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2017 NFL TEASER NEWSLETTER

Issue # 13	Games of November 30 - December 4, 2017
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FAST FACTS

Results through 176 Games	Last Week	Season-to-Date	Pct.
Two Way Teaser Winners (4 Pushes)	10	62 of 176	35.2%
Pointspread Mattered (7 Pushes)	2	25 of 176	14.2%
Games Decided by 21 or more points	2	33 of 176	18.8%
Games Decided by 4 or fewer points (or by TD in OT)	3	49 of 176	27.8%
OVERS - UNDERS - PUSHES	7 - 9 - 0	89 - 86 - 1	

TEASER RECAP BY CATEGORY

Category	Last Week	Season	Pct.	Category	Last Week	Season	Pct.
Superior	0 - 0 - 0	0 - 0 - 0	---	Very Good	1 - 0 - 0	22 - 13 - 0	63%
Outstanding	0 - 0 - 0	3 - 0 - 0	100%	Marginal	3 - 0 - 0	25 - 21 - 0	54%
Excellent	1 - 1 - 0	13 - 4 - 0	76%	TOTALS	5 - 1 - 0	63 - 38 - 0	62%

REVIEW OF TEASER STRATEGIES

	Teams - Week	YTD	Teasers - Week	YTD
Top 2 Teams	1 - 1	17 - 7	0 - 1	5 - 7
Top 5 Teams	4 - 1	40 - 20	6 - 4	49 - 71
All Marginal or better teams, up to 10 max	5 - 1	62 - 36	10 - 5	140 - 229

REVIEW OF LAST WEEK

Even though our top rated team, Dallas, was unsuccessful in Teaser play, overall last week was a very good week as the Cowboys were the only team that did not succeed of the 6 teams qualified as Marginal or better. Of the 2 Excellent teams, Cincinnati was successful in Teaser play whereas Dallas was not. Our lone Very Good team the New York Giants, was successful in Teaser play as were all 3 Marginal teams – Denver, Baltimore and Detroit.

A question that comes up frequently from Teaser players concerns the difference in playing Teasers using 6, 6 ½ and 7 point Teasers. As you know, the price rises as you add more points to the tease. At many Sports Books you must lay 11-10 on two team 6 point Teasers, 6-5 (12-10) on 6 ½ point Teasers and 13-10 on 7 point Teasers. Prices may vary as the more conservative Books may use a 6-5, 13-10 and 7-5 range for the 6, 6 ½ and 7 point Teasers.

Over the next several weeks we will explore this issue using historical pointspread data from 1982 through 2016. The sample contains over 8,300 NFL regular season games played over those past 35 seasons.

In order to do a proper analysis we must establish some parameters and make several assumptions once the parameters are set. The most important points to understand are as follow:

1. The only Teasers affected by the decision to play 6, 6 ½ or 7 point Teasers will be those Teasers that win or push at one level and lose at another level. Thus, a Teaser that pushes at 6 ½ points would be a winner at 7 points and a loser at 6 points and obviously would be impacted by our decision. A Teaser that wins at all 3 levels (6, 6 ½ and 7 point s) will not be affected. However . . .

2. The decision to play a 6, 6 ½ or 7 point Teaser does have an impact on all Teasers we play since all Teasers will be played at that certain level and price. We have no way of knowing in advance, of course, which Teasers will be impacted by our decision. Thus all Teasers played at a certain level will carry a certain 'vigorish'. The Teasers that win are not adversely affected by playing 6 ½ or 7 point Teasers vs. 6 point Teasers. But the Teasers that lose are all affected by the 'vigorish' paid. This is from where we will continue next week.

Now, let's turn our attention to week 13. Here are this week's qualified teams:

TEASER QUALIFIERS WEEK 13

SUPERIOR	None
OUTSTANDING	None
EXCELLENT	None
VERY GOOD	Houston, Denver, CINCINNATI (Monday), SEATTLE, Minnesota
MARGINAL	BALTIMORE
RISKY	DALLAS (Thursday), Indianapolis, N Y Giants, New England, Washington (Thursday), MIAMI

3 games show the potential for being 'Two Way Teaser' winners this week:

Washington at Dallas (Thursday) Denver at Miami Pittsburgh at Cincinnati (Monday)

As was the case last week a total of just 6 teams qualify this week as Marginal or better with no Excellent teams and a 5-1 distribution among the Excellent, Very Good and Marginal categories. A full 6 team round robin would produce a total of 15 Teasers. A 5 team round robin that uses just the 5 Very Good teams and tying each of those 5 teams into the lone Marginal team results in the same 15 Teasers as there is no way to avoid not using a team without any other team given this week's distribution and the fact that the teams qualify in only 2 categories with one of them involving just a single team. Good luck and we'll see you next week.

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