

Thank You for taking a moment to look into RII Sports Technology's GameBreak Scan Service. In this package you will find the following:

- An overview of the GameBreak Scan Reports and how to interpret the results they contain
- 2. A complete set of Situational (Page 4) and Outcome (Page 8) Scan Results containing the High-Probability Offensive Tendencies of a DI FBS School (the identity of which is intentionally withheld). Only PDF versions are provided here, actual Scans include sortable, Excel based files for easier navigation.

As you explore these results we'd like to highlight just a couple examples of the types of information you'll find – to help you better understand how to interpret these results:

- When this team is on the LEFT Hash in a TRE ACE Backset, you can be 100% certain they're running a PLAY ACTION Pass and 80% certain it will be thrown to the B1 PASS ZONE. (You can find this in item 33 of the Situational Scan on Page 4)
- 2. On 1st DOWN from the RIGHT Hash out of a PISTOL Backset you can be 80% certain the ball is going to No. 9. (You can find this in item 84 of the Situational Scan on Page 5)
- 3. 91% of all POST WHEEL Routes come out of 11 PERSONNEL. If they aren't in 11 Personnel you probably don't need to worry about POST WHEEL routes. (You can find this in item 4 of the Outcome Scan on Page 8)

Again thank you for taking a look. We encourage you to run your own scan on your next opponent - no charge, no obligation. Simply contact us at 720-854-1254 or visit www.r2sportstech.com/gamebreak-scan.html to start your free trial.



GAMEBREAK SCAN

What is a GameBreak Scan?

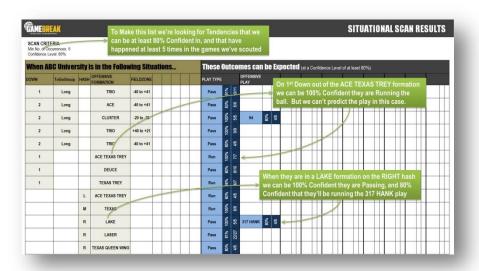
The GameBreak Scan service allows coaches to instantly scour their film breakdown data and identify every "high probability" tendency of an opponent and the specific circumstances under which they occur. GameBreak Scans literally look at every possible set of circumstances in less than a minute - and provide you with a list of every tendency you can count on and the exact game situations to look for.

Understanding Your Results

Coaches receive two different sets of results – a Situational Scan and an Outcome Scan. Each of these scans is delivered as a PDF file and an Excel file. The PDF file is set up to be printed on a Legal size sheet of paper for use during your week of preparation and for reference during games. The Excel version of each scan allows coaches to quickly filter on any of the scan criteria to more quickly and efficiently study the high-probability tendencies that have been found.

Situational Scans

Situational Scans instantly provide you with High Confidence
Tendencies and the specific circumstances under which they happen. Like finding "needles in a haystack" in a matter of seconds. Spend less time searching for tendencies and more time preparing your team for the ones that matter most.



Interpreting a Situational Scan

On the Situational Scan you'll find a table with multiple rows and colored cells within each row. Each row represents one High Probability tendency result that has been found by the scan. The items on the Left side of the scan are the various items that were searched. The items on the Right side of the scan are the associated outcomes that can be predicted. The headers at the top provide a prompt for interpreting the results. For each row you read only the items that are filled in, empty cells simply indicate that a given field is not included or could not be predicted. Consider the following example:

"When ABC is in the TWIN CLOSED formation and employs an SIB motion..."

"ABC can be expected to RUN the ball 100% of the time on a 24 LD ZN play 100% of the time"

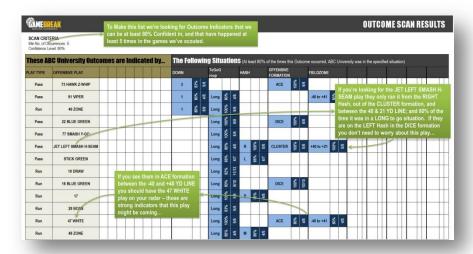




GAMEBREAK SCAN

Outcome Scans

Outcome Scans instantly provide you with High Confidence Indicators for your Opponent's next move. Worried about a certain play? You can know the key things to look for that will tip it off - and get your team trained to see them. It's the next best thing to actually being in your opponent's huddle.

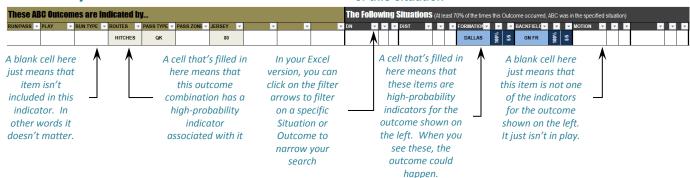


Interpreting an Outcome Scan

On the Outcome Scan you'll find a table with multiple rows and colored cells within each row. Each row represents one High Probability Indicator result that has been found by the scan. The items on the Left side of the scan are the various outcomes that were searched. The items on the Right side of the scan are the associated indicators for a given outcome. The headers at the top provide a prompt for interpreting the results. For each row you read only the items that are filled in, empty cells simply indicate that a given field is not included or could not be established as an indicator. Consider the following example:

"ABC's HITCH routes on QK passes to #80 are indicated by..."

"ABC being in a DALLAS formation with a GN FR backfield set – 100% of all HITCH routes to #80 came out of this situation"



Things to Keep In Mind

- The results of your scan are determined by the film breakdown data you provide, and the Scan Criteria you set
 (minimum number of occurrences, and confidence level). Try adjusting those criteria if you find that your scan has
 either too few results (to get more try lowering the confidence level and minimum number of occurrences) or too many
 results (to get fewer try increasing the confidence level and minimum number of occurrences).
- The information contained in your scan indicates the likely outcomes & indicators based on a team's observed past performance. A team's actual performance in future games may differ.
- If you have questions or technical issues with your Scan just contact us at 720-354-1542.





Confidence Lev	el: 80%																				
	When DI	FBS Offens	e is in the	Following	Situation	S			These	e Outco	mes c	an be Exp	ected (at a Confidence I	Level of at	least 80%)					
ators	Personnel	Down	Distance	FieldZone	Hash	Formation	BackField	Motion	PlayType			outeFamily		JerseyNumber		PassZone					
Index																					
1 1		4							DB	%08	4/5										
2 1						DALLAS FSL			DB	100%	9/9										
3 1						TRE			PA	86%	6.7										
4 1							TRE ACE		PA	%00	9/9										
5 2	11		8						DB	%08	4/5										
6 2	11					DALLAS FSL			DB												
7 2						TRE			PA					8	80%	B1	80%				
8 2							ACE		вт						8 7		8 4				
9 2							GN NR		DB	= =	47										
10 2									DB	_	-										
							PISTOL TRE ACE		PA	-					* v	D4	* 5				
										= =	5/2			8	80%	B1	80%				
12 2							I FR		PA		4/5										
13 2		2	7						ВТ	8											
14 2		3	10						DB		-										
15 2		3	5						DB	8	_										
16 2		1		-1 to -19					PA	%08	4/5										
17 2		1				TRIPS BUNCH OPER	v.							8	80%						
18 2		2					ACE		вт	%08	8/10										
19 2		3					GN NR		DB	92%	11/12										
20 2			6	+40 to +21					DB	100%	5/5										
21 2			6			DALLAS										B1	100%				
22 2				+40 to +21	LM									7	83% 5/6	B1	83%				
23 2				+40 to +21		TRIPS OPEN			QK	83%	5/6										
24 2				-20 to -39		PRO			PA	%08	4/5										
25 2				-20 to -39		TRE			PA												
26 2				+40 to +21			GN NR		DB	_											
27 2				-1 to -19			PISTOL		DB	0%	55										
28 2				-20 to -39			IFR		PA	- "											
29 2				-20 to -39			TRE ACE		PA												
30 2				-40 to +41			PISTOL		DB												
31 2					L	TRE			PA		_										
32 2					L	TWIN CLOSES			PA		_										
32 2					L	THIN CLUSEL	TRE ACE		PA							B1	80%				
34 2									BT	-						ы	08 4				
					М		ACE														
35 2					М		GN NR		DB												
36 2						DALLAS	GN NR		DB	=	9/9										
37 2						ROVER	INR		PA	-	_										
38 2						TRE	TRE ACE		PA	¥											
39 2						TWIN CLOSE			PA	83%	5/6					F2	83%				
40 2							INR	FAC								F1	80%				
41 3		3	10						DB	- "	4/5										
42 3	11	2		-1 to -19					DB	%08	4/5										



Confidence L	.evel: 809	6																					
	V	Vhen DI I	FBS Offens	e is in the	Following	Situations	S				These Ou	itcomes	s can be E	pected	(at a Confidence	Level of at	t least 80%)						
ators	Pe	ersonnel	Down	Distance	FieldZone	Hash	Formation	BackField	Motion		PlayType		RouteFamily		JerseyNumber		PassZone						
Index																							
43	3	12	3		-40 to +41						DB	80%											
44	3	10	3		+40 to +21										7	80%							
45	3	11	3			L					DB	80%											
46	3	12	3			L					DB	5/5 1											
	3	12	1				TRIPS BUNCH OPE	N				5 "			8	80%							
	3	11	3					GN NR			DB	92%				8 4							
	3	12	1					IFR			PA												
			1					IFK			PA	86%				×2 10		×2 10					
_	3	11		6	-20 to -39										7	80%		80%					
	3	11		6		L					DB	80%					B1	80%					
	3	10		6			TRIPS OPEN						DING 7	80%									
	3	11		6			DALLAS										B1	100%					
54	3	12		10				I FR			PA	86% 67											
55	3	11		6				PISTOL									B1	86%					
56	3	11			+40 to +21	L					DB	83%											
57	3	10			+40 to +21			PISTOL			QK	80%											
58	3	10			-40 to +41			PISTOL			DB	88%											
59	3	11			+40 to +21			GN NR			DB	5/5											
60	3	11			-1 to -19			PISTOL			DB	10%											
61	3	12			-20 to -39			I FR			PA	% 21											
62	3	11				L		GN NR			DB	0% 8 4/5											
	3	12				L		PISTOL			DB	8 %00											
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	3	12					IRE	TRE ACE							8	80%	В1	80%					
	3		1	10	-1 to -19						PA	<u>" '</u>											
	3		3	10	-20 to -39						DB	%68 %8											
	3		3	4	-40 to +41						DB	80%											
	3		3	4		L					DB	100%											
70	3		2	6		L											B1	80%					
71	3		3	4				PISTOL			DB	80% 4/5											
72	3		1		-40 to +41	L					PA	80%											
73	3		2		-1 to -19	L					DB	80%											
74	3		3		-20 to -39		TREY OPEN				DB	80%											
75	3		3		+40 to +21		DALLAS								7	80%	B1	80%					
76	3		2		-40 to +41			PISTOL			DB	83%											
77	3		3		-20 to -39			GN NR			DB	5/5											
	3		3		-40 to +41			PISTOL			DB	32% 1											
	3		1			L	TWIN CLOSEI				PA	30% 8.											
	3		3				DALLAS				DB	8% 8/											
	3		3			R	TREY OPEN				DB	0% 88											
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												% 83% 5 5/6									+H		
	3		2			R		PISTOL			DB	80%				×							
84	3		1			R		PISTOL							9	80%							



Confidence	_		rne ogene	a a ia in tha	Fallendan	Cituation	_				Th		b . F.										
	S	Personnel	Down Down	Distance	FieldZone	Hash	Formation	BackField	Motion		These U PlayType	ncom	es can he Ex RouteFamily	(at a Confidence I JerseyNumber	Level of at	PassZone							
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85	3		1				PRO	I FR			PA	83%	9										
86	3		1				TWIN CLOSED	I FR			PA	%08				F2	80%						
87	3		3				TREY OPEN	GN NR			DB	%08											
88	3		1				TRIPS BUNCH OPEN	ACE						8	80%								
89	3			10		L	TWIN CLOSED				PA	%08 :	e e										
90	3			10		L		ACE			ВТ	83%	9										
91	3			10		L		PISTOL			DB	%98 !	//9										
92	3			4		L		PISTOL			DB	80%	4										
93	3			10			PRO	I FR			PA	83%	96										
94	3			10			ROVER	INR			PA	%08	€										
95	3			10			TWIN CLOSED	I FR			PA	%08	2			F2	80%						
96	3			6			DALLAS	PISTOL								B1	100%						
97	3				-20 to -39	L	TRE				PA	80%	2										
98	3				-20 to -39	L	DALLAS							7	86%	B1	86%						
99	3				-20 to -39	R		PISTOL			DB	80%	4										
100	3				-40 to +41	L		PISTOL			DB	80%	8/10										
101	3				+40 to +21		TRIPS OPEN	PISTOL			QK	100%	8										
102	3				-20 to -39		PRO	I FR			PA	%08 !	2										
103	3				-20 to -39		TRE	TRE ACE			PA	100%	e e										
104	3				-40 to +41		DETROIT	PISTOL			DB	83%	26										
105	3				+40 to +21		DALLAS	PISTOL								B1	80%						
106	3					L	TRE	TRE ACE			PA	100%				B1	80%						
107	3					L	TWIN CLOSED				PA		e e			F2	80%						
108	3					R	PRO	I FR			PA		C 4	9	80%	B1	80%						
109	4	12	1	10				I FR			PA	%98 ***											
110	4	11	2		-1 to -19	L					DB	-	4										
111	4	11	3		-20 to -39	L					DB	83%											
112	4	11	3		-20 to -39	R					DB	80%	4		.0		.0						
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114	4	11	3		-20 to -39			GN NR			DB	400%											
115	4	11	3		-40 to +41 +40 to +21			PISTOL			DB	80%	4			B1	* "						
116		11			+40 to +21		DALLAS	PISTUL			DB	*				81	83%						
117	4	11	3			L R					DB DB	88%	_					\blacksquare					
118	4					R R	TREY OPEN				DR	%08	4			B1	80%						
120	4	10	3			k L	TRIPS OPEN	PISTOL			DB	82%	=			81	80 44						
121	4	12	1			L		ACE			ВТ	80% 82											
122	4	11	3				TREY OPEN	GN NR			DB	80% 80											
123	4	12	1				TRIPS BUNCH OPEN	ACE				8	4	8	80%								
124	4	11		10		L		PISTOL			DB	%08	c,		g 4								
125	4	12		10		L		ACE			ВТ	90%											
126	4	11		6			DALLAS	PISTOL				8	*			B1	9/9						
120	•						DALLAG	FISTOL								וט	101						



		When Di	FBS Offens	e is in the	Following	Situation	S				These Ou	itcome	s can be E	xpected	(at a Confiden	ce Level of at	t least 80%)						
Index	indicators	Personnel	Down	Distance	FieldZone	Hash	Formation	BackField	Motion		PlayType		RouteFamily		JerseyNumbe		PassZone						
127	4	11			-20 to -39	L	DALLAS								7	86%	B1	86%					
128	4	11			+40 to +21	L		PISTOL			DB	80%					B1	80%					
129	4	10			-40 to +41		DETROIT	PISTOL			DB	83% 5/6											
130	4	11			+40 to +21		DALLAS	PISTOL									B1	80%					
131	4		1	10	-40 to +41	L					PA	80%											
132	4		1	10		L	TWIN CLOSE	D			PA	80%											
133	4		1	10		L		ACE			ВТ	83% 5/6											
134	4		1	10		R		PISTOL							9	80%							
135	4		1	10			PRO	I FR			PA	83% 5/6											
136	4		1	10			TWIN CLOSE	D I FR			PA	80%					F2	80%					
137	4		3		-40 to +41	L		PISTOL			DB	86%											
138	4		3			L	DALLAS	PISTOL			DB	86%											
139	4		2			L	DALLAS	PISTOL					STAR	80%			B1	80%					
140	4				-20 to -39	L	DALLAS	PISTOL							7	80%	B1	80%					
141	5	12	1	10		L		ACE			ВТ	80%											
142	5	11	3			L	DALLAS	PISTOL			DB	%98 6/7											
143	5	11	2			L	DALLAS	PISTOL					STAR	80%			B1	80%					
144	5	11			-20 to -39	L	DALLAS	PISTOL							7	80%	B1	80%					



Confidence Leve	1: 80%																						
	These Di	FBS Offens	se Outcome	es are Ind	icated by			The Follo	nwina S	ituations	Δt least 80%	of the times th	nie Outcome	occurred, DI FBS	Offense w	as in the enerific	ad cituation)						
Sign	PlayType		JerseyNumber			 		Personnel	oming c	Down		Distance	iis Outcome	FieldZone	Ollerise wa	Hash	su situation)	Formation	BackField	Motion			
ndex																							
									Т								90%		 				
																R	90,						-
2 3		DING 7						10	100%	3	100%							TRIPS OPEN					
3 2		OUTS						12	83%					-20 to -39	9/9								
4 1		POST WHEEL						11	11%														
5 1		SMASH						11	% 1														
								-														_	
6 1		WHEEL STOP						11	8 8														\vdash
7 1		X WIN						12	83%														ш
8 3		SPRINT STAR								2	80%			-20 to -39	80%	R	100%						
9 3		TRAIL								3	87%								PISTOL 🐇	13/15			
10 1			11					10	4/5														
11 1			85					12	1713														
		DOOT							* c														
12 1		POST WHEEL						11	9/6														
13 4	DB	SMASH						11	100%									DALLAS 88 45	PISTOL 5	4/5			
14 2	PA	OUTS						12	83%					-20 to -39	100%								
15 3	PA	X WIN						12	80%	- 1	80%	10	80%										
16 4	DB	TRAIL								3	83% 10/12					L	83%		PISTOL 8	0/12			
17 3	so	SPRINT STAR								2	30% 4			-20 to -39	9%	R	5/5 1						
18 3		STAR									8 4				® 4	L	83% 10		PISTOL S	9/9			
		UTAK							0%							-	8 4		-			1	\vdash
19 3			8					12	80%										ACE %8	45			\vdash
20 1	ВТ		85					12	80%														ш
21 1	DB		82					11	89%														
22 2	PA		7							1	83%	10	83%										
23 3	ВТ			F2				12	30%										ACE %	4/5			
24 3	ВТ			B2						1	80%	10	30%	-20 to -39	80%								
25 2				F3						1	83% 8	10	33% 8		® 1								\Box
26 1				F1						-	8 6		8 5			R	9/9					1	
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27 3		DING 7	7					10	100%	3	100%							TRIPS OPEN 8					
28 2		OUTS	8					12	83%					-20 to -39	100% 6/6								
29 3		X WIN	9					12	80%	1	80%	10	80%										
30 4		TRAIL	9							3	100%					L	80%		PISTOL 🐇	4/5			
31 3		DING 7		B1				10	5/5	3	2/2							TRIPS OPEN 8					
32 1		DING POST		F3				11	7 21														
33 2		POST WHEEL		B1				11	900%	3	83%												
								-	% 2 6 9		83 65								DICTOL S	10			
		STAR		B1				11	83,										PISTOL 8	210			
35 3		SWAP BOOT		F1				12	83%										ACE 8	216			
36 4		TRAIL		B1				11	86%	3	86%								PISTOL 50	111			
37 1		X WIN		B1				12	80%														
38 1			8	B1				12	100% 6/6														
39 1			82	B2				11	90%														
40 1			82	F3				11	%9														
41 1			85	B2				12	8 8														
42 3								-	2, 2, 2 6 g								* v	TRIDE ODEN S. 10					
42 3			9	F3				10	100							R	80%	TRIPS OPEN 86 \$					



		These Di	FBS Offens	e Outcom	es are Ind	licated by	The Followin	ng Siti	uations (At least 80	% of the times this Outcome	occurred, DI FBS Offense	was in the specified situation)			
×	cators	PlayType	RouteFamily	JerseyNumber	PassZone		Personnel		own		FieldZone	Hash	Formation	BackField	Motion	
lude	Indi															
43	2	PA	OUTS	8			12 🐇	9/9			-20 to -39					
44	3	вт	SWAP BOOT		F1		12 %	5/6						ACE %8 99		
45	1	DB	DING POST		F3		11 %08	4/5								
46	2	DB	POST WHEEL		B1		11 %001	9/9	3 83%							
47	3	ВТ		8	F1		12 😸	4/5						ACE 89 54		
48	3	DB		7	F1		11 🐇	2/9						PISTOL 🐇 💪		
49	1	DB		82	B2		11 🐇	4/5								
50	1	PA		8	B1		12 %001	9/9								
51	1	DB		7	B1				3 %06 01/6							
52	2	QK		7	B1									PISTOL %8 217		
53	3		DING 7	7	B1		10 %	2/2	3 3/5				TRIPS OPEN 8			