Creating Draft Players:

1. Before players are created we create the type of draft class it will be for each position. Each position is assigned one of the following statuses, along with the percentage chance of it happening:

* Poor(2%) -> 25-35% less 1st/2nd round talent/25-35% less mid-round\* talent
* Shallow(5%) -> 10-15% less 1st/2nd round talent/25-35% less mid round talent
* LackingTopEndButDeep(8%) -> 15-25% less 1st/2nd round talent/15-25% more mid round talent
* Normal(70%) -> All round receive a -5 to +5% modifier to base
* TopHeavy(8%) -> 15-25% more 1st/2nd round talent/15-25% less mid round talent
* Deep(5%) -> 10-15% more 1st/2nd round talent/25-35% more mid round talent
* Stacked(2%) ->25-35% more 1st/2nd round talent/25-35% more mid round talent

**\*Mid-Round is defined as rounds 3-5**

2) The player is assigned personality traits based on the personality model, following Raymond Cattell’s 16PF Model. Each player is given 4 Dominant Traits(65-100), 4 Weak Traits(0-35) and 8 Balanced Traits(36-64)

3) The player is assigned a position based on actual NFL Entry Draft breakdowns(below)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | 0.00000 | To | 5.64287 | :Result = "QB" | |  | 5.64387 | To | 14.17452 | :Result = "RB" | |  | 14.17552 | To | 16.25505 | :Result = "FB" | |  | 16.25605 | To | 29.05254 | :Result = "WR" | |  | 29.05354 | To | 34.93489 | :Result = "TE" | |  | 34.93589 | To | 37.92845 | :Result = "OC" | |  | 37.92945 | To | 44.08023 | :Result = "OG" | |  | 44.08123 | To | 51.74375 | :Result = "OT" | |  | 51.74475 | To | 52.44724 | :Result = "K" | |  | 52.44824 | To | 53.31537 | :Result = "P" | |  | 53.31637 | To | 61.65245 | :Result = "DE" | |  | 61.65345 | To | 69.48062 | :Result = "DT" | |  | 69.48162 | To | 73.95599 | :Result = "ILB" | |  | 73.95699 | To | 81.39500 | :Result = "OLB" | |  | 81.39600 | To | 91.88744 | :Result = "CB" | |  | 91.88844 | To | 96.21314 | :Result = "FS" | |  | 96.21414 | To | 100.00000 | :Result = "SS" | |
|  |

1. The player is assigned a round talent based on the breakdowns of their position group assigned in Step 1.

The base number of players at each round is as follows(numbers are cumulative):

|  |
| --- |
| DraftPosEnd(1) = 1 'Top 5  DraftPosEnd(2) = 3 'Top 10  DraftPosEnd(3) = 8 'Mid first  DraftPosEnd(4) = 18 'Late First  DraftPosEnd(5) = 47 '2nd  DraftPosEnd(6) = 90 '3rd  DraftPosEnd(7) = 155 '4th  DraftPosEnd(8) = 235 '5th  DraftPosEnd(9) = 335 '6th  DraftPosEnd(10) = 500 '7th  DraftPosEnd(11) = 850 'PFA  DraftPosEnd(12) = 1350 'LFA  DraftPosEnd(13) = 2000 'PracSquad DraftPosEnd(14) = 3000 'Reject |

1. Players get height/age/weight/combine ratings set according to position and draft round assigned to them
2. Players are assigned Key Ratings for their position based on round drafted, using an exponential decay function that mirrors how ratings would diminish with a degree of randomness(just changed from -10 to +10 to -5 to +5 to mirror athletic freaks)

Key Ratings for each position are listed in the Appendix.

1. Players are assigned positional rating strengths and weaknesses based on their position “type”. Position types along with strengths and weaknesses are listed in the Appendix
2. Players are assigned Kick Return, Punt Return, Special Teams and Long Snapping Abilities based on position
3. All other non-key/positional ratings are assigned with a normal distribution(bell) curve AVG 49.5/StDev 16.5(For the grade these are considered “Other” Ratings
4. Players are then assigned a Grade based on the following formula:

Grade = (Sum of Key Ratings \* 0.65)/9.25) + (Sum of Combine Grade \* 0.20)/4) + ((Sum of Other Ratings/(Other Ratings Count - 4))\* 0.15))/9.25

**APPENDIX**

**Key Ratings By Position---Key Ratings are the ratings that play a major role in determining what round a player gets drafted**

"QB"

QBArmStrength

QBAccuracy

QBTouch

Footwork

QBRelQuickness

QBLocateRec

Leadership

QBDecMaking

QBMechanics

QBPocketPresence

"RB"

RBRunVision

QAB

Explosion

LowerBodyStrength

ContactBalance

COD

RBPatience

RBSetsUpBlocks

Flexibility

Instincts

"FB"

RunBlocking

LowerBodyStrength

Toughness

Hands

ContactBalance

Reaction

Explosion

DeliversBlow

QAB

COD

"WR"

Explosion

QAB

COD

ReleaseOffLine

WRDisguiseRoute

AdjustToBall

RunAfterCatch

Toughness

Flexibility

Hands

"TE"

PassBlockVsSpeed

QAB

COD

ReleaseOffLine

RunBlocking

AdjustToBall

RunAfterCatch

Toughness

Flexibility

Hands

"OT"

HandUse

PassBlockVsPower

PassBlockVsSpeed

RunBlocking

Footwork

QAB

Flexibility

Explosion

OLRecover

Reaction

"C"

HandUse

OLAnchorAbility

PassBlockVsPower

RunBlocking

Footwork

QAB

OLPulling

Explosion

Leadership

Toughness

"OG"

HandUse

OLAnchorAbility

PassBlockVsPower

RunBlocking

Footwork

QAB

OLPulling

Explosion

Toughness

Flexibility

"DE"

DefeatBlock

ContactBalance

Reaction

HandUse

QAB

Explosion

Flexibility

ReadKeys

Instincts

COD

"DT"

Toughness

ShedBlock

Reaction

HandUse

QAB

Explosion

Flexibility

ReadKeys

DLRunAtHim

COD

"OLB"

QAB

COD

Explosion

Flexibility

ReadKeys

Reaction

ShedBlock

Tackling

ZoneCoverage

AvoidBlockers

"ILB"

QAB

COD

LBFillGaps

Leadership

ReadKeys

Reaction

ShedBlock

Tackling

AvoidBlockers

Toughness

"CB"

Explosion

QAB

COD

Flexibility

Footwork

DBBaitQB

DBTechnique

DBCatchUpSpeed

ManToManCoverage

AdjustToBall

"FS", "SS"

Explosion

QAB

COD

Flexibility

Footwork

ReadKeys

Tackling

DBTechnique

DeliversBlow

DBBaitQB

"K"

KickAccuracy

Consistency

Confidence

Clutch

Footwork

LowerBodyStrength

Explosion

Reaction

HandlesElements

Flexibility

"P"

Flexibility

PHangTime

Footwork

LowerBodyStrength

Reaction 'for catching bad snaps

Hands

Consistency

HandlesElements

JumpingAbility

Explosion

**Positional Types---Strengths/Weaknesses:**

* **Each position type is assigned 2 Primary Strengths, 2 Secondary Strengths, 2 Primary Weaknesses and 2 Secondary Weaknesses(except for Balanced).**
* **Primary Strengths/Weaknesses have a ratings boost/decline of +/- 30-50%**
* **Secondary Strengths/Weaknesses have a ratings boost/decline of +/- 15-25%**
* **If a player is assigned a “Balanced” position type they are given a ratings boost/decline of +/-10% across all 8 ratings and don’t have any true strengths/weaknesses**

**"QB"**

**posType**

**"StrongArm" 'strong arm and confidence but often tries to force balls into coverage, makes bad decisions and is slow**

**PrimStrength.Add("QBArmStrength")**

**SecStrength.Add("QBMechanics")**

**SecStrength.Add("Toughness")**

**PrimStrength.Add("Confidence")**

**SecWeakness.Add("QBEscape")**

**PrimWeakness.Add("PlaySpeed")**

**SecWeakness.Add("QBDecMaking")**

**PrimWeakness.Add("QBTouch")**

**"WestCoast" 'good accuracy, touch and escapability but lacks arm strength and tends to be less durable, also tends to get routes jumped more often due to throwing short so much**

**PrimStrength.Add("QBAccuracy")**

**PrimStrength.Add("QBTouch")**

**SecStrength.Add("QBEscape")**

**SecStrength.Add("Footwork")**

**PrimWeakness.Add("QBArmStrength")**

**PrimWeakness.Add("FieldAwareness")**

**SecWeakness.Add("Durability")**

**SecWeakness.Add("Toughness")**

**"Balanced" 'No Big Boosts but no real weaknesses either**

**Balanced.Add("QBArmStrength")**

**Balanced.Add("QBAccuracy")**

**Balanced.Add("QBDecMaking")**

**Balanced.Add("QBTouch")**

**Balanced.Add("QBEscape")**

**Balanced.Add("QBPocketPresence")**

**Balanced.Add("Footwork")**

**Balanced.Add("QBRelQuickness")**

**"FieldGeneral" 'Leadership, LocateReceivers, FieldAwareness, Low Escape--stands in the pocket too long and takes sacks sometimes, Low Ballhandling gets stripped a lot from getting hit, Coachability is low because he thinks he knows it all**

**SecStrength.Add("QBLocateRec")**

**PrimStrength.Add("Leadership")**

**SecStrength.Add("FieldAwareness")**

**PrimStrength.Add("Clutch")**

**PrimWeakness.Add("BallSecurity")**

**PrimWeakness.Add("Coachability")**

**SecWeakness.Add("QBRelQuickness")**

**SecWeakness.Add("QBEscape")**

**"PocketPasser" 'Sits in the pocket and will carve a defense up, but tends to lose confidence easily if he starts getting hit. Not tough, moves around the pocket well but has issues escaping from the pocket**

**PrimStrength.Add("QBAccuracy")**

**PrimStrength.Add("QBTouch")**

**SecStrength.Add("QBArmstrength")**

**SecStrength.Add("QBPocketPresence")**

**PrimWeakness.Add("QBEscape")**

**PrimWeakness.Add("Confidence")**

**SecWeakness.Add("Toughness")**

**SecWeakness.Add("BallSecurity")**

**"Mobile" 'Mobile QB---boosts to playspeed, escape, rollout, QAB and COD--typically suffer from poor footwork, lack of pocket presence**

**PrimStrength.Add("Explosion")**

**PrimStrength.Add("QBScrambling")**

**SecStrength.Add("QBEscape")**

**SecStrength.Add("Instincts")**

**PrimWeakness.Add("Footwork")**

**PrimWeakness.Add("QBPocketPresence")**

**SecWeakness.Add("Durability")**

**SecWeakness.Add("QBMechanics")**

**RB**

**posType**

**"Balanced"**

**Balanced.Add("ContactBalance")**

**Balanced.Add("BreaksTackles")**

**Balanced.Add("Hands")**

**Balanced.Add("QAB")**

**Balanced.Add("COD")**

**Balanced.Add("RBPatience")**

**Balanced.Add("RBRunVision")**

**Balanced.Add("RBSetsUpBlocks")**

**"PowerBack" 'Toughness, Explosion, DeliversBlow, BreaksTackle but weak speed, QAB, COD and Patience**

**PrimStrength.Add("ContactBalance")**

**PrimStrength.Add("BreaksTackles")**

**SecStrength.Add("StiffArm")**

**SecStrength.Add("DeliversBlow")**

**PrimWeakness.Add("PlaySpeed")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("COD")**

**SecWeakness.Add("RBPatience")**

**"SpeedBack"**

**PrimStrength.Add("Flexibility")**

**PrimStrength.Add("Explosion")**

**SecStrength.Add("COD")**

**SecStrength.Add("QAB")**

**PrimWeakness.Add("BreaksTackles")**

**PrimWeakness.Add("DeliversBlow")**

**SecWeakness.Add("Toughness")**

**SecWeakness.Add("ContactBalance")**

**"ReceivingBack"**

**PrimStrength.Add("Hands")**

**PrimStrength.Add("RouteRunning")**

**SecStrength.Add("RunAfterCatch")**

**SecStrength.Add("FieldAwareness")**

**PrimWeakness.Add("RBRunVision")**

**PrimWeakness.Add("RBSetsUpBlocks")**

**SecWeakness.Add("BreaksTackles")**

**SecWeakness.Add("Toughness")**

**"NorthSouthBack"**

**PrimStrength.Add("Explosion")**

**PrimStrength.Add("RBRunVision")**

**SecStrength.Add("ContactBalance")**

**SecStrength.Add("BreaksTackles")**

**PrimWeakness.Add("COD")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("Hands")**

**SecWeakness.Add("Durability")**

**"FB"**

**posType**

**"BatteringRam" 'typical blocking FB**

**PrimStrength.Add("RunBlocking")**

**PrimStrength.Add("Explosion")**

**SecStrength.Add("ContactBalance")**

**SecStrength.Add("LowerBodyStrength")**

**PrimWeakness.Add("COD")**

**PrimWeakness.Add("RBRunVision")**

**SecWeakness.Add("RBSetsUpBlocks")**

**SecWeakness.Add("QAB")**

**"Balanced"**

**Balanced.Add("Runblocking")**

**Balanced.Add("Hands")**

**Balanced.Add("Explosion")**

**Balanced.Add("LowerBodyStrength")**

**Balanced.Add("RouteRunning")**

**Balanced.Add("QAB")**

**Balanced.Add("COD")**

**Balanced.Add("AdjustToBall")**

**"Receiving"**

**PrimStrength.Add("Hands")**

**PrimStrength.Add("RouteRunning")**

**SecStrength.Add("AdjustToBall")**

**SecStrength.Add("BodyCatch")**

**PrimWeakness.Add("RunBlocking")**

**PrimWeakness.Add("Explosion")**

**SecWeakness.Add("ContactBalance")**

**SecWeakness.Add("LowerBodyStrength")**

**"WR"**

**posType**

**"Balanced"**

**Balanced.Add("PlaySpeed")**

**Balanced.Add("Explosion")**

**Balanced.Add("Hands")**

**Balanced.Add("ReleaseOffLine")**

**Balanced.Add("QAB")**

**Balanced.Add("AdjustToBall")**

**Balanced.Add("RouteRunning")**

**Balanced.Add("RunBlocking")**

**"Speed"**

**PrimStrength.Add("Reaction")**

**PrimStrength.Add("Explosion")**

**SecStrength.Add("WRRunDBOff")**

**SecStrength.Add("QAB")**

**PrimWeakness.Add("ReleaseOffLine")**

**PrimWeakness.Add("Hands")**

**SecWeakness.Add("Durability")**

**SecWeakness.Add("BodyCatch")**

**"Possession"**

**PrimStrength.Add("Hands")**

**PrimStrength.Add("RouteRunning")**

**SecStrength.Add("ReleaseOffLine")**

**SecStrength.Add("RunBlocking")**

**PrimWeakness.Add("Explosion")**

**PrimWeakness.Add("RunAfterCatch")**

**SecWeakness.Add("PlaySpeed")**

**SecWeakness.Add("COD")**

**"Polished"**

**PrimStrength.Add("RouteRunning")**

**PrimStrength.Add("Runblocking")**

**SecStrength.Add("ReleaseOFfLine")**

**SecStrength.Add("FieldAwareness")**

**PrimWeakness.Add("ContactBalance")**

**PrimWeakness.Add("COD")**

**SecWeakness.Add("Concentration")**

**SecWeakness.Add("JumpingAbility")**

**"RZThreat"**

**PrimStrength.Add("JumpingAbility")**

**PrimStrength.Add("Hands")**

**SecStrength.Add("FieldAwareness")**

**SecStrength.Add("Aggressive")**

**PrimWeakness.Add("PlaySpeed")**

**PrimWeakness.Add("PlayBookKnowledge")**

**SecWeakness.Add("Flexibility")**

**SecWeakness.Add("QAB")**

**"TE"**

**posType**

**"Balanced"**

**Balanced.Add("Playspeed")**

**Balanced.Add("QAB")**

**Balanced.Add("Toughness")**

**Balanced.Add("Hands")**

**Balanced.Add("Runblocking")**

**Balanced.Add("ReleaseOffLine")**

**Balanced.Add("Explosion")**

**Balanced.Add("RouteRunning")**

**"BlockingTE"**

**PrimStrength.Add("RunBlocking")**

**PrimStrength.Add("LowerBodyStrength")**

**SecStrength.Add("PassBlockVsPower")**

**SecStrength.Add("Toughness")**

**PrimWeakness.Add("PlaySpeed")**

**PrimWeakness.Add("Hands")**

**SecWeakness.Add("QAB")**

**SecWeakness.Add("COD")**

**"VerticalThreat"**

**PrimStrength.Add("QAB")**

**PrimStrength.Add("Explosion")**

**SecStrength.Add("ReleaseOffLine")**

**SecStrength.Add("Hands")**

**PrimWeakness.Add("RunBlocking")**

**PrimWeakness.Add("PassBlockVsPower")**

**SecWeakness.Add("LowerBodyStrength")**

**SecWeakness.Add("Toughness")**

**"Hybrid"**

**PrimStrength.Add("QAB")**

**PrimStrength.Add("COD")**

**SecStrength.Add("RunBlocking")**

**SecStrength.Add("Hands")**

**PrimWeakness.Add("Explosion")**

**PrimWeakness.Add("AdjustToBall")**

**SecWeakness.Add("Flexibility")**

**SecWeakness.Add("RouteRunning")**

**"Receiving"**

**PrimStrength.Add("RouteRunning")**

**PrimStrength.Add("Hands")**

**SecStrength.Add("QAB")**

**SecStrength.Add("AdjustToBall")**

**PrimWeakness.Add("PassBlockVsPower")**

**PrimWeakness.Add("Toughness")**

**SecWeakness.Add("RunBlocking")**

**SecWeakness.Add("ContactBalance")**

**"OT"**

**posType**

**"LTProtoType" 'Strong pass blocking Tackle versus speed, not always as good versus power, but not weak at it either**

**PrimStrength.Add("PassBlockVsSpeed")**

**PrimStrength.Add("Footwork")**

**SecStrength.Add("Flexibility")**

**SecStrength.Add("QAB")**

**PrimWeakness.Add("ContactBalance")**

**PrimWeakness.Add("Toughness")**

**SecWeakness.Add("RunBlocking")**

**SecWeakness.Add("OLAnchorAbility")**

**"RTProtoType" 'Run blocking tackle**

**PrimStrength.Add("RunBlocking")**

**PrimStrength.Add("OLAnchorAbility")**

**SecStrength.Add("Explosion")**

**SecStrength.Add("LowerBodyStrength")**

**PrimWeakness.Add("PassBlockVsSpeed")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("OLMoveInSpace")**

**SecWeakness.Add("OLPulling")**

**"Balanced" '**

**Balanced.Add("PassBlockVsSpeed")**

**Balanced.Add("PassBlockVsPower")**

**Balanced.Add("Runblocking")**

**Balanced.Add("Flexibility")**

**Balanced.Add("ContactBalance")**

**Balanced.Add("HandUse")**

**Balanced.Add("QAB")**

**Balanced.Add("Footwork")**

**"AthleticLacksTechnique" ‘has athleticism but is Raw**

**PrimStrength.Add("QAB")**

**PrimStrength.Add("Flexibility")**

**SecStrength.Add("OLRecover")**

**SecStrength.Add("PassBlockVsSpeed")**

**PrimWeakness.Add("Footwork")**

**PrimWeakness.Add("HandUse")**

**SecWeakness.Add("PassBlockVsPower")**

**SecWeakness.Add("ContactBalance")**

**"TechniqueLacksAthleticism" ‘polished technique, not athletic**

**PrimStrength.Add("HandUse")**

**PrimStrength.Add("Footwork")**

**SecStrength.Add("RunBlocking")**

**SecStrength.Add("OLRecover")**

**PrimWeakness.Add("Flexibility")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("PassBlockVsPower")**

**SecWeakness.Add("PassBlockVsSpeed")**

**End Select**

**"C", "OG"**

**If pos = "C" Then**

**dt.Rows(idNum).Item("OLSnapAbility") = MT.GetGaussian(75, 8.33) 'this is not really a weakness or strength just a special job they have to do**

**End If**

**posType**

**"Balanced"**

**Balanced.Add("OLPulling")**

**Balanced.Add("QAB")**

**Balanced.Add("PassBlockVsPower")**

**Balanced.Add("Flexibility")**

**Balanced.Add("HandUse")**

**Balanced.Add("Footwork")**

**Balanced.Add("RunBlocking")**

**Balanced.Add("PassBlockVsPower")**

**"RoadGrader" 'big strong, nasty run blocker but suffers in pass protection and is not quick enough to pull---mostly for man to man blocking schemes, not good for zone blocking schemes**

**PrimStrength.Add("RunBlocking")**

**PrimStrength.Add("LowerBodyStrength")**

**SecStrength.Add("ContactBalance")**

**SecStrength.Add("HandUse")**

**PrimWeakness.Add("PassBlockVsSpeed")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("PassBlockVsPower")**

**SecWeakness.Add("Flexibility")**

**"RunBlocking" 'better run blocker than pass blocker**

**PrimStrength.Add("RunBlocking")**

**PrimStrength.Add("Explosion")**

**SecStrength.Add("OLPulling")**

**SecStrength.Add("HandUse")**

**PrimWeakness.Add("OLRecover")**

**PrimWeakness.Add("Reaction")**

**SecWeakness.Add("PassBlockVsPower")**

**SecWeakness.Add("PassBlockVsSpeed")**

**"ZoneBlocker" 'lighter, quicker OL used for pulling and getting to the second level in zone schemes, but struggle in strength**

**PrimStrength.Add("QAB")**

**PrimStrength.Add("OLPulling")**

**SecStrength.Add("OLMoveInSpace")**

**SecStrength.Add("Flexibility")**

**PrimWeakness.Add("PassBlockVsPower")**

**PrimWeakness.Add("LowerBodyStrength")**

**SecWeakness.Add("OLAnchorAbility")**

**SecWeakness.Add("ContactBalance")**

**"PassBlocker" ‘very good at pass blocking not so much at run blocking**

**PrimStrength.Add("PassBlockVsPower")**

**PrimStrength.Add("PassBlockVsSpeed")**

**SecStrength.Add("Footwork")**

**SecStrength.Add("Flexibility")**

**PrimWeakness.Add("RunBlocking")**

**PrimWeakness.Add("OLAnchorAbility")**

**SecWeakness.Add("LowerBodyStrength")**

**SecWeakness.Add("HandUse")**

**"DE"**

**posType**

**"Balanced4-3"**

**Balanced.Add("ReadKeys")**

**Balanced.Add("ShedBlock")**

**Balanced.Add("Flexibility")**

**Balanced.Add("Reaction")**

**Balanced.Add("Explosion")**

**Balanced.Add("DLSLideAbility")**

**Balanced.Add("DLRunAtHim")**

**Balanced.Add("COD")**

**"PrototypeLDE4-3" 'pass rushing DE---weaker against run**

**PrimStrength.Add("Explosion")**

**PrimStrength.Add("HandUse")**

**SecStrength.Add("Flexibility")**

**SecStrength.Add("QAB")**

**PrimWeakness.Add("LowerBodyStrength")**

**PrimWeakness.Add("DLRunAtHim")**

**SecWeakness.Add("ReadKeys") 'Too busy trying to get up field**

**SecWeakness.Add("FieldAwareness")**

**"ProtoTypeRDE4-3" 'run defending DE---typically not as good of a pass rusher**

**PrimStrength.Add("DLRunAtHim")**

**PrimStrength.Add("DLAgainstPullAbility")**

**SecStrength.Add("ShedBlock")**

**SecStrength.Add("LowerBodyStrength")**

**PrimWeakness.Add("Explosion")**

**PrimWeakness.Add("Flexibility")**

**SecWeakness.Add("QAB")**

**SecWeakness.Add("COD")**

**"Versatile3-4" ‘Can do both well**

**PrimStrength.Add("ReadKeys")**

**PrimStrength.Add("DLSlideAbility")**

**SecStrength.Add("COD")**

**SecStrength.Add("ShedBlock")**

**PrimWeakness.Add("Explosion")**

**PrimWeakness.Add("ContactBalance")**

**SecWeakness.Add("HandUse")**

**SecWeakness.Add("LowerBodyStrength")**

**"RunStopper3-4" ‘Big physical run stuffer without much pass rush ability**

**PrimStrength.Add("DLRunAtHim")**

**PrimStrength.Add("LowerBodyStrength")**

**SecStrength.Add("DLAgainstPullAbility")**

**SecStrength.Add("DLRunPursuit")**

**PrimWeakness.Add("Explosion")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("COD")**

**SecWeakness.Add("DLSetUpPassRush")**

**"SituationalPassRusher" 'Guys that come in to rush on 3rd downs typically**

**PrimStrength.Add("Explosion")**

**PrimStrength.Add("QAB")**

**SecStrength.Add("DLSetUpPassRush")**

**SecStrength.Add("Reaction")**

**PrimWeakness.Add("PlayBookKnowledge")**

**PrimWeakness.Add("DLRunAtHim")**

**SecWeakness.Add("ReadKeys")**

**SecWeakness.Add("ContactBalance") 'only in there for obvious passing downs**

**"Hybrid" 'Tweener Type players**

**PrimStrength.Add("ZoneCoverage")**

**PrimStrength.Add("QAB")**

**SecStrength.Add("COD")**

**SecStrength.Add("Flexibility")**

**PrimWeakness.Add("DLRunAtHim")**

**PrimWeakness.Add("DLAgainstPullAbility")**

**SecWeakness.Add("HandUse")**

**SecWeakness.Add("LowerBodyStrength")**

**End Select**

**"DT"**

**posType**

**"Penetrator" 'Athletic, quick**

**PrimStrength.Add("Explosion")**

**PrimStrength.Add("HandUse")**

**SecStrength.Add("QAB")**

**SecStrength.Add("Reaction")**

**PrimWeakness.Add("ReadKeys")**

**PrimWeakness.Add("DLCanTakeDoubleTeam")**

**SecWeakness.Add("DLSlideAbility")**

**SecWeakness.Add("DLAgainstPullAbility")**

**"NoseTackle" 'Big, heavy, strong player used for ability to eat up blocks rather than make plays or penetrate**

**PrimStrength.Add("DLCanTakeDoubleTeam")**

**PrimStrength.Add("DLRunAtHim")**

**SecStrength.Add("LowerBodyStrength")**

**SecStrength.Add("ShedBlock")**

**PrimWeakness.Add("Flexibility")**

**PrimWeakness.Add("Explosion")**

**SecWeakness.Add("QAB")**

**SecWeakness.Add("COD")**

**"RunStopper" ‘Stuffs the run**

**PrimStrength.Add("DLRunAtHim")**

**PrimStrength.Add("DLSlideAbility")**

**SecStrength.Add("ShedBlock")**

**SecStrength.Add("Tackling")**

**PrimWeakness.Add("Flexibility")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("Explosion")**

**SecWeakness.Add("COD")**

**"Balanced"**

**Balanced.Add("DLRunAtHim")**

**Balanced.Add("QAB")**

**Balanced.Add("ShedBlock")**

**Balanced.Add("DLSlideAbility")**

**Balanced.Add("Flexibility")**

**Balanced.Add("COD")**

**Balanced.Add("Explosion")**

**Balanced.Add("Reaction")**

**"Versatile" ‘good at both run and pass but lacking technique**

**PrimStrength.Add("QAB")**

**PrimStrength.Add("DLSlideAbility")**

**SecStrength.Add("ReadKeys")**

**SecStrength.Add("Flexibility")**

**PrimWeakness.Add("DLCanTakeDoubleTeam")**

**PrimWeakness.Add("DLRunAtHim")**

**SecWeakness.Add("HandUse")**

**SecWeakness.Add("LowerBodyStrength")**

**"OLB"**

**posType**

**"WillProtoType4-3" 'must be able to play the run and rush the quarterback, but more than anything they are used in coverage.**

**PrimStrength.Add("QAB")**

**PrimStrength.Add("COD")**

**SecStrength.Add("ZoneCoverage")**

**SecStrength.Add("Flexibility")**

**PrimWeakness.Add("LBFillGaps")**

**PrimWeakness.Add("AvoidBlockers")**

**SecWeakness.Add("ShedBlock")**

**SecWeakness.Add("ContactBalance")**

**"PassRush3-4" 'quick, explosive pass rusher**

**PrimStrength.Add("Explosion")**

**PrimStrength.Add("Flexibility")**

**SecStrength.Add("QAB")**

**SecStrength.Add("HandUse")**

**PrimWeakness.Add("AvoidBlockers")**

**PrimWeakness.Add("ReadKeys")**

**SecWeakness.Add("LBFillGaps")**

**SecWeakness.Add("LBDropDepth")**

**"Tweener4-3" 'Athletic but lacking in size, have tendency to get "engulfed" by bigger O-Line players**

**PrimStrength.Add("Explosion")**

**PrimStrength.Add("QAB")**

**SecStrength.Add("COD")**

**SecStrength.Add("Flexibility")**

**PrimWeakness.Add("LowerBodyStrength")**

**PrimWeakness.Add("AvoidBlockers")**

**SecWeakness.Add("Tackling")**

**SecWeakness.Add("ContactBalance")**

**"SamPrototype4-3" 'must have the power to take on blockers and attack the run, the flexibility to rush the quarterback off the edge & the feet to play in coverage against tight ends. Must be a complete player in a 4-3 defense.**

**PrimStrength.Add("LBFillGaps")**

**PrimStrength.Add("ShedBlock")**

**SecStrength.Add("AvoidBlockers")**

**SecStrength.Add("Explosion")**

**PrimWeakness.Add("COD")**

**PrimWeakness.Add("MantoManCoverage")**

**SecWeakness.Add("LBFillGaps")**

**SecWeakness.Add("AdjustToBall")**

**"Balanced"**

**Balanced.Add("LBFillGaps")**

**Balanced.Add("ShedBlock")**

**Balanced.Add("PlaySpeed")**

**Balanced.Add("Explosion")**

**Balanced.Add("Reaction")**

**Balanced.Add("Tackling")**

**Balanced.Add("QAB")**

**Balanced.Add("ReadKeys”)**

**"ILB"**

**posType**

**"MikeProtoType" 'Mike LB used in either system--Fiedl General/Do Everything backer**

**PrimStrength.Add("Leadership")**

**PrimStrength.Add("ReadKeys")**

**SecStrength.Add("Instincts")**

**SecStrength.Add("FieldAwareness")**

**PrimWeakness.Add("LBDropDepth")**

**PrimWeakness.Add("DefeatBlock")**

**SecWeakness.Add("COD")**

**SecWeakness.Add("AdjustToBall")**

**"TedProtoType3-4" 'Run Stopper LB**

**PrimStrength.Add("AvoidBlockers")**

**PrimStrength.Add("LBFillGaps")**

**SecStrength.Add("DeliversBlow")**

**SecStrength.Add("Tackling")**

**PrimWeakness.Add("ZoneCoverage")**

**PrimWeakness.Add("ManToManCoverage")**

**SecWeakness.Add("Flexibility")**

**SecWeakness.Add("PlaySpeed")**

**"Cover2ProtoType" 'Coverage, Deep Drops, speed, quickness**

**PrimStrength.Add("ZoneCoverage")**

**PrimStrength.Add("Explosion")**

**SecStrength.Add("LBDropDepth")**

**SecStrength.Add("QAB")**

**PrimWeakness.Add("ManToManCoverage")**

**PrimWeakness.Add("Tackling")**

**SecWeakness.Add("AvoidBlockers")**

**SecWeakness.Add("ShedBlock")**

**"TacklingMachine" 'Great Tackler**

**PrimStrength.Add("Tackling")**

**PrimStrength.Add("AvoidBlockers")**

**SecStrength.Add("ShedBlock")**

**SecStrength.Add("ReadKeys")**

**PrimWeakness.Add("ManToManCoverage")**

**PrimWeakness.Add("Flexibility")**

**SecWeakness.Add("LBDropDepth")**

**SecWeakness.Add("COD")**

**"Balanced"**

**Balanced.Add("Reaction")**

**Balanced.Add("ReadKeys")**

**Balanced.Add("Tackling")**

**Balanced.Add("ManToManCoverage")**

**Balanced.Add("QAB")**

**Balanced.Add("ShedBlock")**

**Balanced.Add("COD")**

**Balanced.Add("AvoidBlockers")**

**"CB"**

**posType**

**"CoverCorner" 'great cover skills, not great in run support**

**PrimStrength.Add("ManToManCoverage")**

**PrimStrength.Add("Explosion")**

**SecStrength.Add("Flexibility")**

**SecStrength.Add("QAB")**

**PrimWeakness.Add("ZoneCoverage")**

**PrimWeakness.Add("DBRunContain")**

**SecWeakness.Add("AvoidBlockers")**

**SecWeakness.Add("ShedBlock")**

**"ZoneCorner" 'good zone cover skills but not man to man**

**PrimStrength.Add("ZoneCoverage")**

**PrimStrength.Add("QAB")**

**SecStrength.Add("COD")**

**SecStrength.Add("ReadKeys")**

**PrimWeakness.Add("ManToManCoverage")**

**PrimWeakness.Add("DBCatchUpSpeed")**

**SecWeakness.Add("Explosion")**

**SecWeakness.Add("Tackling")**

**"Balanced"**

**Balanced.Add("ManToManCoverage")**

**Balanced.Add("ZoneCoverage")**

**Balanced.Add("DBCatchUpSpeed")**

**Balanced.Add("PlaySpeed")**

**Balanced.Add("DBRunContain")**

**Balanced.Add("QAB")**

**Balanced.Add("COD")**

**Balanced.Add("Flexibility")**

**"RunSupport" 'Great CB for run support, lacks top end speed and agility to play great coverage tho**

**PrimStrength.Add("DBRunContain")**

**PrimStrength.Add("AvoidBlockers")**

**SecStrength.Add("Tackling")**

**SecStrength.Add("Reaction")**

**PrimWeakness.Add("COD")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("DBCatchUpSpeed")**

**SecWeakness.Add("Explosion")**

**"SlotCorner" 'very quick and agile, good blitzer off the slot and tackler but lacks top speed and size**

**PrimStrength.Add("QAB")**

**PrimStrength.Add("COD")**

**SecStrength.Add("Blitz")**

**SecStrength.Add("Tackling")**

**PrimWeakness.Add("DBRunContain")**

**PrimWeakness.Add("AvoidBlockers")**

**SecWeakness.Add("DBCatchUpSpeed")**

**SecWeakness.Add("ShedBlock")**

**"Physical" 'tough physical corner but has issues with faster receivers due to lacking top end speed, but helps out against the run as well**

**PrimStrength.Add("DBBump")**

**PrimStrength.Add("UpperBodyStrength")**

**SecStrength.Add("ManToManCoverage")**

**SecStrength.Add("DBRunContain")**

**PrimWeakness.Add("COD")**

**PrimWeakness.Add("QAB")**

**SecWeakness.Add("Explosion")**

**SecWeakness.Add("DBCatchUpSpeed")**

**"FS", "SS"**

**posType**

**"Zone" 'good at zone coverage, but not so great at man**

**PrimStrength.Add("ZoneCoverage")**

**PrimStrength.Add("ReadKeys")**

**SecStrength.Add("COD")**

**SecStrength.Add("Reaction")**

**PrimWeakness.Add("ManToManCoverage")**

**PrimWeakness.Add("AvoidBlockers")**

**SecWeakness.Add("DBCatchUpSpeed")**

**SecWeakness.Add("Explosion")**

**"Playmaker" 'All over the field making plays but a coverage liability and not the best tackler**

**PrimStrength.Add("Reaction")**

**PrimStrength.Add("DBBaitQB")**

**SecStrength.Add("ReadKeys")**

**SecStrength.Add("FieldAwareness")**

**PrimWeakness.Add("ManToManCoverage")**

**PrimWeakness.Add("Tackling")**

**SecWeakness.Add("ShedBlock")**

**SecWeakness.Add("ZoneCoverage")**

**"Balanced"**

**Balanced.Add("ManToManCoverage")**

**Balanced.Add("ZoneCoverage")**

**Balanced.Add("Tackling")**

**Balanced.Add("Blitz")**

**Balanced.Add("ReadKeys")**

**Balanced.Add("AvoidBlockers")**

**Balanced.Add("QAB")**

**Balanced.Add("COD")**

**"RunSupport" 'big hitter and run support safety...coverage liability and slower**

**PrimStrength.Add("DBRunContain")**

**PrimStrength.Add("DeliversBlow")**

**SecStrength.Add("Tackling")**

**SecStrength.Add("AvoidBlockers")**

**PrimWeakness.Add("ManToManCoverage")**

**PrimWeakness.Add("ZoneCoverage")**

**SecWeakness.Add("QAB")**

**SecWeakness.Add("Explosion")**

**"Hybrid" 'a tweener between the two types**

**PrimStrength.Add("Flexibility")**

**PrimStrength.Add("QAB")**

**SecStrength.Add("MantoManCoverage")**

**SecStrength.Add("ZoneCoverage")**

**PrimWeakness.Add("AvoidBlockers")**

**PrimWeakness.Add("DBCatchUpSpeed")**

**SecWeakness.Add("DBRunContain")**

**SecWeakness.Add("Tackling")**

**"K"**

**posType**

**"Clutch" 'makes the big kicks when it counts**

**PrimStrength.Add("Clutch")**

**SecStrength.Add("Confidence")**

**PrimWeakness.Add("Footwork") 'slower kick time**

**SecWeakness.Add("KickAccuracy")**

**"Accurate" 'usually accurate but if he misses it can affect confidence for the remainder of the game or a few weeks**

**PrimStrength.Add("KickAccuracy")**

**SecStrength.Add("Consistency")**

**PrimWeakness.Add("Footwork")**

**SecWeakness.Add("Confidence")**

**"Balanced"**

**Balanced.Add("Footwork")**

**Balanced.Add("KickAccuracy")**

**Balanced.Add("HandlesElements")**

**Balanced.Add("Consistency")**

**"BigLeg"**

**PrimStrength.Add("LowerBodyStrength")**

**SecStrength.Add("Explosion")**

**PrimWeakness.Add("Footwork") 'slower kick times**

**SecWeakness.Add("KKickRise") 'lower trajectory**

**"KickOffSpecialist"**

**PrimStrength.Add("LowerBodyStrength")**

**SecStrength.Add("Explosion")**

**PrimWeakness.Add("KickAccuracy")**

**SecWeakness.Add("Consistency")**

**"P"**

**posType**

**"BigLeg"**

**PrimStrength.Add("LowerBodyStrength")**

**SecStrength.Add("Explosion")**

**PrimWeakness.Add("Footwork") 'slower kick**

**SecWeakness.Add("AvoidBlockers") 'gets blocked more**

**"Accurate"**

**PrimStrength.Add("KickAccuracy")**

**SecStrength.Add("Consistency")**

**PrimWeakness.Add("LowerBodyStrength")**

**SecWeakness.Add("PHangTime")**

**"Balanced"**

**Balanced.Add("PHangTime")**

**Balanced.Add("LowerBodyStrength")**

**Balanced.Add("KickAccuracy")**

**Balanced.Add("Footwork")**

**"GreatHangTime"**

**PrimStrength.Add("PHangTime")**

**SecStrength.Add("Footwork")**

**PrimWeakness.Add("Consistency")**

**SecWeakness.Add("KickAccuracy")**

**"DirectionalPunter"**

**PrimStrength.Add("KickAccuracy")**

**SecStrength.Add("Footwork")**

**PrimWeakness.Add("Explosion")**

**SecWeakness.Add("LowerBodyStrength")**

**"AussieRules"**

**PrimStrength.Add("Reaction") 'catch bad punts**

**SecStrength.Add("Consistency")**

**PrimWeakness.Add("Footwork")**

**SecWeakness.Add("LowerBodyStrength")**