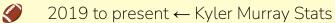
Arizona Cardinals Advance Scouting Report - Week 18

Nathan Wright

Data Context

Source: nfl_data_py library

Seasons:



2023 to present ← Offensive & Defensive Tendencies

Filtering:

Dead plays, broken plays, improperly logged data filtered out

Neutral Game Scripts

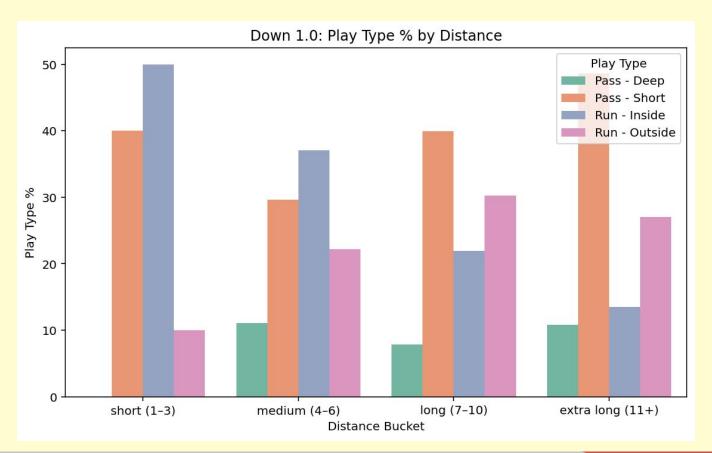
Defined as plays in which |Score Differential| ≤ 16 & Time Remaining in Half≥ 4:00

Offensive Tendencies

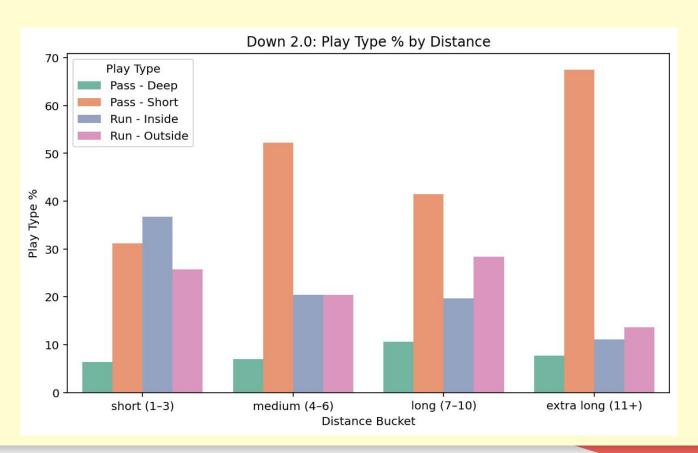
Drew Petzing

Play Call Distribution

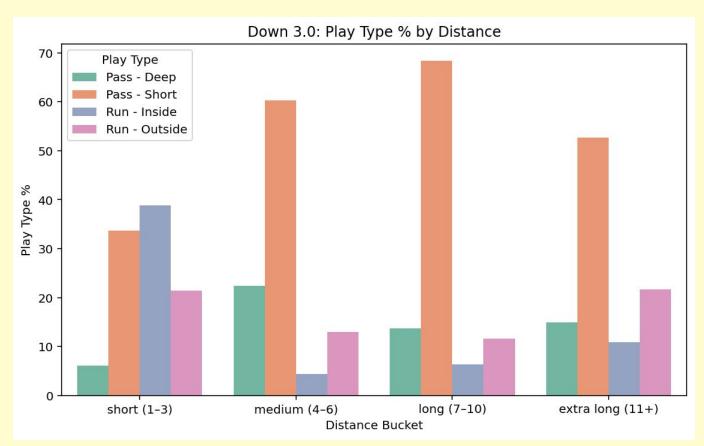
1st Down



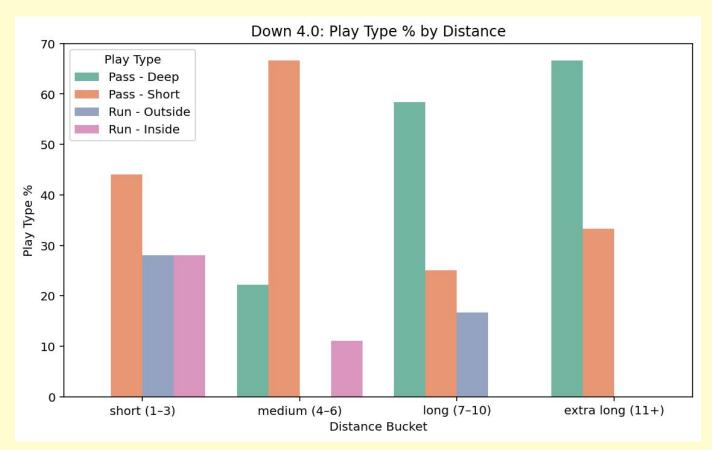
2nd Down



3rd Down

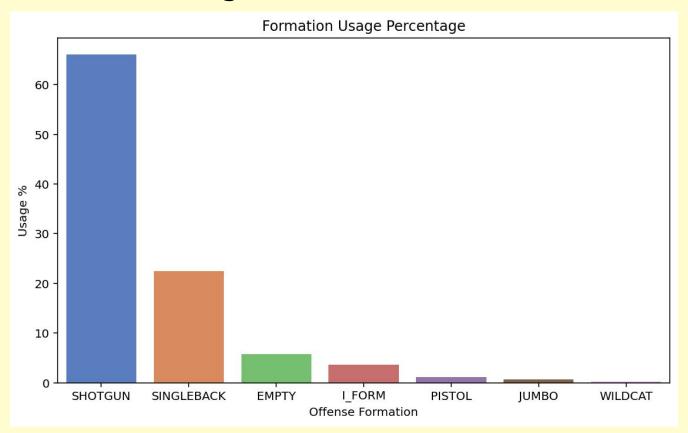


4th Down

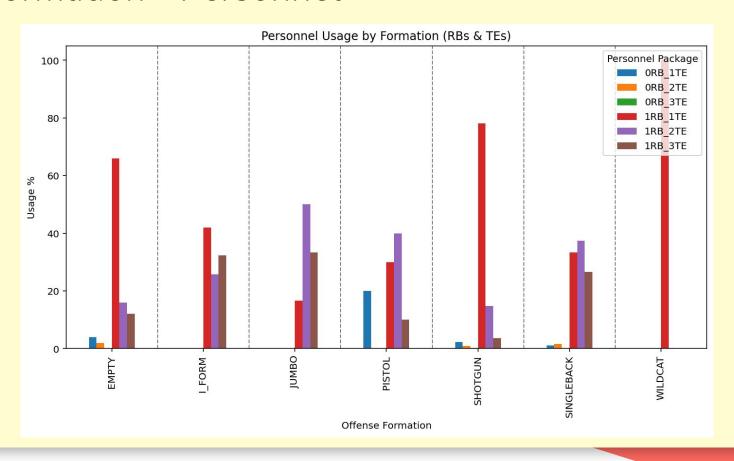


Formation and Personnel Deployment

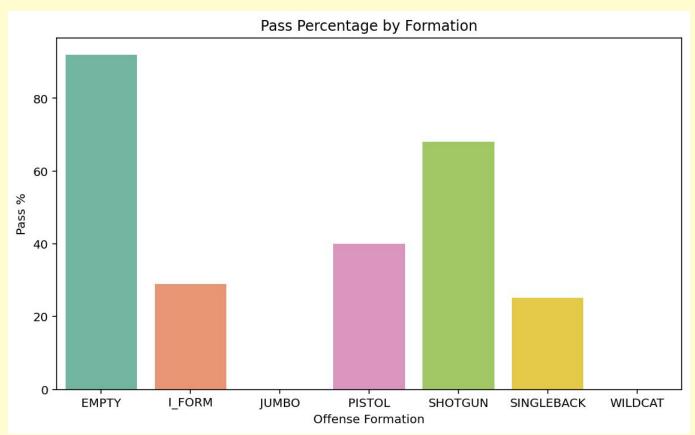
Formation - Usage



Formation - Personnel

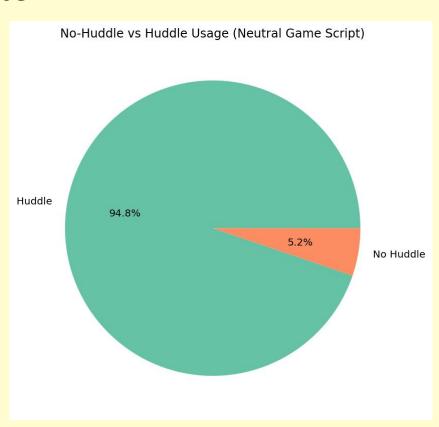


Formation - Pass Percentages

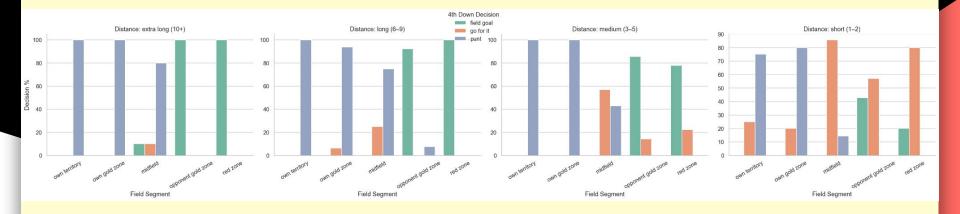


Decision Making

No Huddle



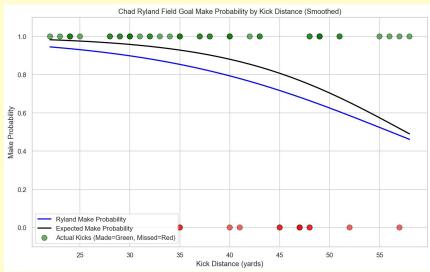
4th Down Decisions



Field Goals - Chad Ryland

Range & Accuracy

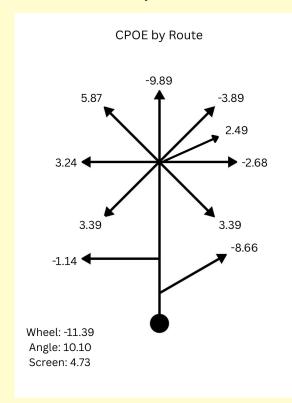


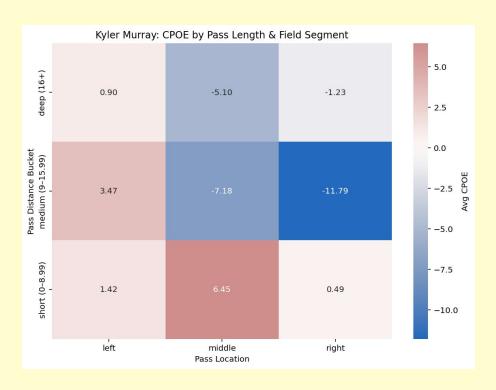


Quarterback

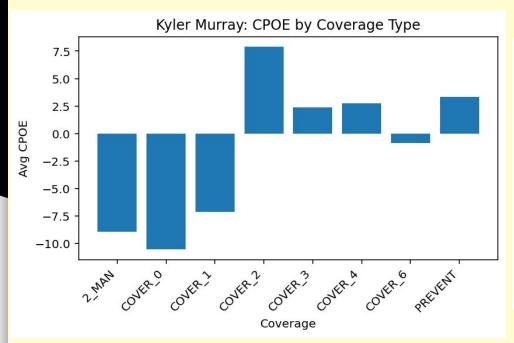
Kyler Murray

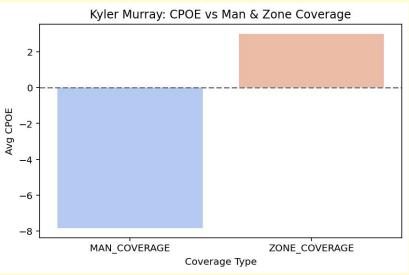
CPOE by Route and Location





CPOE vs Coverages





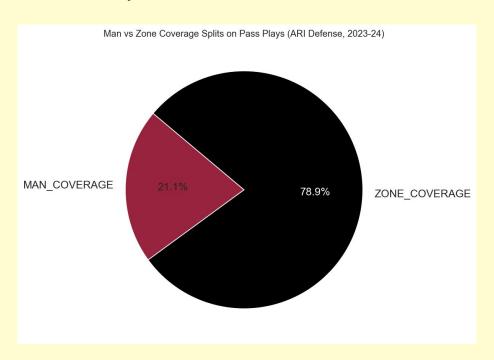
PFF Under Pressure Split

PRESSURE	OFF	PASS
Kept Clean	91.5	90.4
Under Pressure	50.1	42.0
Not Blitzed	86.7	82.8
When Blitzed	66.7	63.6

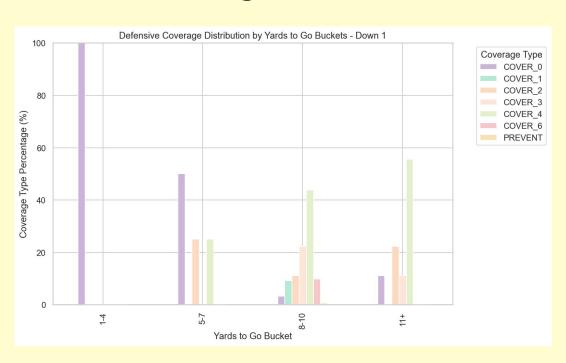
Defensive Tendencies

Nick Rallis

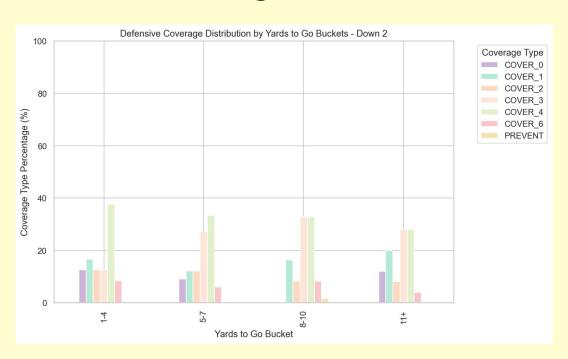
Man vs Zone Split



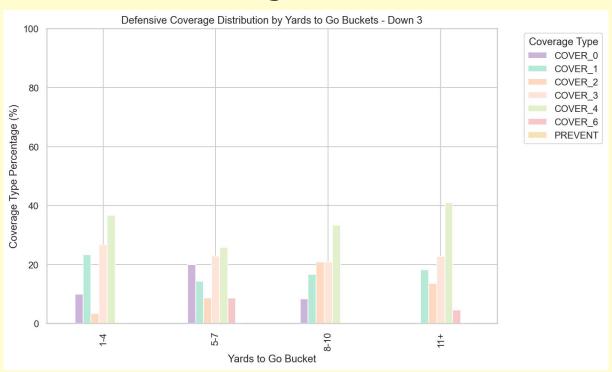
1st Down - Coverage



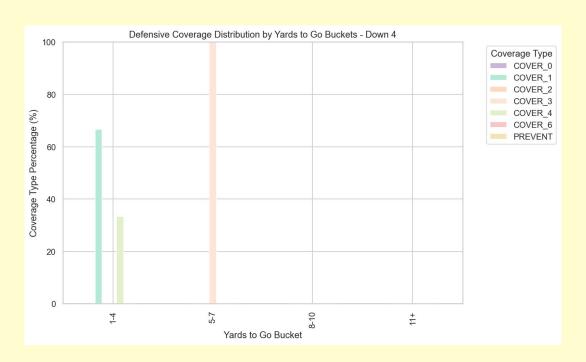
2nd Down - Coverage



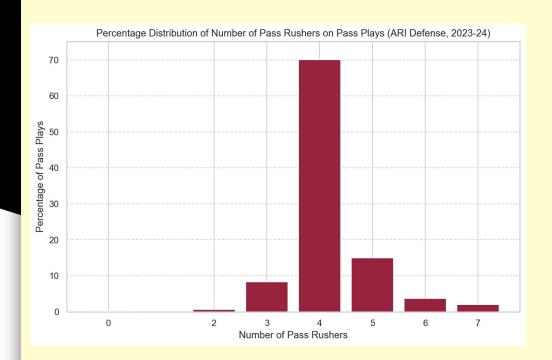
3rd Down - Coverage

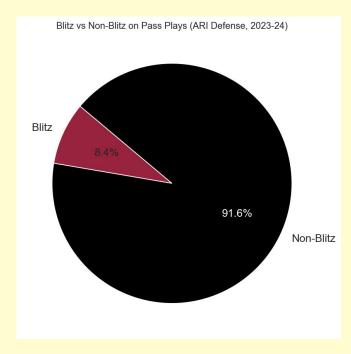


4th Down - Coverage

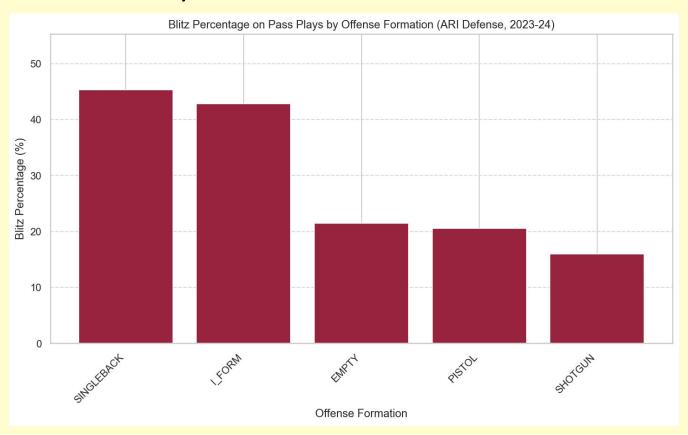


Pass Rush

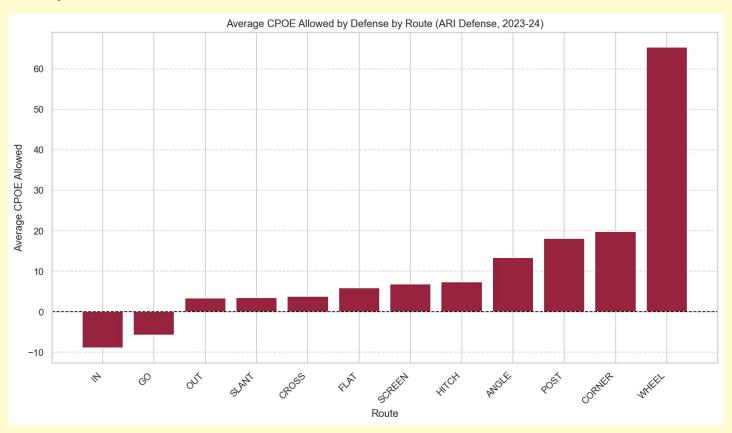




Blitz Tendency - Formation



Completions Allowed



Summary

Offense - Tendencies

- High second-down pass rate; will quickly abandon the run on a set of downs
- Operates primarily out of 11 personnel, with some 12 personnel as well
- Conventional formation usage predominantly runs from Singleback and I-Form, passes from Empty and Shotgun
 - Rarely deviates from these norms; formation typically aligns with play intent

Offense - Decision-Making

- Will attempt 4th down conversions in all short-yardage situations once across midfield
- Comfortable going for it on 4th-and-medium (3–5 yards) in the midfield zone
- Tends to settle for field goals upon entering the "gold zone" (high red zone)
- Rarely uses no-huddle in neutral game script presents consistent opportunities to sub defensively and match personnel

Offense - Kyler

- Struggles vs man coverage (Cover 0, Cover 1, 2-Man), defense can afford to be aggressive
- DO NOT play static Cover 2 Zone, consistently exploits it
- Above-average vs Cover 3 & Cover 4
- Recommendation: Disguise man looks (0, 1, 2-Man) behind a Cover 6 shell and vice versa
 - Aim to speed up his process, force rushed reads
- Strong preference for short throws and left side of the field
 - Take away quick game, force intermediate/deep throws
- Blitz regularly but maintain rush lane discipline to contain scrambles

Offense - Chad Ryland

- Line of scrimmage target is the 41-yard line (58 yard career high)
- Below average kicker at all distances, significantly below average from 35 to 50 yards
- Force Arizona into 4th and medium situations in the gold zone where they will often settle for field goals
 - When they do, win probabilities shift in our favor

Defense - Coverage

- Balanced mix of cover 0, 1, 2, 3, and 4, with limited use of 2-man, cover 6, or prevent
- Primarily operates out of cover 3 and cover 4 shells
- Exploit soft spots underneath, win with YAC, and use motion to draw pre-snap coverage indicators
- In conversion situations, anticipate cover 1 on short yardage and cover 4 on medium and long

Defense - Pass Rush

- Blitzes on just 8.4% of pass plays, typically leans on a 4-man rush to generate pressure
- Aggressive when opponent passes from under center, expect additional rushers
 - RBs and TEs should be prepared to check and release to neutralize pressure
- More conservative approach when facing shotgun or pistol formations

Defense - CPOE

- Struggles mightily to defend wheel and angle routes
 - o Target RBs in the pass game
- Short middle of the field is consistently taken away (IN, Slant, Cross, Flat)
- More vulnerable on routes with breaks in the deep/intermediate areas (Corner, Post, Hitch)
- Heavy use of Cover 3 and 4 leaves run-friendly fronts lean on the ground game to balance risk
- Recommendation: Feature RBs and TEs in the passing game, take calculated deep shots, stay committed to the run

Thank You for Your Time