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The definitive Quarterback gameplay data guide - all ratings and abilities tested

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02. Introduction

In this guide, I will be covering all applicable abilities, ratings, and various observations for quarterbacks. This guide is meant to be a comprehensive look at the QB position in CFB 26, and by the end of it, you will know nearly every detail at an exhaustive level. I will be releasing comprehensive guides for all position groups in the future. This guide will be extremely long, scroll down to the end if you want a summary of the data.

Before we begin, let's look at the methodology and definitions for testing. This methodology was used as a baseline; some ratings and abilities, as well as passing styles required a modified methodology. I will restate the methodology for each test, so be sure to read to see exactly what it is for each one.

Before we get into it, understand that in general, QBs are still quite strong this year, and you don't need any abilities to make the throws you need to make. It's certainly not mandatory to have abilities to play well. Your play calling and capability to read defenses are a much bigger predictor of winning games vs having abilities or the individual ratings of the QB you choose.

I understand that simply conducting these tests in practice mode may not be indication that the experience remains the same during games due to composure and stadium pulse mechanics. If your experience differs greatly from the data you see in this guide, there could be additional mechanics working under the hood.

My goal for this guide isn't to share my opinions on what the optimal build is or what is better/worse, rather I simply want to show the data I collected. Every player has their own preferences. If your favorite passing type had the worst results, for example, that doesn’t necessarily mean you should switch to the passing type that yielded the best results.

03. Definitions

Inaccurate:
Throws which significantly hinder the receiver from maintaining speed and/or balance after the catch. This could be due to jumping, turning around, or any animation which prevents the receiver from acquiring or maintaining separation from the defender after the catch.

Wild throw:
Throws which are uncatchable entirely. This could have been due to high, low, behind, ahead, out of bounds, etc. Wild throws are also included in the total inaccurate throw count.

Trigger rate:
The percentage of plays in which a given ability activates (or, in other contexts, the relevant event occurs).

Success rate:
The percentage of plays where the desired outcome was achieved (ex. play action fakes)

Unless otherwise noted, these definitions apply to all abilities/ratings in this guide. Additional terms and special conditions are defined in the relevant section where needed.

04. Methodology

This methodology was used as a baseline; some ratings and abilities, as well as passing types required a modified methodology, so be sure to read to see exactly what it is for each one. Testing was done on All-American difficulty at default sliders.

- All abilities were tested with 100 plays using three different players per ability tier (if available). If there were fewer than three players at a tier, the same player was used for 300 plays.
- When possible, players with only the ability being tested were chosen. If they had multiple abilities, players with the highest tier in the tested ability were selected.
- Random pass vs random defense plays were used.
- All throwing abilities: First tested using classic passing (100 reps), then 20 reps each for revamped, placement, and placement & accuracy styles.
- Controller input: Hold down the applicable receiver button as long as possible for a bullet pass, no left stick (standing), LT/L2, LB/L1, or any other input.
    - For throws on the run: Same except use left stick and RT/R2 to move, matching left stick to the receiver's travel direction at release.
- Plays where other abilities triggered, a sack occurred, or activation conditions were not met were thrown out to isolate results.

- Boston College was used as the control defense. The rationale for this is Boston College has few players on defense with abilities, but they are still effective enough to get pressure on the QB.

Testing all ratings:

- Used a non-NIL QB for Delaware (Tre Lloyd).
- Control: All ratings set at 80.
- Tested subject rating starting at 99 and working down by increments of 5, to 70, and finally to 0 (99, 95, 90, 85, 80, 75, 70, 0).

Drills:

- A few specific drills were performed in sets of 5 to 10 plays, timed with a stopwatch. The average time is shown.

Traits:

- Not testable this year (traits removed from the edit player screen). In last year's game (CFB 25), traits could slightly affect QB accuracy, even with user control.

05. Passing Types

There are four passing types in College Football 26: **Classic**, **Revamped**, **Placement**, and **Placement & Accuracy**. Each type may have its own pros and cons that extend beyond this test.

Methodology:
Testing was done for each passing type using a non-NIL QB at Delaware (Tre Lloyd), all ratings set at 80. Each passing type: 300 plays for each stance—standing, shuffling (or feet just set after movement), and running. This test was performed in practice mode (offense only) on All-American difficulty.

- Controller input for each throw: Hold the receiver button for a bullet pass (no left stick, LT/L2, LB/L1, or any other input for standing/feet set). For throws on the run, use left stick and RT/R2 as needed, mirroring left stick input to the receiver's direction.

5.1 Throwing While Standing

Passing Type	Inaccurate (%)	Wild Throws (%)
Classic	19	11
Revamped	23	9
Placement	13	9
Placement & Accuracy	24	9

5.2 Throwing While Shuffling or Feet Just Set

Passing Type	Inaccurate (%)	Wild Throws (%)
Classic	20	11
Revamped	23	10
Placement	14	9
Placement & Accuracy	25	10

5.3 Throwing On The Run

Passing Type	Inaccurate (%)	Wild Throws (%)
Classic	24	16
Revamped	38	18
Placement	23	19
Placement & Accuracy	33	25

- A 100-play trial for **Revamped** on the run with all ratings at 99: 22% inaccurate 11% wild throws

06. Ratings

In this section, I will detail all the relevant ratings for the QB position. Note that while I did test out Strength as it relates to throwing accuracy and power, these tests were not extensive nor specifically tracked. All the movement ratings I'm not likely to re-test for different position groups, but I might if there's common belief that movement ratings impact position groups differently.

All ratings were tested by changing ratings for a non-NIL QB at Delaware (Tre Lloyd). All other ratings were set at 80 as a control except for the subject rating.

6.1 Throwing Ratings

In the interest of getting this guide out as soon as possible, I decided to test all three accuracy ratings (short, medium, deep), as well as throwing on the run and throwing under pressure together. The rationale for this is that, while I understand the general definition of a short, medium, or deep throw, the game does not specifically define these distances. That, combined with my methodology of selecting random pass vs random defense, means that specifically testing out defined distances and routes becomes problematic.

Short, Medium, Deep Throwing Accuracy, and Throwing on Run/Under Pressure

At every rating, there were good and bad stretches. It was extremely repeatable to have one wild throw followed by one, two, or even three wild throws in a row. There were times throughout my testing where I wondered if accuracy even matters at all, but the data indicates that it does, although maybe not as much as you'd think.

Additionally, I played one game each at 0, 70, and 99 accuracy by passing every play, including fourth downs. The stats weren't all that different, in fact I threw for 500-550 yards and 6 touchdowns every game, but critical moments in games seemed to show that there could be an unseen impact on third and fourth downs – 99 accuracy felt more consistent in key moments.

Methodology:

- Followed baseline. Non-NIL QB at Delaware (Tre Lloyd), all ratings same for each trial except Throw Power (80).
- One 300-play trial at each rating, classic passing only.

All Ratings	Standing Inaccurate (%)	Standing Wild (%)	On Run Inaccurate (%)	On Run Wild (%)
99	7	2	16	9
95	13	2	24	16
90	12	7	26	17
85	15	4	30	13
80	23	7	29	16
75	31	8	33	19
70	27	9	39	29
0	37	15	41	20

Throw Power

Throw Power functions similarly to last year. Differences: this year, strength does not impact max throwing distance at all, whereas last year a strength rating 0 would reduce the total distance by 2 yards, and a rating of 99 would increase the distance by 2 yards. Max distances for each rating varied slightly from last year.

Methodology:

- From goal line, shotgun Hail Mary formation, measured from the goal line to receiver catch point.
- Repeated until consistent for 5 reps.

Rating	Max Distance (yards)
99	70
95	66
90	63
85	60
80	56
75	52
70	43
0	30–35

Note: Throw Power also affects velocity, though I did not specifically collect data for this. Accuracy has no impact on max throwing distance.

6.2 Movement Ratings

Here, we will go over all the movement ratings applicable to quarterbacks.

Speed

Speed works as expected. There's a decent drop off from 85 to 80. At 0 speed, the player moved faster once stamina was drained, but stamina was not a factor for other ratings.

Methodology:

- Conducted trials in reps of 5 by completing a 100-yard sprint. A stopwatch was used to record time.
- Time for the QB to shuffle to the goal line was not included, only the sprint time from goal line to goal line.
- Time shown is the average value of the 5 reps.

Rating	Time (sec)
99	9.25
95	9.47
90	9.95
85	10.39
80	11.11
75	11.65
70	11.95
0	22.57

Acceleration

Acceleration, as it turns out, is rather important. At high values, it has a noticeable effect on sprint time, and significant drop at 0 rating.

Methodology:

- Conducted trials in reps of 5 by completing the 3-cone L drill (starting at the 25 yard line and using the 20 yard line and extra point hash as "cones").
- Stopwatch used. User error reps were thrown out. Time is average of the 5 reps.
  Note: Speed will also impact 3-cone times but not explicitly tested here.

Rating	Time (sec)
99	6.70
95	6.82

90	7.10
85	7.17
80	7.42
75	7.50
70	7.67
0	9.45

Agility

Methodology:
(Same L drill process as acceleration.

Rating	Time (sec)
99	7.10
95	7.16
90	7.20
85	7.32
80	7.45
75	7.48
70	7.54
0	7.72

Change of Direction

Change of direction affects movement beyond the line of scrimmage less than it does behind the line (I will explain later) but is still an important factor.

Methodology:
(Same L drill process.)

Rating	Time (sec)
99	6.72
95	6.94
90	7.10
85	7.21
80	7.42
75	7.70
70	7.90
0	8.83

07. QB Footwork Drill

I wanted to conduct a special drill for quarterbacks. In my testing, I noticed the way that speed, acceleration, agility, and change of direction affect QB movement behind the line of scrimmage was different from movement beyond the line of scrimmage, so a separate drill was created to test this out. Later in this guide, you will see how Magician impacts QB movement behind the line of scrimmage. Here, you will see how the ratings affect it without any abilities.

This ability was tested out doing a common real world QB footwork drill called the cross drill. I performed this drill in reps of 5 by taking a snap at shotgun from the 30 yard line (QB roughly standing on the X mark at the 35 year line), shuffling back 5 yards, shuffling forward to the X at the 35 yard line, shuffling to the left tackle, and finishing by shuffling to the right tackle. Left and right were flipped for a left-handed QB, so right side first, then finishing on the left side.

I conducted tests once with all physical ratings (speed, acceleration, agility, change of direction) set at the same value and once again with all physical ratings set at 80 except for change of direction. The reason for this is because I noticed that change of direction starts implementing a slowed down animation around 80. There's been several complaints about sluggish QB movement in the pocket, and I'm certain that change of direction is the primary culprit, although all physical ratings do have an impact on pocket movement. At change of direction set to 0, there's an extremely exaggerated slowdown (looks like your QB has entered bullet time) whenever you change direction, although interestingly, moving the left stick smoothly clockwise or counterclockwise does not trigger this.

Methodology:

- In offense only mode, drill was run 10 times per player out of shotgun formation using a stopwatch.
- Reps with bad snap, user error, or mistimed stopwatch were thrown out.
- Time shown is the average across 10 valid reps.

All Ratings the Same for Speed, Acceleration, Agility, Change of Direction

Rating	Time (sec)
99	6.08
95	6.37
90	6.44
85	6.50
80	6.76
75	6.92
70	7.15
0	12.12

Change of Direction; All Others at 80

Change of Direction	Time (sec)
99	6.30
95	6.46
90	6.61
85	6.72
80	6.85
75	7.07
70	7.23
0	12.27

Note: I did conduct testing isolating speed, acceleration, and agility, but unfortunately, I forgot to record the times. From my recollection, all ratings did impact times, with agility having the least impact of those three. However, change of direction influence times much more than these ratings do.

08. Abilities

In this section, I will cover the detailed effects and testing of all quarterback abilities in CFB 26. Whenever relevant, methodology differences from the baseline (Section 4) are noted up front.

8.1 On Time

No better place to begin than the new ability. On Time is an excellent ability for pocket passers this year. The success rate is extremely high at platinum/gold tiers, and still reliable at silver/bronze tiers. The window for activation is quite generous at all tiers, with platinum allowing activation as much as 4 to 4.5 steps after the cut, gold allowing activation as much as 3 to 3.5 steps after the cut, silver allowing activation 2.5 to 3 steps after the cut, and bronze allowing activation about one step after the cut. While the description states that you need to throw before the receiver makes his cut, this is not the case. This means you don't need to focus on throwing before the cut - although this is a good practice to keep. You'll be able to activate On Time without really thinking about it all that much, as most of your throws need to be made relatively quickly to avoid taking a sack, which is to say most of your throws will occur before most routes make their cut.

On Time only works with routes that have any semblance of a cut; go/fade routes do not work, along with a few others. There are several plays that have what I'll call a shallow post route. While it appears there is no cut on this route, the game considers it a cut if you throw quickly after the snap.

On Time's accuracy boost is just like the others you'll see later in this guide – a near guarantee to hit receivers in stride over the middle or ball correctly placed near the sidelines. There is no velocity boost to On Time, and none of the throwing abilities gain a velocity boost from throwing abilities for that matter.

Myth: Throwing abilities do not increase the velocity of the ball. That is strictly dependent upon the Throw Power rating.

Methodology:
Baseline methodology applies, except for Platinum: Nussmeier (LSU) is the only player with platinum On Time, so all attempts at this tier use him for multiple trials to increase sample size. There was added testing to attempt to uncover the cause behind the inconsistent results, but all scored data is from the baseline method.

Results Table: (Results per tier and player)

Player (School)	Tier	Trigger Rate (%)	Inaccurate Throws (%)	Wild Throws (%)
Nussmeier (LSU)	Platinum	96	8	0
Nussmeier (LSU)	Platinum	100	4	0
Nussmeier (LSU)	Platinum	99	7	0
Altmyer (Illinois)	Gold	92	2	0
Klubnik (Clemson)	Gold	93	3	0
Pavia (Vanderbilt)	Gold	98	0	0
Moss (Louisville)	Silver	84	0	0
Shapen (Miss St.)	Silver	74	10	0
Allar (Penn State)	Silver	88	6	0
Sayin (Ohio State)	Bronze	50	2	0
Weigman (Houston)	Bronze	47	5	0
Sorsby (Cincinnati)	Bronze	48	10	0

Key Notes:

- The definition of activation/success and accuracy are as discussed in the Definitions section.
- Platinum has highest activation rates, but gold is almost as reliable for On Time.
- On Time effectiveness drops off at bronze.
- No wild throws were observed on a successful activation at any tier.

8.2 Step Up

Step Up was by far the hardest ability to test out. I had to run way more than 160 plays per player as many plays were overridden by either Dot or On Time—even when those abilities were bronze and Step Up was platinum.

Step Up is very inconsistent from player to player, particularly at the silver tier, but even at the platinum tier. At platinum tier, while Veltkamp at Florida Atlantic had a very low success rate, BYU and Leavitt (Arizona State) had relatively high success rates. At silver tier, Nico Iamaleava (UCLA) had a relatively high success rate, while Rocco Becht (Iowa State) had a very low success rate. Those two players have very similar ratings in every relevant category. I couldn't really find any strong correlation why this is so inconsistent, and I looked at the possibility of archetypes, speed/agility/accel, short and deep throwing accuracy along with med acc, route types, formations, etc. I noticed a slight preference in success rate when throwing down the middle of the field, so I attempted running the same play that delivered nearly

100% success rate for other QBs. This didn't matter, I got the same low success rate with these players as I did running random pass plays.

At bronze, all players had a 0% success rate. Quite simply, I could not get it to activate. This could be a visual glitch only, as I rarely had an accurate throw when stepping up into the pocket, and almost always had a green bar when using placement/p&a when stepping up and almost always hit the receiver in stride.

One interesting note is the condition of having a clean pocket doesn't seem to matter—there were multiple instances of it activating just before or while getting hit. If the pocket completely broke down, resulting in the need to shuffle outside the tackle, then it did not activate as often, as well as if there was an unblocked blitzer, but overall pressure did not appear to have much impact. The success rate seems to be somewhat lower if the pocket breaks down and you're pressured, but it's not an all or nothing condition. I did not specifically run trials where there is pressure or the pocket breaks down. Another interesting note is Step Up activated three times when I inadvertently stepped backwards.

Finally, the strength of accuracy increase hardly changes at any tier—if it activates, you can be almost assured the ball is getting exactly where it needs to go. There were some inaccurate throws when the ability activated, but this was very rare. Distance does not matter for activation - 5 yards downfield or 30 yards downfield, Step Up activates at similar rates at any distance, at least up to 30-35 yards downfield. I did not test out any distances beyond 35 yards.

Methodology:
Baseline methodology applies, with a few additions: A fourth trial was run for the gold tier to investigate inconsistent results. Additional testing was done to attempt to uncover the cause behind the inconsistent results. Additional testing running the same play was not scored.

Results Table: (Results per tier and player)

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Retzlaff (BYU)	Platinum	80	0	0
Leavitt (Arizona State)	Platinum	83	0	0
Veltkamp (Florida Atlantic)	Platinum	3	0	0
Madsen (Boise State)	Gold	74	4	0
Mendoza (Indiana)	Gold	8	0	0
Allar (Penn State)	Gold	84	6	0
Manning (Texas)	Gold	100	2	0
Iamaleava (UCLA)	Silver	46	14	0
Becht (Iowa State)	Silver	10	0	0
Weigman (Houston)	Silver	50	4	0
Sayin (Ohio State)	Bronze	0	n/a	n/a
Keinholz (Ohio State)	Bronze	0	n/a	n/a
Virginia	Bronze	0	n/a	n/a

Key Notes:

- Success rate can vary widely among players of the same tier.

- If Step Up activates, the ball almost always gets to the right spot.
- At bronze, Step Up does not trigger at all in my testing; this may be a game bug or visual glitch.

8.3 Dot!

Dot has gotten a decent upgrade this year. Last year, dot was very inconsistent with success rate, regardless of tier. This year, the success rate is far more reliable.

Dot can be considered a complement to Step Up, as it activates on routes that Step Up does not. While not as reliably activated as Step Up due to unknown variables in the definition of “clean pocket” and “open receiver,” I found Dot to be reliable enough to bring it into consideration towards your game plan.

From my testing, I can confidently say that the definition of “open receiver” is far more strict than what an open receiver is considered to be in real football. When facing zone coverage, the receiver needs to be running into a zone not covered by any player. Even if the receiver is clearly open when you throw, if that receiver is about to enter another zone, Dot will not trigger. This means that it is quite hard to trigger Dot on go routes even in cover 1, as the lone deep zone will “cover” that player, regardless of how far he is away from your receiver. Cover 2/3/4: you can forget about Dot ever triggering on go routes. In man coverage, the “open receiver” condition is achieved much closer to what you would expect, but there still needs to be an obvious open window, more than you think.

Having said all of that, I did encounter Dot working when the receiver was tightly covered, or getting hit by another player just after the catch, but this was extremely rare. I also had Dot trigger on one interception.

For the “clean pocket” condition, it matters to an extent. I conducted separate testing going against goal line blitz and could still trigger Dot just before getting hit, but it did seem to be a lower percentage chance. I had Dot trigger when there were more than one unblocked blitzers, though again at a reduced chance. I did not count these plays towards the success chance rate, but I wanted to see if it mattered.

So, what routes does Dot work best on? Mostly any routes that are in the middle of the field, since the LBs are more likely to sit in their zone, allowing a receiver on an in route, for example, to clear through everything.

Going back to go/fades/etc, there is a maximum distance cutoff for silver and bronze tiers. For platinum and gold, there is no max cutoff, it’s just dependent on how far your QB can throw. I got platinum and gold to trigger as far as 70 yards downfield (maximum throw distance with 99 throw power). For silver tier, the max distance is 56 yards. For bronze, the max distance is 48 yards. Keep in mind the max distance is calculated from where your QB throws, not the line of scrimmage.

Despite the tiers indicating an increased accuracy bonus, I did not observe this. All tiers have an extremely high chance to hit receiver in stride, excellent placement along the sidelines, or when contested. Curiously, there was one player (DJ Lagway, Florida) who struggled with accuracy, but all other players at all tiers had very good accuracy results.

Methodology:
Baseline methodology applies, with some adjustments:

- Dot platinum only: Klubnik (Clemson), three trials.
- Dot gold only: Hoover (TCU), three trials.

- Fourth trial at bronze tier for inconsistent results with one player.

Results Table: (Results per tier and player)

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Klubnik (Clemson)	Platinum	78	2	0
Klubnik (Clemson)	Platinum	78	2	0
Klubnik (Clemson)	Platinum	87	0	0
Hoover (TCU)	Gold	62	0	0
Hoover (TCU)	Gold	61	0	0
Hoover (TCU)	Gold	63	0	0
Robertson (Baylor)	Silver	51	3	0
Sellers (S. Carolina)	Silver	63	0	0
Manning (Texas)	Silver	59	1	0
Lagway (Florida)	Bronze	70	10	6
Houser (ECU)	Bronze	16	0	0
Mateer (Oklahoma)	Bronze	34	0	0
Becht (Iowa State)	Bronze	44	0	0

Key Notes:

- Dot is most consistent at platinum and gold, less so at bronze.
- For bronze, note the high inaccuracy/wild for Lagway (Florida) as an outlier.
- Maximum activation distance depends on tier; see main text for details.

8.4 Resistance

Last year, the Resistance and Duress abilities had no noticeable impact on the quarterback's accuracy. This year, it's the same. Note that the resistance icon will never show up under the quarterback, so the only real way to test this is to go up against a defensive player who has the Duress ability. The only thing that resistance seems to do is negate the success chance of Duress, but again, no discernible difference in accuracy vs that player's expected normal accuracy. In fact, kickers had BETTER accuracy going against platinum Duress than they did going against no Duress.

At first glance, it may appear that Resistance works at higher tiers due to the low inaccurate and wild throw percentages. Keep in mind that these players also have throwing abilities that were triggering at the same time Duress was triggering. Some of these throwing abilities were gold and platinum tiers.

While my baseline methodology calls for throwing out plays where other abilities triggered, I found it very difficult in general to even get the player who has platinum Duress to be in position to get pressure on the QB, and as a result MANY plays were thrown out due to this, well beyond the prescribed amount for each trial. I also found it difficult to have plays where a throwing ability didn't trigger when Duress did, and for the sake of getting this guide out and keeping my sanity, I reluctantly made the decision to keep plays where other throwing abilities triggered.

As I expect this section (and mobile resistance) to be controversial, I am not saying that pressure is a mechanic that never works in general. There are certainly moments in most games where pressure results in a wild throw. At the same time, however, there are moments in most games where pressure results in a perfect bullet pass hitting the receiver in stride 20 or 30 yards downfield. I lean towards it being more dependent on the RNG aspect than pressure specifically being the mechanic that causes wild throws.

One fun side note is that it was the lack of pressure/Duress having an impact on QB last year that prompted me to begin testing. This guide you're reading now wouldn't exist if I had not noticed this last year.

Methodology:

- Testing was done on Heisman to more easily get pressure on the QB.
- Conducted one trial with Leavitt (Arizona State, gold resistance) going against Parker (Left Edge, Clemson, platinum duress).
- Conducted one trial with Leavitt going against no players with duress.
- Same process was conducted at silver and bronze tiers.
- Conducted one trial with Lloyd (Delaware, non-NIL, all 80 ratings)
- Finally, conducted multiple trials with kickers going against Parker (Clemson, platinum duress) and against no duress.
- All passing types were tested; there was no difference in accuracy for QBs/kickers playing at QB.

Results Table: (Duress activation rate and accuracy by tier and context)

Player (School)	Tier	Context	Duress Rate (%)	Inaccurate (%)	Wild Throws (%)
Leavitt (ASU)	Gold	vs. Parker (plat Duress)	10	2	1
Leavitt (ASU)	Gold	vs. No Duress	n/a	3	0
Mensah (Duke)	Silver	vs. Parker (plat Duress)	48	4	2
Mensah (Duke)	Silver	vs. No Duress	n/a	2	1
Altmyer (Illinois)	Bronze	vs. Parker (plat Duress)	68	4	0
Altmyer (Illinois)	Bronze	vs. No Duress	n/a	11	0
Kicker (ASU)	n/a	vs. Parker (plat Duress)	82	24	16
Kicker (ASU)	n/a	vs. No Duress	n/a	28	20

Lloyd (Delaware, all 80 ratings)	n/a	vs. Parker (plat Duress)	74	24	8
Lloyd (Delaware, all 80 ratings)	n/a	vs. No Duress	n/a	26	7

Key Notes:

- There is no meaningful accuracy impact of Resistance vs Duress—Resistance simply negates Duress rate, and results do not differ from normal conditions.
    - This applies for both QBs and even kickers playing at QB.

8.5 Mobile Deadeye

Last year, Mobile Deadeye only worked reliably at platinum tier. All other tiers barely activated, and when they did, only activated for throws within 5 yards of the QB. This year, it seems to be a little better, but there are simply no players in the default roster who have platinum or gold tiers, so testing is limited. Bronze tier is still broken and never activates.

The distance condition is dependent on the distance from where the QB throws to where the receiver is, not the distance from the line of scrimmage to the receiver. This makes the distance condition pretty restrictive, as you'll often be 5 yards or more behind the line of scrimmage when you throw.

Methodology:
Baseline methodology applies, with exceptions:

- No players with platinum or gold tiers in default roster.
- Only two players have silver tier; four total trials were run (two with each player).
- Half of reps in each trial were rolled toward the player's throwing arm side, half to the "blind side."

Results Table:

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Raiola (Nebraska)	Silver	58	10	0
Maiava (USC)	Silver	22	0	0
Baggs (Wyoming)	Bronze	0	n/a	n/a
Fifita (Arizona)	Bronze	0	n/a	n/a
Raynor (Arkansas St)	Bronze	0	n/a	n/a

Special Note:
I went back and tested bronze in offense only, throwing to receivers 5 yards or closer, and sometimes even less. Bronze never activated in any scenario.

Key Notes:

- Mobile Deadeye is only marginally reliable at silver. Bronze does not activate at all.
- Even at silver, success rates are inconsistent (see the wide gap between Raiola and Maiava).

8.6 Mobile Resistance

Much like regular Resistance, I found little to no difference in the relationship between Mobile Resistance and Duress. In addition, some trials showed worse results against no Duress compared to going against Duress. Having said that, it still doesn't appear that there's a whole lot of impact at most tiers. Also, there's more inherent randomness with accuracy on the run, so the differences I found could simply be due to that.

Methodology:

- Testing was done on Heisman to more easily get pressure on the QB.
- Baseline methodology applied, as with the Resistance test.
- No players have platinum Mobile Resistance.

Results Table:

Player (School)	Tier	Context	Duress Rate (%)	Inaccurate (%)	Wild Throws (%)
Daniels (Kansas)	Gold	vs. Parker (Clemson, plat Duress)	0	8	0
Daniels (Kansas)	Gold	vs. No Duress	n/a	16	8
Royer (UNLV)	Silver	vs. Parker (Clemson, plat Duress)	16	20	12
Royer (UNLV)	Silver	vs. No Duress	n/a	20	0
King (Georgia Tech)	Bronze	vs. Parker (Clemson, plat Duress)	24	16	8
King (Georgia Tech)	Bronze	vs. No Duress	n/a	20	0
Pavon (Sam Houston, K)	n/a	vs. Parker (Clemson, plat Duress)	100	40	20
Pavon (Sam Houston, K)	n/a	vs. No Duress	n/a	40	24
Lloyd (Delaware, All 80 ratings)	n/a	vs. Parker (Clemson, plat Duress)	68%	28	16
Lloyd (Del, All 80)	n/a	Vs. No Duress	n/a	26	14

Key Notes:

- At all tiers, Mobile Resistance does not meaningfully reduce wild or inaccurate throws versus Duress.
- Some trials seemingly performed worse against no Duress than against Duress; randomness while on the run may be a factor.

8.7 Off Platform

Last year, Off Platform only reliably worked at platinum tier. This year, it's very reliable at both platinum and gold tiers, somewhat reliable at silver tier, and not reliable at bronze tier.

At both platinum and gold tiers, Off Platform can often be triggered simply standing in the pocket if you're throwing to the sidelines. Mix in some movement in the pocket to influence an off-balance throw, and you can trigger Off Platform nearly every play, with nearly any route. When running, both tiers trigger very reliably, though less so while using normal movement. When running, accuracy suffers, so it's not a guarantee you're throwing to the receiver in stride, but the chance to throw a perfect throw when on the run is reliable enough to build an entire playbook around it. Depending on the severity of how "off platform" you are when running, accuracy can still be quite bad. In other words, don't expect to run all the way to the right sideline and fire off a good throw to the left sideline, but any reasonable throw is reliable.

At silver and bronze, Off Platform becomes significantly more difficult to trigger. It's rare to trigger simply standing in the pocket and throwing to the sidelines, and it's inconsistent when moving backwards in the pocket while throwing. Accuracy is still good when simply moving backwards in the pocket. When running, Off Platform is not reliable, likely due to a combination between overall percentage chance decrease and distance decrease. As a reminder, any throwing distance requirement is calculated from the distance between the QB and the receiver, not from the line of scrimmage to the receiver. Even with a 20-yard maximum at silver tier, you're mainly limited to short routes because you're often at least 5 yards behind the line of scrimmage when you throw on the run.

Methodology:
Baseline methodology applies for both in-pocket and while running. Only two players have platinum tier, so trials there were run at 150 plays instead of 100.

Off Platform – In Pocket (Standing or Moving Backwards/Off-Balance)

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Sellers (S. Carolina)	Platinum	99	1	1
Chadwick (Miami)	Platinum	99	0	0
Lagway (Florida)	Gold	100	1	0
Carr (Notre Dame)	Gold	98	0	0
Murphy (Oregon State)	Gold	98	2	0
Owens (Texas)	Silver	72	2	0
Holstein (Pitt)	Silver	73	0	0
Drones (Virginia Tech)	Silver	69	0	0
Vizzina (Clemson)	Bronze	24	2	0
Lonergan (Boston Coll)	Bronze	20	2	0
Lewis (Memphis)	Bronze	28	4	2

Off Platform – Throwing While Running

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Sellers (S. Carolina)	Platinum	100	8	4
Chadwick (Miami)	Platinum	100	12	8
Lagway (Florida)	Gold	88	20	6
Carr (Notre Dame)	Gold	90	10	2
Murphy (Oregon State)	Gold	88	18	6
Owens (Texas)	Silver	36	16	0
Holstein (Pitt)	Silver	41	3	0
Drones (Virginia Tech)	Silver	39	0	0
Vizzina (Clemson)	Bronze	20	4	2
Lonergan (Boston Coll)	Bronze	0	n/a	n/a
Lewis (Memphis)	Bronze	24	4	4

Key Notes:

- Platinum and gold tiers make this a strong ability even simply in the pocket or while rolling out.
- Silver and especially bronze are inconsistent, especially on the run.

8.8 Sleight of Hand

Sleight of Hand does have an impact, but it's very minimal. This probably is not a surprise to most, who feel that play action in general is not effective. There are some rare plays where it works well, but compared to a baseline player without Sleight of Hand, it's not very noticeable at all. In addition, every player I tested had about two plays where Sleight of Hand triggered, but no player bit on the fake.

The main impact of Sleight of Hand is that when triggered and a player bites on the fake, that player will usually take an additional step towards the fake versus no ability. At platinum and gold tier, players were more likely to take two or even three additional steps towards the fake, sometimes tackling the RB or crashing down into the gap to get blocked by the RB, or in the case of an edge rusher, following the RB further before turning back around to the QB.

In my testing, the players who bit on the fake the most were the linebackers and edge rushers. There were very rare instances where a safety bit on the fake (I believe three times in my testing, but I did not keep data on this). I never observed corners biting on the fake. Hard to tell if DTs bite or not as they're preoccupied with shedding the block.

Methodology:

- Conducted trials of 20 plays with each player. Each play reviewed on instant replay to assess whether any players bit on the fake, if any.

- Control: Beck (Miami, 98 play action rating, no Sleight of Hand); Lloyd (non-NIL Delaware) with play action rating 80 and 0.

Results Table:

Player (School)	Tier	Trigger Rate (%)	Success Rate (%)
Beck (Miami, no SOH)	Control	n/a	80
Lloyd (Del, PA 80)	Control	n/a	65
Lloyd (Del, PA 0)	Control	n/a	50
Retzlaff (BYU)	Platinum	65	80
Allar (Penn State)	Platinum	75	80
Mensah (Duke)	Platinum	85	80
Pavia (Vanderbilt)	Gold	65	70
Houser (ECU)	Gold	55	65
Manning (Texas)	Silver	65	60
Mendoza (Indiana)	Silver	60	55
Stone (Northwestern)	Silver	35	40
Altmyer (Illinois)	Bronze	60	65
Leavitt (Arizona State)	Bronze	65	60

Key Notes:

- Higher success rate vs trigger rate in some trials is due to play action fakes working despite no trigger for Sleight of Hand.
- Sleight of Hand doesn't significantly increase the chance of defenders biting on the fake versus a normal QB without the ability (except platinum, which is marginally higher).
- Mensah (Duke) had a noticeable in-game effect—receivers over the middle were wide open nearly every time the ability triggered.

8.9 Magician

Magician works more or less the same as last year, but I was unable to test platinum tier as no player has it this year. Last year, platinum was a sizeable increase from gold, and the method in which it activated differed from the other tiers. Until there's a roster update that gives a player platinum Magician, this will remain a mystery because I won't recruit in dynasty to get platinum magician.

Magician gives you a speed boost for the first couple of steps when moving in the pocket (not holding RT/R2). After that, it does not offer any speed boost for the remainder of that play. Last year, platinum was a large enough boost to allow escapes from the pocket that otherwise would not be possible. The other tiers—not so much.

This ability was tested out using a common real world QB footwork drill called the cross drill. I performed this drill in reps of 5 by taking a snap at shotgun from the 30 yard line (QB roughly standing on the X mark at the 35 yard line), shuffling back 5 yards, shuffling forward to the X at the 35 yard line, shuffling to the

left tackle, and finishing by shuffling to the right tackle. Left and right were flipped for a left-handed QB, so right side first, then finishing on the left side.

Methodology:

- In offense only mode, drill was run 10 times per player out of shotgun formation using a stopwatch.
- Reps with a bad snap were thrown out.
- Reps due to user error (moved too far in any direction) were thrown out.
- Reps with mistimed stopwatch were thrown out.
- Time shown is the average time across 10 reps.

Results Table:

Player (School)	Tier	Time (sec)
Johnson (Utah)	Gold	6.13
Hejny (Oklahoma St)	Gold	6.17
Denson (Clemson)	Silver	6.24
Castellanos (FSU)	Silver	6.29
Hawkins Jr (Oklahoma)	Silver	6.13
Smith (Wisconsin)	Bronze	6.34
Hawkins (SMU)	Bronze	6.38
Hamilton (Maryland)	Bronze	6.34

As a refresher, here are the results for the control player at Delaware (Lloyd) without Magician. As you can see, Magician allows even bronze tier players to achieve similar times to a player with all 95 mobility-based ratings:

Rating	Time (sec)
99	6.08
95	6.37
90	6.44
85	6.50
80	6.76
75	6.92
70	7.15
0	12.12

8.10 Extender

Extender works about the same as last year, though I observed far fewer animations that forced the QB to do a slow backwards rollout, resulting in an eventual sack 5 yards further back. Overall, I believe the

animations are more beneficial this year, and more consistently allow you to make a move post-animation and get the throw off or run downfield.

At platinum and gold tiers, there was a general increased chance to break multiple sacks in the same play (platinum especially), though I did not specifically track this. At silver tier, trigger rate declined significantly, and at bronze, Extender never triggered. Bronze not triggering is due to the in-game description of it only triggering when a DB attempts a sack, no other player. Because I ran trials against random defense and not specifically against certain plays, I never encountered a DB blitz.

One last note about moving while getting hit – Extender isn't going to help you if you move into the direction of the player. Moving away from the hit or perpendicular to the hit is always the best choice. This should be obvious, but I wanted to point that out.

Methodology:

- Baseline methodology, except:
    - Trials run both while the QB was standing still (no user input after snap) and while moving.
    - 50 plays for each scenario (not 100).
    - Murphy (Oregon State) was the only player with gold Extender; all six trials were done with him.
- "Sacks broken" refers to sacks broken whether or not the Extender icon lit up under the QB. Note: The icon did light up the vast majority of times a sack was broken at any tier.

Extender – No User Input

Player (School)	Tier	Sacks Broken
Sellers (S. Carolina)	Platinum	41
Green (Arkansas)	Platinum	46
Lagway (Florida)	Platinum	50
Murphy (Oregon State)	Gold	33
Murphy (Oregon State)	Gold	37
Murphy (Oregon State)	Gold	32
Brown (USF)	Silver	13
Barnett III (JMU)	Silver	13
Salter (Colorado)	Silver	14
Finn (Miami OH)	Bronze	0
Williams Jr (Washington)	Bronze	0
Johnson (Kansas State)	Bronze	0

Extender – QB Moving While Hit

Player (School)	Tier	Sacks Broken
Sellers (S. Carolina)	Platinum	65
Green (Arkansas)	Platinum	53

Lagway (Florida)	Platinum	47
Murphy (Oregon State)	Gold	35
Murphy (Oregon State)	Gold	33
Murphy (Oregon State)	Gold	36
Brown (USF)	Silver	15
Barnett III (JMU)	Silver	12
Salter (Colorado)	Silver	15
Finn (Miami OH)	Bronze	0
Williams Jr (Washington)	Bronze	0
Johnson (Kansas State)	Bronze	0

Key Notes:

- Platinum and Gold tiers have much higher “broken sack” numbers
- Silver tier a clear drop off; bronze did not activate (see notes above).

8.11 Pull Down

There’s not much to say about Pull Down—either you fumble, or you don’t. Fumbles in general behind the line of scrimmage are rare on default sliders.

You’ll see fumbles happen with two of the tiers tested, though there were 0 fumbles if the ability triggered at any of the tiers tested.

Methodology:

- Baseline methodology followed, except:
    - 50 plays per test (not 100).
    - Control trials with a non-NIL player from Delaware (Tre Lloyd) with carrying rating of 99, 80, and 0 (no Pull Down ability).
    - Only one player tested per tier instead of three.
    - Bronze tier omitted (Silver already proved ineffective).

Results Table:

Player (School/Notes)	Tier	Trigger Rate (%)	Fumbles
Lloyd (Delaware)	99 carry rating	n/a	2
Lloyd (Delaware)	80 carry rating	n/a	3
Lloyd (Delaware)	0 carry rating	n/a	17
Brown (Missouri)	Platinum	80	2
Kaliakmanis (Rutgers)	Gold	46	0
Edwards Jr (Wisconsin)	Silver	10	1

Key Notes:

- There were 0 fumbles on any play where Pull Down triggered, at any tier.

- Without Pull Down, there were still very few fumbles, except for 0 carry rating.

8.12 Option King

Option King triggers faster pitch animations than otherwise possible. The most noticeable difference is with platinum tier. The other tiers less so, but still a difference. I did not run specific trials to time the difference, nor did I run trials to test the trigger rate. General observations are that at any tier, Option King will trigger on any given pitch. Lower tiers may have a slight chance not to trigger. At platinum and gold tiers, Option King can be more reliably used to quick pitch and still maintain excellent velocity and accuracy of the pitch. At silver and bronze tiers, I observed more quick pitches being somewhat inaccurate, to the point of preventing the RB from maintaining stride. Long pitches did not seem to suffer any inaccuracy penalties at any tier.

Option King should not be assumed to completely negate the ill effects of bad pitch timing (for example, while getting hit). You can take some more risks with pitches, particularly at platinum and gold tiers, but pitching while getting hit is never a good idea.

8.13 Other QB Abilities

All other QB abilities (Downhill, Shifty, Side Step, Workhorse) will be examined in greater detail for future guides. These abilities are fairly well known. I did observe Downhill triggering behind the line of scrimmage while on the run. I also observed Shifty and Side Step triggering for QBs behind the line of scrimmage while running, as well as beyond the line of scrimmage. In all my testing, I did not observe any strange or unexpected triggering (or lack thereof) of these abilities that would warrant further inspection compared to non-QB positions.

09. Summary Tables

This section contains a detailed summary of the actual, player-specific results for each major test and ability. “Success Rate” is the percentage of attempts the ability triggered; “Inaccurate” is the percentage of throws with significant accuracy loss; “Wild” is the percentage of truly uncatchable passes. For Passing Types/Movement, and Footwork Drill, all results are given directly.

9.1 Passing Type Inaccuracy Rates (All Ratings 80)

Standing:

Passing Type	Inaccurate (%)	Wild Throws (%)
Classic	19	11
Revamped	23	9
Placement	13	9
Placement & Accuracy	24	9

Throwing while moving or feet just set:

Passing Type	Inaccurate (%)	Wild Throws (%)
Classic	20	11
Revamped	23	10
Placement	14	9
Placement & Accuracy	25	10

Throwing on the run:

Passing Type	Inaccurate (%)	Wild Throws (%)
Classic	24	16
Revamped	38	18
Placement	23	19
Placement & Accuracy	33	25

9.2 Throwing Accuracy Ratings

All Ratings	Standing Inaccurate (%)	Standing Wild (%)	On Run Inaccurate (%)	On Run Wild (%)
99	7	2	16	9
95	13	2	24	16
90	12	7	26	17
85	15	4	30	13
80	23	7	29	16
75	31	8	33	19
70	27	9	39	29
0	37	15	41	20

9.3 Throw Power Ratings

Rating	Max Distance (yards)
99	70
95	66
90	63
85	60
80	56
75	52
70	43
0	30–35

9.4 Speed Rating (100 yard sprint)

Rating	Time (sec)
99	9.25
95	9.47
90	9.95
85	10.39
80	11.11
75	11.65
70	11.95
0	22.57

9.5 Acceleration Rating (3 cone drill)

Rating	Time (sec)
99	6.70
95	6.82
90	7.10
85	7.17
80	7.42
75	7.50
70	7.67
0	9.45

9.6 Agility Rating (3 cone drill)

Rating	Time (sec)
99	7.10
95	7.16
90	7.20
85	7.32
80	7.45
75	7.48
70	7.54
0	7.72

9.7 Change of Direction Rating

Rating	Time (sec)
99	6.72
95	6.94
90	7.10
85	7.21
80	7.42
75	7.70
70	7.90
0	8.83

9.8 QB Footwork Drill (behind line of scrimmage, cross drill)

All Ratings the Same for Speed, Acceleration, Agility, Change of Direction

Rating	Time (sec)
99	6.08
95	6.37
90	6.44
85	6.50
80	6.76
75	6.92
70	7.15
0	12.12

Change of Direction; All Others at 80

Change of Direction	Time (sec)
99	6.30
95	6.46
90	6.61
85	6.72
80	6.85
75	7.07
70	7.23
0	12.27

9.9 Magician

Player (School)	Tier	Time (sec)
Johnson (Utah)	Gold	6.13
Hejny (Oklahoma St)	Gold	6.17
Denson (Clemson)	Silver	6.24
Castellanos (FSU)	Silver	6.29
Hawkins Jr (Oklahoma)	Silver	6.13
Smith (Wisconsin)	Bronze	6.34
Hawkins (SMU)	Bronze	6.38
Hamilton (Maryland)	Bronze	6.34

9.10 On Time – Actual Player Results

Player (School)	Tier	Trigger Rate (%)	Inaccurate Throws (%)	Wild Throws (%)
Nussmeier (LSU)	Platinum	96	8	0
Nussmeier (LSU)	Platinum	100	4	0
Nussmeier (LSU)	Platinum	99	7	0
Altmyer (Illinois)	Gold	92	2	0
Klubnik (Clemson)	Gold	93	3	0
Pavia (Vanderbilt)	Gold	98	0	0
Moss (Louisville)	Silver	84	0	0
Shapen (Miss St.)	Silver	74	10	0
Allar (Penn State)	Silver	88	6	0
Sayin (Ohio State)	Bronze	50	2	0
Weigman (Houston)	Bronze	47	5	0
Sorsby (Cincinnati)	Bronze	48	10	0

9.11 Step Up – Actual Player Results

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Retzlaff (BYU)	Platinum	80	0	0
Leavitt (Arizona State)	Platinum	83	0	0
Veltkamp (Florida Atlantic)	Platinum	3	0	0
Madsen (Boise State)	Gold	74	4	0
Mendoza (Indiana)	Gold	8	0	0
Allar (Penn State)	Gold	84	6	0
Manning (Texas)	Gold	100	2	0

Iamaleava (UCLA)	Silver	46	14	0
Becht (Iowa State)	Silver	10	0	0
Weigman (Houston)	Silver	50	4	0
Sayin (Ohio State)	Bronze	0	n/a	n/a
Keinholz (Ohio State)	Bronze	0	n/a	n/a
Virginia	Bronze	0	n/a	n/a

9.12 Dot! – Actual Player Results

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Klubnik (Clemson)	Platinum	78	2	0
Klubnik (Clemson)	Platinum	78	2	0
Klubnik (Clemson)	Platinum	87	0	0
Hoover (TCU)	Gold	62	0	0
Hoover (TCU)	Gold	61	0	0
Hoover (TCU)	Gold	63	0	0
Robertson (Baylor)	Silver	51	3	0
Sellers (S. Carolina)	Silver	63	0	0
Manning (Texas)	Silver	59	1	0
Lagway (Florida)	Bronze	70	10	6
Houser (ECU)	Bronze	16	0	0
Mateer (Oklahoma)	Bronze	34	0	0
Becht (Iowa State)	Bronze	44	0	0

9.13 Resistance (vs Duress and vs no Duress) - Actual Results

Player (School)	Tier	Context	Duress Rate (%)	Inaccurate (%)	Wild Throws (%)
Leavitt (ASU)	Gold	vs. Parker (plat Duress)	10	2	1
Leavitt (ASU)	Gold	vs. No Duress	n/a	3	0
Mensah (Duke)	Silver	vs. Parker (plat Duress)	48	4	2
Mensah (Duke)	Silver	vs. No Duress	n/a	2	1
Altmyer (Illinois)	Bronze	vs. Parker (plat Duress)	68	4	0
Altmyer (Illinois)	Bronze	vs. No Duress	n/a	11	0
Kicker (ASU)	n/a	vs. Parker (plat Duress)	82	24	16
Kicker (ASU)	n/a	vs. No Duress	n/a	28	20
Lloyd (Delaware, all 80 ratings)	n/a	vs. Parker (plat Duress)	74	24	8

Lloyd (Delaware, all 80 ratings)	n/a	vs. No Duress	n/a	26	7

9.14 Mobile Deadeye – Actual Results

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Raiola (Nebraska)	Silver	58	10	0
Maiava (USC)	Silver	22	0	0
Baggs (Wyoming)	Bronze	0	n/a	n/a
Fifita (Arizona)	Bronze	0	n/a	n/a
Raynor (Arkansas St)	Bronze	0	n/a	n/a

9.15 Mobile Resistance – Actual Results

Player (School)	Tier	Context	Duress Rate (%)	Inaccurate (%)	Wild Throws (%)
Daniels (Kansas)	Gold	vs. Parker (Clemson, plat Duress)	0	8	0
Daniels (Kansas)	Gold	vs. No Duress	n/a	16	8
Royer (UNLV)	Silver	vs. Parker (Clemson, plat Duress)	16	20	12
Royer (UNLV)	Silver	vs. No Duress	n/a	20	0
King (Georgia Tech)	Bronze	vs. Parker (Clemson, plat Duress)	24	16	8
King (Georgia Tech)	Bronze	vs. No Duress	n/a	20	0
Pavon (Sam Houston, K)	n/a	vs. Parker (Clemson, plat Duress)	100	40	20
Pavon (Sam Houston, K)	n/a	vs. No Duress	n/a	40	24
Lloyd (Delaware, All 80 ratings)	n/a	vs. Parker (Clemson, plat Duress)	68%	28	16
Lloyd (Del, All 80)	n/a	Vs. No Duress	n/a	26	14

9.16 Off Platform (In Pocket and Running) – Actual Results

Off Platform – In Pocket (Standing or Moving Backwards/Off-Balance)

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Sellers (S. Carolina)	Platinum	99	1	1
Chadwick (Miami)	Platinum	99	0	0
Lagway (Florida)	Gold	100	1	0
Carr (Notre Dame)	Gold	98	0	0

Murphy (Oregon State)	Gold	98	2	0
Owens (Texas)	Silver	72	2	0
Holstein (Pitt)	Silver	73	0	0
Drones (Virginia Tech)	Silver	69	0	0
Vizzina (Clemson)	Bronze	24	2	0
Lonergan (Boston Coll)	Bronze	20	2	0
Lewis (Memphis)	Bronze	28	4	2

Off Platform – Throwing While Running

Player (School)	Tier	Trigger Rate (%)	Inaccurate (%)	Wild Throws (%)
Sellers (S. Carolina)	Platinum	100	8	4
Chadwick (Miami)	Platinum	100	12	8
Lagway (Florida)	Gold	88	20	6
Carr (Notre Dame)	Gold	90	10	2
Murphy (Oregon State)	Gold	88	18	6
Owens (Texas)	Silver	36	16	0
Holstein (Pitt)	Silver	41	3	0
Drones (Virginia Tech)	Silver	39	0	0
Vizzina (Clemson)	Bronze	20	4	2
Lonergan (Boston Coll)	Bronze	0	n/a	n/a
Lewis (Memphis)	Bronze	24	4	4

9.17 Sleight of Hand

Player (School)	Tier	Trigger Rate (%)	Success Rate (%)
Beck (Miami, no SOH)	Control	n/a	80
Lloyd (Del, PA 80)	Control	n/a	65
Lloyd (Del, PA 0)	Control	n/a	50
Retzlaff (BYU)	Platinum	65	80
Allar (Penn State)	Platinum	75	80
Mensah (Duke)	Platinum	85	80
Pavia (Vanderbilt)	Gold	65	70
Houser (ECU)	Gold	55	65
Manning (Texas)	Silver	65	60
Mendoza (Indiana)	Silver	60	55
Stone (Northwestern)	Silver	35	40
Altmyer (Illinois)	Bronze	60	65
Leavitt (Arizona State)	Bronze	65	60

9.18 Extender

Extender – No User Input

Player (School)	Tier	Sacks Broken
Sellers (S. Carolina)	Platinum	41
Green (Arkansas)	Platinum	46
Lagway (Florida)	Platinum	50
Murphy (Oregon State)	Gold	33
Murphy (Oregon State)	Gold	37
Murphy (Oregon State)	Gold	32
Brown (USF)	Silver	13
Barnett III (JMU)	Silver	13
Salter (Colorado)	Silver	14
Finn (Miami OH)	Bronze	0
Williams Jr (Washington)	Bronze	0
Johnson (Kansas State)	Bronze	0

Extender – QB Moving While Hit

Player (School)	Tier	Sacks Broken
Sellers (S. Carolina)	Platinum	65
Green (Arkansas)	Platinum	53
Lagway (Florida)	Platinum	47
Murphy (Oregon State)	Gold	35
Murphy (Oregon State)	Gold	33
Murphy (Oregon State)	Gold	36
Brown (USF)	Silver	15
Barnett III (JMU)	Silver	12
Salter (Colorado)	Silver	15
Finn (Miami OH)	Bronze	0
Williams Jr (Washington)	Bronze	0
Johnson (Kansas State)	Bronze	0

9.19 Pull Down

Player (School/Notes)	Tier	Trigger Rate (%)	Fumbles
Lloyd (Delaware)	99 carry rating	n/a	2
Lloyd (Delaware)	80 carry rating	n/a	3

Lloyd (Delaware)	0 carry rating	n/a	17
Brown (Missouri)	Platinum	80	2
Kaliakmanis (Rutgers)	Gold	46	0
Edwards Jr (Wisconsin)	Silver	10	1

09. Final Summary

Quarterback Ratings & Abilities—What Actually Matters in CFB 26?

General Takeaways

- **QB ratings still matter, but abilities ("On Time", "Step Up", etc.) are even more important for consistently accurate throws.**
- **You do not need abilities to be effective.** Any QB can make needed throws if you read defenses and call smart plays.
- **All-American difficulty, default sliders:**
    - "Placement" passing is overall more accurate than Classic, Revamped, or Placement & Accuracy in testing.
    - Going on the run? Accuracy falls off fast unless using top-tier Off Platform, Step Up, or Mobile Deadeye.
- **Practice mode data may not fully match in-game due to composure & stadium pulse mechanics.** If your results differ, other systems may be working under the hood.

Abilities (Short Take)

- **On Time:** Platinum/Gold are nearly automatic; even Silver reduces errors. Ignore "must throw before cut"—window is huge.
- **Step Up:** Only reliable at Platinum/Gold for most players, and even then, highly variable between QBs.
- **Dot!:** Reliable and strong at all tiers except some bronze outliers. Most useful with routes over the middle.
- **Off Platform:** At Platinum/Gold, usable in and out of pocket; accuracy on the run is only "great" with top tiers.
- **Extender:** Breaks multiple sacks per play at Platinum/Gold; never triggers at Bronze.
- **Mobile Deadeye & Mobile Resistance:** Almost never trigger and don't meaningfully affect outcome except Silver Mobile Deadeye (barely).
- **Resistance:** Negates Duress abilities, does not impact accuracy even at highest tier.
- **Sleight of Hand:** Marginal benefit at Platinum; little/no value at other tiers.
- **Pull Down:** Triggers prevent nearly all fumbles behind the line, but fumble risk is otherwise low on default sliders.
- **Option King:** Platinum/Gold make risky pitches safer/quicker; lower tiers less so.
- **Magician:** Useful ability at all tiers that improve movement upon the first few steps after snap.

Movement & Ratings (Short Take)

- **Speed, Acceleration, Agility, Change of Direction:** All matter for both pocket movement and escapes. Change of Direction < 80 makes for sluggish pocket feel.
- **Throw Power:** Directly determines max throw distance (99 = 70 yards 0 = 30 yards); Strength/Accuracy ratings do *not* affect max distance. Throw velocity is also affected by the rating.
- **Throw Accuracy (short/med/deep/on run/under pressure):** Higher = more consistency and fewer “wild” throws overall, but randomness still applies at any rating.

I hope you enjoyed reading this guide. This was a grueling project spanning multiple weeks, and I took great care to ensure accuracy of data collected and elimination of bias. I plan on doing similar guides for all position groups, though perhaps at a much smaller sample size.