

L’JARIUS SNEEDCB

TYRANN MATHIEUS

CHARVARIUS WARDCB

Run	Pass
1-84 = Tackle	1-34 = Complete
85-96 = Missed Tackle	35-66 = Complete + YAC
97-99 = Explosive	67-69 = Explosive
100 = Forced Fumble	70-78 = Incomplete
	79-88 = Pass Defended
Blitz	89-96 = Blitz
1-10 = Sack	97 = Forced Fumble
11-26 = QB Hurry - Inc	98-100 = Interception
27-99 = Completion	
100 = Forced Fumble	

Run	Pass
1-82 = Tackle	1-23 = Complete
83-89 = Missed Tackle	24-59 = Complete + YAC
90-99 = Explosive	60-69 = Explosive
100 = Forced Fumble	70-75 = Incomplete
	76-87 = Pass Defended
Blitz	88-93 = Blitz
1-10 = Sack	94 = Forced Fumble
11-28 = QB Hurry - Inc	95-100 = Interception
29-99 = Completion	
100 = Forced Fumble	

Run	Pass
1-81 = Tackle	1-32 = Complete
82-95 = Missed Tackle	31-41 = Complete + YAC
96-99 = Explosive	42-50 = Explosive
100 = Forced Fumble	51-81 = Incomplete
	82-95 = Pass Defended
Blitz	96 = Blitz
1-5 = Sack	97 = Forced Fumble
6-15 = QB Hurry - Inc	98-100 = Interception
16-99 = Completion	
100 = Forced Fumble	

15 yards

NICK BOLTONLB

Run	Pass
1-96 = Tackle	1-62 = Complete
97-99 = Missed Tackle	63-77 = Complete + YAC
100 = Forced Fumble	78-80 = Explosive
	81-85 = Incomplete
Blitz	86-92 = Pass Defended
1-5 = Sack	93-98 = Blitz
6-30 = QB Hurry - Inc	99 = Forced Fumble
31-99 = Completion	100 = Interception
100 = Forced Fumble	

ANTHONY HITCHENS LB

Run	Pass
1-94 = Tackle	1-41 = Complete
95-99 = Missed Tackle	42-61 = Complete + YAC
100 = Forced Fumble	62-71 = Explosive
	72-89 = Incomplete
Blitz	90-95 = Pass Defended
1-3 = Sack	96-98 = Blitz
4-25 = QB Hurry - Inc	99 = Forced Fumble
26-99 = Completion	100 = Interception
100 = Forced Fumble	

WILLIE GAY, JR.LB

Run	Pass
1-91 = Tackle	1-22 = Complete
92-99 = Missed Tackle	23-71 = Complete + YAC
100 = Forced Fumble	72-91 = Explosive
	92-93 = Incomplete
Blitz	94 = Pass Defended
1-15 = Sack	95-98 = Blitz
16-75 = QB Hurry - Inc	99 = Forced Fumble
76-99 = Completion	100 = Interception
100 = Forced Fumble	

Scrimmage

KANSAS CITYDL

Run	1-77 = Tackle	91-99 = Explosive
(Scrimm - 2yds)	78-90 = Missed Tackle	100 = Forced Fumble