1	4-4-0	2-5-1	3-5-0	5-2-1	5-3-0	1-7-0	35-41-4
ATS Away	4-4-0	5-3-0	3-5-0	2-6-0	4-4-0	5-3-0	2-5-1	5-3-0	4-4-0	2-5-1	36-42-2
Over/Under Record	7-9-0	8-8-0	8-8-0	9-7-0	10-6-0	6-10-0	11-5-0	6-10-0	7-9-0	9-7-0	81-79-0
Over/Under Home	4-4-0	6-2-0	4-4-0	4-4-0	5-3-0	4-4-0	5-3-0	2-6-0	4-4-0	6-2-0	44-36-0
Over/Under Away	3-5-0	2-6-0	4-4-0	5-3-0	5-3-0	2-6-0	6-2-0	4-4-0	3-5-0	3-5-0	37-43-0
ATS as Favorite	1-2-0	1-1-0	1-2-0	4-3-0	3-4-0	3-5-1	3-4-1	6-3-1	8-6-0	0-7-0	30-37-3
ATS as Underdog	6-5-1	6-8-0	6-7-0	3-5-1	5-4-0	4-2-0	2-6-0	4-2-0	1-1-0	3-5-1	40-45-3
ATS as Home Favorite	1-2-0	1-1-0	1-2-0	4-2-0	3-3-0	2-4-1	2-3-0	3-2-1	5-3-0	0-4-0	22-26-2
ATS as a Home Dog	2-1-1	1-5-0	3-2-0	1-0-1	1-1-0	0-1-0	1-2-0	2-0-0		1-3-0	12-15-2
ATS Away Favorite				0-1-0	0-1-0	1-1-0	1-1-1	3-1-0	3-3-0	0-3-0	8-11-1
ATS Away Dog	4-4-0	5-3-0	3-5-0	2-5-0	4-3-0	4-1-0	1-4-0	2-2-0	1-1-0	2-2-1	28-30-1
vs Division	5-1-0	3-3-0	3-3-0	1-4-1	4-2-0	2-4-0	3-3-0	4-1-1	4-2-0	1-5-0	30-28-2
ATS after 10+ ATS Win	3-4-0	0-1-0	1-3-0	3-2-1	2-1-0	1-2-1	0-1-1	2-0-1	2-1-0		14-15-4
ATS after 10+ ATS Loss	1-2-1	1-4-0	4-0-0	2-2-0	3-1-0	3-0-0	1-2-0	0-2-0	2-1-0	3-5-0	20-19-1
ATS in games 1-4	2-2-0	1-3-0	1-3-0	2-1-1	1-3-0	2-2-0	2-1-1	3-1-0	4-0-0	0-4-0	18-20-2
ATS in games 5-8	2-2-0	2-2-0	2-2-0	0-4-0	1-3-0	2-1-1	0-4-0	1-2-1	2-2-0	1-3-0	13-25-2
ATS in games 9-12	1-2-1	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	4-0-0	2-2-0	1-2-1	20-18-2
ATS in games 13-16	3-1-0	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	1-3-0	2-2-0	1-3-0	1-3-0	20-20-0
Points Scored per Game	19.31	16.25	16.69	23.69	22.88	24.25	24.38	23.81	26.00	17.25	21.45
Points Allowed per Game	21.19	26.94	22.88	24.00	24.62	20.81	26.69	17.38	20.69	26.75	23.19
Yds Offense per Game	320.50	253.31	279.06	333.56	382.06	383.06	386.56	372.12	372.12	347.25	342.96
Yds Allowed per Game	341.12	364.00	337.50	344.19	336.56	324.88	376.94	285.69	323.25	317.56	335.17
Yds Passing per Game	202.88	139.81	173.62	234.44	266.69	290.88	258.94	219.12	239.38	238.31	226.41
Opp. Yds Passing per Game	225.94	220.06	215.25	230.12	213.94	217.94	267.50	189.69	225.56	195.19	220.12
Percent Completions	60.7	60.1	68.4	65.4	66.1	67.3	63.6	61.7	63.9	58.6	63.6
Opp Percent Completions	64.9	64.8	65.0	66.1	62.4	62.8	64.7	51.9	53.0	59.3	61.4
Yds per Pass Attempt	6.89	4.98	5.78	7.09	7.69	7.85	7.22	7.51	6.91	6.02	6.83
Opp Yds per Pass Attempt	6.82	7.51	6.82	6.74	7.27	6.36	7.82	5.64	6.21	6.45	6.75
Yds Rushing per Game	117.62	113.50	105.44	99.12	115.38	92.19	127.62	153.00	132.75	108.94	116.56
Opp Yds Rushing per Game	115.19	143.94	122.25	114.06	122.62	106.94	109.44	96.00	97.69	122.38	115.05
Yds per Rush Attempt	3.91	4.16	3.91	3.80	4.27	3.47	4.83	4.48	4.18	4.21	4.13
Opp Yds per Rush Attempt	4.42	4.55	4.39	4.38	4.47	4.32	4.04	4.06	4.02	4.31	4.31
Turnovers per Game	1.56	1.50	1.56	2.38	2.00	1.75	1.12	1.25	1.06	1.94	1.61
Takeaways per Game	1.88	1.00	1.38	1.56	1.38	1.69	1.12	1.69	1.81	0.69	1.42
Sacks per Game	1.50	2.31	1.75	1.94	1.56	1.88	1.88	2.75	2.81	2.00	2.04
Sacks Allowed per Game	3.06	4.25	2.69	1.38	2.00	1.56	2.00	2.06	1.75	2.62	2.34
Average Possession Time	30:13	28:40	29:21	29:41	32:04	31:53	29:32	32:40	33:46	31:30	30:56
Punts per Game	4.56	4.81	4.75	3.44	3.31	4.19	3.94	4.62	5.50	5.50	4.46
Opp Punts per Game	4.31	3.94	4.06	3.69	4.19	4.75	4.19	5.19	5.75	5.69	4.58
Percent Rushes	48.1	45.8	45.1	43.1	42.4	40.7	41.1	52.2	46.6	38.0	44.3
Opp Percent Rushes	42.9	50.0	45.6	42.0	47.0	40.7	42.9	39.4	38.3	46.8	43.5

INDIANAPOLIS COLTS

IND001	The Colts are 13-0 ATS after a loss.	team=Colts and p:L and date>=20111201
IND002	The Colts are 11-0 ATS as a FG-plus road favorite over a team that is less than 500 and has a season-to-date average rushing attempts per game is fewer than 25.	team=Colts and A and line<=-3 and oA(rushes)<25 and o:WP<50 and date>=20011001
IND003	The Colts are 10-0 ATS as a home dog with same season revenge.	team=Colts and HD and P:L and P:season=season and season>=1994
IND004	The Colts are 10-0 ATS as a road favorite over a team that has averaged fewer than 280 yards offense per game season-to-date.	team=Colts and AF and oA(TY)<280 and season>= 2004
IND005	The Colts are 9-0 ATS at home the week after a win as an away dog in which they had at least a minute and a half more possession time than their season-to-date average.	team=Colts and H and p:WAD and p:TOP - $tA(p:TOP) >= 90$ and NB and season>=1995
IND006	The Colts are 0-8 ATS the week after a win in which their dpa was positive.	team=Colts and p:W and 0 <p:dpa and="" date="" nb="">=20110101</p:dpa>
IND007	The Colts are 0-8 ATS after a win in which they allowed at least four sacks, as long as they are not getting more than four points.	team=Colts and line<=4 and po:sacks>=4 and p:W and date>=19961001
IND008	The Colts are 0-6 ATS in their season opener.	team=Colts and wins+losses=0 and season>=2008
IND009	The Colts are 0-6 ATS as a dog when they have had a positive dpa in each of their last two games.	team=Colts and D and O <p:dpa and="" date="" o<pp:dpa="">=20111001</p:dpa>
IND010	The Colts are 0-6 ATS at home when facing a divisional opponent for the first time of the season.	team=Colts and H and DIV and season=P:season + 1 and date>=20061001
IND011	The Colts are 9-0 OU after a road win in which a receiver had a reception of 35-plus yards.	team=Colts and max:p:longest re- ception>=35 and NB and p:AW and date>=20091001
IND012	The Colts are 0-14 OU as a favorite over a team that has averaged at least six punts per game season-to-date.	team=Colts and F and oA(punts)>=6 and date>=20041125
	IND002 IND003 IND004 IND005 IND006 IND007 IND008 IND009 IND010 IND011	IND002 The Colts are 10-0 ATS as a road favorite over a team that is less than 500 and has a season-to-date average rushing attempts per game is fewer than 25. IND003 The Colts are 10-0 ATS as a home dog with same season revenge. IND004 The Colts are 10-0 ATS as a road favorite over a team that has averaged fewer than 280 yards offense per game season-to-date. IND005 The Colts are 9-0 ATS at home the week after a win as an away dog in which they had at least a minute and a half more possession time than their season-to-date average. IND006 The Colts are 0-8 ATS the week after a win in which their dpa was positive. IND007 The Colts are 0-8 ATS after a win in which they allowed at least four sacks, as long as they are not getting more than four points. IND008 The Colts are 0-6 ATS in their season opener. IND009 The Colts are 0-6 ATS as a dog when they have had a positive dpa in each of their last two games. IND010 The Colts are 0-6 ATS at home when facing a divisional opponent for the first time of the season. IND011 The Colts are 9-0 OU after a road win in which a receiver had a reception of 35-plus yards. IND012 The Colts are 0-14 OU as a favorite over a team that has averaged at least six punts

INDIANAPOLIS COLTS

Contribution of	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	12-4-0	14-2-0	12-4-0	13-3-0	12-4-0	14-2-0	10-6-0	2-14-0	11-5-0	11-5-0	111-49-0
Straight Up Home	7-1-0	7-1-0	8-0-0	6-2-0	6-2-0	7-1-0	6-2-0	2-6-0	7-1-0	6-2-0	62-18-0
Straight Up Away	5-3-0	7-1-0	4-4-0	7-1-0	6-2-0	7-1-0	4-4-0	0-8-0	4-4-0	5-3-0	49-31-0
Average Line	-5.56	-8.62	-6.47	-6.41	-4.09	-4.62	-3.81	8.00	2.38	-1.28	-3.05
Average O/U Line	50.75	46.75	46.22	45.84	43.78	44.66	47.53	41.81	46.19	45.53	45.91
Against the Spread Record	10-6-0	9-7-0	7-8-1	9-6-1	8-8-0	10-6-0	8-7-1	6-10-0	10-6-0	10-6-0	87-70-3
Six Point Teaser Record	13-3-0	14-2-0	10-6-0	15-1-0	11-4-1	13-3-0	12-4-0	11-5-0	12-4-0	10-4-2	121-36-3
Seven Point Teaser Record	13-3-0	15-1-0	10-5-1	15-1-0	13-2-1	13-3-0	12-4-0	11-5-0	12-4-0	12-3-1	126-31-3
Ten Point Teaser Record	13-2-1	15-1-0	11-5-0	15-1-0	14-2-0	14-2-0	13-2-1	12-4-0	13-2-1	13-3-0	133-24-3
ATS Home	5-3-0	3-5-0	4-3-1	5-3-0	3-5-0	3-5-0	4-4-0	3-5-0	6-2-0	5-3-0	41-38-1
ATS Away	5-3-0	6-2-0	3-5-0	4-3-1	5-3-0	7-1-0	4-3-1	3-5-0	4-4-0	5-3-0	46-32-2
Over/Under Record	11-5-0	6-10-0	8-8-0	7-9-0	8-8-0	8-7-1	10-6-0	7-8-1	6-10-0	8-8-0	79-79-2
Over/Under Home	6-2-0	2-6-0	4-4-0	4-4-0	3-5-0	3-4-1	3-5-0	3-4-1	2-6-0	4-4-0	34-44-2
Over/Under Away	5-3-0	4-4-0	4-4-0	3-5-0	5-3-0	5-3-0	7-1-0	4-4-0	4-4-0	4-4-0	45-35-0
ATS as Favorite	9-5-0	9-6-0	5-7-1	8-5-1	5-7-0	9-5-0	6-7-1	0-1-0	4-2-0	6-4-0	61-49-3
ATS as Underdog	1-1-0	0-1-0	2-0-0	1-1-0	3-1-0	1-1-0	2-0-0	6-9-0	6-4-0	4-2-0	26-20-0
ATS as Home Favorite	5-3-0	3-5-0	4-3-1	4-2-0	2-5-0	3-5-0	4-4-0	0-1-0	2-2-0	3-3-0	30-33-1
ATS as a Home Dog				1-1-0	1-0-0			3-4-0	4-0-0	2-0-0	11-5-0
ATS Away Favorite	4-2-0	6-1-0	1-4-0	4-3-1	3-2-0	6-0-0	2-3-1		2-0-0	3-1-0	31-16-2
ATS Away Dog	1-1-0	0-1-0	2-0-0		2-1-0	1-1-0	2-0-0	3-5-0	2-4-0	2-2-0	15-15-0
vs Division	4-2-0	3-3-0	1-4-1	2-3-1	3-3-0	4-2-0	2-4-0	2-4-0	3-3-0	6-0-0	30-28-2
ATS after 10+ ATS Win	4-2-0	3-3-0	0-3-0	2-3-0	0-2-0	2-1-0	1-0-0	2-0-0	0-1-0	5-0-0	19-15-0
ATS after 10+ ATS Loss	0-2-0	0-1-0	2-3-0	1-0-0	1-1-0	0-1-0	2-1-0	0-4-0	3-0-0	3-0-0	12-13-0
ATS in games 1-4	4-0-0	2-2-0	2-1-1	2-1-1	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	2-2-0	23-15-2
ATS in games 5-8	1-3-0	4-0-0	3-1-0	4-0-0	1-3-0	2-2-0	3-0-1	0-4-0	3-1-0	3-1-0	24-15-1
ATS in games 9-12	4-0-0	3-1-0	1-3-0	1-3-0	2-2-0	3-1-0	1-3-0	1-3-0	3-1-0	2-2-0	21-19-0
ATS in games 13-16	1-3-0	0-4-0	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	3-1-0	19-21-0
Points Scored per Game	32.62	27.44	26.69	28.12	23.56	26.00	27.19	15.19	22.31	24.44	25.36
Points Allowed per Game	21.94	15.44	22.50	16.38	18.62	19.19	24.25	26.88	24.19	21.00	21.04
Yds Offense per Game	404.69	362.44	379.38	358.69	335.50	363.06	380.75	286.81	362.44	341.75	357.55
Yds Allowed per Game	370.56	307.06	332.25	279.69	310.94	339.19	341.56	370.94	374.25	357.06	338.35
Yds Passing per Game	288.94	256.00	269.25	252.06	255.88	282.19	288.06	187.19	258.00	233.31	257.09
Opp. Yds Passing per Game	243.25	196.94	159.25	172.75	188.06	212.69	214.56	227.00	237.25	231.94	208.37
Percent Completions	67.0	67.4	65.0	64.4	67.2	66.9	66.2	56.6	54.0	60.3	63.4
Opp Percent Completions	65.4	67.4	64.1	65.3	68.4	63.8	66.5	71.2	62.5	60.3	65.4
Yds per Pass Attempt	8.77	7.95	7.73	7.32	7.00	7.51	6.78	5.61	6.57	6.39	7.14
Opp Yds per Pass Attempt	6.99	6.19	6.14	5.55	6.26	5.84	6.42	7.37	7.08	6.91	6.48
Yds Rushing per Game	115.75	106.44	110.12	106.62	79.62	80.88	92.69	99.62	104.44	108.44	100.46
Opp Yds Rushing per Game	127.31	110.12	173.00	106.94	122.88	126.50	127.00	143.94	137.00	125.12	129.98
Yds per Rush Attempt	4.34	3.66	4.01	3.83	3.44	3.54	3.77	4.17	3.80	4.26	3.89
Opp Yds per Rush Attempt	4.63	4.43	5.33	3.77	4.17	4.33	4.57	4.26	5.13	4.47	4.51
Turnovers per Game	1.06	1.19	1.19	1.19	1.06	1.50	1.56	1.81	1.69	0.88	1.31
Takeaways per Game	2.25	1.94	1.62	2.31	1.62	1.62	1.31	1.06	0.94	1.69	1.64
Sacks per Game	2.81	2.88	1.56	1.75	1.88	2.12	1.88	1.81	2.00	2.56	2.12
Sacks Allowed per Game	0.88	1.25	0.94	1.73	0.88	0.81	1.00	2.19	2.56	2.00	1.39
Average Possession Time	28:45	30:21	29:31	29:49	28:38	27:40	29:54	26:13	30:45	29:41	29:08
Punts per Game	3.38	3.25	3.00	3.25	3.31	4.00	4.31	5.56	4.62	4.81	3.95
Opp Punts per Game	3.25	4.19	2.94	3.50	3.31	4.06	4.19	4.62	4.44	4.69	3.92
Percent Rushes	44.1	46.5	43.4	43.7	38.2	37.3	36.1	40.2	39.7	39.8	40.9
Opp Percent Rushes	42.2	41.8	54.1	46.3	48.0	43.1	44.1	50.8	42.9	43.7	45.7

JACKSONVILLE JAGUARS

	JAC001	The Jaguars are 10-0 ATS as a single-digit road dog with same-season revenge.	team=Jaguars and A and O <line<10 and="" p:l="" p:season="season</th"></line<10>
z	JAC002	The Jaguars are 9-0 ATS at home off a road game when the line is within 3.5 of pick versus any team with fewer wins.	team=Jaguars and H and -3.5<=line<=3.5 and p:A and wins>o:wins
PLAY ON	JAC003	The Jaguars are 8-0 ATS vs a divisional opponent when they host a divisional opponent next.	team=Jaguars and DIV and n:H and n:DIV and season>=2004
Δ.	JAC004	The Jaguars are 6-0 ATS at home after a game in which they had fewer than 100 yards passing.	team=Jaguars and H and p:PY<100
	JAC005	The Jaguars are 6-0 ATS at home when they got same-season revenge last week.	team=Jaguars and H and pP:L and p:W and pP:season=season
	JAC006	The Jaguars are 0-14 ATS at home when they are facing a team that has allowed less than 10.25 yards per completion season-to-date.	team=Jaguars and H and oS(o:PY)/ oS(o:COMP)<10.25 and date>=20071022
IST	JAC007	The Jaguars are 0-11 ATS after hosting the Titans.	team=Jaguars and p:H and po:team=Titans and season>=2003
PLAY AGAINST	JAC008	The Jaguars are 0-10 ATS on the road after a home game in which Marcedes Lewis had a reception of 20+ yards.	team=Jaguars and A and Marcedes Lewis:p:longest reception>=20 and p:H and date>=20091001
PL/	JAC009	The Jaguars are 0-9 ATS as a favorite when one game under .500.	team=Jaguars and F and losses - wins = 1 and season>=2002
	JAC010	The Jaguars are 0-9 ATS when facing a team that has allowed more than 4.5 yards per carry season-to-date.	team=Jaguars and oS(o:RY)/ oS(o:rushes)>=4.5 and season>=2012
PLAY OVER	JAC011	The Jaguars are 8-0 OU on the road the week after a win in which they committed no turnovers.	team=Jaguars and A and p:T0=0 and NB and p:W and date>=20051101
PLAY UNDER	JACO12	The Jaguars are 0-8 OU as a dog after a game when they had more than 34 minutes of possession time.	team=Jaguars and D and p:TOP >= 34*60 and date>=20091129

JACKSONVILLE JAGUARS

	2004	2005	2006	2007	2000	2000	2010	2011	2012	2012	2004 2012
Ctraight IIn Docord	2004 9-7-0	2005 12-4-0	2006	2007	2008 5-11-0	2009 7-9-0	2010 8-8-0	2011 5-11-0	2012 2-14-0	2013 4-12-0	2004–2013
Straight Up Record		6-2-0	8-8-0	11-5-0 6-2-0		7-9-0 5-3-0	5-3-0		1-7-0	4-12-0 1-7-0	71-89-0
Straight Up Home	4-4-0		6-2-0		2-6-0			4-4-0			40-40-0
Straight Up Away	5-3-0	6-2-0	2-6-0	5-3-0	3-5-0	2-6-0	3-5-0	1-7-0	1-7-0	3-5-0	31-49-0
Average Line	1.19	-2.88	-1.81	-1.72	-0.12	0.78	2.44	4.81	6.31	9.81	1.88
Average O/U Line	38.97	37.84	38.44	38.59	41.56	43.06	44.09	39.44	42.34	43.03	40.74
Against the Spread Record	10-6-0	10-5-1	8-7-1	11-5-0	4-12-0	5-11-0	9-7-0	6-8-2	7-9-0	6-10-0	76-80-4
Six Point Teaser Record	12-3-1	12-3-1	10-4-2	12-4-0	6-10-0	10-6-0	10-6-0	12-4-0	8-8-0	10-6-0	102-54-4
Seven Point Teaser Record	13-3-0	13-2-1	12-4-0	12-3-1	7-8-1	11-5-0	10-6-0	12-4-0	8-8-0	10-6-0	108-49-3
Ten Point Teaser Record	13-3-0	14-2-0	13-3-0	13-2-1	12-2-2	11-5-0	10-5-1	13-3-0	8-7-1	12-4-0	119-36-5
ATS Home	5-3-0	4-3-1	6-2-0	5-3-0	1-7-0	2-6-0	5-3-0	3-4-1	2-6-0	2-6-0	35-43-2
ATS Away	5-3-0	6-2-0	2-5-1	6-2-0	3-5-0	3-5-0	4-4-0	3-4-1	5-3-0	4-4-0	41-37-2
Over/Under Record	4-12-0	11-5-0	8-7-1	12-4-0	6-9-1	8-8-0	11-4-1	4-11-1	7-9-0	9-7-0	80-76-4
Over/Under Home	1-7-0	5-3-0	5-3-0	5-3-0	4-4-0	5-3-0	5-3-0	3-5-0	2-6-0	4-4-0	39-41-0
Over/Under Away	3-5-0	6-2-0	3-4-1	7-1-0	2-5-1	3-5-0	6-1-1	1-6-1	5-3-0	5-3-0	41-35-4
ATS as Favorite	2-3-0	6-5-1	3-6-0	6-2-0	1-7-0	0-5-0	4-1-0	2-0-1	0-1-0		24-30-2
ATS as Underdog	8-3-0	4-0-0	4-1-1	5-3-0	3-5-0	4-6-0	5-6-0	4-8-1	7-8-0	6-10-0	50-50-2
ATS as Home Favorite	2-2-0	3-3-1	3-2-0	5-2-0	0-5-0	0-5-0	4-1-0	1-0-1	0-1-0		18-21-2
ATS as a Home Dog	3-1-0	1-0-0	3-0-0	0-1-0	1-2-0	1-1-0	1-2-0	2-4-0	2-5-0	2-6-0	16-22-0
ATS Away Favorite	0-1-0	3-2-0	0-4-0	1-0-0	1-2-0			1-0-0			6-9-0
ATS Away Dog	5-2-0	3-0-0	1-1-1	5-2-0	2-3-0	3-5-0	4-4-0	2-4-1	5-3-0	4-4-0	34-28-2
vs Division	2-4-0	4-2-0	2-3-1	3-3-0	1-5-0	4-2-0	3-3-0	3-1-2	3-3-0	4-2-0	29-28-3
ATS after 10+ ATS Win	1-1-0	1-1-0	2-4-1	5-2-0	0-2-0	1-1-0	3-1-0	0-2-1		2-3-0	15-17-2
ATS after 10+ ATS Loss	3-0-0	1-0-1	2-1-0	2-1-0	0-4-0	2-3-0	2-3-0	2-1-0	4-3-0	1-3-0	19-19-1
ATS in games 1-4	3-1-0	3-1-0	2-1-1	2-2-0	1-3-0	3-1-0	2-2-0	0-3-1	2-2-0	0-4-0	18-20-2
ATS in games 5-8	2-2-0	1-2-1	3-1-0	2-2-0	1-3-0	0-4-0	2-2-0	2-1-1	2-2-0	1-3-0	16-22-2
ATS in games 9-12	2-2-0	3-1-0	2-2-0	4-0-0	1-3-0	2-2-0	4-0-0	1-3-0	2-2-0	3-1-0	24-16-0
ATS in games 13-16	3-1-0	3-1-0	1-3-0	3-1-0	1-3-0	0-4-0	1-3-0	3-1-0	1-3-0	2-2-0	18-22-0
Points Scored per Game	16.31	22.56	23.19	25.69	18.88	18.12	22.06	15.19	15.94	15.44	19.34
Points Allowed per Game	17.50	16.81	17.12	19.00	22.94	23.75	26.19	20.56	27.75	28.06	21.97
Yds Offense per Game	313.06	321.81	338.94	357.44	319.12	336.88	341.25	259.31	299.25	293.81	318.09
Yds Allowed per Game	320.88	290.94	283.62	313.81	330.94	352.31	371.81	313.00	380.50	379.31	333.71
Yds Passing per Game	197.44	199.38	180.12	208.00	208.25	210.06	191.56	136.19	213.69	215.06	195.97
Opp. Yds Passing per Game	209.81	184.12	192.38	213.75	224.12	235.88	250.25	208.81	239.50	247.81	220.64
Percent Completions	59.5	58.1	59.6	61.4	62.4	60.7	62.0	51.2	56.0	59.0	59.0
Opp Percent Completions	61.6	59.1	56.2	58.8	63.9	67.6	65.0	63.5	63.7	64.3	62.4
Yds per Pass Attempt	6.16	6.55	6.46	7.10	6.20	6.48	6.54	4.65	5.83	5.81	6.16
Opp Yds per Pass Attempt	6.75	6.11	5.89	6.29	7.71	7.40	7.91	6.51	7.16	7.18	6.89
Yds Rushing per Game	115.62	122.44	158.81	149.44	110.88	126.81	149.69	123.12	85.56	78.75	122.11
Opp Yds Rushing per Game	111.06	106.81	91.25	100.06	106.81	116.44	121.56	104.19	141.00	131.50	113.07
Yds per Rush Attempt	4.15	3.90	4.95	4.58	4.16	4.54	4.68	4.03	3.82	3.34	4.25
Opp Yds per Rush Attempt	4.06	3.94	3.48	4.12	3.99	4.07	4.68	3.83	4.14	4.15	4.05
Turnovers per Game	1.38	1.06	1.44	1.31	1.50	1.44	2.06	1.44	1.62	1.69	1.49
Takeaways per Game	1.75	1.75	1.50	1.88	1.06	1.56	1.12	1.75	1.44	1.31	1.51
Sacks per Game	2.31	2.94	2.19	2.31	1.81	0.88	1.62	1.94	1.25	1.94	1.92
Sacks Allowed per Game	2.00	2.00	1.88	1.94	2.62	2.75	2.38	2.75	3.12	3.19	2.46
Average Possession Time	30:38	31:52	32:14	32:07	31:29	30:20	31:48	30:01	28:02	27:22	30:35
Punts per Game	5.25	5.19	4.56	3.38	4.19	4.50	3.56	6.19	5.75	5.94	4.85
Opp Punts per Game	4.62	5.50	5.62	4.12	4.19	3.88	4.00	5.56	4.25	4.75	4.65
Percent Rushes	45.0	49.2	51.9	51.1	42.4	44.3	50.2	48.8	36.0	37.0	45.6
Opp Percent Rushes	45.1	45.1	42.9	40.1	46.4	46.6	43.9	44.4	49.5	46.5	45.1
	,,,,	15.1	12.7			10.0	13.7		17.5	.0.5	.5.1

KANSAS CITY CHIEFS

	KC001	The Chiefs are 13-0 ATS when visiting a team that has averaged less than 28 minutes of possession time and less than 250 passing yards season-to-date.	team=Chiefs and A and oA(TOP)<28*60 and oA(PY)<250 and date>=20041201
z	KC002	The Chiefs are 12-0 ATS as a 6-plus point dog when facing a team that has allowed at least 64% completions season-to-date.	team=Chiefs and line>=6 and oS(o:COMP)/ oS(o:passes)>0.64 and season>=2007
PLAY ON	KC003	The Chiefs are 10-0 ATS after a road loss in which Dwayne Bowe had at least 74 receiving yards.	Chiefs:Dwayne Bowe:p:receiving yards>=74 and p:AL
•	KC004	The Chiefs are 8-0 ATS when the line is within 3 of pick on the road and their opponent is off a Monday Night game.	team=Chiefs and A and -3<=line<=3 and op:day=Monday
	KC005	The Chiefs are 8-0 ATS as a road favorite over a team that has benefited from an average of at least 2.25 turnovers per game season-to-date.	team=Chiefs and AF and oA(o:TO)>=2.25 and season>=1992
	KC006	The Chiefs are 0-11 ATS at home after a game in which they allowed at least 300 yards passing.	team=Chiefs and H and po:PY>=300 and season>=2007
IST	KC007	The Chiefs are 0-9 ATS as a home favorite after a home game.	team=Chiefs and HF and p:H and sea- son>=2007
PLAY AGAINST	KC008	The Chiefs are 0-9 ATS when the line is within 4 of pick at home and they suffered a 10+ point ATS loss last week.	team=Chiefs and H and -4<=line<=4 and p:ats margin<=-10 and NB and season>=2000
PL/	KC009	The Chiefs are 0-8 ATS as a home favorite when they play their next two on the road.	team=Chiefs and HF and n:A and nn:A and date>=20061201
	KC010	The Chiefs are 0-7 ATS as a favorite after scoring 34+ points at home.	team=Chiefs and F and p:points>=34 and p:H and date>=20031116
PLAY OVER	KC011	The Chiefs are 9-0 OU after a game in which they returned a kick for a TD.	team=Chiefs and p:kickoff return touch-downs>0
PLAY UNDER	KC012	The Chiefs are 0-10 OU as a favorite after scoring a defensive touchdown win.	team=Chiefs and F and p:DTD>0 and p:W and date>=20030928
		l .	

KANSAS CITY CHIEFS

	2004	2005	2004	2007	2000	2000	2010	2044	2042	2042	2004 2042
Canada ha Ha Da a and	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	7-9-0	10-6-0	9-7-0	4-12-0	2-14-0	4-12-0	10-6-0	7-9-0	2-14-0	11-5-0	66-94-0
Straight Up Home	4-4-0	7-1-0	6-2-0	2-6-0	1-7-0	1-7-0	7-1-0	3-5-0	1-7-0	5-3-0	37-43-0
Straight Up Away	3-5-0	3-5-0	3-5-0	2-6-0	1-7-0	3-5-0	3-5-0	4-4-0	1-7-0	6-2-0	29-51-0
Average Line	-1.69	-0.97	-0.47	3.84	7.06	6.75	-0.59	4.84	6.09	-2.09	2.28
Average O/U Line	50.09	47.03	39.69	37.53	41.59	39.88	43.12	41.28	42.91	43.94	42.71
Against the Spread Record	6-10-0	9-5-2	8-8-0	6-8-2	8-8-0	7-9-0	9-7-0	9-7-0	5-11-0	9-7-0	76-80-4
Six Point Teaser Record	7-7-2	12-4-0	12-4-0	9-7-0	10-6-0	11-5-0	13-3-0	10-6-0	6-10-0	14-2-0	104-54-2
Seven Point Teaser Record	9-5-2	12-3-1	12-4-0	9-7-0	10-6-0	11-5-0	13-3-0	10-6-0	6-10-0	14-1-1	106-50-4
Ten Point Teaser Record	12-4-0	15-1-0	13-3-0	12-4-0	11-5-0	12-4-0	13-3-0	10-5-1	6-9-1	15-1-0	119-39-2
ATS Home	3-5-0	6-1-1	5-3-0	1-6-1	3-5-0	2-6-0	5-3-0	4-4-0	3-5-0	2-6-0	34-44-2
ATS Away	3-5-0	3-4-1	3-5-0	5-2-1	5-3-0	5-3-0	4-4-0	5-3-0	2-6-0	7-1-0	42-36-2
Over/Under Record	10-6-0	6-10-0	7-8-1	8-8-0	7-8-1	10-5-1	7-8-1	4-12-0	6-9-1	7-9-0	72-83-5
Over/Under Home	5-3-0	3-5-0	4-4-0	5-3-0	5-2-1	5-2-1	3-4-1	1-7-0	3-4-1	3-5-0	37-39-4
Over/Under Away	5-3-0	3-5-0	3-4-1	3-5-0	2-6-0	5-3-0	4-4-0	3-5-0	3-5-0	4-4-0	35-44-1
ATS as Favorite	2-8-0	7-1-1	5-4-0	0-3-1	0-1-0	0-2-0	4-4-0	0-4-0	0-1-0	7-5-0	25-33-2
ATS as Underdog	4-2-0	2-4-1	3-3-0	6-5-1	8-7-0	7-7-0	5-2-0	9-3-0	5-10-0	2-2-0	51-45-2
ATS as Home Favorite	1-4-0	5-1-1	4-2-0	0-3-1	0-1-0	0-2-0	3-3-0	0-4-0	0-1-0	2-5-0	15-26-2
ATS as a Home Dog	2-1-0	1-0-0	1-0-0	1-3-0	3-4-0	2-4-0	2-0-0	4-0-0	3-4-0	0-1-0	19-17-0
ATS Away Favorite	1-4-0	2-0-0	1-2-0				1-1-0			5-0-0	10-7-0
ATS Away Dog	2-1-0	1-4-1	2-3-0	5-2-1	5-3-0	5-3-0	3-2-0	5-3-0	2-6-0	2-1-0	32-28-2
vs Division	2-4-0	3-2-1	4-2-0	2-4-0	5-1-0	2-4-0	1-5-0	4-2-0	1-5-0	3-3-0	27-32-1
ATS after 10+ ATS Win	2-2-0	3-1-0	0-2-0	0-2-0	1-2-0	0-2-0	3-4-0	2-2-0	0-2-0	3-2-0	14-21-0
ATS after 10+ ATS Loss	1-2-0	0-1-0	2-1-0	2-2-0	3-2-0	1-3-0	2-0-0	3-3-0	4-5-0	1-0-0	19-19-0
ATS in games 1-4	1-3-0	2-2-0	2-2-0	2-1-1	2-2-0	0-4-0	3-1-0	2-2-0	1-3-0	3-1-0	18-21-1
ATS in games 5-8	2-2-0	2-1-1	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	22-17-1
ATS in games 9-12	1-3-0	3-1-0	1-3-0	1-3-0	2-2-0	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	18-22-0
ATS in games 13-16	2-2-0	2-1-1	2-2-0	1-2-1	2-2-0	2-2-0	2-2-0	2-2-0	0-4-0	3-1-0	18-20-2
Points Scored per Game	30.19	25.19	20.69	14.12	18.19	18.38	22.88	13.25	13.19	26.88	20.29
Points Allowed per Game	27.19	20.31	19.69	20.94	27.50	26.50	20.38	21.12	26.56	19.06	22.93
Yds Offense per Game	418.44	387.00	321.44	276.81	308.69	302.00	349.69	310.81	319.25	337.25	333.14
Yds Allowed per Game	377.31	328.06	328.88	319.44	393.19	388.19	330.19	333.31	356.50	367.81	352.29
Yds Passing per Game	275.38	238.12	187.50	198.81	195.56	182.62	185.50	192.50	169.56	208.75	203.43
Opp. Yds Passing per Game	262.69	229.94	208.38	188.88	234.25	231.69	219.94	201.31	220.81	247.38	224.53
Percent Completions	66.0	62.5	60.4	59.5	57.3	55.2	57.7	59.8	57.6	60.9	59.7
Opp Percent Completions	59.8	58.1	62.1	59.7	66.7	59.3	54.9	56.6	60.1	56.4	59.3
Yds per Pass Attempt	7.85	7.51	6.67	5.65	5.78	5.45	6.25	6.16	5.70	6.11	6.31
Opp Yds per Pass Attempt	8.05	6.58	6.59	6.54	7.18	7.28	6.06	7.09	7.61	6.69	6.95
Yds Rushing per Game	143.06	148.88	133.94	78.00	113.12	119.38	164.19	118.31	149.69	128.50	129.71
Opp Yds Rushing per Game	114.62	98.12	120.50	130.56	158.94	156.50	110.25	132.00	135.69	120.44	127.76
Yds per Rush Attempt	4.61	4.58	4.18	3.25	4.78	4.36	4.72	3.89	4.79	4.64	4.40
Opp Yds per Rush Attempt	4.62	4.10	4.18	4.34	5.00	4.72	4.32	4.16	4.50	4.51	4.46
Turnovers per Game	1.69	1.44	1.62	2.06	1.50	1.69	0.88	1.75	2.31	1.12	1.61
Takeaways per Game	1.31	1.94	1.88	1.38	1.81	1.75	1.44	1.62	0.81	2.25	1.62
Sacks per Game	2.56	1.81	2.00	2.31	0.62	1.38	2.44	1.81	1.69	3.00	1.96
Sacks Allowed per Game	2.00	2.00	2.56	3.38	2.31	2.81	2.00	2.12	2.44	2.50	2.41
Average Possession Time	32:14	32:08	30:30	30:01	28:03	28:00	31:38	29:32	30:19	31:05	30:21
Punts per Game	3.44	4.06	4.50	6.00	5.12	6.06	5.62	5.56	5.19	5.56	5.11
Opp Punts per Game	4.00	4.31	4.69	5.25	3.12	4.94	5.56	5.19	4.62	5.44	4.71
Percent Rushes	45.5	49.1	51.1	38.4	39.6	43.0	52.3	47.7	49.3	43.0	46.0
Opp Percent Rushes	41.4	39.4	46.1	49.1	48.9	50.0	39.7	51.3	49.5	40.0	45.5
opp reiteilt nusiles	41.4	39.4	40.1	49.1	40.9	30.0	39./	٥.١٥	49.3	40.0	45.5

MIAMI DOLPHINS

	MIA001	The Dolphins are 9-0 ATS on the road when facing a team that has averaged fewer than four punts per game season-to-date and they are not getting more than a field goal.	team=Dolphins and A and line<=3 and oA(punts)<4 and season>=1997
	MIA002	The Dolphins are 9-0 ATS as a road dog after a win in which their dps was negative.	team=Dolphins and AD and p:W and p:dps<0 and season>=2003
PLAY ON	MIA003	The Dolphins are 9-0 ATS after a win by more than a TD in which they did not score in the first quarter.	team=Dolphins and p:margin>7 and p:S1=0 and season>=2000
P	MIA004	The Dolphins are 8-0 ATS when the line is within 3 of pick when facing a team that has completed at least 62.3% of their passes season-to-date.	team=Dolphins and -3<=line<=3 and 100*oS(COMP)/oS(passes)>62.3 and date>=20111101
	MIA005	The Dolphins are 9-0 ATS on the road after a win after they were losing at the end of the third quarter.	team=Dolphins and A and p:M3<0 and p:W and season>=1993
	MIA006	The Dolphins are 0-20 ATS as a favorite over a team that has averaged fewer than 300 yards offense per game season-to-date, as long as the opponent is not 9-plus games below 500 on the season.	team=Dolphins and F and oA(TY)<300 and o:wins-o:losses>-9 and date>=20031101
AGAINST	MIA007	The Dolphins are 0-14 ATS as a favorite the week after a game in which they got a first down on less than 25% of their offensive plays on the road.	team=Dolphins and F and p:FDP<25 and p:A and NB and season>=2000
VY AG	MIA008	The Dolphins are 0-12 ATS as a home favorite after a game in which they had at least three times as many passing yards as rushing yards.	team=Dolphins and HF and p:PY/p:RY>=3 and season>=2004
PLAY	MIA009	The Dolphins are 0-9 ATS as a road favorite over a team with same-season revenge.	team=Dolphins and AF and P:W and P:season=season and season>=1991
	MIA010	The Dolphins are 0-7 ATS when they allowed revenge last week at home.	team=Dolphins and pP:W and pP:season==season and p:HL
PLAY OVER	MIA011	The Dolphins are 10-0 OU after they allowed at least 80 more yards of offense than their season-to-date average as a road dog.	team=Dolphins and p:AD and po:TY - tA(po:TY) >= 80 and season >= 2004
PLAY UNDER	MIA012	Miami is 0-15 OU after any game in which Brian Hartline failed to have a 20-plus yard reception and they threw fewer than two interceptions.	Dolphins:Brian Hartline:p:longest reception < 20 and p:lNT < 2 and season > = 2011

MIAMI DOLPHINS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	4-12-0	9-7-0	6-10-0	1-15-0	11-5-0	7-9-0	7-9-0	6-10-0	7-9-0	8-8-0	66-94-0
Straight Up Home	3-5-0	5-3-0	4-4-0	1-7-0	5-3-0	4-4-0	1-7-0	4-4-0	5-3-0	4-4-0	36-44-0
Straight Up Away	1-7-0	4-4-0	2-6-0	0-8-0	6-2-0	3-5-0	6-2-0	2-6-0	2-6-0	4-4-0	30-50-0
Average Line	4.91	2.38	0.28	6.47	0.12	2.31	0.56	2.53	2.06	0.41	2.20
Average O/U Line	36.44	38.66	37.31	41.31	41.44	42.94	41.19	43.12	42.09	43.06	40.76
Against the Spread Record	7-9-0	7-9-0	6-10-0	5-8-3	8-8-0	8-8-0	8-8-0	8-7-1	7-8-1	8-7-1	72-82-6
Six Point Teaser Record	12-4-0	13-3-0	10-6-0	11-5-0	11-4-1	11-4-1	8-8-0	12-4-0	13-3-0	12-4-0	113-45-2
Seven Point Teaser Record	13-2-1	13-3-0	10-6-0	11-5-0	12-4-0	12-4-0	8-8-0	12-2-2	13-3-0	12-4-0	116-41-3
Ten Point Teaser Record	14-2-0	13-2-1	12-4-0	11-4-1	13-3-0	15-1-0	10-5-1	14-2-0	14-2-0	13-3-0	129-28-3
ATS Home	2-6-0	3-5-0	3-5-0	2-5-1	2-6-0	3-5-0	2-6-0	3-4-1	4-3-1	4-3-1	28-48-4
ATS Away	5-3-0	4-4-0	3-5-0	3-3-2	6-2-0	5-3-0	6-2-0	5-3-0	3-5-0	4-4-0	44-34-2
Over/Under Record	9-7-0	8-7-1	6-10-0	9-7-0	6-10-0	10-6-0	7-9-0	4-12-0	5-11-0	7-9-0	71-88-1
Over/Under Home	4-4-0	5-3-0	2-6-0	6-2-0	2-6-0	7-1-0	5-3-0	2-6-0	3-5-0	3-5-0	39-41-0
Over/Under Away	5-3-0	3-4-1	4-4-0	3-5-0	4-4-0	3-5-0	2-6-0	2-6-0	2-6-0	4-4-0	32-47-1
ATS as Favorite	0-3-0	1-3-0	3-5-0	0-2-0	1-5-0	1-3-0	1-5-0	3-1-1	2-3-0	2-5-0	14-35-1
ATS as Underdog	6-6-0	6-6-0	3-4-0	5-6-3	6-3-0	7-5-0	5-3-0	4-5-0	5-5-1	5-2-1	52-45-5
ATS as Home Favorite	0-3-0	1-3-0	2-4-0	0-2-0	0-4-0	1-2-0	0-5-0	3-1-1	2-2-0	2-3-0	11-29-1
ATS as a Home Dog	2-3-0	2-2-0	1-0-0	2-3-1	1-2-0	2-3-0	1-1-0	0-3-0	2-1-1	2-0-1	15-18-3
ATS Away Favorite			1-1-0		1-1-0	0-1-0	1-0-0		0-1-0	0-2-0	3-6-0
ATS Away Dog	4-3-0	4-4-0	2-4-0	3-3-2	5-1-0	5-2-0	4-2-0	4-2-0	3-4-0	3-2-0	37-27-2
vs Division	1-5-0	1-5-0	1-5-0	1-3-2	4-2-0	5-1-0	2-4-0	3-2-1	2-3-1	2-4-0	22-34-4
ATS after 10+ ATS Win	0-2-0	0-4-0	1-2-0	0-1-0	2-2-0	1-1-0	0-2-0	2-1-0	1-2-0	2-0-0	9-17-0
ATS after 10+ ATS Loss	0-2-0	2-1-0	2-2-0	2-1-1	2-1-0	1-0-0	3-2-0	1-1-0	0-1-0	0-2-0	13-13-1
ATS in games 1-4	1-3-0	2-2-0	0-4-0	0-2-2	2-2-0	1-3-0	2-2-0	0-4-0	2-2-0	3-1-0	13-25-2
ATS in games 5-8	1-3-0	1-3-0	1-3-0	2-2-0	3-1-0	3-1-0	3-1-0	2-2-0	2-2-0	1-3-0	19-21-0
ATS in games 9-12	2-2-0	1-3-0	3-1-0	1-2-1	0-4-0	2-2-0	2-2-0	4-0-0	1-2-1	2-1-1	18-19-3
ATS in games 13-16	3-1-0	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	1-3-0	2-1-1	2-2-0	2-2-0	22-17-1
Points Scored per Game	17.19	19.88	16.25	16.69	21.56	22.50	17.06	20.56	18.00	19.81	18.95
Points Allowed per Game	22.12	19.81	17.69	27.31	19.81	24.38	20.81	19.56	19.81	20.94	21.23
Yds Offense per Game	275.25	324.88	310.00	287.50	345.56	337.56	323.12	317.38	311.50	312.50	314.52
Yds Allowed per Game	305.88	317.38	289.06	342.19	329.00	349.31	309.31	345.12	356.75	359.38	330.34
Yds Passing per Game	191.56	206.25	205.44	190.06	227.00	198.12	220.25	193.19	198.69	222.50	205.31
Opp. Yds Passing per Game	162.00	206.69	187.94	188.69	227.75	234.62	209.25	249.50	248.38	234.50	214.93
Percent Completions	52.7	52.3	57.9	57.0	67.2	60.7	60.2	59.7	58.1	60.1	58.5
Opp Percent Completions	56.2	58.8	56.1	59.2	58.1	57.5	57.4	59.3	58.8	59.3	58.1
Yds per Pass Attempt	5.23	5.94	5.56	5.45	7.40	5.82	6.32	6.59	6.31	5.99	6.03
Opp Yds per Pass Attempt	5.97	6.02	6.05	7.38	6.61	7.68	6.67	6.77	6.62	6.47	6.61
Yds Rushing per Game	83.69	118.62	104.56	97.44	118.56	139.44	102.88	124.19	112.81	90.00	109.22
Opp Yds Rushing per Game	143.88	110.69	101.12	153.50	101.25	114.69	100.06	95.62	108.38	124.88	115.41
Yds per Rush Attempt	3.49	4.27	4.16	4.00	4.23	4.38	3.71	4.24	4.11	4.14	4.09
Opp Yds per Rush Attempt	4.27	3.69	3.51	4.51	4.18	4.22	3.58	3.71	4.02	4.13	4.00
Turnovers per Game	2.62	1.88	1.56	1.81	0.81	1.81	1.94	1.56	1.62	1.62	1.73
Takeaways per Game	1.56	1.94	1.69	1.38	1.88	1.31	1.19	1.19	1.00	1.50	1.46
Sacks per Game	2.25	3.06	2.94	1.88	2.50	2.75	2.44	2.56	2.62	2.62	2.56
Sacks Allowed per Game	3.25	1.62	2.56	2.56	1.62	2.12	2.38	3.25	2.38	3.69	2.54
Average Possession Time	28:19	27:24	30:01	29:27	31:03	32:01	30:53	30:37	28:59	28:42	29:45
Punts per Game	6.19	5.56	5.38	4.81	4.62	4.69	4.69	4.88	4.75	5.31	5.09
Opp Punts per Game	6.38	5.75	5.69	3.88	3.81	4.19	4.81	5.94	5.38	4.88	5.07
Percent Rushes	37.6	43.3	38.9	39.4	46.4	46.8	42.7	47.4	44.8	34.8	42.2
Opp Percent Rushes	53.4	44.5	45.9	55.3	39.6	44.9	45.2	39.5	40.2	43.8	45.2

MINNESOTA VIKINGS

MIN001	The Vikings are 12-0 ATS as a dog the week after a road game in which they had at least three more minutes of possession time than their season-to-date average and committed fewer than five turnovers.	team=Vikings and D and p:A and NB and p:TOP - tA(p:TOP)>=180 and p:TO<5
MIN002	The Vikings are 12-0 ATS as a home favorite after a road game in which they more than 10 points more than their season-to-date average.	team=Vikings and HF and p:A and po:points - tA(po:points) > 10 and season >= 2001
MIN003	The Vikings are 9-0 ATS after a road game in which they rushed for a TD.	team=Vikings and p:A and p:RTD>0 and season>=2012
MIN004	The Vikings are 8-0 ATS after a game in which they allowed at least four sacks.	team=Vikings and 4<=po:sacks and date>=20111224
MIN005	The Vikings are 6-0 ATS after a loss in which they had a 100-yard receiver.	team=Vikings and 100<=max:p:receiving yards and p:L and season>=2011
MIN006	The Vikings are 0-15 ATS on the road when their opponent's season-to-date average pass attempts per game is fewer than 30.	team=Vikings and A and oA(passes)<30 and date>=20041201
MIN007	The Vikings are 0-13 ATS on the road after a home win by more than a TD in which they did not score in the first quarter.	team=Vikings and A and p:HW and p:margin>7 and p:S1=0 and season>= 1996
MIN008	The Vikings are 0-11 ATS on grass the week following a home win.	team=Vikings and surface=grass and p:HW and season>=2008 and NB
MIN009	The Vikings are 0-8 ATS as a favorite after scoring a defensive touchdown as a favorite.	team=Vikings and F and p:F and p:DTD>0
MIN010	The Vikings are 0-8 ATS after a win as a home favorite.	team=Vikings and p:WHF and sea- son>=2010
MIN011	The Vikings are 9-0 OU when their opponent is on a 3+ game winning streak.	team=Vikings and o:streak>=3 and season>=2011
MIN012	The Vikings are 0-10 OU at home after an away with in which they had a 95-yard rusher.	team=Vikings and H and max:p:rushing yards>=95 and p:AW
	MIN003 MIN004 MIN005 MIN006 MIN007 MIN008 MIN009 MIN010 MIN011	least three more minutes of possession time than their season-to-date average and committed fewer than five turnovers. MIN002 The Vikings are 12-0 ATS as a home favorite after a road game in which they more than 10 points more than their season-to-date average. MIN003 The Vikings are 9-0 ATS after a road game in which they rushed for a TD. MIN004 The Vikings are 8-0 ATS after a game in which they allowed at least four sacks. MIN005 The Vikings are 6-0 ATS after a loss in which they had a 100-yard receiver. MIN006 The Vikings are 0-15 ATS on the road when their opponent's season-to-date average pass attempts per game is fewer than 30. MIN007 The Vikings are 0-13 ATS on the road after a home win by more than a TD in which they did not score in the first quarter. MIN008 The Vikings are 0-11 ATS on grass the week following a home win. MIN009 The Vikings are 0-8 ATS as a favorite after scoring a defensive touchdown as a favorite. MIN010 The Vikings are 0-8 ATS after a win as a home favorite. MIN011 The Vikings are 9-0 0U when their opponent is on a 3+ game winning streak.

MINNESOTA VIKINGS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	8-8-0	9-7-0	6-10-0	8-8-0	10-6-0	12-4-0	6-10-0	3-13-0	10-6-0	5-10-1	77-82-1
Straight Up Home	5-3-0	6-2-0	3-5-0	5-3-0	6-2-0	8-0-0	4-4-0	1-7-0	7-1-0	5-3-0	50-30-0
Straight Up Away	3-5-0	3-5-0	3-5-0	3-5-0	4-4-0	4-4-0	2-6-0	2-6-0	3-5-0	0-7-1	27-52-1
Average Line	-3.78	0.69	0.59	0.28	-1.66	-6.38	1.06	4.00	1.31	4.00	0.01
Average O/U Line	48.72	41.75	38.47	40.03	42.31	44.69	42.69	44.31	42.62	46.31	43.19
Against the Spread Record	7-9-0	9-7-0	7-9-0	7-7-2	6-10-0	10-6-0	5-10-1	7-9-0	9-7-0	9-7-0	76-81-3
Six Point Teaser Record	10-5-1	10-6-0	11-5-0	11-2-3	12-3-1	13-3-0	11-5-0	10-5-1	12-3-1	11-5-0	111-42-7
Seven Point Teaser Record	11-5-0	10-6-0	11-5-0	14-2-0	13-3-0	13-3-0	11-5-0	12-3-1	13-3-0	11-5-0	119-40-1
Ten Point Teaser Record	13-2-1	10-6-0	11-4-1	14-2-0	13-1-2	13-3-0	12-4-0	13-3-0	13-3-0	12-4-0	124-32-4
ATS Home	3-5-0	6-2-0	3-5-0	4-4-0	3-5-0	6-2-0	3-5-0	3-5-0	6-2-0	5-3-0	42-38-0
ATS Away	4-4-0	3-5-0	4-4-0	3-3-2	3-5-0	4-4-0	2-5-1	4-4-0	3-5-0	4-4-0	34-43-3
Over/Under Record	8-8-0	5-10-1	8-7-1	8-8-0	9-7-0	8-8-0	7-9-0	10-6-0	7-9-0	11-3-2	81-75-4
Over/Under Home	3-5-0	3-5-0	4-3-1	6-2-0	3-5-0	4-4-0	4-4-0	6-2-0	4-4-0	5-2-1	42-36-2
Over/Under Away	5-3-0	2-5-1	4-4-0	2-6-0	6-2-0	4-4-0	3-5-0	4-4-0	3-5-0	6-1-1	39-39-2
ATS as Favorite	5-8-0	7-1-0	2-4-0	4-3-0	3-5-0	9-5-0	4-3-0	1-4-0	2-4-0	0-2-0	37-39-0
ATS as Underdog	2-1-0	2-6-0	5-5-0	3-4-2	3-5-0	1-1-0	1-7-1	6-4-0	7-3-0	7-5-0	37-41-3
ATS as Home Favorite	3-5-0	6-1-0	2-3-0	3-2-0	3-4-0	6-2-0	3-2-0	1-3-0	2-2-0	0-2-0	29-26-0
ATS as a Home Dog		0-1-0	1-2-0	1-2-0	0-1-0		0-3-0	2-1-0	4-0-0	3-1-0	11-11-0
ATS Away Favorite	2-3-0	1-0-0	0-1-0	1-1-0	0-1-0	3-3-0	1-1-0	0-1-0	0-2-0		8-13-0
ATS Away Dog	2-1-0	2-5-0	4-3-0	2-2-2	3-4-0	1-1-0	1-4-1	4-3-0	3-3-0	4-4-0	26-30-3
vs Division	1-5-0	5-1-0	4-2-0	2-3-1	1-5-0	5-1-0	1-5-0	3-3-0	4-2-0	4-2-0	30-29-1
ATS after 10+ ATS Win	0-2-0	2-1-0	0-2-0	2-2-1	1-2-0	3-3-0	0-2-0	0-2-0	5-2-0	0-1-0	13-19-1
ATS after 10+ ATS Loss	1-2-0	3-3-0	1-3-0	1-1-0	1-2-0	2-1-0	2-2-0	2-1-0	1-2-0	2-2-0	16-19-0
ATS in games 1-4	2-2-0	1-3-0	3-1-0	1-1-2	1-3-0	3-1-0	1-2-1	2-2-0	2-2-0	2-2-0	18-19-3
ATS in games 5-8	3-1-0	2-2-0	2-2-0	2-2-0	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	1-3-0	20-20-0
ATS in games 9-12	2-2-0	4-0-0	0-4-0	3-1-0	2-2-0	3-1-0	2-2-0	0-4-0	1-3-0	4-1-0	21-20-0
ATS in games 13-16	0-4-0	2-2-0	2-2-0	1-3-0	1-3-0	2-2-0	1-3-0	2-2-0	4-0-0	2-1-0	17-22-0
Points Scored per Game	25.31	19.12	17.62	22.81	23.69	29.38	17.56	21.25	23.69	24.44	22.49
Points Allowed per Game	24.69	21.50	20.44	19.44	20.81	19.50	21.75	28.06	21.75	30.00	22.79
Yds Offense per Game	396.19	288.31	308.94	336.19	330.88	379.62	314.94	329.69	336.56	344.25	336.56
Yds Allowed per Game	368.88	323.31	300.19	338.31	292.44	305.50	312.62	358.19	350.00	397.81	334.73
Yds Passing per Game	282.25	196.62	195.19	171.56	184.75	259.75	193.56	184.81	171.94	214.19	205.46
Opp. Yds Passing per Game	243.50	208.25	238.62	264.25	215.56	218.38	210.44	251.19	244.25	286.94	238.14
Percent Completions	68.8	63.3	61.5	57.6	59.1	68.2	60.4	56.1	62.1	59.5	61.9
Opp Percent Completions	62.1	59.8	59.3	64.0	61.1	63.7	62.9	68.2	63.9	64.7	63.0
Yds per Pass Attempt	8.18	6.17	5.78	6.35	6.54	7.52	6.13	5.80	5.70	6.28	6.47
Opp Yds per Pass Attempt	7.16	6.25	6.37	6.52	6.51	6.53	6.36	7.47	6.39	7.07	6.66
Yds Rushing per Game	113.94	91.69	113.75	164.62	146.12	119.88	121.38	144.88	164.62	130.06	131.09
Opp Yds Rushing per Game	125.38	115.06	61.56	74.06	76.88	87.12	102.19	107.00	105.75	110.88	96.59
Yds per Rush Attempt	4.71	3.85	4.12	5.33	4.50	4.11	4.40	5.17	5.42	4.92	4.67
Opp Yds per Rush Attempt	4.61	3.98	2.83	3.13	3.32	3.90	3.92	3.90	3.96	4.02	3.79
Turnovers per Game	1.31	1.88	2.00	1.88	1.94	1.12	2.31	1.62	1.44	2.00	1.75
Takeaways per Game	1.38	2.19	2.25	1.94	1.56	1.50	1.62	1.44	1.38	1.25	1.65
Sacks per Game	2.44	2.12	1.88	2.25	2.81	3.00	1.94	3.12	2.75	2.62	2.49
Sacks Allowed per Game	2.88	3.38	2.69	2.38	2.69	2.12	2.25	3.06	2.00	2.75	2.62
Average Possession Time	30:16	28:46	31:51	29:34	31:18	32:51	30:24	28:42	28:44	28:27	30:05
Punts per Game	3.56	5.06	5.88	5.06	4.62	4.56	5.19	4.81	4.50	4.69	4.79
Opp Punts per Game	3.69	4.50	4.94	5.12	5.00	5.56	5.31	4.19	4.75	4.81	4.79
Percent Rushes	39.3	40.3	43.1	51.2	51.2	44.3	44.9	44.5	48.6	41.8	44.9
Opp Percent Rushes	42.7	44.9	35.6	35.7	39.2	38.0	42.7	42.7	39.4	39.0	40.0

NEW ENGLAND PATRIOTS

	NE001	The Patriots are 18-0 ATS when they are off a loss and they are not laying more than a field goal.	team=Patriots and line>=-3 and p:L and date>=20021101
z	NE002	The Patriots are 14-0 ATS on the road after a game in which they allowed at least 100 fewer passing yards than their season-to-date average.	team=Patriots and A and po:PY- tA(po:PY) <= -100 and season>=2000
PLAY ON	NE003	The Patriots are 11-0 ATS on the road off a SU and ATS loss vs a team that is off a SU and ATS win.	team=Patriots and A and p:L and p:ATSL and op:W and op:ATSW and date>=20001001
Ф	NE004	The Patriots are 9-0 ATS when their passing yards decreased in each of the last two weeks.	team=Patriots and p:PY <pp:py<ppp:py and NB and p:NB and date>=20091227</pp:py<ppp:py
	NE005	The Patriots are 9-0 ATS as a $7+$ favorite the week after a win in which they were outgained.	team=Patriots and p:TY <po:ty and="" p:w<br="">and line<=-7 and date>=20111218</po:ty>
	NE006	The Patriots are 0-12 ATS at home when their opponent is off their bye.	team=Patriots and H and op:week + 2==week
IST	NE007	The Patriots are 0-8 ATS after a home game in which a receiver had a reception of $40+$ yards.	team=Patriots and max:p:longest reception>=40 and p:H and date>=20120122
PLAY AGAINST	NE008	The Patriots are 0-7 ATS the week after a win in which they had at least three more minutes of possession time than their season-to-date average.	team=Patriots and p:W and p:TOP $- tA(p:TOP) >= 180$ and NB and season>=2011
PL/	NE009	The Patriots are 0-7 ATS on the road after a game in which they rushed for a TD.	team=Patriots and A and O <p:rtd and="" date="">=20121223</p:rtd>
	NE010	The Patriots are 0-6 ATS as a TD-plus home favorite the week after a game in which they had at least 300 yards passing.	team=Patriots and H and line<=-7 and p:PY>=300 and NB and date>=20111201
PLAY OVER	NE011	The Patriots are 10-0 OU as a TD-plus favorite when facing a team that has an average turnover margin of at least +1 per game, season-to-date.	team=Patriots and line<=-7 and oA(TOM)>=1 and season >= 2007
PLAY UNDER	NE012	The Patriots are 0-9 OU when they are off their bye and not a favorite of more than a field goal.	team=Patriots and line>=-3 and p:week + 2==week and season>=2000
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NEW ENGLAND PATRIOTS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	14-2-0	10-6-0	12-4-0	16-0-0	11-5-0	10-6-0	14-2-0	13-3-0	12-4-0	12-4-0	124-36-0
Straight Up Home	8-0-0	5-3-0	5-3-0	8-0-0	5-3-0	8-0-0	8-0-0	7-1-0	6-2-0	8-0-0	68-12-0
Straight Up Away	6-2-0	5-3-0	7-1-0	8-0-0	6-2-0	2-6-0	6-2-0	6-2-0	6-2-0	4-4-0	56-24-0
Average Line	-6.59	-3.56	-4.94	-13.75	-4.25	-5.69	-4.34	-7.94	-7.44	-4.00	-6.25
Average O/U Line	41.56	43.12	39.97	48.09	41.56	45.53	44.59	50.19	49.12	46.84	45.06
Against the Spread Record	11-4-1	8-8-0	9-6-1	10-6-0	9-7-0	8-7-1	11-5-0	9-7-0	9-6-1	8-8-0	92-64-4
Six Point Teaser Record	14-2-0	11-5-0	10-6-0	12-4-0	11-5-0	12-3-1	13-3-0	12-4-0	11-5-0	11-5-0	117-42-1
Seven Point Teaser Record	14-2-0	11-4-1	11-5-0	12-4-0	12-4-0	13-3-0	13-3-0	12-4-0	12-3-1	12-3-1	122-35-3
Ten Point Teaser Record	14-2-0	13-3-0	12-3-1	12-3-1	13-3-0	13-3-0	14-2-0	12-4-0	14-2-0	16-0-0	133-25-2
ATS Home	5-2-1	3-5-0	2-5-1	5-3-0	3-5-0	5-3-0	5-3-0	4-4-0	4-4-0	6-2-0	42-36-2
ATS Away	6-2-0	5-3-0	7-1-0	5-3-0	6-2-0	3-4-1	6-2-0	5-3-0	5-2-1	2-6-0	50-28-2
Over/Under Record	8-8-0	10-6-0	6-10-0	11-5-0	8-7-1	5-11-0	13-3-0	11-5-0	11-5-0	9-7-0	92-67-1
Over/Under Home	3-5-0	4-4-0	2-6-0	5-3-0	4-3-1	3-5-0	7-1-0	5-3-0	6-2-0	5-3-0	44-35-1
Over/Under Away	5-3-0	6-2-0	4-4-0	6-2-0	4-4-0	2-6-0	6-2-0	6-2-0	5-3-0	4-4-0	48-32-0
ATS as Favorite	10-4-1	7-5-0	6-6-1	10-6-0	7-6-0	6-6-1	9-5-0	8-7-0	8-6-1	5-5-0	76-56-4
ATS as Underdog		1-3-0	3-0-0		1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	2-2-0	13-7-0
ATS as Home Favorite	5-2-1	3-4-0	2-5-1	5-3-0	3-5-0	5-3-0	5-3-0	4-4-0	4-4-0	5-2-0	41-35-2
ATS as a Home Dog		0-1-0								1-0-0	1-1-0
ATS Away Favorite	5-2-0	4-1-0	4-1-0	5-3-0	4-1-0	1-3-1	4-2-0	4-3-0	4-2-1	0-3-0	35-21-2
ATS Away Dog		1-2-0	3-0-0		1-1-0	2-1-0	2-0-0	1-0-0	1-0-0	1-2-0	12-6-0
vs Division	4-1-1	4-2-0	3-3-0	4-2-0	4-2-0	1-4-1	4-2-0	4-2-0	3-2-1	2-4-0	33-24-3
ATS after 10+ ATS Win	4-1-0	2-0-0	3-1-1	5-2-0	2-2-0	3-1-0	4-2-0	2-2-0	2-3-1	2-1-0	29-15-2
ATS after 10+ ATS Loss	2-0-0	3-0-0	3-1-0	1-2-0	2-1-0	1-2-0	1-1-0	2-2-0	1-1-0		16-10-0
ATS in games 1-4	3-1-0	2-2-0	2-2-0	4-0-0	2-2-0	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	25-15-0
ATS in games 5-8	2-1-1	1-3-0	3-1-0	4-0-0	2-2-0	2-2-0	3-1-0	1-3-0	2-2-0	2-2-0	22-17-1
ATS in games 9-12	4-0-0	2-2-0	1-2-1	1-3-0	2-2-0	2-2-0	3-1-0	3-1-0	2-1-1	2-2-0	22-16-2
ATS in games 13-16	2-2-0	3-1-0	3-1-0	1-3-0	3-1-0	2-1-1	3-1-0	2-2-0	2-2-0	2-2-0	23-16-1
Points Scored per Game	27.31	23.69	24.06	36.81	25.62	26.69	32.38	32.06	34.81	27.75	29.12
Points Allowed per Game	16.25	21.12	14.81	17.12	19.31	17.81	19.56	21.38	20.69	21.12	18.92
Yds Offense per Game	357.62	352.00	335.56	411.25	365.44	397.31	363.75	428.00	427.88	384.50	382.33
Yds Allowed per Game	310.75	330.19	294.38	288.31	309.00	320.19	366.50	411.06	373.25	373.06	337.67
Yds Passing per Game	224.25	257.50	212.50	295.69	223.06	277.25	240.44	317.75	291.38	255.44	259.52
Opp. Yds Passing per Game	212.50	231.44	200.19	190.06	201.38	209.69	258.31	293.94	271.38	239.00	230.79
Percent Completions	60.4	62.4	61.9	68.8	63.5	65.9	65.3	65.7	62.7	60.5	63.7
Opp Percent Completions	58.6	56.2	56.8	59.7	60.8	58.6	63.6	62.4	62.1	57.0	59.7
Yds per Pass Attempt	7.40	7.30	6.45	8.07	6.68	7.49	7.59	8.31	7.27	6.51	7.32
Opp Yds per Pass Attempt	6.32	7.03	6.18	5.78	6.80	6.55	6.75	7.60	7.31	6.49	6.70
Yds Rushing per Game	133.38	94.50	123.06	115.56	142.38	120.06	123.31	110.25	136.50	129.06	122.81
Opp Yds Rushing per Game	98.25	98.75	94.19	98.25	107.62	110.50	108.19	117.12	101.88	134.06	106.88
Yds per Rush Attempt	4.07	3.44	3.95	4.10	4.44	4.12	4.35	4.03	4.18	4.38	4.11
Opp Yds per Rush Attempt	3.88	3.62	3.88	4.37	4.15	4.44	4.24	4.63	3.93	4.46	4.16
Turnovers per Game	1.69	1.50	1.69	0.94	1.31	1.38	0.62	1.06	1.00	1.25	1.24
Takeaways per Game	2.25	1.12	2.19	1.94	1.38	1.75	2.38	2.12	2.56	1.81	1.95
Sacks per Game	2.81	2.06	2.75	2.94	1.94	1.94	2.25	2.50	2.31	3.00	2.45
Sacks Allowed per Game	1.62	1.75	1.81	1.31	3.00	1.12	1.56	2.00	1.69	2.44	1.83
Average Possession Time	31:22	30:19	31:35	32:35	32:25	33:05	29:24	28:47	30:55	30:20	31:05
Punts per Game	3.50	4.81	4.31	2.81	3.12	3.56	3.62	3.56	3.81	4.81	3.79
Opp Punts per Game	4.31	5.06	4.94	4.75	4.69	4.94	3.62	4.19	4.19	5.00	4.57
Percent Rushes	50.6	42.6	47.3	42.6	46.8	43.3	46.0	40.5	43.9	41.4	4.57
Opp Percent Rushes	41.0	43.8	40.8	38.6	45.1	42.3	38.6	38.1	39.7	43.0	41.1
opp reiceill kasiles	41.0	43.8	4U.ŏ	20.0	43. I	42.5	20.0	36. I	39./	43.0	41.1

NEW ORLEANS SAINTS

	N0001	The Saints are 14-0 ATS the week after a loss on the road in which they had at least two fewer minutes of possession time than their season-to-date average.	team=Saints and p:AL and p:TOP - tA(p:TOP) <= -120 and date>=20041101
Z	N0002	The Saints are 13-0 ATS as a favorite after a loss as a dog.	team=Saints and p:LD and F and date>=20071101
PLAY ON	N0003	The Saints are 11-0 ATS as a home favorite by at least six points versus any team with fewer wins.	team=Saints and H and line<=-6 and wins > o:wins and season>=2011
d	N0004	The Saints are 9-0 ATS in franchise history after a home win in which Jimmy Graham had more than 75 receiving yards.	Saints:Jimmy Graham:p:receiving yards>=75 and p:HW
	N0005	The Saints are 9-0 ATS when facing an undefeated team after week 1.	team=Saints and week>1 and o:losses=0 and season>=2006
	N0006	The Saints are 0-9 ATS as a dog when they had fewer than ten incompletions last week on the road.	team=Saints and D and p:A and p:INC<10 and season>=1995
INST	N0007	The Saints are 0-7 ATS as a road favorite on artificial turf after playing as a home favorite.	team=Saints and AF and surface=artificial and p:HF and date>=20091101
PLAY AGAINST	N0008	The Saints are 0-7 ATS when their opponent played is off a game vs the 49ers.	team=Saints and opo:team=49ers and season>=1995
PLA	N0009	The Saints are 0-7 ATS in franchise history the week after a win on the road against the Panthers.	team=Saints and p:AW and po:team=Panthers and NB
	N0010	The Saints are 0-6 ATS as a favorite the week after a win on the road in which they were behind by at least a TD at the end of the first quarter.	team=Saints and F and p:AW and p:M1<=-6 and season>=2001
PLAY OVER	N0011	The Saints are 10-0 OU when the line is within three of pick and their rushing yards increased in each of their last two games.	team=Saints and -3<=line<=3 and ppp:RY <pp:ry<p:ry and="" date="">=20001022</pp:ry<p:ry>
PLAY UNDER	N0012	The Saints are 0-12 OU as a home favorite the week after a game in which their DPS was negative, but they won nonetheless.	team=Saints and HF and p:W and p:dps<0 and NB
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NEW ORLEANS SAINTS

Contribution of	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	8-8-0	3-13-0	10-6-0	7-9-0	8-8-0	13-3-0	11-5-0	13-3-0	7-9-0	11-5-0	91-69-0
Straight Up Home	3-5-0	1-6-0	4-4-0	3-5-0	6-2-0	6-2-0	5-3-0	8-0-0	4-4-0	8-0-0	48-31-0
Straight Up Away	5-3-0	2-7-0	6-2-0	4-4-0	2-6-0	7-1-0	6-2-0	5-3-0	3-5-0	3-5-0	43-38-0
Average Line	2.91	4.34	0.62	-2.56	-0.91	-7.47	-5.84	-6.50	-0.72	-4.06	-2.02
Average O/U Line	45.94	41.28	42.72	44.09	47.69	49.62	45.62	50.38	52.78	49.03	46.92
Against the Spread Record	8-8-0	5-9-2	10-6-0	6-10-0	11-4-1	8-8-0	6-9-1	12-4-0	8-8-0	8-7-1	82-73-5
Six Point Teaser Record	10-5-1	9-7-0	12-4-0	7-8-1	13-2-1	12-4-0	11-5-0	14-2-0	8-8-0	13-3-0	109-48-3
Seven Point Teaser Record	11-5-0	9-7-0	12-4-0	8-7-1	14-2-0	12-3-1	11-4-1	14-2-0	9-7-0	13-3-0	113-44-3
Ten Point Teaser Record	12-4-0	12-4-0	13-3-0	10-6-0	14-2-0	14-2-0	12-4-0	14-2-0	10-5-1	13-3-0	124-35-1
ATS Home	2-6-0	2-4-1	3-5-0	2-6-0	7-1-0	4-4-0	3-4-1	8-0-0	4-4-0	7-0-1	42-34-3
ATS Away	6-2-0	3-5-1	7-1-0	4-4-0	4-3-1	4-4-0	3-5-0	4-4-0	4-4-0	1-7-0	40-39-2
Over/Under Record	8-8-0	7-9-0	8-8-0	10-6-0	10-4-2	7-9-0	8-8-0	9-7-0	10-5-1	5-10-1	82-74-4
Over/Under Home	4-4-0	2-5-0	4-4-0	5-3-0	6-1-1	3-5-0	3-5-0	5-3-0	5-3-0	4-4-0	41-37-1
Over/Under Away	4-4-0	5-4-0	4-4-0	5-3-0	4-3-1	4-4-0	5-3-0	4-4-0	5-2-1	1-6-1	41-37-3
ATS as Favorite	1-3-0	1-2-0	2-4-0	5-8-0	7-1-0	8-7-0	5-8-1	11-3-0	5-4-0	8-4-1	53-44-2
ATS as Underdog	7-5-0	4-7-2	8-2-0	1-2-0	4-2-1	0-1-0	1-1-0	0-1-0	3-4-0	0-3-0	28-28-3
ATS as Home Favorite	1-2-0	1-2-0	1-4-0	2-6-0	5-1-0	4-4-0	3-4-1	8-0-0	3-3-0	7-0-1	35-26-2
ATS as a Home Dog	1-4-0	1-2-1	2-1-0		2-0-0				1-1-0		7-8-1
ATS Away Favorite	0-1-0		1-0-0	3-2-0	2-0-0	4-3-0	2-4-0	3-3-0	2-1-0	1-4-0	18-18-0
ATS Away Dog	6-1-0	3-5-1	6-1-0	1-2-0	2-2-1	0-1-0	1-1-0	0-1-0	2-3-0	0-3-0	21-20-2
vs Division	4-2-0	2-3-1	4-2-0	2-4-0	4-2-0	1-5-0	3-3-0	4-2-0	3-3-0	3-3-0	30-29-1
ATS after 10+ ATS Win	2-2-0	0-2-0	3-3-0	2-3-0	2-1-0	4-1-0	1-1-0	4-1-0	2-1-0	2-1-1	22-16-1
ATS after 10+ ATS Loss	2-2-0	2-1-1	3-0-0	1-5-0	2-0-0	0-2-0	2-1-0	2-0-0	3-2-0	2-1-0	19-14-1
ATS in games 1-4	1-3-0	2-2-0	4-0-0	0-4-0	3-1-0	4-0-0	0-3-1	3-1-0	1-3-0	3-1-0	21-18-1
ATS in games 5-8	1-3-0	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	19-21-0
ATS in games 9-12	2-2-0	2-1-1	2-2-0	1-3-0	3-1-0	2-2-0	2-2-0	4-0-0	2-2-0	1-2-1	21-17-2
ATS in games 13-16	4-0-0	0-3-1	2-2-0	2-2-0	3-0-1	0-4-0	2-2-0	4-0-0	2-2-0	2-2-0	21-17-2
Points Scored per Game	21.75	14.69	25.81	23.69	28.94	31.88	24.00	34.19	28.81	25.88	25.96
Points Allowed per Game	25.31	24.88	20.12	24.25	24.56	21.31	19.19	21.19	28.38	19.00	22.82
Yds Offense per Game	324.56	314.44	391.50	361.81	410.69	403.81	372.50	467.12	410.88	399.44	385.68
Yds Allowed per Game	383.81	312.12	307.31	348.12	339.50	357.75	306.25	368.44	440.12	305.69	346.91
Yds Passing per Game	224.19	208.94	281.44	270.50	311.06	272.19	277.56	334.19	312.31	307.25	279.96
Opp. Yds Passing per Game	243.00	178.06	178.38	245.25	221.69	235.19	193.94	259.81	292.56	194.06	224.19
Percent Completions	57.0	55.7	64.1	67.6	64.9	69.5	68.1	71.3	63.0	68.5	65.2
Opp Percent Completions	59.4	57.7	56.3	62.4	56.8	57.5	61.9	57.8	61.5	60.0	59.2
Yds per Pass Attempt	6.62	6.05	7.76	6.61	7.83	8.01	6.72	8.08	7.45	7.55	7.28
Opp Yds per Pass Attempt	7.13	6.82	6.02	7.49	6.74	6.56	6.28	6.64	7.78	6.12	6.78
Yds Rushing per Game	100.38	105.50	110.06	91.31	99.62	131.62	94.94	132.94	98.56	92.19	105.71
Opp Yds Rushing per Game	140.81	134.06	128.94	102.88	117.81	122.56	112.31	108.62	147.56	111.62	122.72
Yds per Rush Attempt	3.96	3.99	3.73	3.75	4.01	4.50	4.00	4.94	4.26	3.78	4.10
Opp Yds per Rush Attempt	4.65	4.26	4.94	4.03	4.24	4.52	4.27	4.95	5.17	4.61	4.56
Turnovers per Game	1.62	2.69	1.44	1.88	1.62	1.75	1.94	1.19	1.50	1.19	1.68
Takeaways per Game	2.06	1.19	1.19	1.44	1.38	2.44	1.56	1.00	1.62	1.19	1.51
Sacks per Game	2.31	1.56	2.38	2.00	1.75	2.25	2.06	2.06	1.88	3.06	2.13
Sacks Allowed per Game	2.56	2.56	1.44	0.94	0.81	1.25	1.62	1.50	1.62	2.38	1.67
Average Possession Time	28:30	30:32	31:53	31:08	30:28	31:36	32:05	31:58	29:01	32:40	30:59
	5.31					3.62				32:40	4.04
Punts per Game		4.44	4.81	3.94	3.31		3.56	2.94	4.62		
Opp Punts per Game	4.44	4.75	6.00	4.19	4.12	4.44	4.19	4.44	3.94	5.19	4.57
Percent Rushes	41.1	41.6	43.9	36.8	38.0	45.3	35.6	38.6	34.7	36.1	39.1
Opp Percent Rushes	45.5	53.2	44.9	42.3	44.5	41.6	44.4	34.8	42.0	41.0	43.4

NEW YORK GIANTS

	NYG001	The Giants are 15-0 ATS as a dog after a win in which they committed no turnovers.	team=Giants and D and p:TO=0 and p:W and season>=2000
	NYG002	The Giants are 15-0 ATS on the after a win in which they had at least three more minutes of possession time than their season-to-date average.	team=Giants and A and p:W and p:TOP - tA(p:TOP) >= 180 and date>=20061001
PLAY ON	NYG003	The Giants are 11-0 ATS after a home with that got them to 500 on the season.	team=Giants and p:HW and WP=50 and date>=19991024
P	NYG004	The Giants are 12-0 ATS on the road on Sunday after two wins in which they threw no interceptions.	team=Giants and A and p:INT=pp:INT=0 and p:W and pp:W and day=Sunday and season>=1994
	NYG005	The Giants are 9-0 ATS after hosting the Redskins.	team=Giants and p:H and po:team=Redskins and season>=2004
	NYG006	The Giants are 0-7 ATS after a game in which Victor Cruz had at least 80 receiving yards.	Giants:Victor Cruz:p:receiving yards>=80 and date>=20121216
IST	NYG007	The Giants are 0-7 ATS when hosting a team that has forced an average of at least six punts per game season-to-date.	team=Giants and H and oA(o:punts)>=6 and season>=2006
AGAINST	NYG008	The Giants are 0-7 ATS as a home favorite when they won last week as an away favorite while benefiting from a takeaway margin of at least $+2$.	team=Giants and HF and p:WAF and p:TOM<=-2 and season>=2000
PLAY	NYG009	The Giants are 0-7 ATS at home when they won their last two home games and they are not laying more than a FG.	team=Giants and line>=-3 and H and Sum(W@team and season and H,N=2)=2 and date>=20060101
	NYG010	The Giants are 0-7 ATS when hosting a team that has averaged at least 30 rushes per game season-to-date.	team=Giants and H and oA(rushes)>=30 and season>=2009
PLAY OVER	NYG011	The Giants are 13-0 OU as a TD-plus favorite when they are off a game in which they had at least 31:40 of possession time.	team=Giants and line<=-7 and p:TOP>1900 and season>=2007
PLAY UNDER	NYG012	The Giants are 0-22 OU after a win at home in which they attempted at least ten more rushes than their season-to-date average.	team=Giants and p:HW and p:rushes - tA(p:rushes) >= 10 and date>=19921101

NEW YORK GIANTS

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Control Description	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	6-10-0	11-5-0	8-8-0	10-6-0	12-4-0	8-8-0	10-6-0	9-7-0	9-7-0	7-9-0	90-70-0
Straight Up Home	3-5-0	8-1-0	3-5-0	3-5-0	7-1-0	4-4-0	5-3-0	4-4-0	6-2-0	4-4-0	47-34-0
Straight Up Away	3-5-0	3-4-0	5-3-0	7-1-0	5-3-0	4-4-0	5-3-0	5-3-0	3-5-0	3-5-0	43-36-0
Average Line	2.88	-2.81	-1.38	-1.12	-4.28	-3.47	-3.12	-0.41	-2.84	1.44	-1.51
Average O/U Line	39.00	43.12	42.81	42.88	42.47	44.12	44.81	46.47	47.91	46.75	44.03
Against the Spread Record	8-8-0	11-5-0	8-8-0	10-6-0	12-4-0	6-10-0	7-9-0	8-8-0	8-8-0	7-9-0	85-75-0
Six Point Teaser Record	11-5-0	13-3-0	9-7-0	11-5-0	12-4-0	9-6-1	10-6-0	10-6-0	11-5-0	9-6-1	105-53-2
Seven Point Teaser Record	11-5-0	13-3-0	10-6-0	12-4-0	12-4-0	10-6-0	11-5-0	11-5-0	11-4-1	10-6-0	111-48-1
Ten Point Teaser Record	11-5-0	13-3-0	12-4-0	13-3-0	13-3-0	10-6-0	12-4-0	11-5-0	12-4-0	10-6-0	117-43-0
ATS Home	4-4-0	7-2-0	3-5-0	4-4-0	6-2-0	2-6-0	3-5-0	3-5-0	4-4-0	3-5-0	39-42-0
ATS Away	4-4-0	4-3-0	5-3-0	6-2-0	6-2-0	4-4-0	4-4-0	5-3-0	4-4-0	4-4-0	46-33-0
Over/Under Record	8-7-1	8-7-1	8-8-0	8-7-1	8-7-1	12-4-0	8-7-1	8-7-1	5-9-2	7-9-0	80-72-8
Over/Under Home	4-3-1	4-4-1	2-6-0	6-2-0	4-3-1	6-2-0	4-3-1	3-4-1	4-3-1	4-4-0	41-34-6
Over/Under Away	4-4-0	4-3-0	6-2-0	2-5-1	4-4-0	6-2-0	4-4-0	5-3-0	1-6-1	3-5-0	39-38-2
ATS as Favorite	2-2-0	9-3-0	4-5-0	6-4-0	9-3-0	4-6-0	5-6-0	3-6-0	5-7-0	3-4-0	50-46-0
ATS as Underdog	6-5-0	2-2-0	4-3-0	4-2-0	3-1-0	2-3-0	2-3-0	5-2-0	3-1-0	3-5-0	34-27-0
ATS as Home Favorite	2-2-0	7-2-0	2-4-0	2-3-0	6-2-0	1-5-0	3-5-0	2-5-0	4-4-0	3-3-0	32-35-0
ATS as a Home Dog	2-2-0		1-1-0	2-1-0		1-1-0		1-0-0		0-2-0	7-7-0
ATS Away Favorite		2-1-0	2-1-0	4-1-0	3-1-0	3-1-0	2-1-0	1-1-0	1-3-0	0-1-0	18-11-0
ATS Away Dog	4-3-0	2-2-0	3-2-0	2-1-0	3-1-0	1-2-0	2-3-0	4-2-0	3-1-0	3-3-0	27-20-0
vs Division	3-3-0	4-2-0	5-1-0	3-3-0	4-2-0	3-3-0	2-4-0	3-3-0	3-3-0	3-3-0	33-27-0
ATS after 10+ ATS Win	2-2-0	3-1-0	3-1-0	4-0-0	3-3-0	1-2-0	2-3-0	2-1-0	1-3-0	2-1-0	23-17-0
ATS after 10+ ATS Loss	2-3-0	3-0-0	1-3-0	3-0-0	2-1-0	1-4-0	1-3-0	3-2-0	2-2-0	2-4-0	20-22-0
ATS in games 1-4	3-1-0	3-1-0	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	3-1-0	2-2-0	0-4-0	23-17-0
ATS in games 5-8	2-2-0	3-1-0	3-1-0	3-1-0	3-1-0	1-3-0	3-1-0	1-3-0	3-1-0	3-1-0	25-15-0
ATS in games 9-12	0-4-0	3-1-0	1-3-0	2-2-0	4-0-0	1-3-0	1-3-0	1-3-0	1-3-0	2-2-0	16-24-0
ATS in games 13-16	3-1-0	2-2-0	2-2-0	3-1-0	2-2-0	1-3-0	1-3-0	3-1-0	2-2-0	2-2-0	21-19-0
Points Scored per Game	18.94	26.38	22.19	23.31	26.69	25.12	24.62	24.62	26.81	18.38	23.71
Points Allowed per Game	21.69	19.62	22.62	21.94	18.38	26.69	21.69	25.00	21.50	23.94	22.31
Yds Offense per Game	295.12	361.69	325.88	331.38	355.94	366.00	380.31	385.06	355.44	307.50	346.43
Yds Allowed per Game	324.19	327.50	342.44	305.00	292.00	323.69	310.75	376.38	383.38	332.44	331.77
Yds Passing per Game	176.12	223.62	191.12	197.12	198.56	251.19	242.81	295.88	239.06	224.25	223.97
Opp. Yds Passing per Game	189.38	224.00	228.06	207.94	196.19	214.06	209.50	255.12	254.25	223.38	220.19
Percent Completions	56.6	52.7	57.6	55.5	60.7	62.4	62.9	61.0	59.9	57.3	58.7
Opp Percent Completions	62.5	56.7	58.7	58.5	58.8	63.1	57.1	61.3	63.9	60.1	60.0
Yds per Pass Attempt	5.93	6.41	5.85	5.80	6.47	7.42	7.21	8.04	7.10	6.33	6.68
Opp Yds per Pass Attempt	6.49	6.18	6.44	6.36	6.24	6.88	6.22	6.93	7.62	5.95	6.52
Yds Rushing per Game	119.00	138.06	134.75	134.25	157.38	114.81	137.50	89.19	116.38	83.25	122.46
Opp Yds Rushing per Game	134.81	103.50	114.38	97.06	95.81	109.62	101.25	121.25	129.12	109.06	111.59
Yds per Rush Attempt	4.49	4.71	4.74	4.58	5.02	4.15	4.58	3.47	4.55	3.50	4.41
Opp Yds per Rush Attempt	4.33	3.87	4.00	3.80	3.97	4.15	4.16	4.46	4.60	3.84	4.12
Turnovers per Game	1.50	1.56	1.75	2.12	0.81	1.94	2.62	1.50	1.31	2.75	1.79
Takeaways per Game	1.75	2.31	1.75	1.56	1.38	1.50	2.44	1.94	2.19	1.81	1.86
Sacks per Game	2.50	2.56	2.00	3.25	2.62	2.00	2.88	3.00	2.06	2.12	2.50
Sacks Allowed per Game	3.25	1.75	1.56	1.75	1.75	2.00	1.00	1.75	1.25	2.50	1.86
Average Possession Time	28:52	31:17	29:56	31:21	33:19	31:41	32:32	29:29	29:10	29:16	30:41
Punts per Game	4.81	4.56	4.81	4.50	4.00	4.00	4.56	5.12	3.62	5.69	4.57
Opp Punts per Game	4.81	5.50	4.31	5.44	4.75	4.50	5.38	4.69	3.38	5.44	4.82
Percent Rushes	44.6	44.5	45.4	45.1	49.2	43.6	46.4	40.0	42.3	38.6	44.0
Percent Rusnes	44.0	77.)		47.1	49.7	45.0	40.4	40.0	42.5	38.0	44.0

NEW YORK JETS

NYJ001	The Jets are 11-0 ATS after a loss at home against the Bills.	team=Jets and p:HL and po:team=Bills				
NYJ002	The Jets are 10-0 ATS as a home dog after a game in which they had fewer than 55 yards rushing.	team=Jets and HD and p:RY<55 and season>=1996				
NYJ003	The Jets are 10-0 ATS as a favorite over a team that has suffered an average turnover margin of at least 0.6 per game, season-to-date.	team=Jets and F and oA(TOM)>0.6 and date>=20091025				
NYJ004	The Jets are 9-0 ATS as a dog the week after scoring fewer than 10 points.	team=Jets and D and p:points<10 and NB and date>=20071101				
NYJ005	The Jets are 7-0 ATS as a favorite when their rushing yards increased in each of the last two weeks.	team=Jets and F and ppp:RY <tpp:ry<p:ry and="" date="">=20091025</tpp:ry<p:ry>				
NYJ006	The Jets are 0-14 ATS after a road game in which they allowed at least 7.5 points fewer than their season-to-date average.	team=Jets and p:A and tA(po:points) - po:points >=7.5 and date>=20071001				
NYJ007	The Jets are 0-10 ATS vs a team they beat as a dog in their previous same-season match-up.	team=Jets and P:WD and P:season==season and season>=2002				
NYJ008	The Jets are 0-11 ATS as a favorite over a team that has forced an average of fewer than 4.1 punts per game season-to-date.	team=Jets and F and oA(o:punts)<4.1 and date>=20081001				
NYJ009	The Jets are 0-7 ATS at home the week after playing an overtime game.	team=Jets and H and p:OT>O and NB and season>=1997				
NYJ010	The Jets are 0-6 after a game in which they had a 100 yard receiver.	team=Jets and 100<=max:p:receiving yards and date>=20101201				
NYJ011	The Jets are 9-0 OU on the road when they were a road dog in their last game.	team=Jets and A and p:AD and date>=20100124				
NYJ012	The Jets are 0-10 OU after a loss in which they were turnover-free.	team=Jets and p:L and p:T0=0 and date>=20011201				
	NYJ002 NYJ003 NYJ004 NYJ005 NYJ006 NYJ007 NYJ008 NYJ009 NYJ010 NYJ011	NYJ002 The Jets are 10-0 ATS as a home dog after a game in which they had fewer than 55 yards rushing. NYJ003 The Jets are 10-0 ATS as a favorite over a team that has suffered an average turnover margin of at least 0.6 per game, season-to-date. NYJ004 The Jets are 9-0 ATS as a dog the week after scoring fewer than 10 points. NYJ005 The Jets are 7-0 ATS as a favorite when their rushing yards increased in each of the last two weeks. NYJ006 The Jets are 0-14 ATS after a road game in which they allowed at least 7.5 points fewer than their season-to-date average. NYJ007 The Jets are 0-10 ATS vs a team they beat as a dog in their previous same-season match-up. NYJ008 The Jets are 0-11 ATS as a favorite over a team that has forced an average of fewer than 4.1 punts per game season-to-date. NYJ009 The Jets are 0-7 ATS at home the week after playing an overtime game. NYJ010 The Jets are 0-6 after a game in which they had a 100 yard receiver. NYJ011 The Jets are 9-0 OU on the road when they were a road dog in their last game.				

NEW YORK JETS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	10-6-0	4-12-0	10-6-0	4-12-0	9-7-0	9-7-0	11-5-0	8-8-0	6-10-0	8-8-0	79-81-0
Straight Up Home	6-2-0	4-4-0	4-4-0	3-5-0	5-3-0	4-4-0	5-3-0	6-2-0	3-5-0	6-2-0	46-34-0
Straight Up Away	4-4-0	0-8-0	6-2-0	1-7-0	4-4-0	5-3-0	6-2-0	2-6-0	3-5-0	2-6-0	33-47-0
Average Line	-2.91	4.56	1.47	4.84	-2.34	-1.69	-2.28	-2.41	1.75	3.53	0.45
Average O/U Line	39.50	37.59	38.62	40.19	42.25	39.44	39.38	42.28	41.19	41.41	40.18
Against the Spread Record	8-7-1	6-10-0	11-5-0	6-9-1	7-9-0	9-7-0	9-7-0	6-9-1	7-9-0	10-6-0	79-78-3
Six Point Teaser Record	13-3-0	11-5-0	14-2-0	11-4-1	8-7-1	9-7-0	13-3-0	10-6-0	9-7-0	10-6-0	108-50-2
Seven Point Teaser Record	14-2-0	11-4-1	14-2-0	12-4-0	9-7-0	12-4-0	13-3-0	10-6-0	9-7-0	10-6-0	114-45-1
Ten Point Teaser Record	15-1-0	13-3-0	14-2-0	13-3-0	12-3-1	15-1-0	14-2-0	10-5-1	9-7-0	10-6-0	125-33-2
ATS Home	4-4-0	5-3-0	5-3-0	2-5-1	3-5-0	4-4-0	4-4-0	4-4-0	3-5-0	6-2-0	40-39-1
ATS Away	4-3-1	1-7-0	6-2-0	4-4-0	4-4-0	5-3-0	5-3-0	2-5-1	4-4-0	4-4-0	39-39-2
Over/Under Record	7-9-0	8-8-0	9-7-0	6-10-0	9-7-0	7-9-0	12-4-0	10-6-0	7-9-0	8-7-1	83-76-1
Over/Under Home	4-4-0	5-3-0	5-3-0	3-5-0	5-3-0	4-4-0	4-4-0	5-3-0	4-4-0	3-4-1	42-37-1
Over/Under Away	3-5-0	3-5-0	4-4-0	3-5-0	4-4-0	3-5-0	8-0-0	5-3-0	3-5-0	5-3-0	41-39-0
ATS as Favorite	7-4-0	1-2-0	5-1-0	0-3-1	4-7-0	6-5-0	6-5-0	5-6-0	4-3-0	3-1-0	41-37-1
ATS as Underdog	0-3-1	5-8-0	6-4-0	6-6-0	3-1-0	3-2-0	3-2-0	1-3-1	3-6-0	7-4-0	37-39-2
ATS as Home Favorite	4-2-0	1-2-0	4-1-0	0-2-1	3-4-0	3-4-0	3-4-0	4-4-0	2-3-0	3-0-0	27-26-1
ATS as a Home Dog	0-2-0	4-1-0	1-2-0	2-3-0		1-0-0	1-0-0		1-2-0	3-1-0	13-11-0
ATS Away Favorite	3-2-0		1-0-0	0-1-0	1-3-0	3-1-0	3-1-0	1-2-0	2-0-0	0-1-0	14-11-0
ATS Away Dog	0-1-1	1-7-0	5-2-0	4-3-0	3-1-0	2-2-0	2-2-0	1-3-1	2-4-0	4-3-0	24-28-2
vs Division	2-3-1	3-3-0	4-2-0	2-3-1	3-3-0	2-4-0	4-2-0	2-3-1	3-3-0	4-2-0	29-28-3
ATS after 10+ ATS Win	0-3-0	1-0-0	3-2-0	1-2-0	3-1-0	3-2-0	3-1-0	2-3-0	1-2-0	0-2-0	17-18-0
ATS after 10+ ATS Loss	0-1-0	1-2-0	2-0-0	3-0-0	1-3-0	1-0-0	0-2-0	0-5-1	3-3-0	4-2-0	15-18-1
ATS in games 1-4	3-1-0	1-3-0	3-1-0	1-2-1	2-2-0	3-1-0	3-1-0	1-3-0	2-2-0	3-1-0	22-17-1
ATS in games 5-8	1-2-1	2-2-0	2-2-0	0-4-0	2-2-0	1-3-0	2-2-0	3-1-0	3-1-0	2-2-0	18-21-1
ATS in games 9-12	3-1-0	0-4-0	3-1-0	3-1-0	3-1-0	2-2-0	2-2-0	1-3-0	1-3-0	1-3-0	19-21-0
ATS in games 13-16	1-3-0	3-1-0	3-1-0	2-2-0	0-4-0	3-1-0	2-2-0	1-2-1	1-3-0	4-0-0	20-19-1
Points Scored per Game	20.81	15.00	19.75	16.75	25.31	21.75	22.94	23.56	17.56	18.12	20.16
Points Allowed per Game	16.31	22.19	18.44	22.19	22.25	14.75	19.00	22.69	23.44	24.19	20.54
Yds Offense per Game	339.88	248.12	305.69	294.69	331.69	321.00	351.00	311.81	299.19	318.12	312.12
Yds Allowed per Game	304.88	308.75	331.62	331.88	329.38	252.31	291.50	312.06	323.38	334.94	312.07
Yds Passing per Game	190.62	165.12	197.06	188.38	206.44	148.75	202.62	206.06	180.69	183.25	186.90
Opp. Yds Passing per Game	207.00	172.19	201.38	197.12	234.50	153.69	200.56	201.00	189.75	246.69	200.39
Percent Completions	64.4	57.0	64.1	60.5	65.6	53.4	54.9	56.7	55.2	55.4	58.8
Opp Percent Completions	58.1	61.3	59.4	61.4	64.3	51.7	50.7	54.2	53.8	58.9	57.4
Yds per Pass Attempt	6.96	5.62	6.46	5.89	6.24	6.06	6.18	6.03	5.86	6.11	6.13
Opp Yds per Pass Attempt	6.66	5.95	6.06	6.70	6.56	4.91	6.04	6.34	6.15	6.74	6.22
Yds Rushing per Game	149.25	83.00	108.62	106.31	125.25	172.25	148.38	105.75	118.50	134.88	125.22
Opp Yds Rushing per Game	97.88	136.56	130.25	134.75	94.88	98.62	90.94	111.06	133.62	88.25	111.68
Yds per Rush Attempt	4.53	3.46	3.54	3.81	4.75	4.54	4.45	3.82	3.84	4.38	4.14
Opp Yds per Rush Attempt	3.62	3.94	4.60	4.17	3.73	3.76	3.57	3.94	4.32	3.35	3.92
Turnovers per Game	1.00	2.12	1.56	1.56	1.94	1.88	1.31	2.12	2.31	1.81	1.76
Takeaways per Game	2.06	1.75	1.56	1.31	1.88	1.94	1.88	1.94	1.44	0.94	1.67
Sacks per Game	2.31	1.88	2.19	1.81	2.56	2.00	2.50	2.19	1.88	2.56	2.19
Sacks Allowed per Game	1.94	3.31	2.12	3.31	1.88	1.88	1.75	2.50	2.94	2.94	2.46
Average Possession Time	32:29	26:47	31:02	29:06	31:06	32:07	32:37	30:49	30:26	30:13	30:40
Punts per Game	5.00	4.69	4.62	4.50	3.69	5.00	5.25	5.75	5.38	5.56	4.94
Opp Punts per Game	5.56	3.88	4.62	4.25	4.31	6.19	6.06	5.75	5.56	5.12	5.13
Percent Rushes	52.9	42.3	48.5	44.1	43.0	58.9	49.1	43.0	47.8	48.3	47.9
Opp Percent Rushes	44.7	52.9	44.4	50.8	39.9	44.1	41.7	45.4	48.6	40.2	45.3

OAKLAND RAIDERS

	041/001	TI DUI DONTS CON GOVERNMENT OF THE STATE OF	
	OAK001	The Raiders are 9-0 ATS as a favorite after a win in which they allowed at least four sacks.	team=Raiders and F and 4<=po:sacks and p:W and season>=1996
z	OAK002	The Raiders are 8-0 ATS the week after a loss at home in which they had at least 3 fewer penalties than their season-to-date average.	team=Raiders and p:HL and tA(p:PEN) - p:PEN $>=$ 3 and season $>=$ 2005
PLAY ON	OAK003	The Raiders are 8-0 ATS when they have same-season revenge for a loss as a favorite.	team=Raiders and P:LF and P:season==season and date>=20000101
_	OAK004	The Raiders are 8-0 ATS as a dog after scoring fewer than 10 points.	team=Raiders and D and p:points<10 and date>=20091018
	OAK005	The Raiders are 6-0 ATS after game eight when they are off a loss that dropped them one game under .500.	team=Raiders and wins+losses > 8 and losses - wins = 1 and p:L and season >= 1999
	0AK006	The Raiders are 0-12 ATS as a favorite when facing a team that has averaged less than 28 minutes of possession time season-to-date.	team=Raiders and F and oA(TOP)<28*60 and date>=20001201
AINST	OAK007	The Raiders are 0-12 ATS when thee line is within 3 of pick when they suffered at least three sacks in each of the last two weeks.	team=Raiders and -4<=line<=4 and 3<=po:sacks and 3<=ppo:sacks and NB and p:NB and season>=2002
PLAY AGAINST	OAKO08	The Raiders are 0-12 ATS as a dog when they covered by 10+ points last week.	team=Raiders and D and p:ats margin>=7 and season >= 2009
PL/	0AK009	The Raiders are 0-11 ATS as a dog the week after a win in which they committed no turnovers.	team=Raiders and D and p:TO=0 and p:W and season>=2002
	OAK010	The Raiders are 0-10 ATS after a home game in which no receiver had a 20+ yard reception.	team=Raiders and max:p:longest reception<=20 and p:H and season>=2006
PLAY OVER	OAK011	The Raiders are 9-0 OU after a loss on the road in which they were winning at the half.	team=Raiders and p:AL and p:M2>0 and season>=2008
PLAY UNDER	OAK012	The Raiders are 0-10 OU when they lost and failed to cover their last three games, as long as their opponent is not on a three-plus game losing streak as well.	team=Raiders and streak<=-3 and ats streak<=-3 and o:streak>-3 and date>=20061015

OAKLAND RAIDERS

	2004	2005	2004	2007	2000	2000	2010	2011	2042	2042	2004 2042
Control Description	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	5-11-0	4-12-0	2-14-0	4-12-0	5-11-0	5-11-0	8-8-0	8-8-0	4-12-0	4-12-0	49-111-0
Straight Up Home	3-5-0	2-6-0	2-6-0	2-6-0	2-6-0	2-6-0	5-3-0	3-5-0	3-5-0	3-5-0	27-53-0
Straight Up Away	2-6-0	2-6-0	0-8-0	2-6-0	3-5-0	3-5-0	3-5-0	5-3-0	1-7-0	1-7-0	22-58-0
Average Line	2.50	2.62	6.94	4.97	6.53	8.56	3.12	1.53	3.78	6.00	4.66
Average O/U Line	45.03	45.53	37.47	39.97	40.62	38.56	41.84	45.06	45.94	44.69	42.47
Against the Spread Record	6-10-0	5-10-1	6-10-0	6-10-0	7-9-0	8-8-0	8-8-0	10-6-0	5-11-0	7-9-0	68-91-1
Six Point Teaser Record	8-8-0	10-5-1	8-7-1	11-5-0	9-7-0	9-7-0	13-3-0	11-5-0	9-7-0	10-6-0	98-60-2
Seven Point Teaser Record	8-8-0	11-5-0	9-7-0	11-5-0	9-7-0	9-7-0	13-3-0	11-5-0	9-7-0	11-4-1	101-58-1
Ten Point Teaser Record	11-5-0	11-5-0	12-4-0	12-3-1	9-6-1	10-6-0	13-3-0	11-5-0	10-6-0	14-2-0	113-45-2
ATS Home	2-6-0	2-6-0	3-5-0	2-6-0	2-6-0	4-4-0	4-4-0	4-4-0	2-6-0	3-5-0	28-52-0
ATS Away	4-4-0	3-4-1	3-5-0	4-4-0	5-3-0	4-4-0	4-4-0	6-2-0	3-5-0	4-4-0	40-39-1
Over/Under Record	10-6-0	6-10-0	3-12-1	10-6-0	6-10-0	7-9-0	10-6-0	10-6-0	6-8-2	7-8-1	75-81-4
Over/Under Home	4-4-0	4-4-0	2-6-0	4-4-0	3-5-0	4-4-0	6-2-0	5-3-0	3-4-1	2-5-1	37-41-2
Over/Under Away	6-2-0	2-6-0	1-6-1	6-2-0	3-5-0	3-5-0	4-4-0	5-3-0	3-4-1	5-3-0	38-40-2
ATS as Favorite	2-5-0	3-3-0	0-2-0	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-3-0	1-0-0	11-24-0
ATS as Underdog	4-5-0	2-7-1	6-8-0	6-6-0	7-8-0	8-7-0	5-6-0	7-3-0	4-7-0	6-8-0	55-65-1
ATS as Home Favorite	2-4-0	2-2-0	0-2-0	0-4-0	0-1-0	0-1-0	2-2-0	2-3-0	1-2-0	1-0-0	10-21-0
ATS as a Home Dog	0-2-0	0-4-0	3-3-0	2-2-0	2-5-0	4-3-0	1-2-0	2-1-0	1-3-0	2-4-0	17-29-0
ATS Away Favorite	0-1-0	1-1-0							0-1-0		1-3-0
ATS Away Dog	4-3-0	2-3-1	3-5-0	4-4-0	5-3-0	4-4-0	4-4-0	5-2-0	3-4-0	4-4-0	38-36-1
vs Division	2-4-0	0-5-1	4-2-0	3-3-0	2-4-0	4-2-0	6-0-0	3-3-0	3-3-0	1-5-0	28-31-1
ATS after 10+ ATS Win	0-1-0	1-0-0	1-1-0	0-2-0	2-1-0	0-4-0	2-2-0	2-1-0	0-2-0	0-2-0	8-16-0
ATS after 10+ ATS Loss	2-3-0	2-3-0	1-3-0	2-2-0	3-4-0	4-2-0	1-2-0	2-2-0	2-4-0	1-1-0	20-26-0
ATS in games 1-4	2-2-0	2-2-0	0-4-0	2-2-0	2-2-0	2-2-0	1-3-0	3-1-0	1-3-0	2-2-0	17-23-0
ATS in games 5-8	0-4-0	2-1-1	3-1-0	1-3-0	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	18-21-1
ATS in games 9-12	2-2-0	1-3-0	3-1-0	2-2-0	2-2-0	2-2-0	2-2-0	3-1-0	0-4-0	3-1-0	20-20-0
ATS in games 13-16	2-2-0	0-4-0	0-4-0	1-3-0	2-2-0	2-2-0	2-2-0	2-2-0	2-2-0	0-4-0	13-27-0
Points Scored per Game	20.00	18.12	10.50	17.69	16.44	12.31	25.62	22.44	18.12	20.12	18.14
Points Allowed per Game	27.62	23.94	20.75	24.88	24.25	23.69	23.19	27.06	27.69	28.31	25.14
Yds Offense per Game	322.06	309.44	246.19	294.81	272.25	266.12	354.62	379.50	344.00	333.75	312.27
Yds Allowed per Game	371.00	330.75	284.81	341.62	360.94	361.94	322.81	387.56	354.50	363.44	347.94
Yds Passing per Game	241.12	223.88	151.25	164.44	148.06	159.81	198.75	247.62	255.25	208.50	199.87
Opp. Yds Passing per Game	245.25	202.69	150.81	195.75	201.25	206.44	189.19	251.44	235.94	255.50	213.43
Percent Completions	56.7	53.5	54.5	57.6	52.7	52.6	56.7	60.1	59.8	57.4	56.3
Opp Percent Completions	61.8	60.9	59.8	59.5	56.5	59.1	53.0	53.9	66.0	68.2	59.9
Yds per Pass Attempt	6.63	6.06	5.01	5.83	5.63	5.27	6.46	7.56	6.49	6.43	6.18
Opp Yds per Pass Attempt	7.69	6.67	5.89	7.13	6.84	7.54	6.44	6.69	7.18	7.43	6.97
Yds Rushing per Game	80.94	85.56	94.94	130.38	124.19	106.31	155.88	131.88	88.75	125.25	112.41
Opp Yds Rushing per Game	125.75	128.06	134.00	145.88	159.69	155.50	133.62	136.12	118.56	107.94	134.51
Yds per Rush Attempt	3.96	3.79	3.86	4.11	4.33	4.15	4.95	4.53	3.78	4.60	4.24
Opp Yds per Rush Attempt	3.75	4.04	3.96	4.80	4.71	4.54	4.51	5.07	4.27	3.92	4.35
Turnovers per Game	2.19	1.44	2.88	2.31	1.44	2.06	1.62	1.88	1.62	1.88	1.93
Takeaways per Game	1.12	1.19	1.44	1.62	1.50	1.25	1.50	1.62	1.19	1.38	1.38
Sacks per Game	1.12	2.25	2.12	1.62	2.00	2.31	2.94	2.44	1.19	2.44	2.13
·											
Sacks Allowed per Game	1.88	2.81	4.50	2.56	2.44	3.06	2.75	1.56	1.69	2.81	2.61
Average Possession Time	26:47	28:06	28:13	31:26	28:31	28:17	31:12	29:54	29:30	29:54	29:11
Punts per Game	4.56	5.12	4.88	4.56	5.62	6.00	4.88	4.88	5.12	5.38	5.10
Opp Punts per Game	4.25	4.75	4.25	4.44	4.62	4.81	5.88	4.25	4.31	4.81	4.64
Percent Rushes	34.8	36.2	41.5	50.8	49.9	43.4	48.5	45.9	36.4	43.6	43.1
Opp Percent Rushes	50.1	49.3	55.0	51.1	51.9	53.6	47.8	40.2	44.6	42.8	48.6

PHILADELPHIA EAGLES

	PHI001	The Eagles are 13-0 ATS as a road dog the week after scoring 33-plus points.	team=Eagles and AD and p:points>=33
	PHI002	The Eagles are 12-0 ATS when their line is within 3 of pick on the road the week after a game in which they committed no turnovers.	team=Eagles and A and -3<=line<=3 and NB and p:T0=0 and season>=1991
PLAY ON	PHI003	The Eagles are 12-0 ATS as a road dog by more than 4 points when seeking sameseason revenge.	team=Eagles and A and line>4 and P:L and P:season=season
PL	PHI004	The Eagles are 9-0 ATS on the road vs a divisional opponent on Monday Night Football.	team=Eagles and A and DIV and day=Monday and season>=1997
	PHI005	The Eagles are 8-0 ATS on the road versus any team with more wins when they are off a win.	team=Eagles and A and p:W and o:wins>wins and season>=2006
	PHI006	The Eagles are 0-13 ATS as a favorite when their opponent's season-to-date average rushing attempts per game is 25 or less.	team=Eagles and F and oA(rushes)<=25 and season>=2011
INST	PHI007	The Eagles are 0-13 ATS after a home loss in which a receiver had a reception of more than 25 yards.	team=Eagles and max:p:longest reception>25 and p:HL and date>=20110101
Y AGAINST	PHI008	The Eagles are 0-11 ATS as a favorite when facing a team that has forced an average of at least 5.8 punts per game season-to-date.	team=Eagles and F and oA(o:punts)>5.8 and date>=20061015
PLAY	PHI009	The Eagles are 0-11 ATS when hosting a team that has averaged less than 1.35 turn-overs per game season-to-date.	team=Eagles and H and oA(T0)<1.35 and season>=2011
	PHI010	The Eagles are 0-7 ATS as a favorite after a game in which their completion percentage was at least ten points higher than their season-to-date average.	team=Eagles and F and p:CP - 100*tS(COMP)/tS(passes) >10 and season>=2009
PLAY OVER	PHI011	The Eagles are 18-0 OU on artificial turf when they were a dog in their last game.	team=Eagles and surface=artificial and p:D and NB and date>=20081101
PLAY UNDER	PHI012	The Eagles are 0-10 OU as a home favorite over a divisional opponent.	team=Eagles and HF and DIV and season>=2010

PHILADELPHIA EAGLES

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	13-3-0	6-10-0	10-6-0	8-8-0	9-6-1	11-5-0	10-6-0	8-8-0	4-12-0	10-6-0	89-70-1
Straight Up Home	7-1-0	4-4-0	5-3-0	3-5-0	6-2-0	6-2-0	4-4-0	3-5-0	2-6-0	4-4-0	44-36-0
Straight Up Away	6-2-0	2-6-0	5-3-0	5-3-0	3-4-1	5-3-0	6-2-0	5-3-0	2-6-0	6-2-0	45-34-1
Average Line	-5.91	0.22	-3.06	-0.59	-3.88	-4.94	-2.88	-3.47	1.72	-2.09	-2.49
Average O/U Line	42.03	42.00	42.84	42.91	42.47	43.56	44.75	46.78	45.31	51.78	44.44
Against the Spread Record	9-7-0	5-11-0	9-7-0	8-8-0	10-6-0	9-7-0	7-9-0	8-8-0	3-13-0	8-8-0	76-84-0
Six Point Teaser Record	11-4-1	13-3-0	10-5-1	9-5-2	10-6-0	10-6-0	12-4-0	8-7-1	7-9-0	10-6-0	100-55-5
Seven Point Teaser Record	13-3-0	13-3-0	11-5-0	11-4-1	10-5-1	11-3-2	12-4-0	9-7-0	7-8-1	10-6-0	107-48-5
Ten Point Teaser Record	13-2-1	13-3-0	13-3-0	13-3-0	13-3-0	13-3-0	13-2-1	10-5-1	9-7-0	10-5-1	120-36-4
ATS Home	5-3-0	3-5-0	4-4-0	2-6-0	6-2-0	4-4-0	3-5-0	3-5-0	0-8-0	3-5-0	33-47-0
ATS Away	4-4-0	2-6-0	5-3-0	6-2-0	4-4-0	5-3-0	4-4-0	5-3-0	3-5-0	5-3-0	43-37-0
Over/Under Record	5-11-0	8-8-0	8-6-2	7-9-0	8-8-0	10-6-0	10-5-1	7-8-1	9-7-0	9-7-0	81-75-4
Over/Under Home	3-5-0	4-4-0	3-4-1	3-5-0	4-4-0	6-2-0	3-4-1	4-4-0	7-1-0	3-5-0	40-38-2
Over/Under Away	2-6-0	4-4-0	5-2-1	4-4-0	4-4-0	4-4-0	7-1-0	3-4-1	2-6-0	6-2-0	41-37-2
ATS as Favorite	9-4-0	2-5-0	6-6-0	4-7-0	8-5-0	8-4-0	5-7-0	5-7-0	0-6-0	4-7-0	51-58-0
ATS as Underdog	0-2-0	3-6-0	3-1-0	4-1-0	2-1-0	0-3-0	2-2-0	2-1-0	3-7-0	2-1-0	21-25-0
ATS as Home Favorite	5-2-0	2-3-0	3-4-0	2-5-0	6-2-0	3-3-0	3-4-0	3-4-0	0-4-0	3-5-0	30-36-0
ATS as a Home Dog	0-1-0	1-2-0	1-0-0	0-1-0		0-1-0	0-1-0	0-1-0	0-4-0		2-11-0
ATS Away Favorite	4-2-0	0-2-0	3-2-0	2-2-0	2-3-0	5-1-0	2-3-0	2-3-0	0-2-0	1-2-0	21-22-0
ATS Away Dog	0-1-0	2-4-0	2-1-0	4-0-0	2-1-0	0-2-0	2-1-0	2-0-0	3-3-0	2-1-0	19-14-0
vs Division	4-2-0	1-5-0	5-1-0	2-4-0	3-3-0	3-3-0	3-3-0	5-1-0	1-5-0	3-3-0	30-30-0
ATS after 10+ ATS Win	4-2-0	0-1-0	2-3-0	2-3-0	3-1-0	2-2-0	1-2-0	3-3-0		3-2-0	20-19-0
ATS after 10+ ATS Loss	1-1-0	1-2-0	2-1-0	3-0-0	3-0-0	2-0-0	1-2-0	2-4-0	0-6-0	3-3-0	18-19-0
ATS in games 1-4	4-0-0	2-2-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	1-3-0	0-4-0	1-3-0	19-21-0
ATS in games 5-8	1-3-0	0-4-0	1-3-0	2-2-0	3-1-0	2-2-0	2-2-0	2-2-0	1-3-0	2-2-0	16-24-0
ATS in games 9-12	4-0-0	1-3-0	2-2-0	3-1-0	2-3-0	2-2-0	3-1-0	1-3-0	1-3-0	3-1-0	22-19-0
ATS in games 13-16	0-4-0	2-2-0	3-1-0	2-2-0	2-1-0	2-2-0	1-3-0	4-0-0	1-3-0	2-2-0	19-20-0
Points Scored per Game	24.12	19.38	24.88	21.00	26.00	26.81	27.44	24.75	17.50	27.62	23.95
Points Allowed per Game	16.25	24.25	20.50	18.75	18.06	21.06	23.56	20.50	27.75	23.88	21.46
Yds Offense per Game	351.12	319.31	381.44	358.06	350.50	357.88	389.38	399.12	354.06	417.31	367.82
Yds Allowed per Game	319.69	325.38	328.06	311.38	274.31	321.06	327.19	324.88	343.19	394.00	326.91
Yds Passing per Game	248.69	229.81	257.44	234.69	244.44	255.19	244.12	256.88	236.94	257.38	246.56
Opp. Yds Passing per Game	200.75	207.69	191.69	215.88	182.06	216.38	216.81	212.31	216.88	289.56	215.00
Percent Completions	61.4	54.4	59.4	60.7	59.7	60.6	62.0	59.6	59.4	61.0	59.7
Opp Percent Completions		59.0	58.9	58.1	54.1	61.0	57.5	58.1	60.2	60.9	58.9
Yds per Pass Attempt	7.27	5.93	7.57	6.51	6.45	7.38	6.96	7.42	6.13	8.11	6.94
Opp Yds per Pass Attempt	5.84	6.61	5.84	6.37	5.55	5.97	6.46	6.56	7.15	6.91	6.33
Yds Rushing per Game	102.44	89.50	124.00	123.38	106.06	102.69	145.25	142.25	117.12	159.94	121.26
Opp Yds Rushing per Game	118.94	117.69	136.38	95.50	92.25	104.69	110.38	112.56	126.31	104.44	111.91
Yds per Rush Attempt	4.36	3.92	4.77	4.69	3.97	4.29	5.43	5.06	4.54	5.12	4.64
Opp Yds per Rush Attempt	4.31	3.72	4.46	3.82	3.51	4.06	4.17	4.35	4.22	3.77	4.04
Turnovers per Game	1.38	2.12	1.50	1.69	1.62	1.44	1.56	2.38	2.31	1.19	1.72
Takeaways per Game	1.75	1.69	1.81	1.19	1.81	2.38	2.12	1.50	0.81	1.94	1.70
Sacks per Game	2.94	1.81	2.50	2.31	3.00	2.75	2.44	3.12	1.88	2.31	2.51
Sacks Allowed per Game	2.31	2.62	1.75	3.06	1.44	2.44	3.06	2.00	3.00	2.88	2.46
Average Possession Time	28:43	28:41	28:58	30:56	31:24	28:14	31:14	31:20	29:43	26:24	29:34
Punts per Game	4.56	6.25	4.88	4.56	4.88	4.75	4.56	4.19	4.50	5.19	4.83
Opp Punts per Game	5.56	6.50	5.12	4.75	6.31	5.00	5.12	5.31	4.88	4.62	5.32
Percent Rushes	39.2	35.5	42.1	40.2	40.4	39.3	41.2	43.4	38.3	47.4	40.7
Opp Percent Rushes	42.5	48.7	46.4	40.9	42.4	39.8	42.3	42.2	48.2	38.5	43.2

PITTSBURGH STEELERS

	PIT001	The Steelers are 12-0 ATS as a home 7+ favorite when their dps was negative in their last two games.	team=Steelers and H and line<=- 6 and p:dps<0 and pp:dps<0 and date>=20031101
NO	PIT002	The Steelers are 10-0 ATS on the road with same-season revenge.	team=Steelers and A and P:L and P:season==season and season>=2000
PLAY (PIT003	The Steelers are 9-0 ATS (10.67 ppg) when they get a team that is off a game with the Broncos.	team=Steelers and opo:team=Broncos and season>=1994
	PIT004	The Steelers are 9-0 ATS as a dog after they scored at least 10 points more than their season-to-date average.	team=Steelers and D and p:points - tA(p:points) >= 10 and season >= 2000
	PIT005	The Steelers are 7-0 ATS in franchise history at home after a win in which Antonio Brown had at least 75 receiving yards.	team=Steelers and H and p:W and Antonio Brown:p:receiving yards>=75
	PIT006	The Steelers are 0-10 ATS as a road favorite when they had fewer than ten incompletions last week at home.	team=Steelers and AF and p:INC<10 and p:H and season>=2006
ST	PIT007	The Steelers are 0-10 ATS as a road favorite by at least six points.	team=Steelers and A and line<=-6 and date>=20090101
/ AGAINST	PIT008	The Steelers are 0-8 ATS as a favorite after a win as a favorite in which they had a pick-six.	team=Steelers and F and p:interception touchdowns>0 and p:WF and NB and date>=20041101
PLAY	PIT009	The Steelers are 0-7 ATS as a favorite when they had a positive takeaway margin in each of their last three games.	team=Steelers and F and p:TOM<0 and pp:TOM<0 and ppp:TOM<0 and date>=20021110
	PIT010	The Steelers are 0-6 ATS as a $7+$ favorite when they covered by $10+$ points last week	team=Steelers and line<=-7 and p:ats margin>=10 and date>=20071101
PLAY OVER	PIT011	The Steelers are 19-0 OU on the road when the line is within 3 of pick after a regulation game in which they had at 155-plus yards rushing.	team=Steelers and A and -3<=line<=3 and p:RY>=155 and p:OT=0 and sea- son>=1993
PLAY UNDER	PIT012	The Steelers are 0-15 OU as a home favorite when facing a team that has forced an average of less than 1.4 turnovers per game season-to-date.	team=Steelers and HF and oA(o:T0)<1.4 and date>=20061201

PITTSBURGH STEELERS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004–2013
Straight Up Record	15-1-0	11-5-0	8-8-0	10-6-0	12-4-0	9-7-0	12-4-0	12-4-0	8-8-0	8-8-0	105-55-0
Straight Up Home	8-0-0	5-3-0	5-3-0	7-1-0	6-2-0	6-2-0	5-3-0	7-1-0	5-3-0	5-3-0	59-21-0
Straight Up Away	7-1-0	6-2-0	3-5-0	3-5-0	6-2-0	3-5-0	7-1-0	5-3-0	3-5-0	3-5-0	46-34-0
Average Line	-2.22	-4.28	-2.97	-6.06	-3.22	-5.81	-4.34	-5.72	-2.78	-0.31	-3.77
Average O/U Line	37.69	38.25	38.66	41.22	38.34	39.69	39.03	40.53	42.03	42.06	39.75
Against the Spread Record	11-5-0	9-7-0	7-8-1	8-8-0	9-7-0	6-10-0	10-6-0	7-9-0	6-9-1	9-7-0	82-76-2
Six Point Teaser Record	14-2-0	10-5-1	9-7-0	8-8-0	13-3-0	11-5-0	13-3-0	10-6-0	9-7-0	11-5-0	108-51-1
Seven Point Teaser Record	14-1-1	11-4-1	10-6-0	10-6-0	13-3-0	12-4-0	13-3-0	12-4-0	10-4-2	11-5-0	116-40-4
Ten Point Teaser Record	15-1-0	13-1-2	10-5-1	12-3-1	14-1-1	12-4-0	14-2-0	14-2-0	14-1-1	13-3-0	131-23-6
ATS Home	6-2-0	3-5-0	5-3-0	5-3-0	4-4-0	3-5-0	5-3-0	5-3-0	3-4-1	5-3-0	44-35-1
ATS Away	5-3-0	6-2-0	2-5-1	3-5-0	5-3-0	3-5-0	5-3-0	2-6-0	3-5-0	4-4-0	38-41-1
Over/Under Record	8-8-0	9-7-0	9-7-0	8-8-0	8-8-0	10-6-0	7-9-0	5-10-1	6-9-1	8-8-0	78-80-2
Over/Under Home	4-4-0	7-1-0	6-2-0	4-4-0	4-4-0	5-3-0	3-5-0	2-6-0	1-7-0	4-4-0	40-40-0
Over/Under Away	4-4-0	2-6-0	3-5-0	4-4-0	4-4-0	5-3-0	4-4-0	3-4-1	5-2-1	4-4-0	38-40-2
ATS as Favorite	6-4-0	7-6-0	6-6-1	8-7-0	5-6-0	5-10-0	7-5-0	6-6-0	4-8-0	4-4-0	58-62-1
ATS as Underdog	4-1-0	2-1-0	1-2-0	0-1-0	4-1-0	1-0-0	3-1-0	1-3-0	2-1-1	4-3-0	22-14-1
ATS as Home Favorite	4-2-0	3-5-0	5-3-0	5-3-0	4-4-0	3-5-0	4-3-0	4-3-0	3-4-0	3-2-0	38-34-0
ATS as a Home Dog	1-0-0						1-0-0	1-0-0	0-0-1	2-1-0	5-1-1
ATS Away Favorite	2-2-0	4-1-0	1-3-1	3-4-0	1-2-0	2-5-0	3-2-0	2-3-0	1-4-0	1-2-0	20-28-1
ATS Away Dog	3-1-0	2-1-0	1-2-0	0-1-0	4-1-0	1-0-0	2-1-0	0-3-0	2-1-0	2-2-0	17-13-0
vs Division	5-1-0	3-3-0	2-3-1	4-2-0	4-2-0	2-4-0	5-1-0	2-4-0	3-2-1	5-1-0	35-23-2
ATS after 10+ ATS Win	4-0-0	2-3-0	1-2-0	2-3-0	1-3-0	0-1-0	2-2-0	0-5-0	1-2-0	5-0-0	18-21-0
ATS after 10+ ATS Loss	1-0-0	2-1-0	3-3-0	3-1-0	2-0-0	1-3-0	2-0-0	2-0-0	1-1-0	1-2-0	18-11-0
ATS in games 1-4	2-2-0	3-1-0	1-3-0	3-1-0	1-3-0	1-3-0	3-1-0	1-3-0	1-3-0	0-4-0	16-24-0
ATS in games 5-8	4-0-0	2-2-0	1-3-0	3-1-0	3-1-0	2-2-0	2-2-0	3-1-0	3-1-0	2-2-0	25-15-0
ATS in games 9-12	2-2-0	1-3-0	2-1-1	1-3-0	2-2-0	1-3-0	2-2-0	2-2-0	1-2-1	4-0-0	18-20-2
ATS in games 13-16	3-1-0	3-1-0	3-1-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	1-3-0	3-1-0	23-17-0
Points Scored per Game	23.25	24.31	22.06	24.56	21.69	23.00	23.44	20.31	21.00	23.69	22.73
Points Allowed per Game	15.69	16.12	19.69	16.81	13.94	20.25	14.50	14.19	19.62	23.12	17.39
Yds Offense per Game	324.00	321.81	357.81	327.44	311.94	371.31	345.31	372.31	332.75	337.56	340.23
Yds Allowed per Game	258.38	284.00	300.31	266.38	237.19	305.31	276.88	271.75	275.81	336.75	281.27
Yds Passing per Game	170.00	182.88	233.31	192.19	206.31	259.25	225.00	253.38	236.69	251.06	221.01
Opp. Yds Passing per Game	177.19	198.00	212.06	176.50	156.94	215.44	214.06	171.94	185.19	221.19	192.85
Percent Completions	63.7	60.2	59.7	63.9	59.9	65.5	62.2	63.3	61.7	64.3	62.5
Opp Percent Completions	55.6	57.4	60.3	54.5	56.5	58.2	61.2	54.5	57.2	57.8	57.4
Yds per Pass Attempt	7.60	7.72	7.14	6.94	6.52	7.74	7.52	7.52	6.60	6.85	7.18
Opp Yds per Pass Attempt	5.86	5.77	6.41	5.27	4.71	6.29	5.78	5.19	5.67	6.22	5.72
Yds Rushing per Game	154.00	138.94	124.50	135.25	105.62	112.06	120.31	118.94	96.06	86.50	119.22
Opp Yds Rushing per Game	81.19	86.00	88.25	89.88	80.25	89.88	62.81	99.81	90.62	115.56	88.42
Yds per Rush Attempt	3.99	4.05	4.25	4.24	3.67	4.19	4.09	4.38	3.73	3.51	4.02
Opp Yds per Rush Attempt	3.64	3.42	3.46	3.98	3.29	3.87	3.01	4.00	3.71	4.28	3.68
Turnovers per Game	1.31	1.44	2.31	1.38	1.56	1.62	1.12	1.75	1.88	1.50	1.59
Takeaways per Game	2.00	1.88	1.81	1.56	1.81	1.38	2.19	0.94	1.25	1.25	1.61
Sacks per Game	2.56	2.94	2.44	2.25	3.19	2.94	2.94	2.19	2.31	2.19	2.59
Sacks Allowed per Game	2.25	2.00	3.06	2.94	3.06	3.12	2.69	2.62	2.31	2.69	2.67
Average Possession Time	33:59	31:44	31:29	33:28	31:41	32:51	32:24	32:33	32:11	30:53	32:19
Punts per Game	4.19	4.31	4.06	4.25	4.88	4.50	4.62	3.75	4.94	4.75	4.42
Opp Punts per Game	4.94	5.00	5.38	5.12	5.69	5.38	5.06	5.44	5.50	4.94	5.24
Percent Rushes	61.1	57.2	45.1	51.0	45.3	42.2	47.4	42.8	40.3	38.5	47.0
Opp Percent Rushes	40.5	40.3	41.8	38.7	40.0	38.5	34.3	41.4	41.1	41.7	39.8

SAN DIEGO CHARGERS

SD001	The Chargers are 11-0 ATS as a favorite versus any team with fewer wins after a home loss.	team=Chargers and p:HL and F and wins>o:wins and NB
SD002	The Chargers are 9-0 ATS as a dog when they won by 21+ points last week.	team=Chargers and D and p:margin>=21 and NB and date>=19901101
SD003	The Chargers are 8-0 ATS the week after a game in which they had at least 150+yards rushing.	team=Chargers and p:RY>=150 and NB and date>=20101101
SD004	The Chargers are 8-0 ATS on the road when seeking same-season revenge for a loss in which they committed at least three turnovers.	team=Chargers and A and P:L and 3<=P:TO and P:season=season
SD005	The Chargers are 8-0 ATS at home after a win in which Antonio Gates had at least 6 receptions.	team=Chargers and H and Chargers:Antonio Gates:p:receptions>=6 and p:W and date>=20051101
SD006	The Chargers are 0-11 ATS at home when facing a team that has averaged at least 2.25 turnovers per game season-to-date, as long as they are not laying more than a field goal.	team=Chargers and H and line>=-3 and oA(TO)>=2.25 and season>=1992
SD007	The Chargers are 0-8 ATS at home after two straight road losses.	team=Chargers and H and p:AL and pp:AL and date>=20011101
SD008	The Chargers are 0-7 ATS as a road favorite when they won by 21+ points last week.	team=Chargers and AF and p:margin>=21 and season>=2006
SD009	The Chargers are 0-7 ATS as a favorite on artificial turf.	team=Chargers and F and surface=artificial and date>=20061201
SD010	The Chargers are 0-7 ATS as a favorite after scoring a defensive touchdown.	team=Chargers and F and p:DTD>0 and season>=2009
SD011	The Chargers are 10-0 OU on the road versus any team with more wins when they are off a loss.	team=Chargers and A and p:L and o:wins>wins and season>=2007
SD012	The Chargers are 0-10 OU as a home dog the week after a loss in which they allowed at least 100 more yards of offense than their season-to-date average.	team=Chargers and HD and p:L and po:TY - tA(po:TY) >=100 and season >= 1995
	SD002 SD003 SD004 SD005 SD006 SD007 SD008 SD009 SD010 SD011	Ioss. SD002 The Chargers are 9-0 ATS as a dog when they won by 21+ points last week. SD003 The Chargers are 8-0 ATS the week after a game in which they had at least 150+ yards rushing. SD004 The Chargers are 8-0 ATS on the road when seeking same-season revenge for a loss in which they committed at least three turnovers. SD005 The Chargers are 8-0 ATS at home after a win in which Antonio Gates had at least 6 receptions. SD006 The Chargers are 0-11 ATS at home when facing a team that has averaged at least 2.25 turnovers per game season-to-date, as long as they are not laying more than a field goal. SD007 The Chargers are 0-8 ATS at home after two straight road losses. SD008 The Chargers are 0-7 ATS as a road favorite when they won by 21+ points last week. SD009 The Chargers are 0-7 ATS as a favorite on artificial turf. SD010 The Chargers are 0-7 ATS as a favorite after scoring a defensive touchdown. SD011 The Chargers are 10-0 OU on the road versus any team with more wins when they are off a loss.

SAN DIEGO CHARGERS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	12-4-0	9-7-0	14-2-0	11-5-0	8-8-0	13-3-0	9-7-0	8-8-0	7-9-0	9-7-0	100-60-0
Straight Up Home	7-1-0	4-4-0	8-0-0	7-1-0	5-3-0	6-2-0	6-2-0	5-3-0	3-5-0	5-3-0	56-24-0
Straight Up Away	5-3-0	5-3-0	6-2-0	4-4-0	3-5-0	7-1-0	3-5-0	3-5-0	4-4-0	4-4-0	44-36-0
Average Line	0.69	-3.44	-6.59	-5.09	-4.91	-4.38	-6.41	-2.34	-0.50	0.03	-3.29
Average O/U Line	45.56	46.06	42.28	42.91	45.09	44.03	46.12	46.06	44.91	48.12	45.12
Against the Spread Record	13-1-2	9-6-1	9-7-0	11-5-0	7-9-0	8-8-0	9-7-0	6-10-0	7-9-0	9-6-1	88-68-4
Six Point Teaser Record	16-0-0	12-4-0	13-2-1	12-4-0	9-6-1	12-3-1	9-6-1	9-6-1	11-4-1	12-2-2	115-37-8
Seven Point Teaser Record	16-0-0	12-4-0	14-1-1	12-4-0	10-6-0	13-2-1	10-6-0	10-4-2	12-3-1	14-2-0	123-32-5
Ten Point Teaser Record	16-0-0	13-3-0	16-0-0	12-4-0	12-4-0	15-1-0	10-6-0	13-3-0	13-3-0	15-1-0	135-25-0
ATS Home	6-1-1	4-4-0	5-3-0	7-1-0	4-4-0	3-5-0	6-2-0	3-5-0	2-6-0	5-3-0	45-34-1
ATS Away	7-0-1	5-2-1	4-4-0	4-4-0	3-5-0	5-3-0	3-5-0	3-5-0	5-3-0	4-3-1	43-34-3
Over/Under Record	9-7-0	6-10-0	10-6-0	9-6-1	7-9-0	10-5-1	8-8-0	8-8-0	10-6-0	7-9-0	84-74-2
Over/Under Home	6-2-0	4-4-0	5-3-0	3-5-0	3-5-0	6-2-0	3-5-0	2-6-0	4-4-0	4-4-0	40-40-0
Over/Under Away	3-5-0	2-6-0	5-3-0	6-1-1	4-4-0	4-3-1	5-3-0	6-2-0	6-2-0	3-5-0	44-34-2
ATS as Favorite	5-0-1	6-5-0	8-6-0	8-3-0	5-7-0	5-7-0	8-7-0	4-5-0	3-5-0	3-3-0	55-48-1
ATS as Underdog	8-1-1	3-1-1	1-1-0	1-2-0	2-0-0	3-1-0	1-0-0	2-5-0	3-4-0	6-3-1	30-18-3
ATS as Home Favorite	3-0-1	4-4-0	5-3-0	6-1-0	4-4-0	3-5-0	6-2-0	2-4-0	2-4-0	2-1-0	37-28-1
ATS as a Home Dog	3-1-0			1-0-0				1-1-0	0-2-0	3-2-0	8-6-0
ATS Away Favorite	2-0-0	2-1-0	3-3-0	2-2-0	1-3-0	2-2-0	2-5-0	2-1-0	1-1-0	1-2-0	18-20-0
ATS Away Dog	5-0-1	3-1-1	1-1-0	0-2-0	2-0-0	3-1-0	1-0-0	1-4-0	3-2-0	3-1-1	22-12-3
vs Division	4-0-2	3-2-1	4-2-0	5-1-0	3-3-0	3-3-0	3-3-0	2-4-0	4-2-0	3-3-0	34-23-3
ATS after 10+ ATS Win	6-1-0	3-3-0	2-3-0	3-1-0	2-2-0	1-3-0	2-4-0	2-1-0	0-5-0	3-2-1	24-25-1
ATS after 10+ ATS Loss		1-1-0		2-2-0	3-1-0	1-0-0	4-2-0	2-1-0	2-1-0	1-0-0	16-8-0
ATS in games 1-4	2-1-1	2-1-1	3-1-0	1-3-0	2-2-0	1-3-0	2-2-0	1-3-0	3-1-0	3-0-1	20-17-3
ATS in games 5-8	4-0-0	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	1-3-0	1-3-0	1-3-0	2-2-0	20-20-0
ATS in games 9-12	3-0-1	3-1-0	2-2-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	1-3-0	1-3-0	21-18-1
ATS in games 13-16	4-0-0	1-3-0	2-2-0	4-0-0	3-1-0	2-2-0	3-1-0	3-1-0	2-2-0	3-1-0	27-13-0
Points Scored per Game	27.88	26.12	30.75	25.75	27.44	28.38	27.56	25.38	21.88	24.75	26.59
Points Allowed per Game	19.56	19.50	18.94	17.75	21.69	20.00	20.12	23.56	21.88	21.75	20.48
Yds Offense per Game	346.38	347.94	365.00	315.25	349.00	360.06	395.56	393.12	297.31	393.06	356.27
Yds Allowed per Game	335.00	309.25	301.56	320.25	349.94	327.00	270.88	346.69	326.50	366.38	325.34
Yds Passing per Game	209.81	218.44	203.88	187.81	241.12	271.12	282.44	276.62	206.00	270.50	236.78
Opp. Yds Passing per Game	253.31	224.94	200.75	213.25	247.38	209.25	177.12	224.44	230.06	259.25	223.97
Percent Completions	64.0	64.3	61.6	59.7	65.3	65.1	66.0	62.9	64.0	69.5	64.3
Opp Percent Completions	61.3	59.6	57.1	60.9	67.9	61.0	58.4	62.6	61.1	66.4	61.7
Yds per Pass Attempt	7.46	6.64	7.00	6.38	8.07	8.36	8.31	7.60	6.24	7.94	7.42
Opp Yds per Pass Attempt	6.68	6.35	5.97	6.15	6.54	6.27	5.81	7.51	6.48	7.57	6.53
Yds Rushing per Game	136.56	129.50	161.12	127.44	107.88	88.94	113.12	116.50	91.31	122.56	119.49
Opp Yds Rushing per Game	81.69	84.31	100.81	107.00	102.56	117.75	93.75	122.25	96.44	107.12	101.37
Yds per Rush Attempt	4.16	4.46	4.94	4.20	4.10	3.33	3.96	4.28	3.55	4.03	4.12
Opp Yds per Rush Attempt	3.68	3.49	4.18	4.11	4.02	4.46	3.71	4.37	3.80	4.55	4.05
Turnovers per Game	1.12	1.75	0.94	1.50	1.25	1.06	1.81	1.75	1.62	1.31	1.41
Takeaways per Game	2.06	1.25	1.75	3.00	1.50	1.62	1.44	1.31	1.75	1.06	1.68
Sacks per Game	1.81	2.88	3.81	2.56	1.75	2.19	2.94	2.00	2.38	2.12	2.44
Sacks Allowed per Game	1.31	1.94	1.75	1.50	1.56	1.62	2.38	1.88	3.06	1.88	1.89
Average Possession Time	31:35	31:34	31:38	30:03	28:53	29:58	33:02	32:26	31:37	33:35	31:26
Punts per Game	4.31	4.44	4.31	5.12	3.19	3.25	3.50	2.94	5.25	3.50	3.98
Opp Punts per Game	4.00	4.88	5.50	4.31	3.75	3.94	5.06	3.75	5.00	4.06	4.42
Percent Rushes	52.7	45.5	51.4	49.5	45.6	43.9	44.0	41.6	41.6	45.8	46.1
Opp Percent Rushes	35.8	38.6	39.2	41.2	39.2	42.6	43.0	46.8	40.1	39.3	40.5

SAN FRANCISCO 49ERS

	SF001	The Fortyniners are 9-0 ATS as a road favorite on Monday Night Football.	team=Fortyniners and AF and day==Monday and season>=1996
	SF002	The Fortyniners are 9-0 ATS at home after a loss in which Vernon Davis had a reception of 28+ yards.	H and Fortyniners:Vernon Davis:p:longest reception>=28 and p:L and season>=2009
PLAY ON	SF003	The Fortyniners are 8-0 ATS on artificial turf after a loss as an away favorite.	team=Fortyniners and surface=artificial and p:LAF and season>=1992
L	SF004	The Fortyniners are 8-0 ATS at home the week after a road win in which Frank Gore had a rushing touchdown.	H and O <fortyniners:frank and="" date="" gore:p:rtd="" nb="" p:aw="">=20060101</fortyniners:frank>
	SF005	The Fortyniners are 8-0 ATS as a dog vs a divisional opponent with non-divisional opponents in each of the next two weeks.	team=Fortyniners and D and DIV and n:NDIV and nn:NDIV and n:NB and nn:NB and date>=20041201
	SF006	The Fortyniners are 0-9 ATS as a home favorite after a game in which they had more than 290 yards passing.	team=Fortyniners and HF and p:PY>290 and date>19951201
IST	SF007	The Fortyniners are 0-8 ATS as a road dog the week after a game in which they attempted at least ten more rushes than their season-to-date average.	team=Fortyniners and AD and p:rushes - tA(p:rushes) >= 10 and season>=2001
PLAY AGAINST	SF008	The Fortyniners are 0-7 ATS on the road versus any team with fewer wins. after a loss at home.	team=Fortyniners and A and p:HL and wins>o:wins and season>=1999
PLAY	SF009	The Fortyniners are 0-7 ATS beating the Rams at home.	team=Fortyniners and p:HW and po:team=Rams and season>=2005
	SF010	The Fortyniners are 0-7 ATS on the road after a road game in which Frank Gore rushed for 75-plus yards.	Fortyniners:Frank Gore:p:rushing yards>=75 and A and p:A and sea- son>=2006
PLAY OVER	SF011	The Fortyniners are 11-0 OU as a 7+ favorite when they were up by at least a TD at the half and won by double-digits last week.	team=Fortyniners and line<=-7 and p:margin>=10 and p:M2>=7 and NB and season>=1997
PLAY UNDER	SF012	The Fortyniners are 0-10 OU at home vs a divisional opponent when they are not laying more than a field goal.	team=Fortyniners and H and line>=-3 and DIV and date>=20051204

SAN FRANCISCO 49ERS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	2-14-0	4-12-0	7-9-0	5-11-0	7-9-0	8-8-0	6-10-0	13-3-0	11-4-1	12-4-0	75-84-1
Straight Up Home	1-7-0	3-5-0	4-4-0	3-5-0	4-4-0	6-2-0	5-3-0	7-1-0	6-1-1	6-2-0	45-34-1
Straight Up Away	1-7-0	1-7-0	3-5-0	2-6-0	3-5-0	2-6-0	1-7-0	6-2-0	5-3-0	6-2-0	30-50-0
Average Line	6.12	9.59	5.41	5.66	2.88	0.22	-0.50	-2.88	-5.75	-5.41	1.53
Average O/U Line	40.78	40.84	42.91	39.41	43.06	41.84	40.53	39.84	42.06	43.75	41.50
Against the Spread Record	6-10-0	8-8-0	9-7-0	5-10-1	7-8-1	11-4-1	7-9-0	11-3-2	9-7-0	10-5-1	83-71-6
Six Point Teaser Record	8-8-0	10-6-0	9-7-0	9-7-0	12-4-0	13-2-1	8-5-3	15-0-1	11-5-0	13-3-0	108-47-5
Seven Point Teaser Record	9-6-1	10-6-0	9-7-0	9-7-0	12-4-0	14-2-0	11-5-0	16-0-0	11-5-0	13-2-1	114-44-2
Ten Point Teaser Record	12-4-0	11-4-1	11-5-0	10-6-0	15-1-0	14-2-0	12-4-0	16-0-0	11-4-1	14-2-0	126-32-2
ATS Home	2-6-0	5-3-0	4-4-0	3-4-1	3-4-1	6-2-0	5-3-0	7-0-1	4-4-0	4-4-0	43-34-3
ATS Away	4-4-0	3-5-0	5-3-0	2-6-0	4-4-0	5-2-1	2-6-0	4-3-1	5-3-0	6-1-1	40-37-3
Over/Under Record	8-7-1	8-7-1	9-7-0	6-10-0	8-6-2	5-11-0	9-7-0	7-9-0	9-6-1	8-8-0	77-78-5
Over/Under Home	6-2-0	3-5-0	5-3-0	2-6-0	5-3-0	2-6-0	5-3-0	4-4-0	5-2-1	3-5-0	40-39-1
Over/Under Away	2-5-1	5-2-1	4-4-0	4-4-0	3-3-2	3-5-0	4-4-0	3-5-0	4-4-0	5-3-0	37-39-4
ATS as Favorite	1-1-0	1-0-0	1-2-0	0-0-1	2-2-1	6-2-0	5-6-0	8-2-1	7-6-0	9-4-0	40-25-3
ATS as Underdog	5-8-0	7-8-0	8-5-0	5-10-0	5-6-0	5-1-1	2-3-0	3-1-1	2-1-0	1-1-1	43-44-3
ATS as Home Favorite	1-1-0	1-0-0	1-2-0	0-0-1	2-1-1	5-2-0	4-3-0	7-0-0	4-4-0	4-4-0	29-17-2
ATS as a Home Dog	1-4-0	4-3-0	3-2-0	3-4-0	1-3-0	1-0-0	1-0-0	0-0-1			14-16-1
ATS Away Favorite					0-1-0	1-0-0	1-3-0	1-2-1	3-2-0	5-0-0	11-8-1
ATS Away Dog	4-4-0	3-5-0	5-3-0	2-6-0	4-3-0	4-1-1	1-3-0	3-1-0	2-1-0	1-1-1	29-28-2
vs Division	3-3-0	3-3-0	5-1-0	2-3-1	3-3-0	5-1-0	3-3-0	3-2-1	1-5-0	4-2-0	32-26-2
ATS after 10+ ATS Win	0-1-0	2-2-0	2-3-0	1-1-0	3-2-0	2-3-0	0-2-0	3-1-2	3-3-0	4-2-0	20-20-2
ATS after 10+ ATS Loss	0-4-0	3-2-0	3-2-0	2-4-0	1-0-0	1-0-1	3-1-0		3-2-0	1-1-0	17-16-1
ATS in games 1-4	2-2-0	2-2-0	2-2-0	1-2-1	2-2-0	4-0-0	2-2-0	3-0-1	3-1-0	2-2-0	23-15-2
ATS in games 5-8	2-2-0	1-3-0	2-2-0	1-3-0	0-4-0	1-2-1	2-2-0	4-0-0	2-2-0	4-0-0	19-20-1
ATS in games 9-12	1-3-0	2-2-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	3-1-0	3-2-0	2-1-1	22-18-1
ATS in games 13-16	1-3-0	3-1-0	2-2-0	2-2-0	2-1-1	3-1-0	2-2-0	1-2-1	1-2-0	2-2-0	19-18-2
Points Scored per Game	16.19	14.94	18.62	13.69	21.19	20.62	19.06	23.75	24.81	25.38	19.82
Points Allowed per Game	28.25	26.75	25.75	22.75	23.81	17.56	21.62	14.31	17.06	17.00	21.49
Yds Offense per Game	286.56	224.19	303.75	237.44	311.12	290.75	313.31	310.88	361.81	323.75	296.36
Yds Allowed per Game	342.56	391.19	344.19	345.12	326.00	326.38	327.75	308.31	294.38	316.94	332.28
Yds Passing per Game	196.00	118.62	168.00	145.12	211.19	190.75	209.75	183.12	206.12	186.19	181.49
Opp. Yds Passing per Game	217.88	276.69	223.19	226.62	219.19	229.38	231.06	230.94	200.19	222.06	227.72
Percent Completions	57.9	52.4	57.9	53.3	60.7	59.1	56.4	61.4	66.3	58.5	58.4
Opp Percent Completions	62.9	64.9	63.9	63.5	60.7	60.7	65.1	57.5	59.4	59.1	61.7
Yds per Pass Attempt	5.59	4.88	6.05	4.52	6.64	5.78	6.71	6.50	7.56	7.14	6.11
Opp Yds per Pass Attempt	7.11	7.69	6.89	6.68	6.43	6.33	6.72	6.38	5.65	6.05	6.58
Yds Rushing per Game	90.56	105.56	135.75	92.31	99.94	100.00	103.56	127.75	155.69	137.56	114.87
Opp Yds Rushing per Game	124.69	114.50	121.00	118.50	106.81	97.00	96.69	77.38	94.19	94.88	104.56
Yds per Rush Attempt	3.51	3.95	4.95	4.14	4.03	4.31	4.13	4.10	5.06	4.36	4.27
Opp Yds per Rush Attempt	4.03	3.77	4.09	3.76	3.78	3.64	3.46	3.49	3.70	3.83	3.77
Turnovers per Game	2.50	2.19	2.00	2.12	2.19	1.50	1.44	0.62	1.00	1.12	1.67
Takeaways per Game	1.31	1.62	1.69	1.38	1.12	2.06	1.38	2.38	1.56	1.88	1.64
Sacks per Game	1.81	1.75	2.12	1.94	1.88	2.75	2.25	2.50	2.38	2.31	2.17
Sacks Allowed per Game	3.25	3.00	2.19	3.38	3.44	2.50	2.75	2.75	2.56	2.44	2.83
Average Possession Time	29:17	27:37	29:00	27:07	29:30	29:46	28:46	32:07	31:46	30:34	29:33
Punts per Game	6.00	6.75	5.06	6.56	4.19	6.19	5.69	4.94	4.19	4.94	5.45
Opp Punts per Game	5.00	4.44	4.12	5.56	4.50	5.94	5.25	5.44	4.94	5.44	5.06
Percent Rushes	40.3	49.5	47.8	38.6	41.3	39.5	42.4	50.2	50.8	52.5	45.3
Opp Percent Rushes	48.8	44.6	46.1	46.8	44.0	40.6	43.3	36.4	40.2	38.8	43.0

SEATTLE SEAHAWKS

	SEA001	The Seahawks are 14-0 ATS as a home favorite the week after a game in which they had at least 100 more yards of offense than their season-to-date average.	team=Seahawks and HF and p:TY - tA(p:TY) > 83 and season>=1998
z	SEA002	The Seahawks are 12-0 ATS as a road dog the week after a win after they were losing at the end of the third quarter.	team=Seahawks and AD and p:W and p:M3<0 and NB
PLAY ON	SEA003	The Seahawks are 11-0 ATS on the road after a home game in which a receiver had more than 75 receiving yards.	team=Seahawks and A and max:p:receiving yards>=75 and p:H and season>=2011
—	SEA004	The Seahawks are 10-0 ATS at home when they lost and failed to cover their last two games.	team=Seahawks and H and p:L and p:ATSL and pp:L and pp:ATSL and season>=2006
	SEA005	The Seahawks are 8-0 ATS when hosting a team that has averaged fewer than 275 yards offense per game season-to-date.	team=Seahawks and H and oA(TY)<275 and season>=2005
	SEA006	The Seahawks are 0-8 ATS on the road after a double-digit home win in which they did not score in the first quarter.	team=Seahawks and A and p:H and p:margin>=10 and p:P1=0 and sea-son>=2005
INST	SEA007	The Seahawks are 0-8 ATS as a dog off a 21-plus point win over a divisional opponent.	team=Seahawks and D and p:margin>=21 and p:DIV and p:W
PLAY AGAINST	SEA008	The Seahawks are 0-7 ATS as a regular season road dog vs a team that has allowed less than 56% completions season-to-date.	team=Seahawks and AD and oS(o:COMP)/ oS(o:passes)<0.56 and REG and sea- son>=2001
1	SEA009	The Seahawks are 0-7 ATS as a road dog after a loss in which they were winning at the half.	team=Seahawks and AD and p:L and p:M2>0 and season>=2004
	SEA010	The Seahawks are 0-6 ATS on the road when facing an undefeated team after week 1.	team=Seahawks and A and o:wins>0 and o:losses =0 and season>=2004
PLAY OVER	SEA011	The Seahawks are 16-0 OU versus any team with more wins after a win at home.	team=Seahawks and p:HW and o:wins>wins and date>=19981201
PLAY UNDER	SEA012	The Seahawks are 0-12 OU when the line is within 3 of pick vs a divisional opponent before playing on the road.	team=Seahawks and -3<=line<=3 and DIV and n:A and date>=20021201

SEATTLE SEAHAWKS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	9-7-0	13-3-0	9-7-0	10-6-0	4-12-0	5-11-0	7-9-0	7-9-0	11-5-0	13-3-0	88-72-0
Straight Up Home	5-3-0	8-0-0	5-3-0	7-1-0	2-6-0	4-4-0	5-3-0	4-4-0	8-0-0	7-1-0	55-25-0
Straight Up Away	4-4-0	5-3-0	4-4-0	3-5-0	2-6-0	1-7-0	2-6-0	3-5-0	3-5-0	6-2-0	33-47-0
Average Line	-3.91	-4.41	-2.72	-4.19	3.53	2.25	3.12	3.78	-1.25	-7.94	-1.17
Average O/U Line	42.19	43.62	42.12	41.69	42.72	43.00	41.69	39.88	40.53	43.12	42.06
Against the Spread Record	5-11-0	9-7-0	7-9-0	9-7-0	8-8-0	6-10-0	7-9-0	9-5-2	11-5-0	11-5-0	82-76-2
Six Point Teaser Record	9-6-1	14-2-0	11-5-0	12-3-1	9-7-0	8-8-0	8-8-0	12-4-0	13-2-1	12-4-0	108-49-3
Seven Point Teaser Record	10-6-0	14-2-0	11-5-0	13-3-0	10-6-0	8-7-1	8-8-0	12-4-0	15-1-0	13-3-0	114-45-1
Ten Point Teaser Record	10-6-0	15-0-1	13-3-0	13-2-1	11-4-1	9-7-0	8-7-1	13-2-1	16-0-0	14-2-0	122-33-5
ATS Home	1-7-0	6-2-0	5-3-0	6-2-0	4-4-0	5-3-0	5-3-0	5-2-1	7-1-0	5-3-0	49-30-1
ATS Away	4-4-0	3-5-0	2-6-0	3-5-0	4-4-0	1-7-0	2-6-0	4-3-1	4-4-0	6-2-0	33-46-1
Over/Under Record	11-5-0	8-6-2	9-7-0	6-9-1	7-8-1	7-9-0	11-5-0	9-7-0	8-8-0	6-10-0	82-74-4
Over/Under Home	7-1-0	2-5-1	4-4-0	3-5-0	3-5-0	2-6-0	5-3-0	5-3-0	4-4-0	3-5-0	38-41-1
Over/Under Away	4-4-0	6-1-1	5-3-0	3-4-1	4-3-1	5-3-0	6-2-0	4-4-0	4-4-0	3-5-0	44-33-3
ATS as Favorite	4-9-0	8-4-0	4-7-0	8-4-0	2-1-0	4-2-0	2-1-0	1-1-0	5-4-0	10-5-0	48-38-0
ATS as Underdog	1-2-0	1-3-0	3-2-0	1-2-0	6-7-0	1-8-0	5-8-0	8-4-2	6-1-0	1-0-0	33-37-2
ATS as Home Favorite	1-7-0	6-2-0	4-3-0	6-2-0	1-1-0	3-2-0	2-0-0	1-1-0	4-1-0	5-3-0	33-22-0
ATS as a Home Dog			1-0-0		3-3-0	1-1-0	3-3-0	4-1-1	3-0-0		15-8-1
ATS Away Favorite	3-2-0	2-2-0	0-4-0	2-2-0	1-0-0	1-0-0	0-1-0		1-3-0	5-2-0	15-16-0
ATS Away Dog	1-2-0	1-3-0	2-2-0	1-2-0	3-4-0	0-7-0	2-5-0	4-3-1	3-1-0	1-0-0	18-29-1
vs Division	2-4-0	5-1-0	1-5-0	5-1-0	3-3-0	3-3-0	4-2-0	3-2-1	3-3-0	4-2-0	33-26-1
ATS after 10+ ATS Win	1-2-0	2-3-0		1-3-0	0-3-0	0-2-0	0-4-0	2-1-2	3-2-0	3-1-0	12-21-2
ATS after 10+ ATS Loss	1-5-0	0-1-0	1-2-0	2-1-0	3-2-0	3-4-0	5-3-0	2-1-0		2-0-0	19-19-0
ATS in games 1-4	3-1-0	2-2-0	2-2-0	2-2-0	1-3-0	1-3-0	2-2-0	2-2-0	2-2-0	4-0-0	21-19-0
ATS in games 5-8	1-3-0	3-1-0	1-3-0	1-3-0	2-2-0	2-2-0	2-2-0	2-1-1	3-1-0	1-3-0	18-21-1
ATS in games 9-12	0-4-0	2-2-0	2-2-0	4-0-0	2-2-0	2-2-0	2-2-0	3-1-0	3-1-0	3-1-0	23-17-0
ATS in games 13-16	1-3-0	2-2-0	2-2-0	2-2-0	3-1-0	1-3-0	1-3-0	2-1-1	3-1-0	3-1-0	20-19-1
Points Scored per Game	23.19	28.25	20.94	24.56	18.38	17.50	19.38	20.06	25.75	26.06	22.41
Points Allowed per Game	23.31	16.94	21.31	18.19	24.50	24.38	25.44	19.69	15.31	14.44	20.35
Yds Offense per Game	352.12	369.69	311.06	348.94	274.06	316.81	297.81	303.94	350.62	339.00	326.41
Yds Allowed per Game	351.31	316.81	330.31	321.81	378.00	356.44	368.56	332.19	306.19	273.00	333.46
Yds Passing per Game	221.19	216.12	190.88	247.75	163.56	218.94	208.81	194.06	189.44	202.25	205.30
Opp. Yds Passing per Game	224.38	222.44	203.50	219.06	259.31	245.44	249.62	219.88	203.12	172.00	221.88
Percent Completions	57.1	64.8	57.0	62.9	55.3	61.1	59.6	58.7	64.0	63.6	60.3
Opp Percent Completions	60.8	58.0	59.3	58.6	64.7	65.8	57.9	59.7	58.0	59.0	60.2
Yds per Pass Attempt	6.65	7.30	5.96	6.72	5.52	5.75	6.14	6.10	7.48	7.70	6.48
Opp Yds per Pass Attempt	6.42	6.23	6.46	6.17	7.33	6.91	6.83	6.48	5.76	5.25	6.39
Yds Rushing per Game	130.94	153.56	120.19	101.19	110.50	97.88	89.00	109.88	161.19	136.75	121.11
Opp Yds Rushing per Game	126.94	94.38	126.81	102.75	118.69	111.00	118.94	112.31	103.06	101.00	111.59
Yds per Rush Attempt	4.48	4.73	3.97	3.77	4.24	3.96	3.70	3.95	4.81	4.30	4.22
Opp Yds per Rush Attempt	4.49	3.60	4.60	3.90	4.16	4.15	4.21	3.80	4.48	3.85	4.12
Turnovers per Game	1.69	1.06	2.12	1.50	1.69	1.94	1.94	1.44	1.12	1.19	1.57
Takeaways per Game	2.19	1.69	1.62	2.12	1.25	1.44	1.38	1.94	1.94	2.44	1.80
Sacks per Game	2.25	3.12	2.56	2.81	2.19	1.75	2.31	2.06	2.25	2.81	2.41
Sacks Allowed per Game	2.12	1.69	3.06	2.25	2.25	2.56	2.19	3.06	2.06	2.75	2.40
Average Possession Time	29:05	29:49	29:48	29:59	26:37	27:30	27:32	28:22	31:50	30:32	29:06
Punts per Game	4.94	5.00	5.38	5.38	5.62	5.56	4.88	5.94	4.06	4.75	5.15
Opp Punts per Game	4.62	4.81	5.50	5.81	4.25	5.12	5.06	5.06	4.88	5.12	5.03
Percent Rushes	45.3	50.9	46.3	40.7	45.0	37.8	39.9	44.4	55.0	52.3	45.7
Opp Percent Rushes	43.2	40.3	44.7	40.8	43.2	41.8	42.1	45.1	38.0	42.5	42.2

ST LOUIS RAMS

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	STL001	The Rams are 10-0 ATS after a road win in which a receiver had a reception of 35-plus yards.	team=Rams and max:p:longest reception>=35 and p:AW and season>=2006
z	STL002	The Rams are 9-0 ATS at home off a double-digit cover over a non-divisional opponent.	team=Rams and H and p:ats margin>=10 and p:NDIV and season>=2002
PLAY ON	STL003	The Rams are 8-0 ATS as a dog when their opponent is on a 2+ game winning streak.	team=Rams and D and op:W and opp:W and date>=20120101
a	STL004	The Rams are 7-0 ATS at home when facing a team with no wins after week 2.	team=Rams and H and o:wins=0 and week>2 and season>=1992
	STL005	The Rams are 7-0 ATS the week after a home loss to a divisional opponent in which they were winning at the end of the third quarter.	team=Rams and p:HL and p:DIV and p:M3>0 and NB and season>=2000
	STL006	The Rams are 0-10 ATS as a home dog the week after a game in which they had at least 300 yards passing.	team=Rams and HD and p:PY>=300
IST	STL007	The Rams are 0-10 ATS as a favorite when facing a team they beat in their first match-up.	team=Rams and F and P:W and P:season==season and date>=20020127
PLAY AGAINST	STL008	The Rams are 0-10 ATS on the road after a road game in which they scored at least 10 points fewer than their season-to-date average.	team=Rams and A and p:A and p:points - tA(p:points) <= -10
PLAY	STL009	The Rams are 0-9 ATS when the line is within 3 of pick versus any team with the same record.	team=Rams and wins=o:wins and losses=o:losses and -3<=line<=3 and date>=20051001
	STL010	The Rams are 0-8 ATS after week 8 when they are off a road loss that dropped them one game under 500.	team=Rams and p:AL and losses-wins =1 and week>8
PLAY OVER	STL011	The Rams are 8-00U at home when they play on the road in each of the next two weeks.	team=Rams and H and n:A and nn:A and n:NB and nn:NB and season>=2009
PLAY UNDER	STL012	The Rams are 0-11 OU on the road after a win in which they rushed for a TD.	team=Rams and A and p:RTD>0 and p:W and season>=2007

ST LOUIS RAMS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	8-8-0	6-10-0	8-8-0	3-13-0	2-14-0	1-15-0	7-9-0	2-14-0	7-8-1	7-9-0	51-108-1
Straight Up Home	6-2-0	3-5-0	4-4-0	1-7-0	1-7-0	0-8-0	5-3-0	1-7-0	4-4-0	5-3-0	30-50-0
Straight Up Away	2-6-0	3-5-0	4-4-0	2-6-0	1-7-0	1-7-0	2-6-0	1-7-0	3-4-1	2-6-0	21-58-1
Average Line	-1.41	0.19	0.66	4.78	8.22	9.62	2.12	7.16	4.41	3.75	3.95
Average O/U Line	44.91	45.94	44.19	43.19	44.09	42.38	41.25	41.00	41.34	43.38	43.17
Against the Spread Record	6-10-0	5-11-0	9-7-0	4-11-1	6-10-0	7-9-0	10-6-0	3-12-1	11-5-0	7-9-0	68-90-2
Six Point Teaser Record	8-7-1	8-8-0	11-5-0	8-8-0	7-9-0	7-8-1	11-5-0	8-7-1	12-4-0	12-4-0	92-65-3
Seven Point Teaser Record	9-7-0	8-7-1	11-5-0	8-8-0	7-9-0	9-7-0	11-5-0	9-6-1	12-4-0	12-4-0	96-62-2
Ten Point Teaser Record	9-6-1	12-4-0	13-2-1	10-5-1	9-7-0	9-7-0	12-4-0	10-6-0	13-3-0	13-3-0	110-47-3
ATS Home	4-4-0	2-6-0	4-4-0	2-6-0	3-5-0	3-5-0	5-3-0	2-5-1	4-4-0	5-3-0	34-45-1
ATS Away	2-6-0	3-5-0	5-3-0	2-5-1	3-5-0	4-4-0	5-3-0	1-7-0	7-1-0	2-6-0	34-45-1
Over/Under Record	9-7-0	9-7-0	8-7-1	6-9-1	7-8-1	7-9-0	6-10-0	5-9-2	8-8-0	9-7-0	74-81-5
Over/Under Home	4-4-0	5-3-0	5-2-1	4-3-1	3-4-1	5-3-0	3-5-0	4-3-1	5-3-0	5-3-0	43-33-4
Over/Under Away	5-3-0	4-4-0	3-5-0	2-6-0	4-4-0	2-6-0	3-5-0	1-6-1	3-5-0	4-4-0	31-48-1
ATS as Favorite	3-6-0	2-6-0	4-4-0	2-2-0			3-2-0	0-2-0	0-2-0	3-1-0	17-25-0
ATS as Underdog	3-3-0	3-5-0	5-3-0	2-9-1	6-10-0	7-9-0	7-4-0	3-10-1	11-3-0	4-8-0	51-64-2
ATS as Home Favorite	2-3-0	1-5-0	2-3-0	1-2-0			2-1-0	0-2-0	0-2-0	3-1-0	11-19-0
ATS as a Home Dog	2-0-0	1-1-0	2-1-0	1-4-0	3-5-0	3-5-0	3-2-0	2-3-1	4-2-0	2-2-0	23-25-1
ATS Away Favorite	1-3-0	1-1-0	2-1-0	1-0-0			1-1-0				6-6-0
ATS Away Dog	1-3-0	2-4-0	3-2-0	1-5-1	3-5-0	4-4-0	4-2-0	1-7-0	7-1-0	2-6-0	28-39-1
vs Division	3-3-0	1-5-0	3-3-0	2-4-0	1-5-0	1-5-0	4-2-0	1-5-0	6-0-0	1-5-0	23-37-0
ATS after 10+ ATS Win	2-1-0		1-1-0	1-0-0	2-0-0	1-1-0	2-1-0	0-1-0	4-1-0	2-2-0	15-8-0
ATS after 10+ ATS Loss	3-4-0	2-2-0	2-1-0	1-4-0	1-6-0	4-2-0	3-0-0	2-4-0	3-0-0	2-1-0	23-24-0
ATS in games 1-4	1-3-0	1-3-0	3-1-0	0-4-0	0-4-0	1-3-0	3-1-0	0-4-0	3-1-0	0-4-0	12-28-0
ATS in games 5-8	2-2-0	2-2-0	2-2-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	3-1-0	21-19-0
ATS in games 9-12	1-3-0	1-3-0	1-3-0	3-1-0	1-3-0	3-1-0	3-1-0	1-3-0	4-1-0	2-2-0	20-21-0
ATS in games 13-16	2-2-0	1-3-0	3-1-0	0-3-1	2-2-0	1-3-0	1-3-0	1-2-1	2-1-0	2-2-0	15-22-2
Points Scored per Game	19.94	22.69	22.94	16.44	14.50	10.94	18.06	12.06	18.69	21.75	17.80
Points Allowed per Game	24.50	26.81	23.81	27.38	29.06	27.25	20.50	25.44	21.75	22.75	24.93
Yds Offense per Game	367.31	348.19	360.44	297.50	287.25	279.38	302.88	283.56	329.06	304.81	316.04
Yds Allowed per Game	334.56	350.12	335.12	341.75	371.88	372.81	336.75	358.38	342.62	345.00	348.90
Yds Passing per Game	265.81	252.25	247.62	202.06	184.19	167.38	204.25	179.38	221.88	195.31	212.01
Opp. Yds Passing per Game	198.38	214.00	189.69	226.50	217.19	235.25	223.62	206.31	225.12	242.12	217.82
Percent Completions	64.1	65.4	62.7	58.0	56.2	57.4	60.0	53.2	59.6	59.5	59.7
Opp Percent Completions	59.3	61.9	59.0	60.8	62.6	64.2	57.4	60.5	66.2	68.1	62.0
Yds per Pass Attempt	7.33	6.74	6.69	5.63	5.67	4.94	5.54	5.23	6.37	6.18	6.05
Opp Yds per Pass Attempt	6.45	6.75	6.73	6.93	7.83	7.67	6.27	6.82	6.59	7.44	6.93
Yds Rushing per Game	101.50	95.94	112.81	95.44	103.06	112.00	98.62	104.19	107.19	109.50	104.03
Opp Yds Rushing per Game	136.19	136.12	145.44	115.25	154.69	137.56	113.12	152.06	117.50	102.88	131.08
Yds per Rush Attempt	4.26	4.04	4.26	3.78	3.95	4.35	3.68	4.08	4.17	4.11	4.07
Opp Yds per Rush Attempt	4.54	4.75	4.88	4.13	4.94	4.40	4.48	4.77	4.25	3.74	4.50
Turnovers per Game	2.44	2.31	1.12	2.31	1.94	2.06	1.31	1.44	1.38	1.31	1.76
Takeaways per Game	0.94	1.69	2.00	1.69	1.62	1.25	1.62	1.12	1.31	1.81	1.51
Sacks per Game	2.12	2.56	2.12	1.88	1.88	1.56	2.69	2.44	3.25	3.31	2.38
Sacks Allowed per Game	3.12	2.88	3.06	3.00	2.81	2.75	2.12	3.44	2.12	2.25	2.76
Average Possession Time	31:47	30:25	31:20	30:06	29:32	29:10	31:01	28:10	29:46	29:05	30:02
Punts per Game	4.25	4.56	4.75	4.88	5.19	5.62	5.88	6.62	5.12	4.88	5.17
Opp Punts per Game	4.44	4.25	4.19	4.12	4.19	4.69	5.12	5.06	4.56	4.62	4.53
Percent Rushes	37.7	37.1	39.8	39.4	42.5	41.3	40.7	40.4	41.0	44.0	40.4
Opp Percent Rushes	47.7	45.6	49.6	44.6	51.4	49.2	39.7	49.4	42.5	43.4	46.3

TAMPA BAY BUCCANEERS

	TB001	The Buccaneers are 10-0 ATS on the road after scoring 28+ points.	team=Buccaneers and A and p:points>=28 and season>=2008
	TB002	The Buccaneers are 7-0 ATS on the road when on a 1 game SU and ATS winning streak.	team=Buccaneers and A and streak=1 and ats streak=1 and season>=2008
PLAY ON	TB003	The Buccaneers are 7-0 ATS as a favorite vs a divisional opponent with a non-divisional opponent next.	team=Buccaneers and F and DIV and n:NDIV and season>=2007
PL	TB004	The Buccaneers are 7-0 ATS on the road after a win in which their completion percentage was at least 8.8 points higher than their season-to-date average.	team=Buccaneers and A and p:W and p:CP - 100*tS(COMP)/tS(passes) >= 8.8 and date>=20081101
	TB005	The Buccaneers are 6-0 ATS on the road versus any team with fewer wins after a win at home.	team=Buccaneers and A and p:HW and wins>o:wins and date>=20081101
	TB006	The Buccaneers are 0-11 ATS as a home favorite after a game when they had more than 34 minutes of possession time on the road.	team=Buccaneers and HF and p:A and p:TOP>60*34 and NB
IST	TB007	The Buccaneers are 0-10 ATS as a home dog when their opponent's season-to-date average rushing attempts per game is greater than 30.	team=Buccaneers and t:HD and oA(rushes)>=30 and season>=2005
Y AGAINST	TB008	The Buccaneers are 0-9 ATS as a favorite after a win as a home favorite in which they were up by more than a TD at the half.	team=Buccaneers and F and p:W and p:M2>7 and p:WHF and NB and date>=20020101
PLAY	TB009	The Buccaneers are 0-8 ATS as a dog when they have had a negative dpa in each of their last two games.	team=Buccaneers and D and p:dpa<0 and pp:dpa<0 and pp:dpa<0 and season>=2008
	TB010	The Buccaneers are 0-8 ATS at home after road losses in each of their last two games.	team=Buccaneers and H and p:AL and pp:AL and season>=1999
PLAY OVER	TB011	The Buccaneers are 10-0 OU when facing a team that has averaged fewer than 315 yards offense per game season-to-date.	team=Buccaneers and oA(TY)<315 and date>=20100926
PLAY UNDER	TB012	The Buccaneers are 0-8 OU vs a divisional opponent when they host a non-divisional opponent next.	team=Buccaneers and DIV and n:NDIV and n:H and date>=20091201

TAMPA BAY BUCCANEERS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	5-11-0	11-5-0	4-12-0	9-7-0	9-7-0	3-13-0	10-6-0	4-12-0	7-9-0	4-12-0	66-94-0
Straight Up Home	4-4-0	6-2-0	3-5-0	6-2-0	6-2-0	1-7-0	4-4-0	3-5-0	3-5-0	3-5-0	39-41-0
Straight Up Away	1-7-0	5-3-0	1-7-0	3-5-0	3-5-0	2-6-0	6-2-0	1-7-0	4-4-0	1-7-0	27-53-0
Average Line	0.38	-1.91	4.66	-0.66	-2.78	8.25	1.72	3.62	1.25	4.28	1.88
Average O/U Line	39.00	36.19	37.38	39.03	40.28	42.41	40.62	44.94	46.75	43.22	40.98
Against the Spread Record	5-10-1	6-7-3	7-9-0	9-7-0	8-8-0	6-10-0	10-5-1	4-12-0	9-6-1	6-10-0	70-84-6
Six Point Teaser Record	11-4-1	12-3-1	9-6-1	12-4-0	12-3-1	9-7-0	13-3-0	8-8-0	13-3-0	9-6-1	108-47-5
Seven Point Teaser Record	13-3-0	13-3-0	10-5-1	12-4-0	13-3-0	9-6-1	13-2-1	8-8-0	13-3-0	10-6-0	114-43-3
Ten Point Teaser Record	14-2-0	13-3-0	12-4-0	15-1-0	13-3-0	12-4-0	14-2-0	11-5-0	14-2-0	11-5-0	129-31-0
ATS Home	4-3-1	2-3-3	4-4-0	6-2-0	4-4-0	1-7-0	3-5-0	2-6-0	3-4-1	4-4-0	33-42-5
ATS Away	1-7-0	4-4-0	3-5-0	3-5-0	4-4-0	5-3-0	7-0-1	2-6-0	6-2-0	2-6-0	37-42-1
Over/Under Record	6-10-0	6-10-0	7-9-0	9-7-0	8-8-0	6-10-0	8-8-0	10-6-0	9-7-0	8-8-0	77-83-0
Over/Under Home	2-6-0	5-3-0	4-4-0	4-4-0	3-5-0	3-5-0	5-3-0	4-4-0	4-4-0	5-3-0	39-41-0
Over/Under Away	4-4-0	1-7-0	3-5-0	5-3-0	5-3-0	3-5-0	3-5-0	6-2-0	5-3-0	3-5-0	38-42-0
ATS as Favorite	3-3-0	3-5-3	1-3-0	6-3-0	5-5-0		3-2-1	1-3-0	3-3-0	2-2-0	27-29-4
ATS as Underdog	2-7-1	3-2-0	6-6-0	3-4-0	3-3-0	6-10-0	7-3-0	3-9-0	6-3-1	4-8-0	43-55-2
ATS as Home Favorite	3-2-0	2-2-3	1-3-0	5-1-0	4-4-0		3-2-0	1-2-0	2-3-0	2-1-0	23-20-3
ATS as a Home Dog	1-1-1	0-1-0	3-1-0	1-1-0		1-7-0	0-3-0	1-4-0	1-1-1	2-3-0	10-22-2
ATS Away Favorite	0-1-0	1-3-0		1-2-0	1-1-0		0-0-1	0-1-0	1-0-0	0-1-0	4-9-1
ATS Away Dog	1-6-0	3-1-0	3-5-0	2-3-0	3-3-0	5-3-0	7-0-0	2-5-0	5-2-0	2-5-0	33-33-0
vs Division	2-4-0	3-1-2	2-4-0	5-1-0	3-3-0	2-4-0	4-2-0	2-4-0	3-2-1	2-4-0	28-29-3
ATS after 10+ ATS Win	0-2-0	1-3-0	1-1-0	3-2-0	0-2-0	2-1-0	2-1-0	0-1-0	2-1-0	2-2-0	13-16-0
ATS after 10+ ATS Loss	0-2-0	0-1-2	0-3-0	1-0-0	1-1-0	4-0-0	1-1-0	2-3-0	1-1-0	2-2-0	12-14-2
ATS in games 1-4	0-3-1	2-2-0	2-2-0	3-1-0	3-1-0	1-3-0	3-1-0	2-2-0	3-1-0	1-3-0	20-19-1
ATS in games 5-8	3-1-0	1-3-0	2-2-0	1-3-0	2-2-0	1-3-0	2-2-0	1-3-0	3-1-0	1-3-0	17-23-0
ATS in games 9-12	2-2-0	2-1-1	1-3-0	4-0-0	2-2-0	2-2-0	3-1-0	1-3-0	2-1-1	3-1-0	22-16-2
ATS in games 13-16	0-4-0	1-1-2	2-2-0	1-3-0	1-3-0	2-2-0	2-1-1	0-4-0	1-3-0	1-3-0	11-26-3
Points Scored per Game	18.81	18.75	13.19	20.88	22.56	15.25	21.31	17.94	24.31	18.00	19.10
Points Allowed per Game	19.00	17.12	22.06	16.88	20.19	25.00	19.88	30.88	24.62	24.31	21.99
Yds Offense per Game	310.19	294.75	270.06	326.81	341.00	287.50	335.12	319.25	363.75	277.00	312.54
Yds Allowed per Game	284.50	277.75	329.44	278.19	306.12	365.56	332.69	394.44	379.88	348.00	329.66
Yds Passing per Game	217.12	180.62	174.88	209.81	226.19	185.81	210.06	228.12	248.94	176.25	205.78
Opp. Yds Passing per Game	161.19	183.06	209.62	170.31	187.31	207.38	201.00	238.38	297.38	237.88	209.35
Percent Completions	66.4	62.2	55.3	64.5	63.2	53.2	61.9	62.1	54.9	56.6	60.0
Opp Percent Completions	56.7	57.8	61.1	60.6	58.1	62.4	58.9	62.6	65.4	64.4	61.0
Yds per Pass Attempt	6.79	5.93	5.23	6.85	6.44	5.67	6.80	6.21	7.04	5.49	6.25
Opp Yds per Pass Attempt	5.92	6.15	6.80	5.56	6.31	6.88	6.17	7.93	7.59	6.96	6.66
Yds Rushing per Game	93.06	114.12	95.19	117.00	114.81	101.69	125.06	91.12	114.81	100.75	106.76
Opp Yds Rushing per Game	123.31	94.69	119.81	107.88	118.81	158.19	131.69	156.06	82.50	110.12	120.31
Yds per Rush Attempt	3.79	4.00	3.77	4.17	4.07	4.03	4.64	4.21	4.42	3.84	4.10
Opp Yds per Rush Attempt	4.11	3.46	3.86	3.80	4.31	4.78	4.75	5.01	3.50	4.02	4.19
Turnovers per Game	2.25	1.44	2.00	1.25	1.62	2.12	1.19	2.50	1.44	1.31	1.71
Takeaways per Game	1.69	1.88	1.25	2.19	1.88	1.81	1.75	1.50	1.62	1.94	1.75
Sacks per Game	2.81	2.25	1.56	2.06	1.81	1.75	1.62	1.44	1.69	2.19	1.92
Sacks Allowed per Game	2.75	2.56	2.06	2.25	2.00	2.06	1.88	2.00	1.62	2.94	2.21
Average Possession Time	29:43	31:13	28:25	30:27	32:14	28:43	30:48	29:01	30:16	29:36	30:02
Punts per Game	5.19	5.62	5.81	4.88	4.81	5.44	4.75	4.19	4.81	5.44	5.09
Opp Punts per Game	5.44	5.00	5.06	5.19	5.06	4.50	4.50	3.62	4.94	4.25	4.76
Percent Rushes	41.4	46.4	41.6	46.1	43.2	42.0	45.1	35.8	41.3	42.8	42.6
Opp Percent Rushes	49.9	46.1	49.0	46.5	46.7	50.9	44.8	49.7	36.6	42.9	46.3

TENNESSEE TITANS

	TEN001	The Titans are 7-0 ATS as a dog after a home game in which they attempted at least nine more rushes than their season-to-date average.	team=Titans and D and p:H and p:rushes - $tA(p:rushes) >= 9$
NO	TEN002	The Titans are 7-0 ATS at home the week after a game as a favorite in which their completion percentage was at least six points lower than their season-to-date average.	team=Titans and H and p:F and NB and $100*tS(COMP)/tS(passes) - p:CP >= 6$ and date>= 20021101
PLAY (TEN003	The Titans are 7-0 ATS after a win as a dog in which they were losing at the half.	team=Titans and p:WD and p:M2<0 and season>=2006
	TEN004	The Titans are 6-0 ATS as a dog on artificial turf after playing at home.	team=Titans and D and surface=artificial and p:H and season>=2010
	TEN005	The Titans are 6-0 ATS after a road game in which they did not have a 25-plus yard rusher.	team=Titans and max:p:rushing yards<25 and p:A and season>=2006
	TEN006	The Titans are 0-13 ATS after a game in which they had at least 300 yards passing.	team=Titans and p:PY>=300 and date>=20041201
INST	TEN007	The Titans are 0-10 ATS at home after a game at home in which they had at least three more minutes of possession time than their season-to-date average.	team=Titans and H and p:H and p:TOP - tA(p:TOP)>= 180 and season>=1998
PLAY AGAINST	TEN008	The Titans are 0-9 ATS after a game in which they had at least 3 fewer penalties than their season-to-date average.	team=Titans and tA(p:PEN) - p:PEN >= 3 and season>=2011
PLA	TEN009	The Titans are 0-9 ATS at home when their opponent is on a 3+ game winning streak and they are not on a 4+ game winning streak.	team=Titans and H and o:streak>=3 and streak<4 and date>=20090101
	TEN010	The Titans are 0-8 ATS as a home favorite when one game under 500.	team=Titans and HF and losses - wins = 1 and season \geq 2000
PLAY OVER	TEN011	The Titans are 10-0 OU as a road dog when facing a team that has forced an average of at least six punts per game season-to-date.	team=Titans and AD and oA(o:punts)>=6 and date>=20011029
PLAY UNDER	TEN012	The Titans are 0-7 OU when visiting a divisional opponent that has a worse record.	team=Titans and A and DIV and WP>o:WP and season>=2008

TENNESSEE TITANS

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2004-2013
Straight Up Record	5-11-0	4-12-0	8-8-0	10-6-0	13-3-0	8-8-0	6-10-0	9-7-0	6-10-0	7-9-0	76-84-0
Straight Up Home	2-6-0	3-5-0	4-4-0	5-3-0	7-1-0	5-3-0	3-5-0	5-3-0	4-4-0	3-5-0	41-39-0
Straight Up Away	3-5-0	1-7-0	4-4-0	5-3-0	6-2-0	3-5-0	3-5-0	4-4-0	2-6-0	4-4-0	35-45-0
Average Line	0.72	3.69	6.34	-1.31	-3.97	-0.69	0.06	-0.97	4.09	1.19	0.92
Average O/U Line	44.34	42.84	40.53	39.81	38.53	42.59	43.66	41.91	44.94	42.78	42.19
Against the Spread Record	5-11-0	6-10-0	11-5-0	8-8-0	12-4-0	6-9-1	8-8-0	6-8-2	7-9-0	6-9-1	75-81-4
Six Point Teaser Record	6-10-0	10-6-0	11-5-0	12-3-1	14-2-0	11-5-0	9-7-0	12-4-0	7-9-0	12-3-1	104-54-2
Seven Point Teaser Record	6-10-0	10-6-0	11-5-0	13-3-0	14-2-0	11-5-0	9-7-0	12-4-0	7-9-0	13-3-0	106-54-0
Ten Point Teaser Record	8-6-2	12-4-0	12-4-0	13-3-0	14-2-0	12-4-0	9-6-1	13-3-0	10-6-0	13-2-1	116-40-4
ATS Home	2-6-0	4-4-0	5-3-0	3-5-0	6-2-0	3-4-1	4-4-0	3-5-0	4-4-0	1-6-1	35-43-2
ATS Away	3-5-0	2-6-0	6-2-0	5-3-0	6-2-0	3-5-0	4-4-0	3-3-2	3-5-0	5-3-0	40-38-2
Over/Under Record	10-6-0	9-7-0	11-3-2	5-10-1	7-8-1	9-7-0	9-7-0	5-10-1	9-7-0	9-6-1	83-71-6
Over/Under Home	5-3-0	5-3-0	6-1-1	2-5-1	5-2-1	5-3-0	5-3-0	2-5-1	4-4-0	6-2-0	45-31-4
Over/Under Away	5-3-0	4-4-0	5-2-1	3-5-0	2-6-0	4-4-0	4-4-0	3-5-0	5-3-0	3-4-1	38-40-2
ATS as Favorite	2-4-0	1-1-0	1-2-0	4-4-0	9-4-0	3-5-1	4-4-0	2-6-0	2-2-0	3-3-1	31-35-2
ATS as Underdog	3-6-0	5-9-0	10-3-0	4-2-0	2-0-0	3-4-0	4-3-0	3-2-2	5-7-0	3-6-0	42-42-2
ATS as Home Favorite	1-3-0	1-1-0	1-2-0	2-4-0	4-2-0	3-3-1	3-4-0	2-4-0	2-1-0	1-2-1	20-26-2
ATS as a Home Dog	1-3-0	3-3-0	4-1-0	1-0-0	2-0-0	0-1-0	1-0-0	1-1-0	2-3-0	0-4-0	15-16-0
ATS Away Favorite	1-1-0			2-0-0	5-2-0	0-2-0	1-0-0	0-2-0	0-1-0	2-1-0	11-9-0
ATS Away Dog	2-3-0	2-6-0	6-2-0	3-2-0		3-3-0	3-3-0	2-1-2	3-4-0	3-2-0	27-26-2
vs Division	1-5-0	2-4-0	5-1-0	5-1-0	4-2-0	2-4-0	4-2-0	1-4-1	2-4-0	1-5-0	27-32-1
ATS after 10+ ATS Win	0-1-0	1-1-0	5-0-0	1-1-0	6-1-0	3-1-0	2-4-0	0-2-1	0-1-0	1-1-0	19-13-1
ATS after 10+ ATS Loss	3-5-0	2-1-0	3-0-0	1-2-0	1-0-0	1-3-0	4-3-0	1-2-0	4-2-0	1-2-0	21-20-0
ATS in games 1-4	1-3-0	2-2-0	1-3-0	3-1-0	4-0-0	1-3-0	2-2-0	2-1-1	1-3-0	3-0-1	20-18-2
ATS in games 5-8	2-2-0	1-3-0	3-1-0	2-2-0	3-1-0	2-2-0	3-1-0	1-3-0	2-2-0	2-2-0	21-19-0
ATS in games 9-12	1-3-0	2-2-0	4-0-0	1-3-0	3-1-0	2-1-1	0-4-0	3-0-1	1-3-0	1-3-0	18-20-2
ATS in games 13-16	1-3-0	1-3-0	3-1-0	2-2-0	2-2-0	1-3-0	3-1-0	0-4-0	3-1-0	0-4-0	16-24-0
Points Scored per Game	21.50	18.69	20.25	18.81	23.44	22.12	22.25	20.31	20.62	22.62	21.06
Points Allowed per Game	27.44	26.31	25.00	18.56	14.62	25.12	21.19	19.81	29.44	23.81	23.13
Yds Offense per Game	342.94	320.12	300.62	311.69	313.62	351.44	302.12	335.06	313.12	336.88	322.76
Yds Allowed per Game	357.75	319.38	369.69	291.56	293.62	365.62	367.69	355.12	375.00	338.00	343.34
Yds Passing per Game	226.00	224.81	162.25	179.88	176.19	189.44	194.19	245.19	207.69	218.50	202.41
Opp. Yds Passing per Game	237.94	201.00	225.12	199.19	199.75	258.19	252.00	226.81	247.75	225.75	227.35
Percent Completions	60.4	60.3	50.6	61.9	58.5	56.9	57.6	60.4	58.9	61.5	58.9
Opp Percent Completions	63.5	63.0	63.2	61.3	59.5	66.8	65.6	62.4	66.3	63.1	63.5
Yds per Pass Attempt	6.14	6.06	5.81	6.19	6.22	6.37	6.55	6.72	6.15	6.56	6.28
Opp Yds per Pass Attempt	7.27	6.84	6.80	5.60	5.56	6.85	6.45	6.14	7.03	6.63	6.50
Yds Rushing per Game	116.94	95.31	138.38	131.81	137.44	162.00	107.94	89.88	105.44	118.38	120.35
Opp Yds Rushing per Game	119.81	118.38	144.56	92.38	93.88	107.44	115.69	128.31	127.25	112.25	115.99
Yds per Rush Attempt	4.45	3.84	4.72	3.88	4.33	5.19	4.25	3.82	4.46	4.10	4.32
Opp Yds per Rush Attempt	4.55	4.22	4.57	4.01	3.73	4.27	3.91	4.45	4.22	4.03	4.20
Turnovers per Game	1.94	1.62	1.62	2.12	1.06	1.94	1.81	1.38	1.75	1.56	1.68
Takeaways per Game	1.88	1.25	1.75	2.12	1.94	1.69	1.56	1.44	1.50	1.56	1.67
Sacks per Game	2.00	2.56	1.62	2.50	2.75	2.00	2.50	1.75	2.44	2.25	2.24
Sacks Allowed per Game	2.75	1.94	1.81	1.88	0.75	0.94	1.69	1.50	2.44	2.31	1.80
Average Possession Time	31:46	31:13	27:23	31:52	29:18	28:41	26:01	27:54	27:40	30:16	29:12
Punts per Game	4.94	4.88	5.50	4.56	5.44	4.31	4.81	5.38	5.19	4.94	4.99
Opp Punts per Game	4.62	5.31	4.25	5.06	5.44	4.75	3.81	5.19	4.38	4.75	4.76
Percent Rushes	39.9	38.8	49.6	52.3	52.2	50.4	44.8	38.2	39.5	44.8	45.0
Opp Percent Rushes	43.1	46.8	47.6	37.7	39.4	38.8	41.6	42.7	44.5	43.4	42.6

WASHINGTON REDSKINS

WASO01	The Redskins are 11-0 ATS as a road dog after playing at home in each of the previous two weeks.	team=Redskins and AD and p:H and pp:H and NB and p:NB and season>=2003			
WAS002	The Redskins are 10-0 ATS after a home game in which Santana Moss caught a TD pass.	0 <redskins:santana and="" moss:p:receiving="" p:h="" season="" touchdowns="">=2008</redskins:santana>			
WAS003	The Redskins are 9-0 ATS as a favorite versus any team with more wins.	team=Redskins and F and o:wins>wins and season>=2004			
WAS004	The Redskins are 8-0 ATS as a dog vs a team that has forced an average of at least 5.9 punts per game season-to-date.	team=Redskins and D and oA(o:punts)>5.9 and date>=20061001			
WAS005	The Redskins are 7-0 ATS as a road dog vs a divisional opponent when they play on the road next.	team=Redskins and AD and DIV and n:A and season>=2007			
WAS006	The Redskins are 0-12 ATS as a home favorite after a road game in which they had more than 32.5 minutes of possession time.	team=Redskins and HF and p:TOP>32.5*60 and p:A and date>=20001101			
WAS007	The Redskins are 0-11 ATS as a 5-plus point dog when their opponent is off a bye.	team=Redskins and line>=5 and op:week + 2=week			
WAS008	The Redskins are 0-9 ATS when hosting a team with no wins after week 1.	team=Redskins and H and o:wins=0 and week>1 and season>=2000			
WAS009	The Redskins are 0-9 ATS after playing on Monday Night Football vs a non-divisional opponent.	team=Redskins and p:day=Monday and p:NDIV and season>=1993			
WAS010	The Redskins are 0-8 ATS at home when facing a team that has averaged fewer than 300 yards offense per game season-to-date.	team=Redskins and H and oA(TY)<300 and season>=2006			
WAS011	The Redskins are 12-0 OU as a road favorite the week after scoring 30-plus points.	team=Redskins and AF and NB and p:points>=30 and season>=1990			
WAS012	The Redskins are 0-11 OU as a dog the week after a game on the road in which they had at least four fewer minutes of possession time than their season-to-date average.	team=Redskins and D and p:A and tA(p:TOP) - p:TOP > 240 and NB and season>=1997			
	WAS002 WAS003 WAS004 WAS005 WAS006 WAS007 WAS008 WAS009 WAS010 WAS011	two weeks. WASOO2 The Redskins are 10-0 ATS after a home game in which Santana Moss caught a TD pass. WASOO3 The Redskins are 9-0 ATS as a favorite versus any team with more wins. WASOO4 The Redskins are 8-0 ATS as a dog vs a team that has forced an average of at least 5.9 punts per game season-to-date. WASOO5 The Redskins are 7-0 ATS as a road dog vs a divisional opponent when they play on the road next. WASOO6 The Redskins are 0-12 ATS as a home favorite after a road game in which they had more than 32.5 minutes of possession time. WASOO7 The Redskins are 0-11 ATS as a 5-plus point dog when their opponent is off a bye. WASOO8 The Redskins are 0-9 ATS when hosting a team with no wins after week 1. WASOO9 The Redskins are 0-9 ATS after playing on Monday Night Football vs a non-divisional opponent. WASO10 The Redskins are 0-8 ATS at home when facing a team that has averaged fewer than 300 yards offense per game season-to-date. WASO11 The Redskins are 12-0 OU as a road favorite the week after scoring 30-plus points.			

WASHINGTON REDSKINS

	2004	2005	2006	2007	2000	2000	2010	2011	2012	2012	2004 2012
Straight Up Record	2004 6-10-0	2005 10-6-0	2006 5-11-0	2007 9-7-0	2008 8-8-0	2009 4-12-0	2010 6-10-0	2011 5-11-0	2012 10-6-0	2013 3-13-0	2004–2013 66-94-0
Straight Up Home	3-5-0	6-2-0	3-5-0	5-3-0	4-4-0	3-5-0	2-6-0	2-6-0	5-3-0	2-6-0	35-45-0
·	3-5-0	4-4-0	2-6-0	4-4-0		1-7-0	4-4-0	3-5-0	5-3-0	1-7-0	31-49-0
Straight Up Away	3-3-0 1.00	-1.31	2.38	0.47	4-4-0 -0.19	2.62	3.53	3-3-0 2.91	0.69	2.69	1.48
Average Line			40.19		40.78		42.88				
Average O/U Line	36.91	38.66		39.78		39.50		42.72	47.06	49.34	41.78
Against the Spread Record	8-8-0	10-5-1	5-11-0	7-7-2	6-9-1	8-8-0	8-5-3	7-9-0	11-5-0	5-11-0	75-78-7
Six Point Teaser Record	10-6-0	14-2-0	10-6-0	11-4-1	11-5-0	11-5-0	12-4-0	10-6-0	12-4-0	6-9-1	107-51-2
Seven Point Teaser Record	10-4-2	14-2-0	10-6-0	13-3-0	11-5-0	11-5-0	12-4-0	10-5-1	13-3-0	7-8-1	111-45-4
Ten Point Teaser Record	13-3-0	15-1-0	12-4-0	13-3-0	12-4-0	12-3-1	13-3-0	11-5-0	13-2-1	11-5-0	125-33-2
ATS Home	4-4-0	5-3-0	3-5-0	3-4-1	3-5-0	2-6-0	3-2-3	3-5-0	5-3-0	3-5-0	34-42-4
ATS Away	4-4-0	5-2-1	2-6-0	4-3-1	3-4-1	6-2-0	5-3-0	4-4-0	6-2-0	2-6-0	41-36-3
Over/Under Record	4-12-0	8-8-0	7-6-3	7-8-1	3-13-0	9-7-0	6-10-0	7-9-0	9-6-1	8-8-0	68-87-5
Over/Under Home	3-5-0	4-4-0	3-3-2	3-4-1	1-7-0	4-4-0	3-5-0	5-3-0	3-5-0	4-4-0	33-44-3
Over/Under Away	1-7-0	4-4-0	4-3-1	4-4-0	2-6-0	5-3-0	3-5-0	2-6-0	6-1-1	4-4-0	35-43-2
ATS as Favorite	3-5-0	7-2-0	1-2-0	3-5-1	2-5-0	1-4-0	0-1-0	1-2-0	4-3-0	2-2-0	24-31-1
ATS as Underdog	5-2-0	2-3-1	4-9-0	4-2-1	3-4-1	7-4-0	8-4-3	6-7-0	7-2-0	3-8-0	49-45-6
ATS as Home Favorite	2-2-0	4-2-0	0-2-0	3-4-1	1-3-0	0-3-0		0-2-0	3-2-0	1-1-0	14-21-1
ATS as a Home Dog	2-1-0	0-1-0	3-3-0		1-2-0	2-3-0	3-2-3	3-3-0	2-1-0	2-3-0	18-19-3
ATS Away Favorite	1-3-0	3-0-0	1-0-0	0-1-0	1-2-0	1-1-0	0-1-0	1-0-0	1-1-0	1-1-0	10-10-0
ATS Away Dog	3-1-0	2-2-1	1-6-0	4-2-1	2-2-1	5-1-0	5-2-0	3-4-0	5-1-0	1-5-0	31-26-3
vs Division	2-4-0	5-1-0	1-5-0	4-2-0	3-3-0	3-3-0	4-2-0	4-2-0	6-0-0	1-5-0	33-27-0
ATS after 10+ ATS Win	1-1-0	3-1-0	1-1-0	2-1-1	1-1-1	1-1-0	2-1-0	0-2-0	4-1-0		15-10-2
ATS after 10+ ATS Loss	2-1-0	1-0-0	1-3-0	2-1-0	1-3-0	1-3-0	2-0-1	1-3-0	2-1-0	2-2-0	15-17-1
ATS in games 1-4	1-3-0	3-1-0	2-2-0	2-1-1	3-1-0	1-3-0	2-1-1	3-1-0	2-2-0	1-3-0	20-18-2
ATS in games 5-8	2-2-0	2-2-0	1-3-0	0-3-1	2-2-0	1-3-0	2-1-1	0-4-0	2-2-0	2-2-0	14-24-2
ATS in games 9-12	2-2-0	1-2-1	1-3-0	1-3-0	0-4-0	4-0-0	1-3-0	2-2-0	3-1-0	0-4-0	15-24-1
ATS in games 13-16	3-1-0	4-0-0	1-3-0	4-0-0	1-2-1	2-2-0	3-0-1	2-2-0	4-0-0	2-2-0	26-12-2
Points Scored per Game	15.00	22.44	19.19	20.88	16.56	16.62	18.88	18.00	27.25	20.88	19.57
Points Allowed per Game	16.56	18.31	23.50	19.38	18.50	21.00	23.56	22.94	24.25	29.88	21.79
Yds Offense per Game	274.81	330.56	327.69	333.44	320.00	312.50	335.88	336.69	383.19	369.69	332.44
Yds Allowed per Game	267.56	297.94	355.50	305.06	288.81	319.69	389.25	339.81	377.69	354.12	329.54
Yds Passing per Game	164.50	194.12	189.19	216.44	189.06	218.12	244.56	235.81	213.88	235.31	210.10
Opp. Yds Passing per Game	186.06	192.56	218.19	214.00	193.44	207.25	261.69	222.06	281.94	243.50	222.07
Percent Completions	56.0	57.8	58.3	60.8	62.4	63.8	57.7	58.5	65.8	58.2	59.8
Opp Percent Completions	57.1	54.4	59.5	58.3	56.8	61.4	63.5	60.5	61.8	65.6	59.9
Yds per Pass Attempt	5.12	6.46	6.44	6.60	5.93	6.55	6.47	6.38	7.74	6.15	6.36
Opp Yds per Pass Attempt	5.78	5.76	7.18	5.69	6.06	6.49	7.24	6.98	7.09	7.58	6.58
Yds Rushing per Game	110.31	136.44	138.50	117.00	130.94	94.38	91.31	100.88	169.31	134.38	122.34
Opp Yds Rushing per Game	81.50	105.38	137.31	91.06	95.38	112.44	127.56	117.75	95.75	110.62	107.47
Yds per Rush Attempt	3.75	4.16	4.52	3.75	4.38	3.86	4.16	4.02	5.22	4.74	4.27
Opp Yds per Rush Attempt	3.11	4.10	4.47	3.73	3.83	4.01	4.60	4.30	4.22	4.00	4.05
Turnovers per Game	1.69	1.69	1.06	1.81	1.12	1.75	1.94	2.19	0.88	2.12	1.62
Takeaways per Game	1.62	1.75	0.75	1.50	1.12	1.06	1.69	1.31	1.94	1.56	1.43
Sacks per Game	2.50	2.19	1.19	2.06	1.50	2.50	1.81	2.56	2.00	2.25	2.06
Sacks Allowed per Game	2.38	1.94	1.19	1.75	2.38	2.88	2.88	2.50	2.06	2.56	2.25
Average Possession Time	31:18	31:44	30:14	31:10	31:30	29:00	28:50	30:26	31:11	30:53	30:38
Punts per Game	6.50	5.44	5.12	4.69	5.12	4.75	5.88	4.12	4.38	5.31	5.13
Opp Punts per Game	6.50	5.50	4.94	5.06	5.44	4.38	5.38	4.38	4.06	4.62	5.03
Percent Rushes	46.0	50.6	50.1	47.4	46.6	40.3	35.0	38.9	52.2	41.0	44.8
Opp Percent Rushes	43.0	41.9	49.3	38.1	42.7	44.9	42.2	44.3	35.2	44.6	42.6

NFL SDQL SHORTCUT LIST

ATSL - ats loss

ATSW - ats win

AWP - away wining percentage

3DM - third downs made

3DA - third downs attempts

3DF - third down failures

3DP - third down conversion percentage

4DM - fourth downs made

4DA - fourth downs attempts

4DF - fourth down failures

4DP - fourth down conversion percent-

age

COMP - completions

CP - completion percentage

DIV - divisional game

DTD - defensive touchdowns

FD - first downs

FDP - first down percentage

FG - number of field goals

FUM - fumbles

FUML - fumbles lost

GTGA - goal to go attempted

GTGF - goal to go failed

GTGM - goal to go made

HWP - Home winning percentage

INC - incomplete passes

INT - interceptions

M1 - margin after the first

M2 - margin at the half

M3 - margin after the third

NDIV - non-divisional game

NOTD - non-offensive TDs

OFPL - offensive plays

OT - overtime

P1 - points in the first

P2 - points in the second

P3 - points in the third

P4 - points in the fourth

PEN - penalties

PENY - penalty yards

PFD - passing first downs

PENFD - penalty first downs

PO - playoffs

PTD - passing touchdowns

PY - passing yards

RFD - rushing first downs

RTD - rushing touchdowns

REG - regular season

RTD - rushing touchdowns

RY - rushing yards

RZA - red zone attempts

RZM - red zones made

RZF - red zone failures

S1 - team's score after the first quarter

S2 - team's score after the second

quarter

S3 - team's score after the third quarter

SNF - Sunday Night Football

STDPAPG - season-to-date pass at-

tempts per game

STDRAPG - season-to-date rush at-

tempts per game

STDRZP - season-to-date red zone per-

centage

STDYPPA - season-to-date yards per

passing attempt

STDYPRA - season-to-date yards per

rushing attempt

SY - sack yards

TD - number of touchdowns

TO - turnovers

TOM - turnover margin

TOP - time of possession

TY - total yards

WP - winning percentage

YPC - yards per completion

YPPL - yards per play

YPPT - yards per point

YPPA - yards per pass attempt

YPPP - yards per pass play

YPRA - yards per rushing attempt

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

visit the Sports Data Base discussion group at:

http://groups.google.com/group/SportsDataBase

