

FANTASY FOOTBALL DRAFTOLOGY 2008

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Rick Morris/Jason Jones/Russ Cohen

The FantasyDrafthelp.com Draft Philosophy: You Win By Obtaining Value With Every Pick!

We at FantasyDrafthelp.com always emphasize the wisdom of our VIP approach to drafting: information and process lead to value. Of course, value is the single most important component of drafting or auctions. Even in the fantasy industry, this point is often overlooked.

In most cases, titles are won by patiently accruing value throughout a draft or auction. During the information stage, fantasy owners compile information about players at individual positions. Process involves comparison of players across positions.

We put a tremendous amount of hard work into our draft board, and you do as well. As such, you need to trust the fruits of these labors and adhere to your draft board as much as possible. The surest way to be able to extract maximum value is to prepare extensively ahead of time and then refrain from jumping around on the board on Draft Day. Approach the draft with an actuarial mindset, determined to squeeze maximum value out of every pick, and you will be poised for success.

Draft Board Decoder

The FantasyDrafthelp.com draft board contains all the relevant information you need right at your fingertips. For example, in terms of QB, RB, WR and TE:

* Players are color-coded by their value by round in a 12-team draft. 1st round is gold, 2nd round silver, 3rd round bronze, 4th round light blue and 5th round orange.

* The "Exp" column displays where each player placed in an "experts consensus board" of top fantasy magazines and "\$" signifies auction value.

* The "Stat" column shows how each player performed on our standard deviation from the mean statistic in 2006 (stat details on Page 4).

* 2007 yardage and TD totals are listed, along with rankings for each and rankings in the aforementioned "Stat" category. Quarterbacks also have interceptions and completion percentage tracked, while running backs also have yards per carry and first down percentage tracked, while wide receivers and tight ends also have number of receptions and yards per catch tracked. Kickers have points, extra points made, field goals made and field goal percentage tracked.

* "Bye" denotes each player's bye week.

* The receiving yardage and receiving TD totals for each RB are listed as well.

Top 60 Players Regardless of Position

1 LT	31 Wes Welker
2 Adrian Peterson	32 Roy Williams
3 Joseph Addai	33 Willie Parker
4 Tom Brady	34 Tony Romo
5 Randy Moss	35 Drew Brees
6 Peyton Manning	36 Anquan Boldin
7 Steven Jackson	37 Carson Palmer
8 Brian Westbrook	38 Antonio Gates
9 Marshawn Lynch	39 Jason Witten
10 Frank Gore	40 Kellen Winslow
11 Terrell Owens	41 Tony Gonzalez
12 Reggie Wayne	42 Plaxico Burress
13 Larry Fitzgerald	43 Marvin Harrison
14 Braylon Edwards	44 Greg Jennings
15 Steve Smith	45 Brandon Marshall
16 Andre Johnson	46 Lee Evans
17 Larry Johnson	47 Calvin Johnson
18 Ryan Grant	48 Santonio Holmes
19 Clinton Portis	49 Fred Taylor
20 Willis McGahee	50 Rudi Johnson
21 Laurence Maroney	51 LenDale White
22 Marques Colston	52 Darren McFadden
23 TJ Houshmand.	53 Reggie Bush
24 Chad Johnson	54 Edgerrin James
25 Torry Holt	55 Michael Turner
26 Marion Barber	56 Earnest Graham
27 Mo Jones-Drew	57 Julius Jones
28 Jamal Lewis	58 Kevin Smith
29 Ronnie Brown	59 Deuce McAllister
30 Brandon Jacobs	60 Jonathan Stewart

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QB's													
	Exp	UQB	Rk	Yds	Rk	TD	Rk	Int	Rk	Comp%	Rk	Bye	\$
1 Tom Brady	1	2749	1	4,806	1	50	1	8	5T	68.9	1	4	33
2 Peyton Manning	2	1715	5	4,040	7	31	4	14	13T	65.4	5	4	32
3 Tony Romo	3	1840	2	4,211	3	36	2	19		64.4	8	10	19
4 Drew Brees	4	1742	3	4,423	2	28	6T	18		67.5	2	9	19
5 Carson Palmer 1X	5	1598	8	4,131	5	26	10	20		64.9	7	8	19
6 Donovan McNabb	9	1538	12T	3,324	13	19	14	7	4	61.5		7	12
7 Ben Roethlisberger	6	1654	6	3,154	14	32	3	11	9T	65.3	6	6	11
8 Derek Anderson	7	1558	10	3,787	9	29	5	19		56.5		4	11
9 Matt Hasselbeck	8	1636	7	3,966	8	28	6T	12	11T	62.6	13	5	11
10 Marc Bulger	11	1349		2,392		11		15	15T	58.5		5	11
11 Eli Manning	12	1431		3,336	12	23	11	20		56.1		4	10
12 Philip Rivers 2X	14T	1494	15	3,152	15	21	12	15	15T	60.2		9	10
13 Aaron Rogers	17T	NA		264		1		0	NA	60.5	NA	8	7
14 David Garrard	13	1562	9	2,509		18	15T	3	1	64	9	7	7
15 Brett Favre		1732	4	4,155	4	28	6T	15	15T	66.5	3	??	7
16 Jon Kitna	19	1540	11	4,068	6	18	15T	20		63.3	12	4	7
17 Matt Leinart		NA		647		2		4	NA	61.9	NA	7	7
18 Jay Cutler	10	1518	14	3,497	10	20	13	14	13T	63.6	11	8	6
19 Matt Schaub	16	1336		2,241		9		9	7	66.4	4	8	5
20 Jason Campbell	17T	1416		2,700		12		11	9T	60		10	5
21 Jeff Garcia		1487		2,440		13		4	2	63.9	10	6	4
22 Trent Edwards		1099		1,630		7		8	5T	56.1		9	3
23 Jake Dehomme	14T	NA		624		8		1	NA	64	NA	9	2
24 Vince Young 3X	20	1325		2,546		9		17		62.3	14T	6	2
TE													
	Exp	UQB	Rk	Yds	Rk	TD	Rk	Rec	Rk	Avg	Rk	Bye	\$
1 Antonio Gates	2	1574	3	984	4	9	2	75	4	13.1	2T	9	18
2 Jason Witten	1	1589	1	1,145	2	7	4T	96	2	11.9	11T	10	18
3 Kellen Winslow	3	1568	4	1,106	3	5	8T	82	3	13.5	1	5	18
4 Tony Gonzalez 1X	4	1586	2	1,172	1	5	8T	99	1	11.8	13	6	18
5 Dallas Clark	6	1561	5	616	8	11	1	58	7	10.6		4	12
6 Chris Cooley	5	1538	6	786	5	8	3	66	5	11.9	11T	10	11
7 Heath Miller	8T	1515	8	566	10	7	4T	47	13	12	7T	6	10
8 Alge Crumpler	13T	1502	14	444	14T	5	8T	42		10.6		6	9
9 Vernon Davis	10	1501	15	509	13	4	13T	52	9	9.8		9	9
10 Jeremy Shockey	11T	1504	11T	619	7	3		57	8	10.9		9	9
11 Benjamin Watson	15	1505	10	389		6	6T	36		10.8		4	8
12 Kevin Boss		NA		118		2		9		13.1	2T	4	8
13 Todd Heap 2X	7	1485		239		1		23		10.4		10	8
14 Daniel Graham		1490		246		2		24		10.3		8	3
15 Owen Daniels	11T	1516	7	768	6	3		63	6	12.2	5	8	3
16 Greg Olsen	16	1497		391		2		39		10		8	3
17 L.J. Smith	17	1484		236		1		22		10.7		7	3
18 Tony Scheffler	8T	1504	11T	549	11	5	8T	49	10	11.2	15	8	2
19 Marcus Pollard		1491		273		2		28		9.8		4	2
20 Donald Lee	13T	1510	9	575	9	6	6T	48	11T	12	7T	8	2
21 Randy McMichael	20	1500		429		3		39		11		5	2
22 Zach Miller	18T	1500		444	14T	3		44		10.1		5	2
23 Ben Utecht	18T	1493		364		1		31		11.7	14	8	2
24 Marcedes Lewis		1497		391		2		37		10.6		7	2
25 Desmond Clark 3X		1504	11T	545	12	4	13T	44		12.4	4	8	2

Injury Risks for 2008

High: De-ion Branch, Ahman Green, Todd Heap, Joe Jurevicius
Medium: Brandon Jacobs, Edgerrin James, Larry Johnson, Laurence Maroney, Javon Walker, Brian Westbrook
Low: Ronnie Brown, Marvin Harrison, Matt Leinart, Willie Parker, Adrian Peterson, Ben Roethlisberger

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RB	Exp	UQB	Rk	Yds	Rk	TD	Rk	Avg	Rk	1stDown	Rk	Bye	\$	
NOTE: Running backs in bold had over 50 receptions or 500 yards receiving in 2007.														
1	LaDainian Tomlinson	1	1693	1	1,474	1	15	1	4.7	18T	23.8	20	9	39
2	Adrian Peterson	2	1638	4	1,341	2	12	2T	5.6	3	26.1	11T	8	38
3	Joseph Addai	5	1595	6	1,072	14	12	2T	4.1	35T	24.9	13	4	34
4	Steven Jackson	4	1482		1,002	17	5	21T	4.2	33T	15.2		5	31
5	Brian Westbrook	3	1585	7	1,333	3	7	11T	4.8	15T	26.3	10	7	31
6	Marshawn Lynch	7T	1523	21	1,115	11	7	11T	4		18.2		6	31
7	Frank Gore 1X	6	1500		1,102	13	5	21T	4.2	33T	16.2		9	27
8	Larry Johnson	9	1466		559		3		3.5		15.2		6	26
9	Ryan Grant	10	1521	22	956	19	8	9T	5.1	9T	19.1		8	26
10	Clinton Portis	7T	1579	8	1,262	6	11	4	3.9		18.8		10	26
11	Willis McGahee	12	1536	16	1,207	8	7	11T	4.1	35T	19		10	25
12	Laurence Maroney	14T	1539	15	835	23	6	18T	4.5	22T	26.5	9	4	24
13	Marion Barber	11	1552	11	975	18	10	5T	4.8	15T	23.5	21	10	22
14	Maurice Jones-Drew	13	1569	9	768	25	9	7T	4.6	20T	27.5	6T	7	22
15	Jamal Lewis	14T	1564	10	1,304	5	9	7T	4.4	29T	19.5		5	21
16	Ronnie Brown	20	1645	3	602	35T	4	26T	5.1	9T	32.8	2	4	21
17	Brandon Jacobs	17	1526	19	1,009	15T	4	26T	5	11T	24.3	15T	4	20
18	Willie Parker 2X	18	1509	30	1,316	4	2		4.1	35T	15.3		6	19
19	Fred Taylor	27	1532	18	1,202	9	5	21T	5.4	4T	20.2		7	14
20	Rudi Johnson	25	1464		497		3		2.9		15.3		8	14
21	LenDale White	23T	1525	20	1,110	12	7	11T	3.7		18.8		6	14
22	Darren McFadden	19	NA		NA		NA		NA		NA		5	13
23	Reggie Bush	16	1499		581		4	26T	3.7		20.4	35	9	13
24	Edgerrin James	21T	1517	25	1,222	7	7	11T	3.8		16		7	13
25	Michael Turner	21T	1434		316		1		4.5	22T	14.1		7	13
26	Earnest Graham	18	1539	14	898	20	10	5T	4		20.7	33T	10	13
27	Julius Jones	23T	1456		588		2		3.6		14.6		4	12
28	Kevin Smith	30	NA		NA		NA		NA		NA		4	12

Kickers	Exp	UQB	Rk	Pts	Rk	XPM	Rk	FGM	Rk	FG%	Rk	Bye	\$
1 Stephen Gostkowski	2	1522	1	137	2	74	1	21		87.5	10	4	8
2 Adam Vinatieri	6T	1502	8T	118	10T	49	3	23		79.3		4	8
3 Nick Folk	1	1507	3	131	4	53	2	26	12T	83.9		10	8
4 Shayne Graham	3	1505	5	130	5	37	13	31	2T	91.2	4	8	7
5 Josh Brown	4	1504	6	127	6	43	8	28	8T	82.4		5	7
6 Nate Kaeding 1X	5	1502	8T	118	10T	46	6	24		88.9	8T	9	7
7 Phil Dawson	6T	1502	8T	120	9	42	9	26	12T	86.7	12	5	4
8 Mason Crosby	8	1512	2	141	1	48	4	31	2T	79.5		8	4
9 Neil Rackers	10	1499		110		47	5	21		70		7	4
10 Rob Bironas	9	1506	4	133	3	28		35	1	89.7	5	6	4
11 Robbie Gould	12	1503	7	126	7	33		31	2T	86.1	14	8	4
12 Jeff Reed	11	1501	12T	113		44	7	23		92	2	6	4
13 Jason Hanson	14	1502	8T	122	8	35	15	29	5T	82.9		7	4
14 Jason Elam	18	1500	15T	114	15	33		27	10T	87.1	11	7	4
15 Lawrence Tynes	19T	1500	15T	109		40	10T	23		85.2		4	2
16 David Akers	15	1499		108		36	14	24		75		7	2
17 Shaun Suisham	16	1500	15T	116	13	29		29	5T	82.9		10	2
18 Mike Nugent		1498		110		23		29	5T	80.6		5	2
19 Rian Lindell		1497		96		24		24		88.9	8T	6	2
20 Josh Scobee 2X		1476		62		26		12		92.3	1	10	2

Sports-ology

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RB	Exp	UQB	Rk	Yds	Rk	TD	Rk	Avg	Rk	1stDown	Rk	Bye	\$
NOTE: Running backs in bold had over 50 receptions or 500 yards receiving in 2007.													
29 Duce McAllister	31	1382		92		0		3.8		12.5		9	12
30 Jonathan Stewart	28	NA		NA		NA		NA		NA		9	12
31 Selvin Young	36T	1465		729	27	1		5.2	6T	15.7		8	12
32 Thomas Jones	26	1502		1,119	10	1		3.6		17.7		5	11
33 Ladell Betts		1466		335		1		3.6		17.2		10	11
34 DeAngelo Williams	32	1497		717	29	4	26T	5	11T	18.8		9	10
35 Matt Forte		NA		NA		NA		NA		NA		8	10
36 Kevin Jones 3X		1518	24	581		8	9T	3.8		22.9	24T	8	10
37 Chester Taylor	29	1515	27	844	22	7	11T	5.4	4T	22.3	29	8	7
38 Justin Fargas	38	1520	23	1,009	15T	4	26T	4.5	22T	23.4	22	5	7
39 Rashard Mendenhall	34T	NA		NA		NA		NA		NA		6	7
40 Kenny Watson		1512	29	763	26	7	11T	4.3	31T	22.5	26	8	6
41 Jerious Norwood		1505	32	613	34	1		6	2	24.3	15T	7	6
42 Chris Brown		1542	13	462		5	21T	4.5	22T	27.5	6T	8	6
43 Ahmad Bradshaw	39	1513	28	190		1		8.3	1	26.1	11T	4	6
44 Tatum Bell		1444		182		1		4.1	35T	15.9		4	6
45 Cadillac Williams 4X		1481		208		3		3.9		22.2	30T	10	6
46 Chris Johnson												6	3
47 LaMont Jordan		1481		549		3		3.8		16.7		5	
48 Dominic Rhodes		1488		302		1		4		24	19	4	
49 Shaun Alexander	40	1491		716	30	4	26T	3.5		17.9		XX	3
50 Leon Washington		1475		353		3		5	11T	16.9		5	3
51 Ahman Green	34T	1492		260		2		3.7		24.3	15T	8	2
52 Brandon Jackson		1419		267		1		3.6		13.3		8	2
53 Chris Henry		1445		119		2		3.8		16.1		6	2
54 Sammy Morris		1547	12	384		3		4.5	22T	28.2	5	4	2
55 Darren Sproles		1451		164		2		4.4	29T	16.2		9	2
56 Adrian Peterson 5X		1483		510		3		3.4		17.2		8	2

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D/ST	Exp	Bye	\$	D/ST	Exp	Bye	\$
1 San Diego	1	9	7	21 Oakland		5	3
2 New England	5	4	7	22 Tennessee	15	6	3
3 NY Giants	3	4	7	23 Miami		4	3
4 Chicago	4	8	7	24 Buffalo	16	6	3
5 Jacksonville	10	7	7	25 Detroit	18	4	2
6 Minnesota	2	8	7	26 Denver	20T	8	2
7 Pittsburgh	8	6	7	27 Washington	20T	10	2
8 Indianapolis 1X	11	4	7	28 Kansas City		6	2
9 Philadelphia	12T	7	5	29 St Louis		5	2
10 Seattle	6	4	5	30 San Francisco		9	2
11 Dallas	9	10	5	31 Atlanta		7	2
12 Green Bay	7	8	5	32 Cincinnati		8	2
13 Baltimore	14	10	5				
14 Arizona	17	7	5				
15 Tampa Bay	12T	10	5				
16 New Orleans		9	5				
17 Carolina		9	5				
18 Cleveland		5	5				
19 NY Jets 2X	19	5	5				
20 Houston		8	3				

Evaluating Production Across a Spectrum: Lessons of "The Stat"

Our "Stat" category on our draft board calculates the standard deviation from the mean in all statistical categories. In simple English, imagine a spectrum going across from left to right,

with negative numbers on the left side, a "zero" in the middle and positive numbers on the right side. We utilize this statistic for baseball, basketball, hockey and NASCAR as well as football. A player's performance in each category is plotted on one of these spectrums, with the most valuable players putting up most of their numbers on the most of their numbers on the positive side. Then, we add up the totals of every category, positive and negative. By using this tool, we can identify not merely how they performed, but how valuable their performances were in each category. Truly, this statistic serves as the ultimate baseline for the previous season's production.

WR	Exp	UQB	Rk	Yds	Rk	TD	Rk	Rec	Rk	YPC	Rk	Bye	\$
1 Randy Moss	1	1913	1	1,493	2	23	1	98	7T	15.2	17T	4	32
2 Terrell Owens	2	1663	3	1,355	5	15	3	81	16	16.7	6	10	30
3 Reggie Wayne	3T	1614	4	1,510	1	10	8T	104	3	14.5	23T	4	30
4 Larry Fitzgerald	5T	1595	5	1,409	4	10	8T	100	6	14.1	31	7	29
5 Braylon Edwards	3T	1672	2	1,289	7	16	2	80	17	16.1	8	5	29
6 Steve Smith	7	1520	22T	1,002	20	7	17T	87	12	11.5		9	28
7 Andre Johnson 1X	5T	1513	26	851	27	8	13T	60	31	14.2	29T	8	28
8 Marques Colston	8T	1579	8	1,202	8T	11	7	98	7T	12.3		9	24
9 T.J. Houshmandzadeh	8T	1593	6	1,143	13	12	4	112	1T	10.2		8	23
10 Chad Johnson	11	1581	7	1,440	3	8	13T	93	10T	15.5	14T	8	23
11 Torry Holt	12	1541	13	1,189	10	7	17T	93	10T	12.8		5	23
12 Wes Welker	14	1556	12	1,175	11	8	13T	112	1T	10.5		4	19
13 Roy Williams	16	1502		836	29	5	29T	63	26	13.3		4	19
14 Anquan Boldin	15	1520	22T	853	26	9	11T	71	20T	12		7	23
15 Plaxico Burress	10	1565	10	1,025	18	12	5T	70	23T	14.6	22	4	17
16 Marvin Harrison	24	1450		247		1		20		12.4		4	16
17 Greg Jennings	18	1573	9	920	25	12	5T	53		17.4	5	8	16
18 Brandon Marshall	13	1563	11	1,325	6	7	17T	102	5	13		8	16
19 Lee Evans	23	1506	33	849	28	5	29T	55	34T	15.4	16	6	15
20 Calvin Johnson	22	1505	34T	756	35	4		48		15.8	12	4	15
21 Santonio Holmes 2X	17	1538	14	942	24	8	13T	52		18.1	2	6	14
22 Donald Driver	28	1510	27T	1,048	17	2		82	15	12.8		8	11
23 Roddy White	21	1534	15T	1,202	8T	6	22T	83	13	14.5	23T	7	11
24 Chris Chambers	25T	1499		555		4		35		15.9	10T	9	11
25 Joey Galloway	27	1530	18	1,014	19	6	22T	57	33	17.8	3	10	11
26 Donte' Stallworth	34	1500		697		3		46		15.2	17T	5	10
27 Santana Moss	29T	1498		808	30	3		61	28T	13.2		10	10
28 Laveranues Coles	29T	1498		646		6	22T	55	34T	11.7		5	10
29 Patrick Crayton 3X	36	1505	34T	697		7	17T	50		13.9	32T	10	10
30 Dwayne Bowe	20	1510	27T	995	21	5	29T	70	23T	14.2	29T	6	7
31 Bernard Berrian	25T	1508	31T	951	22	5	29T	71	20T	13.4		8	7
32 Hines Ward	19	1499		732	38	7	17T	71	20T	10.3		6	7
33 Javon Walker	35	1444		287		0		26		11		5	7
34 Reggie Brown 4X	41	1500		780	33	4		61	28T	12.8		7	7
35 Kevin Curtis	32T	1522	21	1,110	15	6	22T	77	19	14.4	25T	7	4
36 Anthony Gonzalez	37	1497		576		3		37		15.6	13	4	4
37 Jerricho Cotchery	32T	1516	25	1,130	14	2		82	14	13.8	34	5	4
38 Reggie Williams	47	1534	15T	629		10	8T	38		16.6	7	7	4
39 Nate Burleson	38	1518	24	694		9	11T	50		13.9	32T	4	4
40 Vincent Jackson	44	1498		623		3		41		15.2	17T	9	4
41 Derrick Mason	39	1529	19	1,087	16	5	29T	103	4	10.6		10	4
42 Ronald Curry	46	1499		717		4		55	34T	13		5	4
43 Sidney Rice 5X	43	1483		396		4		31		12.8		8	4
44 Jabar Gaffney		1488		449		5	29T	36		12.5		4	3
45 Roydell Williams		1499		719		4		55	34T	13.1		6	3

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Projected Breakthroughs of 2008

QB (Leinart, Schaub) RB (K Smith, S. Young, Forte) WR (Cal Johnson, Crayton, Reggie Brown, A. Gonzalez, Gaffney) TE (V. Davis, Boss) D/ST (New Orleans, Cleveland, Carolina)

WR	Exp	UQB	Rk	Yds	Rk	TD	Rk	Rec	Rk	YPC	Rk	Bye	\$	
46 Justin Gage	48	1492		750	36	2		55	34T	13.6		6	3	Fantasy Drafthelp Dot Blogspot Dot Com
47 Bryant Johnson	50T	1484		528		2		46		11.5		9	3	
48 Isaac Bruce	42	1499		733	37	4		55	34T	13.3		9	3	
49 D.J. Hackett	45	1478		384		3		32		12		9	3	
50 Nate Washington		1491		450		5	29T	29		15.5	14T	6	3	
51 Bobby Engram	31	1533	17	1,147	12	6	22T	94	9	12.2		4	3	
52 Andre Davis		1509	30	583		3		33		17.7	4	8	2	
53 Ted Ginn Jr.	50T	1478		420		2		34		12.4		4	2	
54 <u>James Hardy 6X</u>		NA		NA		NA		NA		NA		6	2	

Overvalued and Undervalued Players of 2008

NOTE: Players are listed as overvalued or undervalued based on their placement in the "Experts' Draft Board" on our draft board under the "Exp" heading

Overvalued

QB: Jay Cutler, Jake Delhomme, Vince Young

RB: Shaun Alexander, Reggie Bush, Earnest Graham, Ahman Green, Michael Turner

WR: Bernard Berrian, Dwayne Bowe, Isaac Bruce, Plaxico Burress, Bobby Engram, DJ Hackett, Brandon Marshall, Hines Ward

TE: Todd Heap, Donald Lee, Tony Scheffler

K: None

D/ST: Buffalo, Denver, Detroit, Green Bay, Tennessee, Washington

Undervalued

QB: Jon Kitna, Matt Leinart, Aaron Rogers

RB: Ronnie Brown, Rudi Johnson, Fred Taylor, Selvin Young

WR: Reggie Brown, Patrick Crayton, Donald Driver, Jabar Gaffney, Marvin Harrison, Donte Stallworth, Reggie Williams

TE: Kevin Boss, Alge Crumpler, Benjamin Watson

K: None

D/ST: Jacksonville, New Orleans

Rookie contributors of 2008, in order of draftability

QB (none of note)

RB (McFadden, K. Smith, Stewart, Forte, Mendenhall)

WR (Hardy — only draftable one in a non-keeper league, Thomas Jackson, Sweed)

TE (none of note)

FantasyDrafthelp.com Suggested League Guidelines

Many leagues start 1 QB, 2 RB, 2 WR, 1TE, 1 K and some D/ST combination. Some leagues allow the TE position to be WR or TE (in which case, only a few TEs merit any consideration) and some have a "flex" position, which is generally 1 additional RB or WR. With leagues who utilize defense, some deploy a team D/ST unit and some use individual D players. The most common scoring system is a variation of the following: 4 points per passing TD, 1 point per 25 yards passing, 1 point per passing 2-point PAT, 6 points per receiving or rushing TD, 1 point per 10 yards rushing or receiving, 2 points per rushing or receiving 2-point PAT, 2 points per "big play touchdown" (50 or more yards), 1 point per kicking PAT, 3 points per FG, with a 1-point bonus at 45 yards, a 2-point bonus at 50 yards and a 3-point bonus at 55 yards, 6 points per defensive or special teams TD, 1 point per interception, sack or fumble recovered and 2 points per safety. In leagues that award 6 points for passing TDs, QBs are worth much more.

Learn about football from a Pro Bowl Quarterback! CHALK TALK WITH DEREK ANDERSON, Tuesday nights from 7-8 PM EDT on SportsTalkNetwork.com — debuting August 2008.

James Hardy: Buffalo's Future Fantasy Force

by Russ Cohen

NOTE: This profile was written for Sportsology.info during James Hardy's 2007 senior season at Indiana.

This 6-7 wide receiver hails from IU, Indiana University, a school that is known for basketball — and if James Hardy has his druthers, he will get the football program back on the national map. He is a local kid from Elmhurst High School? Just where is that? "Fort Wayne, Indiana," he said proudly.

Some athletes have trouble performing in front of their hometown fans when they have all of the outside issues of keeping relatives happy with tickets, etc. Does that affect him? "Oh not at all. I'm used to it," Hardy said with confidence.

In 2005, he set a school record with at least one touchdown catch in six consecutive games. He then became the first player in school history to post back-to-back double-digit receptions proving his consistency. Does he expect to score every game? "Without question. Nobody puts more pressure on me than I put on myself. I have to try and find it every game. I expect to score a touchdown every game. In my mind I would like to get two or three a game, but as long as I get at least one, I can live with that."

He scored 10 last season and he is reminding people of Eagles great Harold Carmichael, except faster, or Lions WR Calvin Johnson (considering he was a basketball star before he played football). Speaking of speed, he has been told he could possibly run a 4.4, 40-yard dash, but he doesn't know for sure. "I'm pretty fast. I haven't actually been taught how to run like somebody who has run track."

For this year, he has one short-term goal. "The goal for this year is get to a bowl game," said Hardy. "We haven't been to one in 15 years."

The team lost that year in the Independence Bowl, and before that, their one and only Rose Bowl appearance was in 1968 and they lost that game. The team is 4-1 (1-1 in the Big Ten) and they have a great chance of getting back to a bowl and possibly winning this time. The tall receiver has been receiving a lot more attention on the opposing sidelines this season. So they are scheming for him? "There is no question," Hardy said. "For the most part if they are from a big school, they can have maybe three players on me because at every other position they are loaded."

Does that put pressure on him? "I like it," he said.

He is the type of student who concentrates on his classes, and he looks at a lot of plays on film. He doesn't have a lot of time for much else but he did manage to catch the Super Bowl. Was he excited to see the Colts win it all? "Oh yeah. I live 45 minutes away," he said like any other fan.

Look out for this kid; he could be a force.

Don't Be That Guy!!!

^ Don't be that guy who is unprepared and whines in the mid to late rounds that everyone worth taking is already gone. They're not, you're just woefully unprepared.

^ Don't be that guy who doesn't properly understand your league's scoring system. League setups are like snowflakes; no two are the same. Our draft board is configured to conform to a fairly basic scoring system (illustrated on Page 6), but your league could well have some quirks that would force you to make adaptations to our board. Be aware of them.

^ Don't be that guy who doesn't pay enough attention and selects players who are already off the board (like a fellow we know who tried to draft Chris Chambers in the 8th round of a 12-team league two years ago). It's impolite to your leaguemates and it will invariably break your concentration when everyone howls at you and you've got to go back to Square One on a backup pick. To ensure that you are aware of everything that is going on during your draft, utilize a "grid" to track all teams, with the number of rounds going down the left side and the teams listed in order along the top.

^ Don't be that guy who approaches the draft like it's a night of epic decision-making. If you've done your homework, it's not. You merely find out where you're drafting and you "let the draft come to you." Trust your draft board, abide by it and don't overrule your rankings lightly. Weeks of preparation will trump minutes of frantic guessing anytime.

^ Don't be that guy who has ironclad rules, like the weenies who always say, "I'm going to take running backs with my first two picks." Really? No matter how picked-over they are? That's insane. To a certain extent, this goes back to the last point about letting the draft come to you. When everyone else zigs, you zag and you'll get value with every pick.

2008 Fantasy Football Overview

^ The final point of the previous article, about ziggling when everyone else zags, really applies to running backs in the first two rounds this year. Leagues are won and lost on explosiveness; better an explosive QB like Peyton Manning than an unproven RB like Ryan Grant or Laurence Maroney.

^ Speaking of explosiveness, the top five QBs on our board are disproportionately important this year. Try to ensure that one of them is wearing your team's colors this year.

^ Relative to last year, the number of starting-caliber WRs is up slightly, thus rendering them collectively slightly less valuable than in 2007. Conversely, the number of starting-caliber RBs is down slightly, continuing a trend of at least three years in which NFL coaches utilize backup RBs to a greater extent. Legitimate #1 RBs are rare and valuable and the #2s worth a bit more than last year due to relative scarcity.

^ The top TEs collectively are worth less than last year because there are four who are pretty close in terms of projected output. Antonio Gates remains tops on our board, but with little difference between he and the next three, his relative value dips.

Check us out in-season as well!
FantasyDrafthelp.com & FantasyDrafthelp.blogspot.com

All Pro Football 2K8 is Timeless

by Russ Cohen

Are you ready for some football? Sure you are, but are you ready to play some of the greatest legends of all-time? Then you are ready to play All-Pro Football 2K8. This game has 240 "legends for most every position" and for some of them, I use the term loosely. For every Walter Payton, Johnny Unitas, Joe Montana, John Elway and Barry Sanders, there is a Ken O'Brien, Wesley Walker, and Randall Cunningham (honestly, I love guys like that!). O.J. Simpson is in this game and I don't like the fact that he got paid, he doesn't deserve to. "We have not been working on this game for three years," said 2K Sports PR Specialist, Anthony Chau, answering critics who think that 2K have been doing this since they lost their NFL license. "The players were signed to all separate contracts and that took 1-year. We did deal with some estates as well." The players are rated in three categories, gold, silver and bronze. Examples of gold are Montana, Payton, Unitas and Dan Marino. Some silvers include Archie Manning, Bart Starr, and Cunningham. Besides this precious metal designation, some players have special moves like Payton's scissor kick, but all of them have certain special abilities (there are 80 in total) in their profile. Elway has a fourth quarter comeback tendency, plus he can get "helicoptered" on the goal line and Marino has pocket presence. It makes sense and even watching the game at 85% completed was impressive! 2K took the magic from their 2005 release and turned it into something unique. This game has original stadiums that I think gamers will find interesting. There are some crazy ones and something happens when there is a home touchdown. One had jets flying overhead and another was a giant roulette wheel that has a silver ball looking for a number to land on. Obviously, it's the Las Vegas location.

The Inside Dirt

Team names are not real and players have no affiliations to any city. The commentators are the same as the last version and they have recorded some new tracks. The analog kicking will be challenging at the start. There are complex play packages that have plays that work well with the levels of players like gold etc. There are quick plays as well. Tacklers will be able to reach around, trip up and grab their opponent. This game doesn't follow all NFL rules and guidelines. There is a challenge system. Players will limp through injuries. You can play during a lightning storm. There are 1,000 new animations. The texturing and faces are very good! The inverse kinetics have been improved to prevent arms going through bodies. There are cheerleaders. There are various TD celebrations that players can choose. The VIP feature is back and it will track your stats and tendencies. There is online play. There is season and practice mode. The game came out July 16th for the Xbox 360 and PS3's only. For \$59.99, it should sell pretty well all year round.

Game Review

This game has some menus that are a little clunky but other than that there are few flaws and a lot of joy. You can finally pick the players you want. I had a team of Jets in Ken O'Brien, Wesley Walker, Marty Lyons, and Freeman McNeil; sprinkle in Walter Payton and QB Len Dawson and you have the makings of a championship roster, right? The game play is terrific. I love Walter Payton making his scissor kick as previously mentioned and Darryl "Moose" Johnston was a terrific blocker. The running, passing, blocking and tackling animations are some of the best you will ever see. The game looks great but it's not the best-looking game on the market and that's ok with me. The faces are pretty close and the fact that players talk to each other before the coin toss, by name, adds realism, as well as the crowd noises and chants, Jumbotron animations, and TD celebrations. For football geeks, this game has a lot of strategy built into it. I love being able to get a main menu and calling plays for my legends. It saves time and the plays are very effective. The playbook and substitutions are key. I had O'Brien as a backup, but he was in there in a tight end set to throw to "Iron" Mike Ditka, because the Jets once had a double TE set and the programmers gave O'Brien great touch, and a weak arm for nice crossing patterns. I played as the Philadelphia Americans and I exterminated the Wasps. I heard fireworks and listened to the Liberty Bell ring, all while I was looking at a mock Mount Rushmore. This game has all of the fun that the sport shows off every week. This game performs well online, and after a few games you should be able to master the opening menus. If you want a fun game, then this is your game! Having played both versions, I like the PS3 version a bit more. One last cool feature is you can download the soundtrack of the game that is pretty strong. It's a nice value-ad. **TIP:** Try a two-point conversion to start out the game. If it comes down to the nitty-gritty at the end and the computer is forced to go for two, I sensed there was some panic and it was easy to stop the CPU. I think the programmers don't expect a dumb gamer like me to go for two in the first possession! The kicking is a bit loopy for beginners, so it's a good move for that reason until you feel comfortable pulling back on the stick and letting it fly.

Platform: PS3

Publisher: 2K Sports

Developer: Visual Concepts

Release Date: Now

Genre: Sports

Number of Players: 1-7 (up to 14 online)

ESRB Rating: "E" for Everyone (Mild Violence, Mild Lyrics)

Graphics: 4.0

Sound: 4.9

Control: 4.8

Game Play: 4.8

Fun Factor: 5.0

Overall Rating: 4.7 out of 5