

Matt Barkley

Vs. Pats

First play in – Looks like Brown or Bust to right side. Deep-ish throw with plenty of air to allow Brown to adjust. Very good start, 28 yards

Flea flicker to Barkley to Brown to Yeldon. Barkley tosses immediately of course, not perfect (a bit high and in front) but easily caught so quite good for coming in cold.

Really good timing pass to Brown left side with space for 8 yards

Pass to Zay for possible TD. A bit high, tipped for near INT. Not horrific throw, but not good. Possible Jones came back too far as he may not have had TD (end drive)

Nice pass to Yeldon, caught him in stride for 11 to open drive.

Attempt short right, a little low and in front but quite catchable. Drop by Brown. Had some room, possible first down (from first) or very close to it.

Underthrow to Jones. Hit turf. Jones' route disrupted a bit but looks like he hit the right spot despite that (right around the chains).

Underthrow to Beasley about 10 yards past chains (deeper throw). Some pressure, Beasley definitely open, ball came in about ankle height and dropped. Catchable but very difficult. One of the first plays with a little time to develop, good choice on shot, bad execution. (end drive)

After false start, 1st and 15. Really nice play design, four vertical draw coverage and Yeldon slips in underneath for easy grab (nice toss by Barkley). Yeldon slips first tackle to get the first

Odd play. Beasley running up for a deep-ish shot and throw too low and inside. Looked like Barkley may have been afraid of DB coming in for possible INT. Either Beasley needed to come inside hard or bad throw

Only possible throw before sack hits is safety valve type toss to right side on 2nd and 10. May have gained some yards. Barkley holds ball, loses ball but recovered by Spain.

False start leaves it at 3rd and 24 with sack. Throws to Knox who gets 18 on right side. Barkley under pressure. Likely had Beasley at the 50 for a first but it would have been a hell of a throw velocity wise (end drive)

Locked onto Beasley it appears. Cole makes his defender look silly. Barkley catches him in stride which is pretty crazy based on complexity of Beasley's route for 20.

Beas short left for 7 (a few YAC due to space). Other receivers drew coverage. Good, quick throw.

Throws nice ball to Knox. A little high but inside where primary defender can't get it. Some risk of INT on back end but only wildly inaccurate. 19 yards

Short pass to Brown on right. Supposed to be a screen, but more like a "net" with how quickly NE swarmed through. Gain of 1, lucky to get that.

Incomplete d/t tip. Tried for Zay across middle on quick strike. Quick pressure and hand ended it.

3rd and 9 in 4 down territory. Free rusher off right side. Not quite hit as throw, but arm had to move to avoid helmet to elbow shot, ball flies up for INT (game over)

Vs. Jets

Q1

Ryan Bates lets pressure in quick. Barkley hit while thrown, initially called fumble

Chemistry issue? Over the middle to Kroft who looks unprepared for ball. Hit him right after the break. Good ball placement. Drop (end drive)

Q2

Bunch of runs to start drive, looked like run formation again to set up pass. A little bit of OPI by Sweeney ruins an otherwise good timing throw to right side for 12.

1st and 20 thanks to OPI, similar to Yeldon throw in Jets game, other receivers clear space under for a swing pass on left. Catches Yeldon with room for 13 yards, pretty good throw

Best throw is to Kroft toward sideline which Barkley takes as pressure is coming. Hits really tight window but dropped. Not an easy catch and it was raining but not a "wow" catch if it had been made

Throw to left sideline for DUUUUUKE. Two yards short of line to gain. Not sure who to blame but good timing and ball placement to where Duke actually was. May have been counting on quick turn upfield. If so, pass a bit late. Quick throw, no pressure (end drive)

Receivers draw coverage. After quick block Gore slips out for easy dump off. Good timing by Barkley. Gain of 11, about half after contact.

Only three targets. Right side at LoS, deep middle and dump off to Gore. First two covered. Ball takes too long to get to Gore + Gore not elusive enough for YAC. Good ball placement but defenders on it for 0

Had McKenzie crossing, batted at line

3rd and 10, locked on Foster the whole way. Double covered and inside defender easily intercepts. Either Foster completely blew route or very bad decision (end drive and Q for Bills O)

Q3

Fit ball in to DUUUUUKE for 13 yards. Tight window to left sideline. Two easier throws possible but little reward to hit them. Took hit to get throw off.

Had DUUUUUKE crossing right to left over middle. A bit ahead and low. Arguably Williams could have lunged or dove for ball, but harder to react on quicker throw. If caught, the type of throw that WR makes QB look good, not other way

Ran several plays, deep shot to Foster who had a step. Really low and behind

False start pushes team back. Quick dump to Yeldon for screen that goes horribly bad. Blocks not set up and loses 1

3rd and 16 coverage strip sack recovered by NYJ. By the time anyone came open pressure was there (end drive)

Bunch of runs to start drive. Pressure coming in, still fits ball in nicely to Sweeney over middle for 11 (had a couple possible throws, this was a good decision and good throw)

QB sneak with one yard to go. Somehow got 4 and 12 men on field flag on defense gave 5

Screen pass left side to Yeldon. Good blocks this time for 12. Good timing by Barkley

Play call set up multiple depth on left side. Chose McKenzie for 12 (looks like best option). Nice pass to sideline.

Locked on to Foster, rest of targets not really running hard. Jump ball in end zone, DB had better position. No chance

Looking left for TD, doesn't see it and snaps head back to Sweeney who beat his man inside in the middle of the field. Throw looks a bit behind as Sweeney turns back to catch. In stride would have been better. Still gains 17.

Volleyball style "bump" pass to McKenzie crossing who drops it.

3rd and 11 at NYJ 12 so TD or FG pretty much. Holds ball waiting for TD and eventually settles for Perry short. Only gains one. Had three better plays. Only one as a possible TD and tight window of opportunity and would have had to be excellent throw (still best option IMO). Not a bad decision to wait for TD (end drive)

19 yards to DUUUUKE over the middle. Beautiful pass in stride. Williams gets some YAC. Seemed locked on. Possible better play to McKenzie (good result still). Could have been called for DUUUUKE all along as McKenzie seemed ready to block ASAP

Either designed for DUUUUKE or Barkley reads pressure really well on the play. Looks like line allowed pressure to let Williams slip by. Fights for 7 on decent swing pass

Called QB run? Loses 4

Pressure coming. Short left to Duke. Good throw dropped (end drive)

Bad snap, fumbles

Timing swing pass to Kroft, batted

Locked on to Duke deep (3rd and 15) and nearly intercepted as defender comes underneath. Had play to right sideline for first (end drive)

Play design pulls defense back and to sidelines. Two defenders near line allow Sweeney behind them, fast dump to Sweeney leads to 22 yards. Good decision and result

Only two receiving options (similar to how Barkley got Jets to back off in 2018 appearance). DUUUUUKE gets a step on his route, Barkley fits in excellent pass. Williams gets YAC, 23 yard gain

Looks like pass designed to allow rushers in so Yeldon can get behind good chunk of defense. Yeldon wide open heading toward right sideline. Badly thrown behind and int.

Tight window throw to Duke at sideline. Ball on target, should have been caught. Drop

Overthrow to McKenzie. Maybe had play to right

DUUUUUKE running go route. Barkley climbs pocket and delivers excellent bomb for 41 yards. Jets are playing a little soft up by 10 with less than 2 min to go but Williams burned D.

Sweeney found soft spot. Barkley threw well-placed ball. 22 yards

Pretty good coverage by Jets. Overthrown to Foster, defender corralled him to sideline well.

2nd and 10, seemed locked to right side. Found Sweeney to right side. Ball a bit high which decreases YAC. Gain of 4

Spike to stop clock (end drive/game)