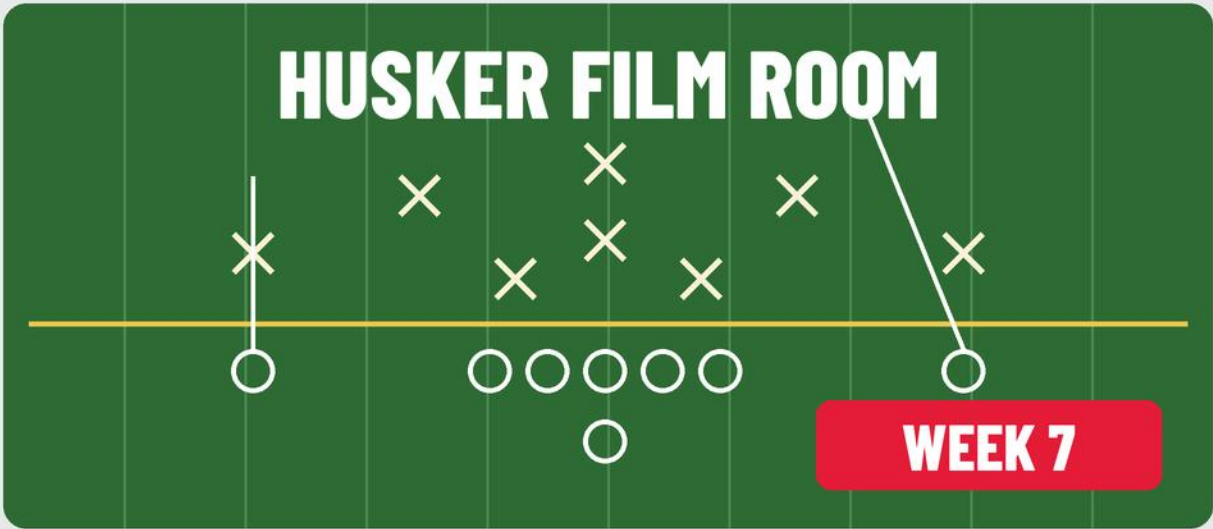


OREGON OFFENSE: HUSKER FILM ROOM REPORT

SAT, OCT 17, 2026 · AUTZEN STADIUM, EUGENE



NEBRASKA

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

OREGON

OREGON OFFENSE · 2026 GAMES CHARTED: BOISE STATE, OKLAHOMA STATE, USC, UCLA · EXISTING FILM CHARTS

246	43%	4.2	7.4	39%	16/50
PLAYS	RUN RATE	YDS / RUN	YDS / PASS	SUCCESS	3RD DOWN
FILM-CHARTED	106 RUN / 140 PASS	CHARTED	INCL. SACKS	96 OF 246	CHARTED CONV.

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

246

plays charted

43% / 57%

run / pass

4.2 / 7.4

yds/play run / pass

39%

success rate (96/246)

16 of 50

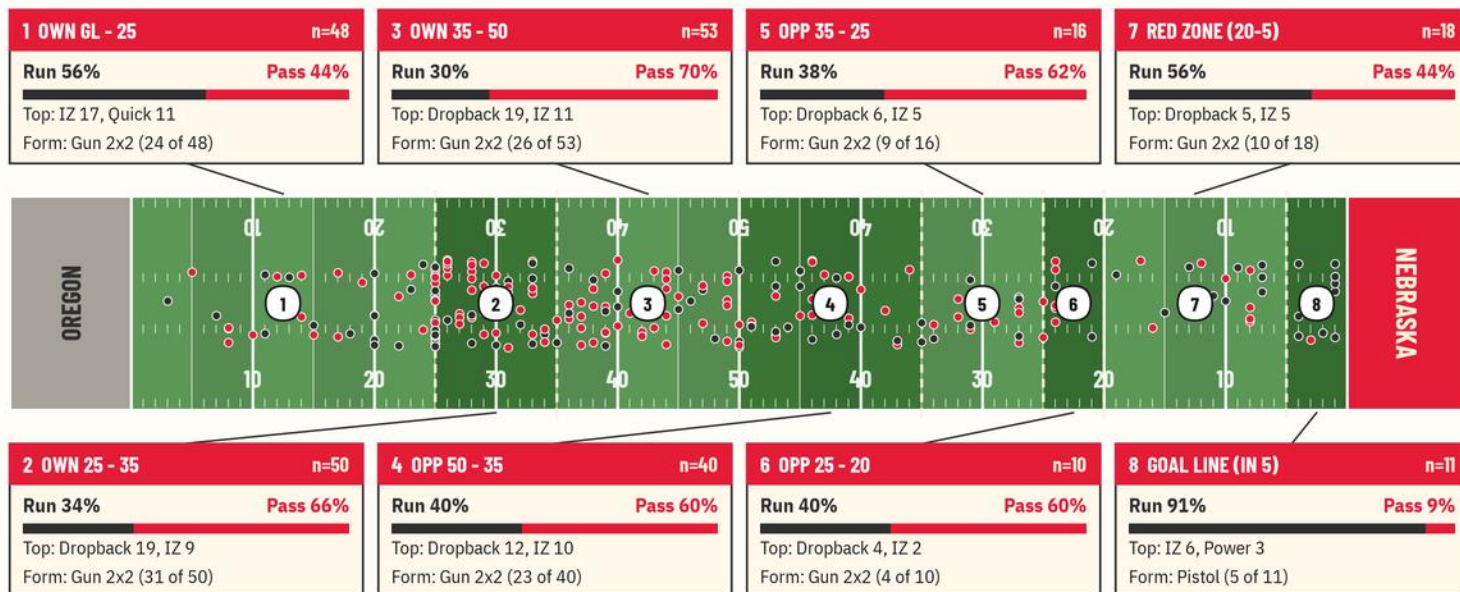
3rd-down conv. (charted)

60 / 59 / 66 / 61

plays: BSU / OKST / USC / UCLA

FIELD-ZONE TENDENCIES

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



TOP FORMATIONS

success: 50% of distance on 1st down, 70% on 2nd, 100% on 3rd/4th (TD = success)

Formation	Plays	% Snaps	Run / Pass	Favorite plays (count)	Avg Yds	Success
Gun 2x2	128	52%	40% / 60%	IZ 36, Dropback 36, Quick 23	+6.4	41% (52/128)
Gun 3x1 Trips	59	24%	31% / 69%	Dropback 19, Quick 11, IZ 8	+7.0	36% (21/59)
Pistol	26	11%	100% / 0%	IZ 18, OZ 6, Power 2	+4.6	38% (10/26)
Empty	20	8%	10% / 90%	Dropback 12, Quick 4, QB Run 2	+5.3	25% (5/20)
Under Center	10	4%	80% / 20%	Power 4, PA 2, IZ 2	+1.1	60% (6/10)
Bunch	3	1%	33% / 67%	Quick 2, IZ 1	+8.0	67% (2/3)

DOWN & DISTANCE

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

Situation	Plays	Run %	Favorite plays	Favorite formation	Avg Yds	Success
1st & 10	89	56%	Inside Zone (32), Dropback (14)	Gun 2x2 (49)	+6.0	37% (33/89)
1st & other	17	71%	Inside Zone (7), Power/Counter (3)	Gun 2x2 (9)	+6.4	65% (11/17)
2nd & 1-4	17	59%	Inside Zone (8), Quick Game (5)	Gun 2x2 (9)	+3.4	53% (9/17)
2nd & 5-9	32	28%	Quick Game (8), Dropback (7)	Gun 2x2 (21)	+8.8	53% (17/32)
2nd & 10-14	28	39%	Inside Zone (9), Dropback (7)	Gun 3x1 Trips (12)	+5.9	25% (7/28)
2nd & 15+	3	67%	QB Run (2), WR Screen (1)	Gun 2x2 (2)	+3.7	0% (0/3)
3rd & 1-3	13	54%	Inside Zone (6), Quick Game (3)	Gun 2x2 (6)	+6.4	54% (7/13)
3rd & 4-6	7	29%	Dropback (3), Quick Game (2)	Gun 2x2 (3)	+6.3	43% (3/7)
3rd & 7-10	20	0%	Dropback (20)	Gun 2x2 (9)	+6.0	20% (4/20)
3rd & 11+	10	10%	Dropback (6), WR Screen (3)	Gun 2x2 (4)	+5.1	20% (2/10)
4th down	10	20%	Dropback (4), Quick Game (2)	Gun 2x2 (4)	+3.8	30% (3/10)

Source: our film charts of Oregon's offense (BSU, OKST, USC, UCLA); 246 of 251 live snaps; small samples.

HUSKER FILM ROOM

LOOKS OREGON FACED

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

FRONT



4-down nickel 55% (135)
3-down nickel 10% (24)
Goal line 2% (4)
4-down 23% (57)
3-down dime 8% (20)
Odd/Bear 2% (4)

SHELL



2-high 77% (189)
1-high 20% (49)
0-high 3% (8)

PRESSURE



4-man 79% (194)
Drop 8 7% (18)
Blitz/Sim 14% (34)

OREGON PLAY FAMILIES VS DEFENSIVE LOOKS

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

Play family	2-High 4-man rush (n=162)	1-High 4-man rush (n=32)	Blitz / Sim 5+ or sim, any shell (n=34)	Drop 8 3-man rush (n=18)	3-Down Dime front overlay (n=20)	All looks family total
Inside Zone run	+5.5 yds • 32% n=44	+2.4 yds • 33% n=12	+1.3 yds • 44% n=9	—	—	+4.3 yds • 34% n=65
Outside Zone run	+5.9 yds • 59% n=17	+5.7 yds • 71% n=7	+1.0 yds • 50% n=2	—	—	+5.5 yds • 62% n=26
QB Run run	+3.0 yds • 20% n=5	—	— (n=1)	— (n=1)	— (n=1)	+2.3 yds • 14% n=7
WR Screen pass	+2.8 yds • 38% n=13	—	— (n=1)	+4.4 yds • 0% n=5	+1.8 yds • 0% n=4	+6.3 yds • 32% n=19
Quick Game pass	+6.6 yds • 53% n=30	+2.7 yds • 67% n=3	+17.0 yds • 100% n=3	+15.2 yds • 50% n=4	+28.0 yds • 100% n=2	+8.0 yds • 58% n=40
Dropback pass	+5.9 yds • 23% n=44 (4 sk, 1 INT)	+21.0 yds • 67% n=3	+7.9 yds • 33% n=12 (2 sk, 1 INT)	+7.0 yds • 38% n=8	+1.3 yds • 8% n=13 (2 sk)	+7.1 yds • 28% n=67 (6 sk, 2 INT)
Play-Action pass	+9.4 yds • 40% n=5	+10.4 yds • 20% n=5	+9.5 yds • 50% n=2	—	—	+9.8 yds • 33% n=12
Power/Counter run	+3.5 yds • 50% n=2	+1.0 yds • 50% n=2	+0.0 yds • 50% n=4	—	—	+1.1 yds • 50% n=8
RPO pass	+5.0 yds • 50% n=2	—	—	—	—	+5.0 yds • 50% n=2

Success scale 0% 70%+

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

WHAT WORKED FOR OREGON

play x look, n≥3

- 1 Quick Game vs Blitz / Sim (5+ or sim, any shell)
+17.0 yds, 100% success (3 of 3); 1 TD
- 2 Outside Zone vs 1-High (4-man rush)
+5.7 yds, 71% success (5 of 7)
- 3 Dropback vs 1-High (4-man rush)
+21.0 yds, 67% success (2 of 3); 2 TD

WHAT SHUT THEM DOWN

play x look, n≥3

- 1 WR Screen vs Drop 8 (3-man rush)
+4.4 yds, 0% success (0 of 5)
- 2 QB Run vs 2-High (4-man rush)
+3.0 yds, 20% success (1 of 5)
- 3 Play-Action vs 1-High (4-man rush)
+10.4 yds, 20% success (1 of 5)

TELLS — IF YOU SEE X, EXPECT Y

1	If you see PISTOL alignment → expect RUN	100% 26 of 26
2	If you see EMPTY backfield → expect PASS	90% 18 of 20
3	If you see 3rd & 5-9 → expect PASS	90% 18 of 20
4	If you see GOAL LINE (opp 5 and in) → expect RUN	91% 10 of 11
5	If you see UNDER CENTER → expect RUN	80% 8 of 10

RUN % HEAT GRID

cells n≥2

Situation	Own half	Opp half	RZ + GL
1st & 10	55% n=60	48% n=23	100% n=6
1st & other	50% n=6	n=1	90% n=10
2nd & 1-4	33% n=6	67% n=6	80% n=5
2nd & 5-9	29% n=24	29% n=7	n=1
2nd & 10-14	42% n=19	38% n=8	n=1
2nd & 15+	100% n=2	—	n=1
3rd & 1-3	60% n=5	43% n=7	n=1
3rd & 4-6	17% n=6	n=1	—
3rd & 7-10	0% n=14	0% n=3	0% n=3
3rd & 11+	17% n=6	0% n=3	n=1
4th down	0% n=3	29% n=7	—

all pass all run