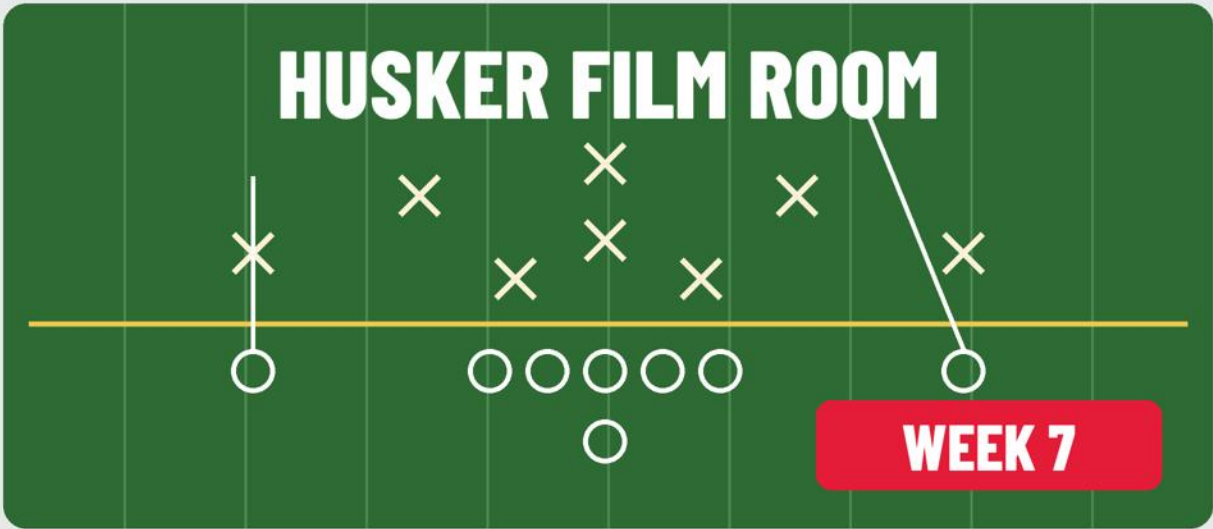


OREGON OFFENSE: HUSKER FILM ROOM REPORT

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

251

PLAYS
FILM-CHARTED

43%

RUN RATE
108 RUN / 143 PASS

4.2

YDS / RUN
RUSHES

7.7

YDS / PASS
INCL. SACKS

43%

SUCCESS
107 OF 251 · 40/60/100

31

EXPLOSIVES
RUN 10+ / PASS 20+

OREGON OFFENSE | TENDENCY SHEET

Nebraska at Oregon • Sat, Oct 17, 2026 • Autzen Stadium • 2026 cut-ups: BSU, OKST, USC, UCLA

251

plays charted

43% / 57%

run / pass

4.2 / 7.7

yds/play run / pass

43%

success rate (107/251)

16 of 51

3rd-down conv. (charted)

63 / 59 / 67 / 62

plays: BSU / OKST / USC / UCLA

FIELD-ZONE TENDENCIES

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



TOP FORMATIONS

success: 40% of distance on 1st down, 60% on 2nd, 100% on 3rd/4th; TD always a success, turnover never

Formation	Plays	% Snaps	Run / Pass	Favorite plays (count)	Avg Yds	Success
Gun 2x2	128	51%	40% / 60%	IZ 36, Dropback 36, Quick 23	+6.4	47% (60/128)
Gun 3x1 Trips	59	24%	31% / 69%	Dropback 19, Quick 11, IZ 8	+7.0	32% (19/59)
Pistol	26	10%	100% / 0%	IZ 18, OZ 6, Power 2	+4.6	46% (12/26)
Empty	20	8%	10% / 90%	Dropback 12, Quick 4, QB Run 2	+5.3	30% (6/20)
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	40% (36/89)
1st & other	17	71%	Inside Zone (7), Power/Counter (3)	Gun 2x2 (9)	+6.4	71% (12/17)
2nd & 1-4	17	59%	Inside Zone (8), Quick Game (5)	Gun 2x2 (9)	+3.4	71% (12/17)
2nd & 5-9	32	28%	Quick Game (8), Dropback (7)	Gun 2x2 (21)	+8.8	56% (18/32)
2nd & 10-14	28	39%	Inside Zone (9), Dropback (7)	Gun 3x1 Trips (12)	+5.9	32% (9/28)
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	20% (2/10)

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

UNOFFICIAL FAN ANALYSIS • not affiliated with the University of Nebraska

Run = IZ/OZ/Power/QB Run; all else pass (sacks = pass). Zones measured from Oregon's goal line; 'G' distance = yards to goal. Header: all 251 snaps. Splits below use the 246 film-tagged snaps (5 untagged).

OREGON OFFENSE | VS DEFENSIVE LOOKS

Nebraska at Oregon • Sat, Oct 17, 2026 • What Oregon's calls did against each look

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)
Blitz/Sim 14% (34)
Drop 8 7% (18)

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 • 36% n=44	+2.4 yds • 33% n=12	+1.3 yds • 44% n=9	—	—	+4.3 yds • 37% n=65
Outside Zone run	+5.9 yds • 65% n=17	+5.7 yds • 71% n=7	+1.0 yds • 50% n=2	—	—	+5.5 yds • 65% 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 • 46% n=13	—	— (n=1)	+4.4 yds • 0% n=5	+1.8 yds • 0% n=4	+6.3 yds • 37% n=19
Quick Game pass	+6.6 yds • 63% 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 • 65% n=40
Dropback pass	+5.9 yds • 23% n=44 (4 sk, 1 INT)	+21.0 yds • 67% n=3	+7.9 yds • 42% n=12 (2 sk, 1 INT)	+7.0 yds • 38% n=8	+1.3 yds • 8% n=13 (2 sk)	+7.1 yds • 30% 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 • 100% n=2	—	—	—	—	+5.0 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 OREGON

play x look, n≥3

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

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