

2025 **** Offense – Key Tendencies

Formations Without Backfield

- Pro – Open: 87% Rush
- Slot – Slot: 74% Pass
- Slot – Closed: 82% Rush
- Trips – Open: 70% Pass
- Open – Closed: 76% Rush
- Pro – Wing: 95% Rush
- Slot – Open: 95% Rush
- Pro – Closed: 71% Rush
- Closed – Closed: 100% Rush
- Open – Open: 91% Rush
- Out of 36 Rollout plays, only 2 Rollouts are to the left (6%)
- Out of 22 Sprintout plays, 7 plays are to the left (32%)

Backfield Sets

- A good overall mix of backfield looks, with Gun Strong showing the most at 43%
- I backset: 78% Rush
- Pistol Near: 100% Rush
- Pistol 3 Back: 88% Rush
- Gun King: 93% Rush
- Stack I: 100% Rush
- Pistol Far: 85% Rush
- Gun Jack: 82% Rush

Personnel

- 11P and 12P make up 78% of all personnel groupings
- Anything that is not 11P: 75% Rush

Shotgun/Pistol Tendencies

- More plays under center than usual (18%)

Center Pass Blocking to Formation Strength

- Moderately high tendency for center to block opposite formation strength
 - Formation Strength L: 66% Right
 - Formation Strength R: 70% Left

Down & Distance (-20 to +20)

- Many scenarios with heavy run percentages
 - 1st and 10 (not first play in series): 79% Run
 - 2nd and 7-9: 71% Run
 - 2nd and 4-6: 69% Run
 - 2nd and 0-3: 88% Run
 - 3rd and 3-6: 68% Run
 - 3rd and 0-2: 92% Run
 - 4th and 0-3: 82% Run

Field Zone Visual

- Rushing takes higher percentage in all scenarios.
 - Rushing takes up 65% of entire offense
- At goal line, rushing is unusually at its lowest percent at 54%

Pass Density Plot

- Overall even distribution of passes, density values similar to ****
- More passes to the left than usual, 30%

Pass Route Tendencies

- *: Runs dummy route (-) 71%
- All TE positions (TE-L, TE-R, TE-iL, etc) are targeted less than 10%

Skill Position Alignment Tendencies

- When * splits out as receiver, 87% Pass
- When * on the field, 88% Run

Rushing Tendencies

- Location of RB's tends to dictate run direction
 - RB Strength L, run from ML to LE: 75%
 - RB Strength R, run from MR to RE: 68%

Formation Names, Without Backfield – Run, Pass, and RPO

Formation	Total Plays	RushPct	PassPct	RPOPct	RPOPassPct
SLOT - PRO	85	47%	46%	4%	0%
TREY - OPEN	77	51%	48%	5%	3%
PRO - OPEN	45	87%	11%	2%	0%
TRIPS - CLOSED	45	58%	38%	11%	4%
PRO - PRO	42	64%	31%	5%	2%
SLOT - SLOT	42	26%	74%	17%	5%
SLOT - WING	37	59%	35%	0%	0%
TOAD WING - OPEN	34	56%	26%	9%	3%
SLOT - CLOSED	28	82%	14%	0%	0%
TRIPS - OPEN	23	26%	70%	17%	4%
QUAY - NIX	22	64%	36%	36%	9%
OPEN - CLOSED	21	76%	24%	0%	0%
TREY - CLOSED	21	48%	48%	0%	0%
PRO - WING	20	95%	5%	5%	0%
SLOT - OPEN	19	95%	5%	16%	5%
TOAD WING - CLOSED	19	63%	37%	0%	0%
PRO - CLOSED	17	71%	24%	0%	0%
CLOSED - CLOSED	14	100%	0%	0%	0%
OPEN - OPEN	11	91%	9%	0%	0%
TANK WING - CLOSED	10	100%	0%	0%	0%
TREY - NIX	10	100%	0%	0%	0%
QUADS WING - NIX	7	100%	0%	0%	0%
QUAY - CLOSED	7	29%	71%	71%	43%
SLOT - NIX	7	100%	0%	0%	0%
PRO - NIX	6	100%	0%	0%	0%
WING - CLOSED	6	100%	0%	0%	0%
WING - OPEN	6	100%	0%	0%	0%
QUAKE WING - NIX	5	100%	0%	0%	0%
QUAY - OPEN	5	60%	40%	20%	0%
TANK WING - OPEN	5	100%	0%	0%	0%
TOAD WING - NIX	3	67%	33%	0%	0%
TREY - SLOT	3	67%	33%	33%	0%
TRIPS - SLOT	3	33%	67%	33%	0%
TRIPS - WING	3	33%	33%	67%	33%
QUADS - OPEN	2	0%	100%	0%	0%
QUADS - CLOSED	1	0%	100%	100%	100%
QUADS - NIX	1	100%	0%	100%	0%
QUARRY - NIX	1	0%	100%	100%	100%
QUILL WING - NIX	1	0%	100%	0%	0%
TOAD WING - SLOT	1	100%	0%	0%	0%
TREY - PRO	1	0%	100%	0%	0%
TREY - WING	1	100%	0%	100%	0%
TRIPS - PRO	1	100%	0%	100%	0%

Formation Names, Without Backfield – Pass Characteristics

Formation	Total Plays	PassPct	PAPct	RolloutPct	SprintoutPct	ShotPct	Pass Blockers	
SLOT - PRO	85	46%	28%	6%	5%	7%	6	13%
							7	11%
TREY - OPEN	77	48%	30%	6%	8%	8%	6	9%
							7	27%
PRO - OPEN	45	11%	11%	2%	2%	2%	6	4%
TRIPS - CLOSED	45	38%	20%	0%	0%	2%	6	4%
PRO - OPEN	45	11%	11%	2%	2%	2%	7	4%
TRIPS - CLOSED	45	38%	20%	0%	0%	2%	7	20%
							8	2%
PRO - PRO	42	31%	19%	5%	5%	2%	6	10%
SLOT - SLOT	42	74%	24%	7%	12%	5%	6	17%
PRO - PRO	42	31%	19%	5%	5%	2%	7	10%
							8	2%
SLOT - WING	37	35%	8%	0%	0%	8%	6	5%
							7	5%
TOAD WING - OPEN	34	26%	9%	6%	0%	9%	6	12%
							7	9%
SLOT - CLOSED	28	14%	14%	4%	0%	0%	6	4%
							7	7%
TRIPS - OPEN	23	70%	22%	0%	9%	4%	6	22%
QUAY - NIX	22	36%	18%	14%	0%	5%	6	9%
							7	18%
TREY - CLOSED	21	48%	33%	29%	5%	0%	6	5%
OPEN - CLOSED	21	24%	24%	19%	0%	5%	7	14%
TREY - CLOSED	21	48%	33%	29%	5%	0%	7	29%
OPEN - CLOSED	21	24%	24%	19%	0%	5%	8	5%
PRO - WING	20	5%	5%	0%	0%	0%	NA	NA
SLOT - OPEN	19	5%	5%	0%	0%	0%	6	5%
TOAD WING - CLOSED	19	37%	11%	0%	5%	0%	6	5%
PRO - CLOSED	17	24%	24%	24%	0%	0%	6	12%
							7	12%
CLOSED - CLOSED	14	0%	0%	0%	0%	0%	NA	NA
OPEN - OPEN	11	9%	9%	0%	0%	0%	NA	NA
TANK WING - CLOSED	10	0%	0%	0%	0%	0%	NA	NA
TREY - NIX	10	0%	0%	0%	0%	0%	NA	NA
QUAY - CLOSED	7	71%	29%	0%	0%	0%	6	14%
							7	43%
QUADS WING - NIX	7	0%	0%	0%	0%	0%	NA	NA
SLOT - NIX	7	0%	0%	0%	0%	0%	NA	NA
PRO - NIX	6	0%	0%	0%	0%	0%	NA	NA
WING - CLOSED	6	0%	0%	0%	0%	0%	NA	NA
WING - OPEN	6	0%	0%	0%	0%	0%	NA	NA
QUAKE WING - NIX	5	0%	0%	0%	0%	0%	NA	NA
QUAY - OPEN	5	40%	0%	0%	0%	0%	NA	NA
TANK WING - OPEN	5	0%	0%	0%	0%	0%	NA	NA
TREY - SLOT	3	33%	33%	0%	0%	0%	7	33%
TRIPS - WING	3	33%	0%	0%	0%	0%	7	33%
TOAD WING - NIX	3	33%	33%	0%	0%	0%	8	33%
TRIPS - SLOT	3	67%	0%	0%	0%	0%	NA	NA
QUADS - OPEN	2	100%	0%	0%	0%	0%	NA	NA
QUADS - CLOSED	1	100%	0%	0%	0%	0%	6	100%
QUILL WING - NIX	1	100%	100%	0%	0%	100%	7	100%
TREY - PRO	1	100%	100%	0%	0%	0%	7	100%
QUADS - NIX	1	0%	0%	0%	0%	0%	NA	NA
QUARRY - NIX	1	100%	0%	0%	0%	0%	NA	NA
TOAD WING - SLOT	1	0%	0%	0%	0%	0%	NA	NA
TREY - WING	1	0%	0%	0%	0%	0%	NA	NA
TRIPS - PRO	1	0%	0%	0%	0%	0%	NA	NA

Backfield Sets – Run, Pass, and RPO

Formation	Total Plays	RushPct	PassPct	RPOPct	RPOPassPct
GUN STRONG	306	57%	40%	10%	3%
GUN WEAK	118	50%	44%	3%	1%
PISTOL	58	57%	38%	2%	0%
I	46	78%	20%	0%	0%
GUN EMPTY	29	41%	55%	48%	21%
PISTOL NEAR	25	100%	0%	0%	0%
PISTOL 3 BACK	16	88%	12%	0%	0%
GUN KING	15	93%	0%	7%	0%
STACK I	14	100%	0%	0%	0%
PISTOL FAR	13	85%	8%	15%	0%
VICTORY	12	100%	0%	0%	0%
GUN JACK	11	82%	18%	9%	9%
POWER I NEAR	9	67%	33%	0%	0%
GUN QUEEN	8	88%	12%	0%	0%
GUN SPLIT	8	100%	0%	0%	0%
OTHER	7	57%	43%	43%	0%
DOT	6	83%	17%	0%	0%
POWER I FAR	6	83%	17%	0%	0%
I NEAR	5	60%	40%	0%	0%
GUN JOKER	3	100%	0%	0%	0%
DOT STRONG	1	0%	100%	0%	0%
EMPTY	1	0%	100%	0%	0%
GUN 3 BACK	1	100%	0%	0%	0%

Backfield Sets – Pass Characteristics

Formation	Total Plays	PassPct	PAPct	RolloutPct	SprintoutPct	ShotPct	Pass Blockers	
GUN STRONG	306	40%	21%	6%	4%	5%	6	10%
							7	14%
							8	1%
GUN WEAK	118	44%	22%	8%	5%	3%	6	12%
							7	2%
PISTOL	58	38%	17%	0%	5%	5%	7	19%
I	46	20%	20%	13%	0%	0%	6	7%
							7	9%
GUN EMPTY	29	55%	17%	0%	0%	3%	6	7%
							7	24%
PISTOL NEAR	25	0%	0%	0%	0%	0%	NA	NA
PISTOL 3 BACK	16	12%	12%	0%	0%	0%	NA	NA
GUN KING	15	0%	0%	0%	0%	0%	NA	NA
STACK I	14	0%	0%	0%	0%	0%	NA	NA
PISTOL FAR	13	8%	8%	0%	8%	0%	7	8%
VICTORY	12	0%	0%	0%	0%	0%	NA	NA
GUN JACK	11	18%	18%	0%	0%	0%	6	9%
							8	9%
POWER I NEAR	9	33%	33%	33%	0%	11%	7	33%
GUN QUEEN	8	12%	12%	0%	0%	0%	6	12%
GUN SPLIT	8	0%	0%	0%	0%	0%	NA	NA
OTHER	7	43%	0%	0%	0%	14%	7	29%
POWER I FAR	6	17%	17%	17%	0%	0%	8	17%
DOT	6	17%	0%	0%	0%	0%	NA	NA
I NEAR	5	40%	40%	0%	0%	20%	6	20%
							7	20%
GUN JOKER	3	0%	0%	0%	0%	0%	NA	NA
DOT STRONG	1	100%	0%	0%	0%	0%	NA	NA
EMPTY	1	100%	0%	0%	0%	0%	NA	NA
GUN 3 BACK	1	0%	0%	0%	0%	0%	NA	NA

Personnel Summary

Personnel	Total Plays	RushPct	PassPct
11	302	47%	49%
12	262	71%	24%
13	70	77%	21%
14	37	92%	8%
21	16	75%	25%
31	9	89%	11%
02	4	75%	25%
30	4	75%	25%
10 (+Q)	3	67%	33%
11 (*)	3	67%	33%
12 (*)	3	67%	33%
01	2	100%	0%
11 (+Q)	2	100%	0%
20 (+Q)	1	100%	0%

Pistol and Shotgun Summary

	Total Plays	RushPct	PassPct
Shotgun	505	57%	39%
Pistol	112	74%	22%
Under Center/Other	101	81%	18%

Center Pass Blocking to Formation Strength

Formation Strength	Blocking Direction	Plays	Total by Strength	Pct
L	C	9	115	8%
L	L	29	115	25%
L	R	76	115	66%
R	C	15	115	13%
R	L	80	115	70%
R	R	19	115	17%

Reaction to Defense

Stunts and Blitzes

Stunt	BlitzDog	Plays	Success by Run	Success by Pass	Overall Success
No	No	462	49%	49%	46%
No	Yes	151	42%	47%	45%
Yes	No	55	43%	30%	38%
Yes	Yes	50	38%	42%	40%

Number of Pass Rushers

Number of Rushers	Total Plays	Pct	Completion Pct
3	4	2%	100%
4	123	51%	75%
5	78	33%	66%
6	33	14%	64%
7	1	0%	100%

Coverage in Pass Plays

Coverage	Total Plays	Pct	Completion Pct
COVER 4	70	29%	67%
COVER 3	65	27%	77%
COVER 1	27	11%	67%
COVER 0	20	8%	56%
COVER 2	16	7%	91%
COVER 6	16	7%	80%
COVER 3 CLOUD	7	3%	83%
RED ZONE	7	3%	25%
COVER 3 SEAM	5	2%	80%
BRACKET	1	0%	100%
COVER 3 DBL CLOUD	1	0%	100%
GOAL LINE	1	0%	0%

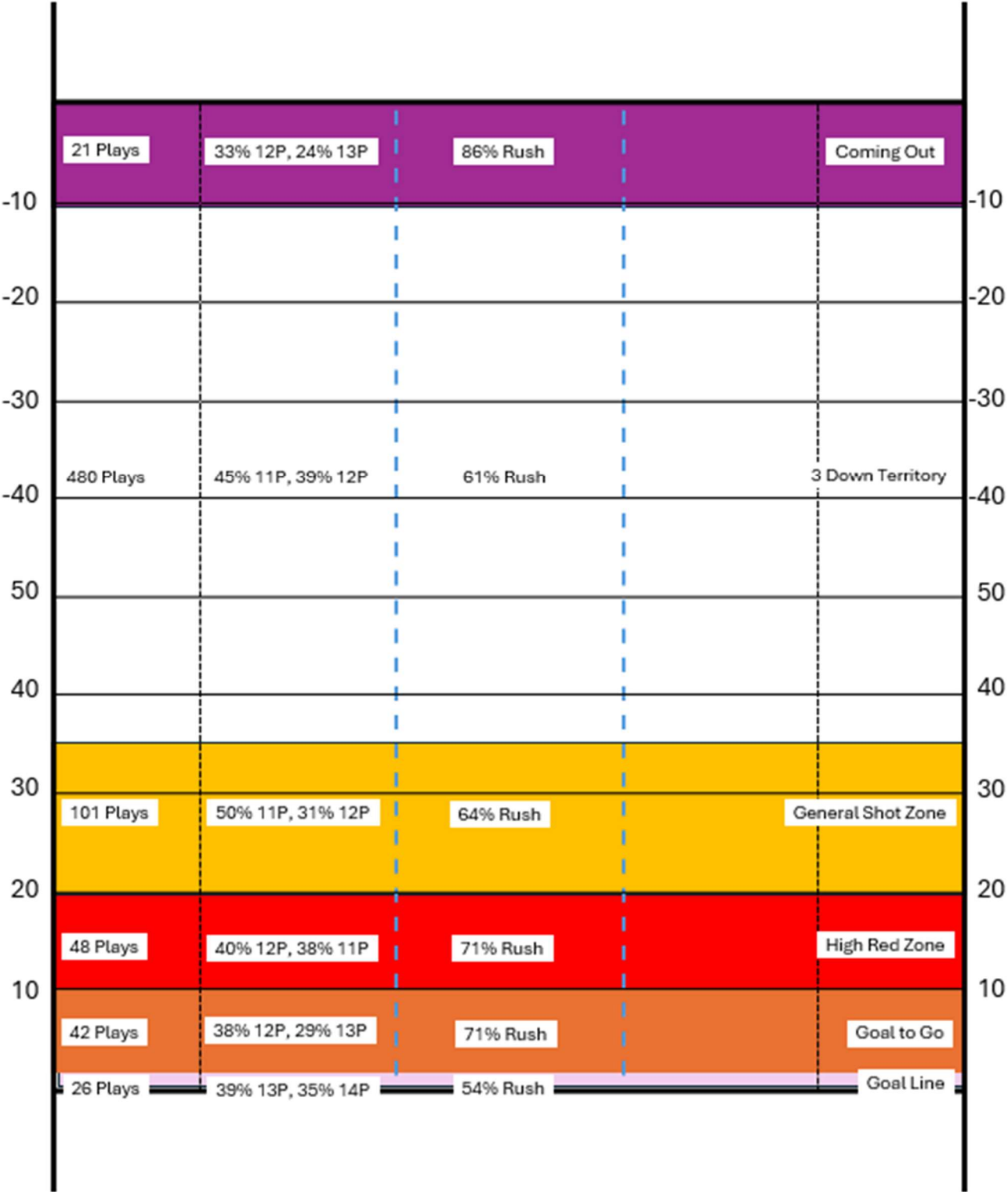
Down and Distance Tendencies by Personnel (-20 to +20)

Does not include personnel groupings of less than 3 plays.

Does not include final 2 minutes of 2nd and 4th quarters and garbage time.

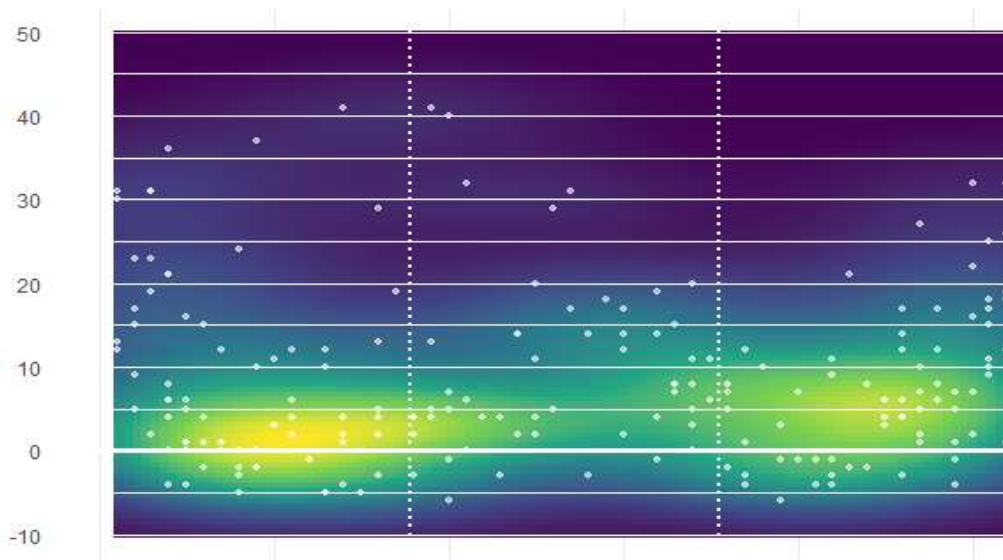
DownDist	Personnel	RunPct	PassPct	TotalPlays
POSS and 10, 62% Run, 80 Plays	12	61%	32%	38
	11	64%	36%	28
	13	62%	38%	8
	21	67%	33%	3
1st and 10, 79% Run , 107 Plays	12	79%	19%	44
	11	71%	25%	34
	13	92%	8%	6
	21	75%	25%	3
2nd and 10+, 50% Run, 44 Plays	11	39%	52%	23
	12	59%	41%	17
2nd and 7-9, 71% Run , 52 Plays	12	73%	27%	22
	11	56%	38%	16
	13	100%	0%	4
	14	67%	33%	3
2nd and 4-6, 69% Run , 35 Plays	12	76%	18%	17
	11	60%	40%	15
2nd and 0-3, 88% Run , 16 Plays	12	88%	12%	8
	11	67%	33%	3
3rd and 15+, 56% Pass, 9 Plays	11	25%	62%	8
3rd and 10-14, 65% Pass, 17 Plays	11	31%	69%	16
3rd and 7-9, 76% Pass, 17 Plays	11	27%	73%	15
3rd and 3-6, 68% Run , 34 Plays	11	70%	30%	20
	12	64%	27%	11
3rd and 0-2, 92% Run , 12 Plays	14	83%	17%	5
	12	100%	0%	3
4th and 0-3, 82% Run , 11 Plays	11	100%	0%	3
	13	67%	33%	3

Field Zone Visual



Pass Density Plot

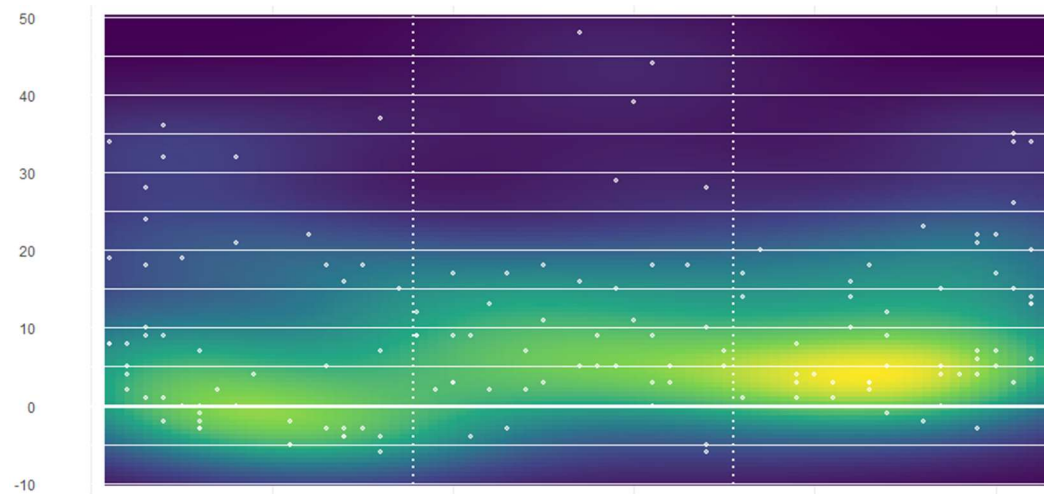
**** 2025



QB's Played

QB	Plays	ADOT	Rush Pct	Pass Pct
*	441	7.8	56%	41%
*	1	NA	100%	0%
*	182	4.7	75%	20%
*	47	13.7	87%	13%
*	18	0.3	83%	17%
*	27	2.9	41%	52%
*	2	NA	50%	0%

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Pass Route Tendencies

Data shown here is filtered by 10 or more plays.

Routes by Player

Player	Route	Plays	Targeted	Pct
*	X	43	7	23%
*	9	30	7	16%
*	6	29	8	15%
*	8	24	7	13%
*	-	17	0	9%
*	3	15	2	8%
*	7	11	0	6%
*	-	70	1	37%
*	X	51	8	27%
*	3	13	4	7%
*	4	13	2	7%
*	7	13	1	7%
*	6	11	0	6%
*	6	42	14	24%
*	9	31	5	18%
*	X	24	3	14%
*	8	17	0	10%
*	3	16	4	9%
*	-	14	0	8%
*	9	27	9	24%
*	3	15	4	14%
*	6	14	1	13%
*	X	13	5	12%
*	0	11	5	10%
*	-	10	0	9%
*	-	44	0	42%
*	H3	18	6	17%
*	H2	15	1	14%
*	-	31	0	34%
*	X	28	6	31%
*	-	47	0	53%
*	-	26	0	57%
*	X	11	0	27%
*	-	12	0	32%
*	-	10	0	43%

Routes by Position

Position	Route	Plays	Targeted	Pct
RWR	6	57	14	27%
RWR	9	38	7	18%
RWR	X	25	5	12%
RWR	8	24	4	11%
RWR	4	17	5	8%
RWR	-	15	0	7%
RWR	3	15	3	7%
RWR	7	12	0	6%
LWR	X	41	2	22%
LWR	6	35	7	19%
LWR	9	35	8	19%
LWR	8	25	5	13%
LWR	-	22	0	12%
TE-L	-	41	0	39%
TE-L	X	38	5	36%
HB-R	-	57	0	58%
HB-R	H3	20	2	20%
HB-R	H2	11	1	11%
SRWR	9	20	5	20%
SRWR	X	19	4	19%
SRWR	3	18	5	18%
SRWR	0	11	2	11%
SRWR	6	10	1	10%
TE-R	-	40	0	45%
TE-R	X	23	5	26%
TE-R	3	14	5	16%
HB-L	-	40	0	50%
HB-L	H2	11	0	14%
SLWR	9	17	5	22%
SLWR	X	15	3	20%
SLWR	3	10	5	13%
SLWR	6	10	2	13%
HB	-	20	0	49%
SRoWR	-	10	0	33%
SRiWR	0	10	5	36%

Skill Position Alignment Tendencies

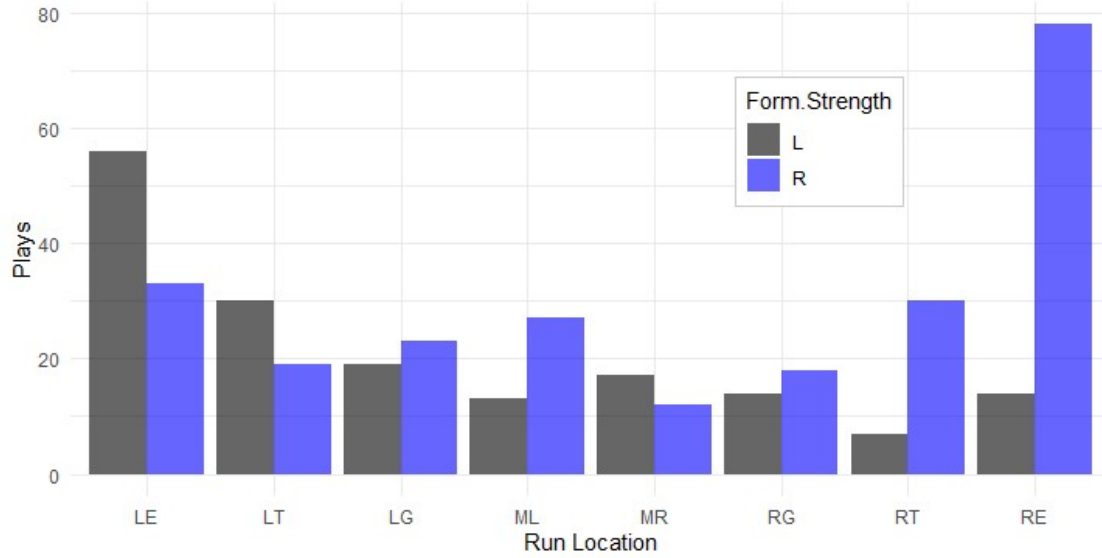
Filtered for plays 15 or more

Player	Position	Plays	RunPct	PassPct
*	LWR	166	58%	38%
*	RWR	166	64%	31%
*	SRWR	64	50%	44%
*	SLWR	61	69%	28%
*	SRoWR	24	46%	50%
*	SRIWR	18	56%	39%
*	SLiWR	15	67%	33%
*	LWR	230	65%	31%
*	RWR	229	55%	40%
*	TE-R	153	66%	33%
*	TE-L	135	45%	49%
*	TE-oR	29	59%	38%
*	TE-oL	27	52%	33%
*	TE-iR	21	71%	24%
*	TE-iL	17	76%	18%
*	RWR	15	13%	87%
*	TE-R	115	72%	22%
*	TE-L	78	69%	29%
*	TE-iL	42	64%	26%
*	TE-iR	34	65%	32%
*	TE-oR	28	89%	7%
*	FB-R	24	92%	4%
*	TE-oL	19	89%	0%
*	FB	17	65%	35%
*	HB-L	90	57%	42%
*	HB-R	87	51%	45%
*	HB	82	76%	22%
*	HB-R	105	61%	35%
*	HB-L	67	52%	42%
*	HB	44	73%	25%
*	SRWR	78	46%	51%
*	SLWR	64	52%	44%
*	SLoWR	26	50%	50%
*	SRoWR	22	59%	36%
*	RWR	18	67%	33%
*	SRIWR	15	33%	67%
*	FB	49	88%	10%
*	FB-L	37	97%	3%
*	FB-R	32	91%	6%
*	TE-R	18	83%	17%
*	TE-oL	17	76%	24%
*	TE-L	15	73%	13%
*	TE-iR	15	93%	7%
*	HB	83	84%	13%
*	HB-R	58	62%	36%
*	HB-L	42	64%	26%
*	TE-L	31	58%	42%
*	TE-R	21	62%	38%
*	LWR	33	61%	36%
*	RWR	30	53%	40%
*	SRWR	28	61%	39%
*	SLWR	21	29%	71%
*	RWR	40	60%	38%
*	LWR	36	58%	36%
*	LWR	22	82%	18%
*	RWR	22	41%	59%
*	TE-L	23	100%	0%

Rushing Tendencies

Rushing direction based on formation strength

Formation Strength	Metric	LE	LT	LG	ML	MR	RG	RT	RE
R	Count	33	19	23	27	12	18	30	78
	Success Rate	52%	42%	39%	41%	42%	61%	53%	59%
L	Count	56	30	19	13	17	14	7	14
	Success Rate	43%	53%	42%	54%	35%	36%	43%	50%



Rushing direction based on RB location

