

Offensive Schemes

1. Air Raid (Pass-Favored)

Traits: High passing volume, quick throws, 10/11 personnel, shotgun formations, tempo-based.

Key Columns to Analyze:

- `pass_to_run` → High % of total plays
- `shotgun_freq` → High frequency
- `no_huddle_freq` → Frequent use
- `pass_length` → Short to intermediate (emphasis on quick passes, looking at if `short_pass_freq` is higher than `deep_pass_freq`)
- `side_passes` vs `middle_passes` → Balanced (left/middle/right)

Example Teams (2024): Cardinals, Texans (mixed with West Coast), Browns

2. Spread Option (RPO-Heavy, Balanced)

Traits: Run-Pass Option (RPO), mobile QB, quick decision-making, misdirection.

Key Columns to Analyze:

- `pass_to_run` → Near 50/50 balance
- `scramble_pct` → QB mobility
- `shotgun_freq` → High frequency
- `inside_run_pct` vs `outside_run_pct` → Inside/outside
- `side_passes` vs `middle_passes` → Quick passes, often middle-heavy
- `first_down_rush` vs. `first_down_pass` → Even split
- `epa` (Expected Points Added) on both run & pass → If both are efficient, it's likely RPO-heavy (`epa_run` vs `epa_pass`)

Example Teams: Eagles, Colts, Bears, Ravens

3. West Coast (Pass-Favored)

Traits: Short, high-percentage passes, YAC-focused, rhythm-based passing.

Key Columns to Analyze:

- `pass_to_run` → Higher pass than run
- `short_pass_freq` vs. `deep_pass_freq` → Shorter (more screen passes & crossers)
- `yac` → Higher than average
- `qb_dropback` → Frequent
- `no_huddle_freq` → Sometimes used for rhythm

Example Teams: Packers, Vikings, Saints

4. McVay System (Modern West Coast, Balanced)

Traits: Outside zone running, play-action heavy, pre-snap motion, condensed formations.

Key Columns to Analyze:

- `inside_run_pct` vs `outside_run_pct` → Outside zone heavy
- `run_gap` → Rarely guard-heavy
- `shotgun_freq` → Low frequency (prefers under center for PA)

Example Teams: Rams, Bengals, Vikings

5. Shanahan Wide Zone (Run-Favored)

Traits: Heavy outside zone, play-action, motion, designed runs.

Key Columns to Analyze:

- `inside_run_pct` vs `outside_run_pct` → High outside zone (tackle or end run pct more than inside run pct)

- `yards_gained` on early-down runs → If consistently positive, wide zone is working (`yards_gained_1`)
- `rush_attempt` vs `pass_attempt` → More balanced, slight lean to run

Example Teams: 49ers, Dolphins, Texans, Jets

6. Run Power (Run-Favored)

Traits: Pulling guards, downhill running, gap scheme, smash-mouth football.

Key Columns to Analyze:

- `inside_run_pct` vs `outside_run_pct` → More inside than outside
- `run_gap` → Pulling guards (gap-heavy)
- `pass_to_run` → Higher volume of run
- `ydstogo_3rd_down` on runs → If they run frequently on 3rd & short, they favor power

Example Teams: Ravens, Steelers, Titans, Patriots

7. Pistol Power Spread (Balanced)

Traits: Hybrid of power concepts with spread formations, QB run involvement.

Key Columns to Analyze:

- `scramble_pct` → High
- `pass_to_run` → Higher volume of run
- `inside_run_pct` vs `outside_run_pct` → Balanced inside/outside
- `shotgun_freq` → Pistol formations would show as shotgun
- `first_down_rush_pct` → High percentage

Example Teams: Falcons, Giants

8. Coryell/Vertical Scheme (Pass-Favored)

Traits: Deep passing, strong-arm QBs, aggressive shot plays.

Key Columns to Analyze:

- `avg_air_yards` → High average depth of target (aDOT)
- `short_pass_freq` vs. `deep_pass_freq` → More deep passes
- `pass_to_run` → High % pass

Example Teams: Chargers, Cowboys, Jaguars
