

RAYMOND REPORT (17-POINT CHECKLIST)

What is the Raymond Report?

The Raymond Report is a sports handicapping tipsheet based on 3 key fundamentals of sports betting:

- A) Value
- B) Percentage Play
- C) P.C.I. (Performance Cycle Indicators)

GAME INFORMATION:

- Game Date: _____
- Home Team Line: _____
- Visiting Team Line: _____
- Home Team ATS Confidence Level: _____
- Away Team ATS Confidence Level: _____
- OVER Confidence Level: _____
- UNDER Confidence Level: _____

A. Value Checklist Factor (20%):

1. S.B.I.: Current Market Conditions – What the bookmaker needs?

Link: <https://www.atsstats.com/index-average/>

- (SU) Market Favorites: (____) (SU) Market Underdogs (____)
- (ATS) Market Favorites: (____) (ATS) Market Underdogs (____)
- (OVER) Market (____) (UNDER) Market (____)

Advantage (ATS): _____

Advantage (O/U): _____

2. M.S.V. vs. Bookmaker Line (Value from the Computer Forecast Page)

Link: https://www.atsstats.com/ats-forecast-game/?league_name=NFL

A) Raymond Report Line Value (MSV) vs. Bookmaker Line: Is there Value?

**Note: What our line is on the game compared to the bookmaker's line.*

- Home Team Value: (____)
- Away Team Value: (____)

Advantage: _____

3. Raymond Report Computer Forecast:

Link: https://www.atsstats.com/ats-forecast-game/?league_name=NFL

- a) Home Team Computer Forecast: (____)
- b) Visiting Team Computer Forecast: (____)
- c) Combined Computer Forecast on Total: (____)

Advantage (ATS): _____

Advantage (O/U): _____

4. Linemoves (Early and/or Late Line Moves)

Link: <https://www.atsstats.com/steamers/>

- a) Market Line Moves ATS: **Advantage** _____
- b) Market Line Moves OVER/UNDER: **Advantage** _____

B. Percentage Play Checklist Factor (40%):

(Must have a minimum of 10 prior games to be active)

Link: <https://www.atsstats.com/raymondreport/?leaguename=NFL>

5. C.O.W. % Play: (Must have a minimum of 10 games played – if not, no play)

- Home Team COW% _____
- Away Team COW% _____
- Advantage: _____

6. C.O.C. % Play: (Must have a minimum of 10 games played – if not, no play)

- Home Team COC% _____
- Away Team COC% _____
- Advantage: _____

7. C.O.G.O. % Play: (Must have a minimum of 10 games played – if not, no play)

- C.O.G.O. % _____
- C.O.G.U. % _____
- Advantage _____

8. L.O.A. Theory: (Play on a Team that Lost ATS vs. Team that Won ATS in their last game – * add bonus points if the team LOST SU & ATS vs. team that WON SU & ATS)

Link: <https://www.atsstats.com/law-pick-avg/>

- a. (Home Team) _____
- b. (Visiting Team) _____
- Advantage: _____

C. Performance Cycles Indicators Checklist Section (20%):

9. S.O.S. (Strength of Schedule) LAST 3 GAMES:

Link: <https://www.atsstats.com/sos/>

- Home Team: _____
- Away Team: _____
- Advantage: _____

10. P.V.I. – S.O.S. (Against Type of Teams in Raymond Report System)

Link: <https://www.atsstats.com/pvi-sos/?leaguename=NFL>

- SU Advantage: _____
- ATS Advantage: _____
- O/U Advantage: _____
- Advantage (ATS): _____
- Advantage (O/U): _____

11. Streaks: Are the Streaks going in your favor?

***Rule of Thumb:** Never bet against a streak or bet with the streak.

Link: <https://www.atsstats.com/streaks/>

- Home Team ATS Streaks: _____
- Away Team ATS Streaks: _____
- Combined O/U Streaks: _____
- Advantage (ATS): _____
- Advantage (O/U): _____

12. Side Edges: Who has the edge in the Raymond Report Situational Trends section?

Link: <https://www.atsstats.com/raymondreport/?leaguename=NFL>

- Home Side EDGES _____

- Away Side Edges: _____

Advantage: _____

Totals Edges: Who has the edge in the Raymond Report Situational Trends section?

- OVER Edges: _____

- UNDER Edges: _____

Advantage: _____

13. Scoring Averages (Short & Long-Term Averages) Look for consistency in offensive and defensive averages.

Link: <https://www.atsstats.com/raymondreport/?leaguename=NFL>

a) Home Team Season Average: _____

b) Home Team L3G Average: _____

c) Away Team Season Average: _____

d) Away Team L3G Average: _____

Advantage: _____

14. Days Rest Factor:

Link: <https://www.atsstats.com/raymondreport/?leaguename=NFL>

a) Home Team Advantage (Team or League): _____

b) Away Team Advantage (Team or League): _____

c) Over/Under Advantage (Team or League): _____

Advantage (ATS): _____

Advantage: (O/U): _____

15. Situational Handicapping Color Coded Indicators (Red – Green – Yellow)

Link: <https://www.atsstats.com/raymondreport/?leaguename=NFL>

a) SU Edges **Advantage:** _____

b) ATS Edges **Avantage:** _____

c) O/U Edges **Advantage:** _____

16. Old 80% Club Stats - League & Team System Trends

Link: <https://www.atsstats.com/old-club-stats/>

a) Home Team (ATS) **Advantage:** _____

b) Away Team (ATS) **Advantage:** _____

c) OVER **Advantage:** _____

d) UNDER **Advantage:** _____

D. Self Scouting and/or Intuition Feeling (10%):

17. Self Scouting and/or Intuition (Gut Feeling)

a) Who do you like to win Straight up (SU)? _____

b) What do you like to cover the spread (ATS)? _____

c) Do you like the OVER or UNDER (O/U)? _____

Abbreviation Meanings:

SU = Straight Up

ATS = Straight Up

O/U = Over/Under

C.O.W. = Chances of Winning

C.O.C = Chances of Covering the Spread

C.O.G.O. = Chances of Going Over (Totals)

S.B.I. = Sports Betting Index (Current Market Conditions)

P/M (L3G) = Plus/Minus of Last 3 games (Offense/Defensive Scoring)

Side Edges = Trends Edges for the Side in Raymond Report section

Totals Edges = Trends Edges for the Total in Raymond Report section

M.S.V. = Market Spread Value (Market Perception vs. Market Reality)

PVI = Performance Value Index

PVI – SOS = Performance Value Index against the Strength of Schedule

L.O.A. = Law of Average Theory (Play on a team that lost ATS vs. a team that won ATS in their last game)

3 Types of Teams in the Raymond Report (Rating System)

- **Tier 1 Teams (A):** 60% or higher (Above Average Teams = High Public Confidence = Low Rewards)
- **Tier 2 Teams (B):** 50% to 59.9% (Average Teams = Moderate Public Confidence = Medium Rewards)
- **Tier 3 Teams (C):** 49.9% or Lower (Below Average Teams = Low Public Confidence = High Rewards)

3 Types of Performance Cycles: (Market Confidence Levels)

MLB, NHL & NBA CYCLES: (Market Perception)

- **Bullish Cycle** =Team is either (7-0, 6-1, or 5-2) Last 7 games.
- **Neutral Cycle** =Team is either (3-4 or 4-3) Last 7 games.
- **Bearish Cycle** =Team is either (0-7, 1-6 or 2-5) Last 7 games.

NFL, CFB & CFL CYCLES: (Market Perception)

- **Bullish Cycle** =Team is (3-0) Last 3 games.
- **Neutral Cycle** =Team is either (1-2 or 2-3) Last 3 games.
- **Bearish Cycle** =Team is (0-3) Last 3 games.

Days Rest (L) = L is for League for when Any Team is on x days rest

Days Rest (T) = T is for team for when a certain team is on x days rest

