

# Bears Comeback Analytics Dashboard

## Sources & Data Methodology

Chicago Bears 2025-26 Season · Companion Documentation

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# 1 Sources by Dashboard Section

All data in the dashboard was gathered from publicly available sources during the 2025-26 NFL season. Below is a detailed breakdown of every source used, organized by dashboard section.

## 1.1 Season Overview & Game Log

- **ESPN Bears team page**<sup>[1]</sup> - game-by-game scores, 11-6 record, full schedule
- **CBS Sports**<sup>[2]</sup> - box scores, game results, scoring summaries
- **Comeback game identification** - cross-referenced all box scores where the Bears trailed at any point in Q4 and ultimately won; 7 of 17 regular-season games met this two-part criterion

## 1.2 Caleb Williams QB Stats & Deep Dive

- **ESPN & CBS Sports**<sup>[1][2]</sup> - season stat lines: 3,942 passing yards, 27 TD / 7 INT, 90.1 passer rating, 58.1% completion rate
- **PlayerProfiler**<sup>[3]</sup> - advanced metrics including 3.03s time to throw (TTT), 4.0% sack rate, 6.4% hit rate, play-action usage rate
- **Next Gen Stats**<sup>[4]</sup> - time to throw distributions, air yards, aggressiveness metrics
- **Sharp Football Analysis**<sup>[5]</sup> - comeback-mode mechanical shifts: 2.7s TTT, 42.9% throws on the run, off-target rate drop from 22% to 12% in comeback situations
- **Bear Goggles On**<sup>[6]</sup> - analytical deep dives on Williams' footwork mechanics and pocket behavior
- **Sporting News**<sup>[7]</sup> - passer rating by deficit context: 101.2 when trailing by 1–8 points

## 1.3 Wide Receiver & TE Stats (Original + New Splits)

- **ESPN & CBS Sports**<sup>[1][2]</sup> - baseline receiving stats: receptions, yards, TDs, targets for all pass catchers
- **PlayerProfiler (Odunze)**<sup>[8]</sup> - alignment splits: X receiver ~61% of snaps, slot rate 31.7% (up from 24.4% in early season)
- **RotoWire**<sup>[9]</sup> - Odunze average depth of target (aDOT): 13.9 yards
- **PlayerProfiler**<sup>[8]</sup> - total air yards (28.5 for Odunze); Burden YAC stats (334 total, 7.1 per reception); Moore backfield snap count (33 snaps)
- **PlayerProfiler (Loveland)**<sup>[10]</sup> - 58 receptions, 713 yards, 6 TDs, 1.97 yards per route run (YPRR), 54% route participation rate
- **Sports Illustrated**<sup>[11]</sup> - PFF grades referenced for Loveland: Top-5 receiving grade among all tight ends
- **Chicago Tribune**<sup>[12]</sup> - game recaps documenting Loveland's mid-season emergence as a primary red-zone threat

## 1.4 Running Backs

- **ESPN & CBS Sports**<sup>[1][2]</sup> - D'Andre Swift (1,087 rushing yards) and Stacey Monangai (783 rushing yards) base stat lines

- **Sharp Football Analysis**<sup>[5]</sup> - yards per carry by run location: Swift outside 5.6, inside 3.5; Monangai inside 4.9
- **PlayerProfiler**<sup>[3]</sup> - receiving splits and formation-specific usage data

## 1.5 Offensive Line

- **ESPN PBWR metric**<sup>[1]</sup> - Pass Block Win Rate (ranked #1 in NFL), Run Block Win Rate (ranked #5)
- **Sports Illustrated & Chicago Tribune**<sup>[11][12]</sup> - Joe Thuney: 98% PBWR, 87.7 PFF pass-block grade (PFF data as cited by SI/Tribune)
- **ESPN team stats**<sup>[1]</sup> - penalty counts: 28 false starts, 20 holding calls on the season
- **Sharp Football Analysis**<sup>[5]</sup> - under-center rate (49.6%), zone run scheme frequency

## 1.6 Defense

- **ESPN team stats**<sup>[1]</sup> - 33 takeaways, +22 turnover differential (league-leading)
- **Sharp Football Analysis**<sup>[5]</sup> - defensive coverage: man/zone split 49%/51%, zone interception rate 6.6% (14 zone INTs)
- **ESPN, CBS Sports, Chicago Tribune**<sup>[1][2][12]</sup> - individual defenders: Kevin Byard 7 INT; Jaylon Wright 5 INT + 2 return TDs; Tremaine Edmunds 112 tackles; Montez Sweat 10 sacks; Austin Booker 4.5 sacks with a 90.0 PFF grade

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## Source References

1. ESPN Bears Team Page: [https://www.espn.com/nfl/team/\\_/name/chi/chicago-bears](https://www.espn.com/nfl/team/_/name/chi/chicago-bears)
2. CBS Sports Bears: <https://www.cbssports.com/nfl/teams/CHI/chicago-bears/>
3. PlayerProfiler - Caleb Williams: <https://www.playerprofiler.com/nfl/caleb-williams/>
4. NFL Next Gen Stats: <https://nextgenstats.nfl.com/>
5. Sharp Football Analysis: <https://www.sharpfootballanalysis.com/>
6. Bear Goggles On: <https://www.beargogglesonsportsblog.com/>
7. Sporting News - Bears: <https://www.sportingnews.com/us/nfl/team/chicago-bears>
8. PlayerProfiler - Rome Odunze: <https://www.playerprofiler.com/nfl/rome-odunze/>
9. RotoWire: <https://www.rotowire.com/>
10. PlayerProfiler - Colston Loveland: <https://www.playerprofiler.com/nfl/colston-loveland/>
11. Sports Illustrated - Bears: <https://www.si.com/nfl/bears>
12. Chicago Tribune - Bears: <https://www.chicagotribune.com/sports/bears/>

## 2 Data Wrangling Techniques

The dashboard combines multiple public data sources into a unified view. Because no single API provides clean 'comeback mode' vs. 'non-comeback' splits, several estimation and triangulation techniques were employed.

### 2.1 Identifying Comeback Games

All 18 games (17 regular season + 1 Wild Card) were filtered by two criteria: **(1)** the Bears trailed at any point in the fourth quarter, and **(2)** the Bears won the game. Seven games met both criteria. This is a simple binary classification - a game is either a comeback or it is not.

### 2.2 Intra-Game Splits (Comeback vs. Non-Comeback Mode)

No public API cleanly separates 'comeback mode drives' from 'non-comeback drives' within a single game. The following approach was used:

- Used play-by-play game logs and box scores to identify the specific moments when the Bears were trailing in each comeback game
- Cross-referenced analytical breakdowns from Sharp Football Analysis, Bear Goggles On, and the Chicago Tribune discussing halftime adjustments and Q4 play-calling shifts
- Estimated per-mode splits by triangulating season-long stats, game-specific stat lines, and published analyst commentary on scheme changes

### 2.3 Target Share & Advanced Depth of Target (aDOT) Splits by Mode

- Took each player's season-long per-game averages as the **non-comeback baseline**
- Used game-specific target counts from box scores in the 7 comeback games, weighted toward Q4/comeback drive production as described in game recaps
- aDOT shifts were estimated from route-type changes described in film breakdowns - e.g., D.J. Moore running more digs/slants vs. go routes implies a lower aDOT in comeback mode

### 2.4 Normalization for Charts

- **Radar charts** normalize all metrics to a 0–100 scale for apples-to-apples visual comparison across different stat categories
- **Bar charts** use raw values with consistent y-axis scales across comparison pairs to preserve absolute magnitude differences

■ **Key Caveat:** Comeback-mode metrics are *estimates* derived from game film analysis, play-by-play data, and published analytics - not from a single proprietary database. For academic or journalistic use, these figures should be noted as 'estimated from play-by-play and film analysis.'