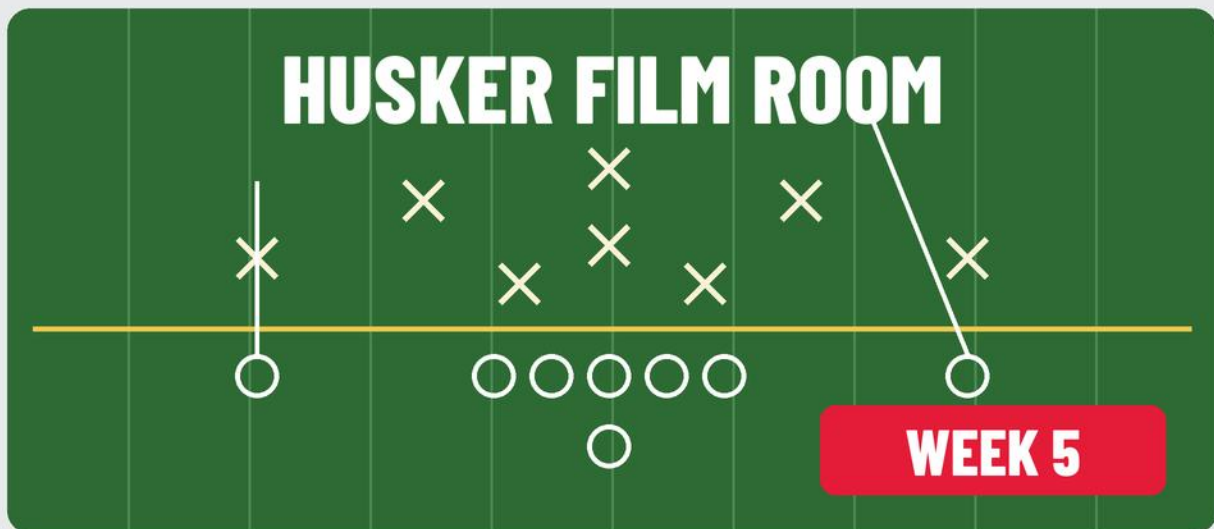


MARYLAND OFFENSE: HUSKER FILM ROOM REPORT

SAT, OCT 3, 2026 · MEMORIAL STADIUM, LINCOLN



NEBRASKA

FIELD ZONES · DOWN & DISTANCE · TENDENCIES · TAP-A-PLAY

MARYLAND

MARYLAND OFFENSE · 2026 PRE-NEBRASKA GAMES: UCONN, VIRGINIA TECH, UCLA · OFFICIAL PLAY-BY-PLAY

201

PLAYS
OFFICIAL PBP

38%

RUN RATE
77 RUN / 124 PASS

3.3

YDS / RUN
RUSHES

6.3

YDS / DROPBACK
INCL. SACKS

45%

SUCCESS
40/60/100 RULE

18

EXPLOSIVES
RUN 10+ / PASS 20+

HUSKER FILM ROOM

WEEK 5 OPPONENT OFFENSE · FAN EDITION

FAN EDITION

Unofficial fan analysis. Not affiliated with the University of Nebraska, the University of Maryland or the Big Ten.

226

plays charted

43% / 57%

run / pass

3.0 / 4.6

yds/play run / pass

40%

success rate (90/226)

19 of 47

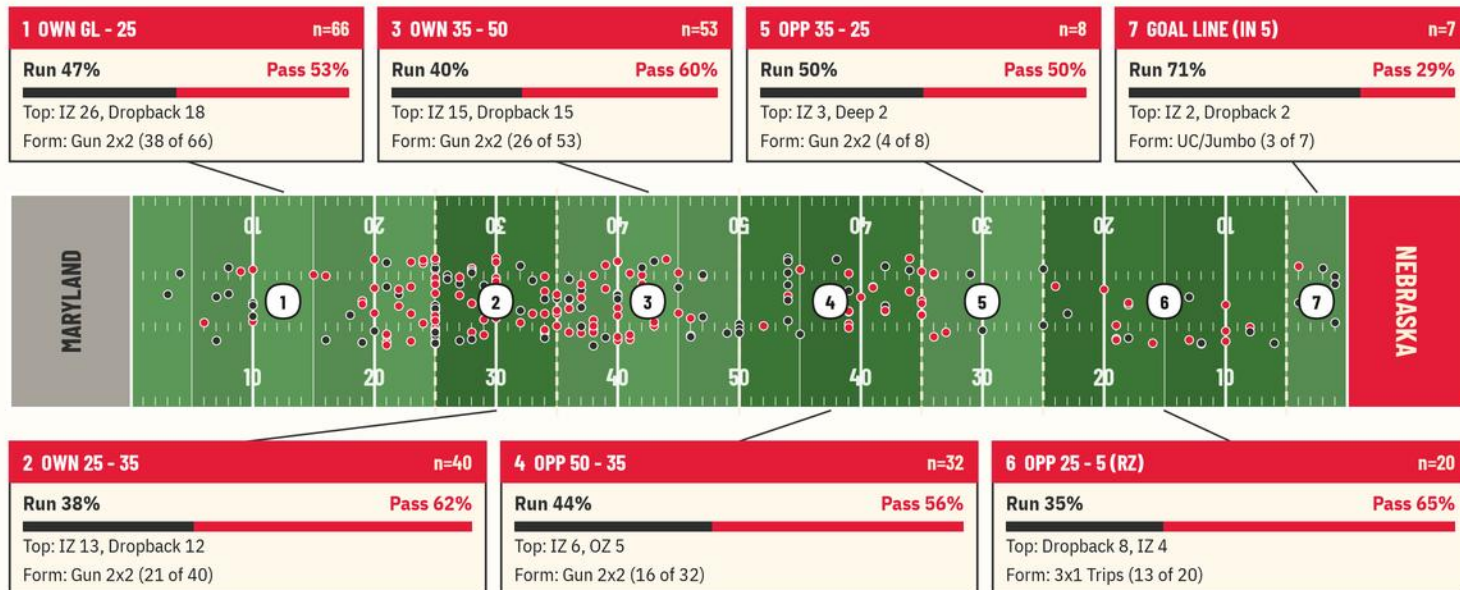
3rd-down conv. (charted)

82 / 74 / 70

plays: UConn / VT / UCLA

FIELD-ZONE TENDENCIES

Maryland driving left → right • dots = charted plays (charcoal run, scarlet pass)



TOP FORMATIONS

success: 1st ≥40% of dist, 2nd ≥60%, 3rd/4th convert

Formation	Plays	% Snaps	Run / Pass	Favorite plays (count)	Avg Yds	Success
Gun 2x2	111	49%	57% / 43%	IZ 52, Dropback 14, PA 13	+4.5	41% (45/111)
Gun 3x1 Trips	74	33%	30% / 70%	Dropback 27, IZ 14, Quick 13	+3.6	41% (30/74)
Empty	28	12%	18% / 82%	Dropback 17, QB Run 5, Quick 5	+3.0	25% (7/28)
Bunch	9	4%	33% / 67%	Dropback 3, IZ 3, Quick 2	+3.7	67% (6/9)
Under Center/Jumbo	4	2%	100% / 0%	QB Run 2, OZ 1, Power 1	+1.2	50% (2/4)

DOWN & DISTANCE

fav. = most frequent; 'mixed' = no call used twice

Situation	Plays	Run %	Favorite plays	Favorite formation	Avg Yds	Success
1st & 10	93	65%	Inside Zone (49), Outside Zone (11)	Gun 2x2 (65)	+3.9	39% (36/93)
1st & other	7	57%	Inside Zone (2), QB Run (2)	Gun 2x2 (4)	+4.1	57% (4/7)
2nd & 1-4	14	64%	Inside Zone (6), Quick Game (3)	Gun 2x2 (10)	+3.1	71% (10/14)
2nd & 5-9	31	26%	Quick Game (11), Dropback (7)	Gun 3x1 Trips (14)	+3.7	35% (11/31)
2nd & 10-14	25	12%	Dropback (11), Quick Game (5)	Gun 2x2 (10)	+4.4	36% (9/25)
2nd & 15+	5	40%	Dropback (2), WR Screen (1)	Gun 2x2 (3)	+1.4	0% (0/5)
3rd & 1-3	12	50%	Dropback (4), Inside Zone (3)	Gun 3x1 Trips (6)	+4.7	67% (8/12)
3rd & 4-6	6	17%	Dropback (4), Deep Shot (1)	Empty (3)	+10.8	67% (4/6)
3rd & 7-10	18	11%	Dropback (16), QB Run (2)	Gun 3x1 Trips (7)	+3.6	33% (6/18)
3rd & 11+	11	0%	Dropback (9), Deep Shot (2)	Empty (6)	+3.7	9% (1/11)
4th down	4	50%	mixed (1 ea.)	Gun 2x2 (2)	+0.0	25% (1/4)

LOOKS MARYLAND FACED

our 360p film study; defense tags are broad (front / shell / pressure), not exact coverage calls

FRONT

4-down 44% (99) 4-down nickel 35% (78)
3-down dime 9% (20) 3-down 8% (19)
Odd/Bear 3% (7) 4-down dime 1% (2)

SHELL (unknown 1)

2-high 78% (175) 1-high 20% (45)
0-high 2% (5)

PRESSURE

4-man 77% (175) Blitz/Sim 15% (34)
Drop 8 8% (17)

MARYLAND PLAY FAMILIES VS DEFENSIVE LOOKS

cell = avg yds • success % • n; '-' where n<2; color = success rate for Maryland

Play family	2-High 4-man rush (n=151)	1-High 4-man rush (n=24)	Blitz / Sim 5+ or sim, any shell (n=34)	Drop 8 3-man rush (n=17)	3-Down Dime front overlay (n=20)	All looks family total
Inside Zone run	+3.3 yds • 37% n=60	+5.0 yds • 67% n=3	+1.7 yds • 50% n=6	—	—	+3.2 yds • 39% n=69
Outside Zone run	+2.3 yds • 25% n=12	+0.3 yds • 0% n=3	—	—	—	+1.9 yds • 20% n=15
QB Run run	+3.6 yds • 60% n=5	— (n=1)	+2.5 yds • 50% n=4	— (n=1)	+5.5 yds • 100% n=2	+3.4 yds • 55% n=11
WR Screen pass	+1.4 yds • 14% n=7	—	—	+9.7 yds • 67% n=3	— (n=1)	+3.9 yds • 30% n=10
Quick Game pass	+4.2 yds • 44% n=18	+6.0 yds • 80% n=5	+0.7 yds • 0% n=3	+4.0 yds • 67% n=3	—	+4.1 yds • 48% n=29
Dropback pass	+5.1 yds • 43% n=35 (4 sk, 1 INT)	+3.7 yds • 67% n=3	+1.5 yds • 40% n=15 (5 sk)	+3.9 yds • 12% n=8	+2.8 yds • 13% n=15 (3 sk)	+4.0 yds • 39% n=61 (9 sk, 1 INT)
Play-Action pass	+8.0 yds • 44% n=9	+7.2 yds • 33% n=6	-0.3 yds • 33% n=3 (1 sk)	—	—	+6.3 yds • 39% n=18 (1 sk)
Deep Shot pass	+0.0 yds • 0% n=4	+34.5 yds • 100% n=2	— (n=1)	+0.0 yds • 0% n=2	+0.0 yds • 0% n=2	+7.7 yds • 22% n=9
Power/Counter run	—	— (n=1)	— (n=1)	—	—	+2.5 yds • 100% n=2
RPO pass	— (n=1)	—	— (n=1)	—	—	+6.0 yds • 100% n=2

Success scale 0% 70%+

Left of dashed line: looks are mutually exclusive (by shell + rush). Right: front overlays (overlap).

WHAT WORKED FOR MARYLAND

play x look, n≥3

- 1 Quick Game vs 1-High (4-man rush)
+6.0 yds, 80% success (4 of 5)
- 2 WR Screen vs Drop 8 (3-man rush)
+9.7 yds, 67% success (2 of 3)
- 3 Inside Zone vs 1-High (4-man rush)
+5.0 yds, 67% success (2 of 3)

WHAT SHUT THEM DOWN

play x look, n≥3

- 1 Deep Shot vs 2-High (4-man rush)
+0.0 yds, 0% success (0 of 4)
- 2 Outside Zone vs 1-High (4-man rush)
+0.3 yds, 0% success (0 of 3)
- 3 Quick Game vs Blitz / Sim (5+ or sim, any shell)
+0.7 yds, 0% success (0 of 3)

TELLS — IF YOU SEE X, EXPECT Y

1	If you see EMPTY backfield → expect PASS	82% 23 of 28
2	If you see GUN 2x2 on 1st & 10 → expect RUN — Inside Zone 38 of 65	68% 44 of 65
3	If you see TRIPS (3x1) on 2nd-4th down → expect PASS	86% 42 of 49
4	If you see 3rd/4th & 7+ → expect PASS	93% 28 of 30
5	If you see 12/22 personnel → expect RUN	92% 11 of 12

RUN % HEAT GRID

cells n≥2

Situation	Own half	Opp half	RZ + GL
1st & 10	68% n=72	60% n=15	33% n=6
1st & other	50% n=2	n=1	75% n=4
2nd & 1-4	75% n=8	50% n=2	50% n=4
2nd & 5-9	21% n=19	25% n=8	50% n=4
2nd & 10-14	12% n=24	—	n=1
2nd & 15+	25% n=4	n=1	—
3rd & 1-3	33% n=3	71% n=7	0% n=2
3rd & 4-6	25% n=4	0% n=2	—
3rd & 7-10	8% n=13	0% n=2	33% n=3
3rd & 11+	0% n=10	n=1	—
4th down	—	33% n=3	n=1

all pass all run

Source: our film study of Maryland offensive cut-ups (vs UConn, Virginia Tech, UCLA), 360p review; 226 plays charted; small-sample figures are approximate.

HUSKER FILM ROOM