

JAMEL DEANCB

ANTOINE WINFIELD, JR.S

CARLTON DAVISCB

Run	Pass
1-91 = Tackle	1-34 = Complete
92-98 = Missed Tackle	35-38 = Complete + YAC
99 = Explosive	39-46 = Explosive
100 = Forced Fumble	47-85 = Incomplete
	86-95 = Pass Defended
Blitz	96 = Blitz
1-5 = Sack	97 = Forced Fumble
6-25 = QB Hurry - Inc	98-100 = Interception
26-99 = Completion	
100 = Forced Fumble	

Run	Pass
1-73 = Tackle	1-34 = Complete
74-85 = Missed Tackle	35-59 = Complete + YAC
86-99 = Explosive	60-72 = Explosive
100 = Forced Fumble	73-79 = Incomplete
	80-92 = Pass Defended
Blitz	93-95 = Blitz
1-10 = Sack	96 = Forced Fumble
11-30 = QB Hurry - Inc	97-100 = Interception
31-99 = Completion	
100 = Forced Fumble	

Run	Pass
1-81 = Tackle	1-32 = Complete
82-95 = Missed Tackle	33-54 = Complete + YAC
96-99 = Explosive	55-58 = Explosive
100 = Forced Fumble	59-80 = Incomplete
	81-96 = Pass Defended
Blitz	97 = Blitz
1-5 = Sack	98 = Forced Fumble
6-15 = QB Hurry - Inc	99-100 = Interception
16-99 = Completion	
100 = Forced Fumble	

15 yards

LAVONTE DAVIDLB

DEVIN WHITELB

SHAQUIL BARRETTLB

Run	Pass
1-90 = Tackle	1-21 = Complete
91-99 = Missed Tackle	22-77 = Complete + YAC
100 = Forced Fumble	78-82 = Explosive
	83-90 = Incomplete
Blitz	91-94 = Pass Defended
1-5 = Sack	95-98 = Blitz
6-26 = QB Hurry - Inc	99 = Forced Fumble
27-99 = Completion	100 = Interception
100 = Forced Fumble	

Run	Pass
1-89 = Tackle	1-27 = Complete
90-99 = Missed Tackle	28-67 = Complete + YAC
100 = Forced Fumble	68-72 = Explosive
	73-82 = Incomplete
Blitz	83-86 = Pass Defended
1-3 = Sack	87-98 = Blitz
4-26 = QB Hurry - Inc	99 = Forced Fumble
27-99 = Completion	100 = Interception
100 = Forced Fumble	

Run	Pass
1-92 = Tackle	1-23 = Complete
93-99 = Missed Tackle	24-77 = Complete + YAC
100 = Forced Fumble	78-81 = Explosive
	82-93 = Incomplete
Blitz	94 = Pass Defended
1-15 = Sack	95-97 = Blitz
16-75 = QB Hurry - Inc	98-99 = Forced Fumble
76-99 = Completion	100 = Interception
100 = Forced Fumble	

Scrimmage

TAMPA BAYDL

Run

1-78 = Tackle

87-99 = Explosive

(Scrimm - 2yds)

79-86 = Missed Tackle

100 = Forced Fumble