

# \$hark Chronicles

A football player in a white jersey and helmet, holding a football, set against a dark background.

**How  
to  
Win the  
DraftKings  
Milly Maker  
Contest  
Volume 2**

**Adam Burns**

## About the DFS Army:

The DFS Army was started based on the concept to bring high-level tools, projections, and information to non-professional players which would allow them to compete on a level playing field with the Daily Fantasy Sports (DFS) professionals who have been dominating the industry for years. At the DFS Army, we pride ourselves on the ability of our coaches to teach and provide our members with the methodologies, processes, and tools to become an equitable DFS player, who can grow their bankroll with proper bankroll management and turn your everyday Joe into a DFS pro. The DFS Army covers all of the DFS sports from the main four (MLB, NBA, NFL & NHL) to PGA, MMA, Soccer and College Football and Basketball for one cost, unlike other sites in the industry that charge per sport you play. The DFS Army developed an industry first, “Wall of Wins” to capture the countless screenshots from its members who utilize DFS Army’s tools and advice to take down 5-7 figure prizes on a regular basis. Additionally, the DFS Army has its own Sportsbook team, **Beat the Bookie**, to elevate your sports betting skills to the next level with proprietary sports betting models and methodologies. The DFS Army is an all-in-one Fantasy Sports and Sportsbook site that you can’t afford to not be a member of and take advantage of its vast resources.

As a DFS content provider, the DFS Army strives to stay ahead of the industry curve and provide cutting edge tools, coaching, and content to keep our members ahead of the curve of the industry’s other providers, and never has that been as important as it is in today’s DFS marketplace.

You see our helmets on the top of the DFS leaderboards in every sport nightly, don’t wait and join DFS Army today! Sign up as a **DFS Army VIP** today to take your game to the next level and start competing like a pro.

## About the Shark Autopsy Report:

Deconstructing lineups is a vital component to a DFS player’s success and it’s why DFS provider sites have staff members researching winning lineups of the massive top heavy contests like DraftKings Milly Maker contest and reporting to their sites members. The Shark Autopsy Report works to break the code of winning these massive GPP contests and provide its readers with the tools that have been unveiled in researching winning lineups to potentially do the same.

The Shark Autopsy Report reveals ideologies and methodologies that can be utilized in all DFS Sports to prospectively take down GPP contests with the right mix of correlation and lineup selections.

There's no other lineup deconstruction article (tool) in the DFS industry that is as encompassing as the Shark Chronicles, formerly titled Shark Autopsy Report. The Shark Chronicles dives deep into lineup deconstruction to provide you with the methodologies and ideologies of the winning DraftKings Milly Maker lineups and is written by a 3-time top 10 finisher in the DraftKings Milly Maker.

In an effort to bring the highest quality product to the DFS Army members, the author of the Shark Autopsy Report decided to change the title of all future Shark Autopsy Report articles to be titled Shark Chronicles. Shark Chronicles is a more fitting title to display the factual and detailed written account of the historical event of the Milly Maker.

**You check out every past Shark Autopsy Report and enjoy them at the following link: [Shark Autopsy Report Archives!](#)**

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# Shark Chronicles

*Presents...*

How to Win the  
DraftKings  
Milly Maker Contest  
Volume 2

By: Adam Burns

## Chapters

INTRODUCTION .....	4
PROLOGUE .....	5
CHAPTER 1 .....	10
CHAPTER 2 .....	12
CHAPTER 3 .....	14
CHAPTER 4 .....	20
CHAPTER 5 .....	22
CHAPTER 6 .....	24
CHAPTER 7 .....	29
CHAPTER 8 .....	33
CHAPTER 9 .....	36
CHAPTER 10 .....	39
CHAPTER 11 .....	42
CHAPTER 12 .....	48
CHAPTER 13 .....	49
EPILOGUE .....	51
ACKNOWLEDGEMENTS .....	53
ABOUT THE AUTHOR .....	54
MY 2019 WALL OF WINS .....	55

## Introduction:

Looking back upon the 2019 NFL season and the landscape of the DFS industry changed significantly, which will impact the landscape of DFS moving forward. DRAFT (best known for their Best Ball MLB, NBA, NFL, and PGA formats) was owned by FanDuel, merged their operations with FanDuel and DRAFT will no longer offer best ball drafts via their platform. DraftKings merged with Diamond Eagle Acquisition Corp., and SBTech to go public in 2020. How the DraftKings merger and going public will impact on the DFS industry will be determined in the future, but with the dawning legalization of the sports betting in America, it is best to strategically positioning themselves to take full advantage of the legalization of sports betting in America.

What an amazing NFL season the DFS Army had in 2019, it was filled with a Million Dollar lineup, DraftKings King of the Beach finalists and semi-finalists, multiple Milly Maker top 10s, multiple GPP wins, and best of all cash monies in the pockets of the members! The DFS Army's optimizer, the Domination Station, was re-engineered to bring high quality stacking correlations to its members to enable them to put their best lineups into contests on DraftKings, FanDuel and FantasyDraft.

My name is Adam Burns, aka AdrocksBucksWinItAll on DraftKings, and I have been writing the Shark Chronicles article for the DFS Army for multiple seasons. This book is a culmination of three NFL seasons worth of analysis of winning DraftKings Milly Maker tournament lineups. The book builds upon an article I wrote prior to the start of the 2019 NFL season "Dossier on How to Win the DraftKings Milly Maker", hence the title of the book aptly named "Shark Chronicles - How to Win the DraftKings Milly Maker Volume 2". The goal of the book is to locate patterns and approaches that will provide an edge and improve the reader's prospects of winning a big Guaranteed Prize Pool (GPP) tournament. More so upon reading this book, the goal is to help you obtain a deeper understanding of the mindset and approach a DFS player should take when attacking mass multi entry tournaments. Analyzing and researching winning Milly Maker lineups, I have unveiled ideologies and methodologies to help you maximize correlation within your roster construction to provide you with a better understanding of the approaches that have worked and won these big GPP tournaments, player selection, stacking and the tools and processes to select the diamond in the rough defenses that are low owned.

*Above all else, DFS is a mindset and an art form, and it is those whose mastery of it become the sharks! - Adam Burns*

## Prologue:

It was the start of fall of 1999 when students were arriving to college campuses across the country, I was a young eighteen year old freshman who walked onto the campus of The Ohio State University that knew shit about how the next four years at the university would go. I started as an Architecture major, but as my freshman year grew on and concluded, my academic interests would change and I fell in love with numbers, statistics, and the theory of Economics.

The summer of 2000 is when everything changed for me, I took my first of four calculus classes, setting the curve in my calculus 1 class and ended up as the only student to earn an A for the class. I can vividly remember the day when the professor handed out the graded mid-term examinations students to the class, stating in his deep monotone dialect, “well we had one student who set the curve for the entire class for this mid-term exam, receiving a score of 100, thus no extra points will be credited to the other students in the class”. I knew I had done well on the exam, maybe a B+ or A-, but as soon as I turned my paper over just slightly and revealed a 100 on top of my examination, I quickly folded up the examination and placed it in my backpack so no one would see. A slight smile came across my face and inside I was jumping for joy and jubilation, but on the outside I was guarded to not allow anyone to see I was that guy who set the curve. In fact, on that exam no one student received a grade higher than a 79 but him. Little did I know that this was the start of my journey to become a mathematician and statistician, which would ultimately lead me to study game theory and number theory at The Ohio State University and eventually lead me to Daily Fantasy Sports eleven years later.

During my years growing up in Upstate New York and eventually in Columbus, Ohio, I was a top level baseball player who turned down the prospects to play baseball collegiately at any one of the top 20 ranked Division 1 baseball schools in the country. Before the days of turning down the likes of Florida State, Texas, University of Florida, and so many more, I grinded out my summers on baseball diamonds across the Eastern seaboard of the United States against the top baseball prospects in the country. I played on a traveling baseball team that was coached by my dad, whom in his own right was a top level baseball player that played collegiately in Florida and was drafted three times by Major League Baseball teams (New York Yankees, Los Angeles Dodgers and Twin City Twins (Now known as the Minnesota Twins)). I had developed into a top-rated 5-tool catching prospect that collegiate and professional scouts traveled to see and chart. I was a great ball player, but following in my dad’s footsteps and play professionally wasn’t what I wanted to do at that time, but I wanted to find my own path. I wanted to be great at what I wanted to



be in life. This ultimately led me to The Ohio State University and I have not once looked back at what could have been if I followed the path towards playing baseball collegiately or professionally.

I love mastering games of all types, from how they present their own unique problems to solving the games. During my days at The Ohio State University, I played a great deal of high stakes poker games and I had an innate ability to read players and the majority of the time I never even looked at my holding cards. Even during the days of my early professional working life, I was a regular high stakes poker player at a casino off of I-90 East in Upstate New York and most nights I would send reeling players with their head hanging to the ATM multiple times a night. I have always loved being able to see and read all of the angles games presented.

The fall of 2004 marked my formal ascent into fantasy football, even though I had played fantasy baseball for years prior to 2004. Eleven of my college friends and I started a fantasy football league, a league that continues today. The league was a \$50 buy-in at that time, for most of my friends was a huge amount, no case of Busch Lite for a while for them, but they ponied up the cash and gave it a go. The league's original core group of three (I being one of them), though some of the original players have relinquished their spot in the league, are still leading the league today. This was my birth into fantasy football. Coupled with my sustained love to find games I could solve and my love for fantasy sports moved me into the Daily Fantasy Sports arena.

## The Rise of AdrocksBucksWinItAll

At some point in time we are all asked, "How did you come up with your screen name on FanDuel or DraftKings?" Some are intentional like that of 00oreo00 (creator and founder of the Fantasy Cruncher optimizer) who wanted his screen name to show up at the top of cash game Head to Heads (HTHs) listing and didn't have to go out of his way to scoop action in cash games to the less intentional AdrocksBucksWinItAll. At first I had no idea what screen name to use when signing up for DraftKings and deposit money. I just didn't want it to be corny. I toyed with a few in my mind, then realized well I used AdrocksBucksWinItAll when I won my season long leagues multiple times, let's give that a whirl. The screen name has some nostalgia to it, while at The Ohio State University amongst my friends out at a bar and after many beers, I would spit out rhymes, no not musical riffs (I can't carry a tune let alone spit rhymes), but rhymes of mathematics, statistics and economics logic that my friends had the foggiest idea what I was talking about.



My best friend and my brother said to me that night, we have a new nickname for you. In a drunken stupor I longingly slurred “Okay, what yah got for me”. Your nickname is Professor Adrock, because you are always spitting out math and theory and are always teaching when you’re drunk! Since that night at the famous and illustrious Notale Toos Bar it stuck. Even to this day, my brother calls me Adrock and my friends call me it as well. Being a Buckeye it only made sense to have Bucks in my screen name. The WinItAll part I looked at it and said to myself, “hmm... I think when people see this they’ll think the Bucks Win It All, hahaha... jokes on them, because what they don’t know is that I Win It All”!

It was the start of the 2011 - 2012 NFL season, and being a thirty year old newly minted homeowner, I wanted to find something that could incorporate my mathematical and statistical prowess towards and solve games. Like nearly every other person who got their start in DFS, I saw commercials on the television and thought that sounds pretty interesting and wanted to give it a try. Unlike many this thirty year old knew in my life, once I tried something whether failing first go or not, I had to research every tiny aspect of the endeavor to get better. My start in DFS came during the 2011-2012 NFL season, which by the way was an absolute train wreck. I lost every dollar I started with on FanDuel and DraftKings and actually re-upped multiple times that season. But, I wanted to get better and learn strategies to become a better player. Then I stumbled upon FFootballgeek’s Vegas Lines blog and started developing my own algorithmic models (first it was using solver to brute force lineups from aggregated projections, then I built my own algorithmic models in Excel) to help me better assess player value and performance. I would continue to bleed and lose money and re-upping each season. The losing did not deter me from playing, it actually made me want to play more and learn more about the tactics presented in FFootballgeek’s Vegas Lines blog and learn from the top player’s lineups to get better. I knew the tactics I was learning would eventually make me a better player, eventually win GPPs and eventually grow my bankroll to be able to play DFS as a full-time profession. Little did I know, I was not even a fish in a large pond, I was a minnow swimming amongst fish, sharks and whales. Sharks and whales like Condia, DraftCheat, CSURAM88, and Maxdalury. But in life we all start as minnows and grow into fish and eventually into sharks.

The month of October 2016 marked my ascent of my mark on the DFS world, I won my first major GPP tournament and qualifier. I remember it vividly, tired of losing I said to my wife “I am not playing DFS this week”, she said “Okay, help me outside with the leaves”. Nearing noon, I checked my iPhone 6s and the DraftKings app and saw a few GPPs and the King of the Beach (KOTB) \$1 qualifier contests not full. So I created three lineups and entered them into the contests I thought

would be good to enter, saying to myself “screw it, I want to win a lot of money today!” On the back of a low owned stack in one of my three hand crafted lineups with Andrew Luck and T.Y. Hilton, I won the \$1 DraftKings KOTB qualifier beating over 19,000 entrants, a feat that only 180 would accomplish that year. Additionally that weekend, I won an additional \$7,000 in GPP wins and my winnings totaled \$14,500 that weekend.

In November of 2016, I parlayed my KOTB qualifying ticket into a near finalist ticket, coming short of the top 50 entrants to go the Atlantis Resort in Bahamas by 3 DraftKings points, damn Jamison Crowder! I won \$4,500 for placing 53<sup>rd</sup>, but oh the possibilities of those 3 points. During the 2016 NFL playoffs, I went on to place 27th in the DraftKings Milly Maker contest and placed in the top 100 in the Play Action to win \$2,750 that weekend. Since the 2016 NFL season, I haven't been a losing player, after nearly 4 years of being a marginal at best player who was close at times of cracking the top 10 in GPPs, the little minnow had made his ascent to a fish who was starting to become a shark.

Since the 2016 season, I have since become the author of the Shark Autopsy Report, creator and founder of DFS Army's WR vs. CB chart, and the creator and founder of the MLB and NFL Research Stations. Additionally, since that time I have won numerous GPP contests in NFL, MMA and MLB, qualified a second time for the KOTB and placed top 8 in the Milly Maker three times in a span of 12 NFL weeks.

Calendar Year 2019 has been especially remarkable for myself, I finished the NFL season ranked as the 308th NFL player in the world per RotoGrinders ranking.

I accredited my success in DFS to the amazing community of DFS Army, but moreover to the chance I received from the founder and Commander-in-Chief of DFS Army FFootballgeek, who gave me a shot at writing the Shark Autopsy Report article. I have learned the dynamics and intricacies of successful lineup construction from writing the Shark Autopsy Report article over the past three years and it is that article that has graduated me from being a fish to now a hungry shark.

## We All Come from Somewhere

Grumblings fill DFS landscape, from the “Daily Fantasy Sports is a scam and DraftKings and FanDuel are scammers” to “I can't win in any type of DFS contest, what am I doing wrong?” to “I can't seem to do anything right, I QUIT!”. Sound familiar? Well I heard it time and time again, and is reminiscent of when I was

starting out. I too had thoughts of quitting, but the ideology that always kept me going was that I am ultra-competitive, hate to quit anything until I know without an inkling of a doubt that it was time to close the door on that chapter of my life.

Here's my advice for you, keep going, change things up in your lifestyle and thought processes. So how do you do this? Not everything you will encounter in the DFS arena are about the projections, statistics, matchups and predicting whose going to score the most fantasy points. To be really good at DFS, you must be willing to look at yourself in the mirror, be it uncomfortably, and say to yourself "how do I stop sucking at this endeavor and how can I simplify my process to get better?"

Contrary to yours and popular belief, winning at DFS consistently and taking down GPPs (big and small) is about a mindset and an art form in developing lineups that are correlated, artfully constructed lineups and based upon research, that doesn't try to predict outcomes of the games (which by the way is impossible).

## Chapter 1:

### The Chronicles

Over the course of the 2019 season, the Chronicles deconstructed weekly winning DraftKings Milly Maker lineups. Deconstructing lineups that win massive tournaments such as the Milly Maker is not easy because we have to understand the psychology or get into the mindset of the winning entrant to understand why the entrant utilized the players in the lineup that won.

Over the 2019 NFL season the Chronicles worked to break the code by introducing new methodologies of breaking down the winning lineups. Did you know that the time a game starts is highly correlated with selecting the tournament winning Quarterback, or that when the winning Milly Maker lineups rostered three Running Backs, ZERO lineups rostered three Running Backs from the 1 PM slate of games (every single roster had 2 Running Backs from the 1 PM games and one Running Back from either the 4:05 or 4:25 PM games), or that there were patterns over the course of the 2019 NFL season when three Running Backs were used in the winning Milly Maker lineups.

The trend in how NFL DFS lineups are constructed is changing and it's not just effecting how GPP lineups are constructed, but cash games too! The trend is towards increasing risk to push scores higher and higher, partly brought on by how the NFL is changing with its rules and schematically, but also how DFS players are constructing their lineups. The trend within the industry is about stacking more than ever before and this is more prominent in cash game construction. Could the days of utilizing the best projected players with the highest projected ownership fade in cash games lineup construction to favor more of a correlated approach with stacking and not having as highly projected players in your lineup? It's a pendulum shift that will favor those DFS players that are ahead of the curve and make adjustments in how they construct their cash game lineups to be more similar to that of a hybrid approach or possibly a more effective a GPP approach.

What we need to ask ourselves, what is DFS really? You have a problem with a set of variables to derive a solution to solve the problem. That is basically what DFS is in its most simplistic form. DFS is very similar to that of the knapsack problem in mathematics, which is a problem in combinatorial optimization. I will go over this more in a later chapter. In DFS, the weekly winning lineups of the Milly Maker are those constructed lineups that solved the problem based on that week's slate of variables most correlated and accurately, but not predictively!

The competition continues to get better every year and they have as much exposure to the statistics, projections and optimizers as you do, but what sets the best DFS players in the industry from the fair, decent or good DFS players is psychology and the Art of Lineup Construction.

## Chapter 2:

### Lineup Construction is an Art Form

Why does the author empathically consider lineup construction an art form? You have been led to believe that creating a lineup is about putting the best players who are projected to perform the best into the lineup that fit in accordance with the salary constraints?

Ah yes, the player who still thinks that DFS is about player performance prediction.

In reality, lineup construction is about the pursuit to bring together players that are correlated with each other and tell a story. Time and time again you will hear, at least from the DFS Army coaches, what is the story you are trying to tell with the lineup you have constructed? By telling a story, you are in essence creating an art form. Every DFS slate, no matter the sport you play, is different and it's the approach that you take to you lineup development that can either win you a massive GPP or come up short on cashing on the slate. You will hear from the DFS Army coaches, to win a GPP you have to be willing to lose. At first I didn't comprehend this all that well either, but you have to be willing to roster a contrarian player or two, whom on that day you roster them has special performance and catapults your lineup to the top of a massive GPP like the Milly Maker. It's Euphoric!

*Art form is an undertaking or activity enhanced by a high level of skill or refinement.*

Well now isn't that definition fitting for DFS, an activity enhanced by a high level of skill or refinement. In the prior chapter, we unveiled that DFS is a puzzle each slate. In fact, it's that 1000 piece puzzle that is flipped on its end so that you see only the cardboard (non-picture) side of each puzzle piece and try to fit the pieces together to optimally create the puzzle to win. So how is that not an art form?

It takes a vast amount of skill to look at an NFL slate with its multitude of variables and correlate the lineup that scores the most DraftKings points to win the contest. If you don't think it does, then you are simply kidding yourself, or you have never placed very high in contests and don't understand the skill it takes do so. What separates skill levels in DFS is the consistency of a player to place at the top of leaderboards slate after slate. Top DFS players are consistently refining their processes and models to most efficiently meet and beat the DFS landscape.

So yes, lineup construction is an art form, and each site requires a different art form to meet the rules and constraints set by the site.



## Chapter 3:

### The FanDuel Sunday Million Millionaire

In this chapter, I am incredibly honored to provide you the words of wisdom from the FanDuel Sunday Million Bobby Clinkert, aka BClinks in Slack and bobbywow1 on FanDuel. This is an amazing gift to the readers of the Shark Chronicles to receive powerful techniques that helped Bobby win a million dollars on FanDuel in week 3 of the 2019 NFL season.

Rank	Player	Score	Profit
1	bobbywow1	238.54	\$1,000,000.00
2	bmcgeever	229.34	\$7,500.00
3	D. Jones	34.24	
4	M. Ingram II	33.5	
5	D. Johnson	15.5	
6	S. Shepard	23.6	
7	M. Evans	41	
8	K. Allen	37.1	
9	E. Ingram	20.3	
10	C. McCaffrey	26.3	
11	S. 49ers	7	

### Bobby's Process

In terms of my process, I discovered a few important constants in my lineup building that I stick to religiously every week:

1. **RESEARCH, RESEARCH, RESEARCH.** Most people don't want to hear it, but so much of what goes into DFS is about preparation. That doesn't mean you have to be the most avid sports fan but does mean you have to be willing to put in the work to read articles, look at previous matchups, be aware of injuries/narratives, check player pricing and etc. The DFS Army makes this super simple with podcasts, articles, "cheat-sheets", but I estimate I spend about 5+ hours/week researching before I build a single lineup.

2. **ESTABLISH A PLAYER POOL.** Research allows us to narrow down our player pool so we can create a focused approach and leverage field ownership based on who are research says we should play. On a given Sunday slate in the NFL there are hundreds of players to choose from. I typically narrow my player pool down to 35-60 players depending on the week (Sunday main slate).
  
3. **START BUILDING LINEUPS USING CORRELATION and STACKING.** Ultimately, if you want to take down a large contest, you absolutely have to be willing to take stands and be okay with losing. That sounds bizarre, but it's true! Whether you are entering 10 lineups or 150, you are going to want to get ahead of the field, and to do so, you are going to want to use stacking (team stacks and game stacks) and positively-correlated players (QB+WR/TE, RB+DEF, etc.) to give yourself the best chance of scoring as many points as possible. For example, let's say you decide you LOVE Drew Brees this week. If Drew Brees is going to have a big week, chances are 1-2 of his WR/TE are going to have to perform well. Stacking says, if QB "A" is going to go off who else will benefit from that? In this case, its players like Michael Thomas, Jared Cook and even Alvin Kamara. With that in mind, that's how I would start most lineups in that scenario, stacking Brees with 1-2 of WR/TE/Kamara. But it doesn't stop there. That is what a typical "team stack" might look like. What about correlation? We know that Michael Thomas and Drew Brees are very positively correlated. If Thomas scoring, Drew Brees is going to be scoring as well. QB and WR/TE will almost always correlate well. But sometimes we also want to mix in RB. Throwing a pass-catching RB in with our QB team stack can be an easy way to gain an advantage against the field. But, RBs don't always correlate with their QB. In this scenario, there are two RBs on the Saints, Alvin Kamara and Latavius Murray. A case can easily be made that Kamara is positively correlated with Brees. He catches a lot of passes, and although he ran a few in last week, there have been several weeks where he has caught 1 or even 2 TD passes. He's a guy I would definitely work into my team stacks with Brees. But what about Murray? It's crucial to understand that in many cases, including this one, the RB position does not correlate with the QB position. Latavius Murray almost exclusively takes handoffs and rarely, if ever, is in to catch passes. That means that there's a good chance that if Murray is scoring TD's, Brees isn't. So what? What if the Saints have a high projected total and I

want to "make sure I capture all of the points in that game and play as many people as I can?" While that could be a viable cash game strategy, you need everyone you play to have a breakout or ceiling game to take down a GPP tournament. Even with 40 points scored by the Saints, it's virtually impossible for negatively correlated players to both have ceiling games. All in all, this helps me narrow my player pool and figure out who I play in which lineup.

Maybe most importantly, there's another face to the stacking prism and it's the one most often missed... Game stacking. It's one thing to figure out who stacks well on the same team and sometimes that's enough. But in my experience, the only way to truly give myself the best shot at everyone in my lineup having a "ceiling" game is to stack both the team with the QB and the game (opposing team as well). This means stacking opposing WR/TE with my QB team stacks. To keep this short, let's say the Saints are playing the Chiefs. In addition to my Brees, Thomas, Cook stacks or Brees, Kamara, Thomas stacks, I want to make sure I have guys like Tyreek Hill, Travis Kelce and Sammy Watkins on the other side. If Brees is forced to throw the entire game, chances are it's because the game is competitive and the opposing team is scoring as well. This is how I ultimately took down the million-dollar contest. I had QB+WR+TE on one team and then game-stacked it with WR on the opposing team.

- 4. FINALIZE EXPOSURES and TAKE OWNERSHIP STANDS.** Once my player pool is narrowed down and I know what my stacking is going to look like, I'll use ownership projections to figure out where I want to be "overweight" or "underweight" on certain players. When it comes to stacking, it becomes obvious quickly that you probably won't have the salary to game-stack the best matchups every time. But that's okay! In fact, this might be the best way to try and get ahead to the field. While most people try and jam in the most expensive wide receivers with their expensive quarterbacks (if they are even stacking at all), we can line up ownership projections with our potential stacks to gain leverage and build better lineups. This is sometimes referred to as "fading the chalk." When someone fades the chalk, they are essentially taking a chance on a highly owned player performing poorly even though they are most likely in a good matchup. Taking stands and finding spots (not ALL chalk) to fade highly owned players is essential to a winning GPP strategy. In my takedown, I built 150 lineups and decided to fade the top 3 quarterbacks who ended up with 50% combined ownership. Why?

Based on research I thought there were significantly cheaper (and lower owned) quarterbacks with stack combinations who had the potential to outperform those who were pricey and had massive ownership. It means being willing to lean heavily into a guy like Daniel Jones even with QBs like Patrick Mahomes and Lamar Jackson on the slate.

\*\* Sneaky tip: You can also use correlation when choosing to fade certain players. In my case, I didn't want to fade Lamar Jackson just to fade him - he's a stud! But I knew that if Lamar wasn't going to be scoring, someone in the offense would be. Who is most negatively-correlated with Lamar? Mark Ingram! Ingram ended up scoring 3 times via rushing touchdowns which ultimately hurt everyone who played Lamar.

In my experience, those steps are the most critical when building GPP lineups.

So much of my process is dedicated to finding players who are low owned and often-times lower priced with high ceilings. Thereby, figuring out how to identify and integrate those types of plays into your lineups will make a huge difference in your approach and I think will also greatly increase your (albeit slim) odds of taking down a contest that will change your life.

Who are the Daniel Jones type players of the week and who can you stack them with? What chalk are you fading and why are you fading them? What does correlation look like in all of those scenarios and are you leveraging your research against ownership projections? These are the types of questions we need to be asking if we are serious about trying to take down a large contest. Will you lose? YES. A LOT. Start small, nestle into a consistent process and take some risks.

## Who is Bobby Clinkert and how He Became a Top Player

Bobby is married and has two young boys who are 2 and 3 years of age. Bobby is a twenty-nine year old student pastor, who lives in Chicago, IL with his wife and two young boys who are 2 and 3 years of age, and their dog Cubbie. Bobby is a huge sports fan, and is a die-hard Cubbies, Bears, Bulls, and Hawks fan. Bobby has been playing season-long fantasy sports since he was ten years old. Bobby started playing DFS about four years ago, and three years ago joined the DFS Army. In 2019, Bobby took down three large GPP tournaments, including two \$50,000 MLB contests, of which one of these contests Bobby placed 1<sup>st</sup> through 5<sup>th</sup> in the contest. Bobby biggest finish of his DFS career has to be his first-place finish in the week 3

FanDuel Sunday Million contest and taking down the million dollar top prize. Bobby has additionally finished in the top 15 on three separate occasions in the FanDuel Sunday Million during the 2019 NFL season.

I would like to start by saying, every ounce of strategy I have gained has been learned over my time at DFS Army. I am a sports fanatic and have played season-long fantasy sports since I was ten years old, but started casually playing DFS about four years ago. My sports knowledge and regular viewing definitely helped me build a foundation for my strategy, but I've learned so much from the DFS Army. About three years ago I became a member of the DFS Army, and began to hear words and phrases like "correlation, stacking, onslaught, MME, chalk, GPP" and etc. I dug into these concepts and quickly realized that my best shot at winning a life-changing amount of money was to start building multiple lineups and ultimately max out GPP contests, a concept that is known in the DFS industry as Mass Multi Entry (MME). Utilizing the DFS Army optimizer, I started small and began to construct a consistent process. I started maxing out contests allowing me to enter 150 lineups in the dime and quarter contests initially and then I moved up to maxing the \$9 entries as I became more comfortable with my process and won a \$50,000 top prize MLB contest.



## Chapter 4:

### Psychology of DFS not all about Stats and Projections

We'll get to the formulation of developing winning Milly Maker lineups and the methodologies learned over the course of the year to determine what wins. But, there's so much more to DFS to become successful than just selecting a player based off of a projection or trying to predict if the player will score a lot of points.

How many of you have every thought about self-perception and personal biases. Did you know that your personal biases are destroying your money making abilities in DFS.

Each Daily Fantasy Football slate is a math problem or a puzzle and it's how a player approaches the slate and whomever is best at simplifying and solving the math problem or puzzle in front of them will win "All the Monies"! DFS is a difficult endeavor, and those players that are successful in DFS have had some type of success at a point in time in their lives and invested massive amounts of time towards becoming the most successful at that endeavor. Many believe that DFS is only about picking the right players based upon statistics that everyone has access to, but in reality DFS is about solving a game utilizing game theory, correlations, and artful lineup construction rather than predicting sports outcomes.

Before each and every slate you play you should be asking yourself: "What do I know about the slate that no one else knows. What do I know that no-one else has looked at or uncovered, they didn't look hard enough to uncover!" Formulate your hypothesis and get to work!

The one thing I have always wondered with the many DFS sites and touts is why they don't offer up a course on the psychology of winning at DFS, but what I have gained to realize is that it is a difficult concept to muster and it's easier to just provide statistics and lineups (for those lineup sellers). Providing statistics is an important part of the process, but it is short-sighted, because what the site is not doing is teaching another to grow and develop a thought process to be successful through the utilization of psychology of DFS.

DFS Army is just one of many DFS sites that offers you the consumer a service at a cost. Honestly, in the number of years I have been in the DFS industry, I have not seen a site that offers to its consumers the level of coaching as that of DFS Army (notice I didn't say tools and/or statistics). Do you know as a member of DFS Army



you are privy to the psychology of DFS and may not even have known it! DFS Army coaches provides you with their thoughts of a particular player on a given slate and why they believe that player is a fair, good, or great play with their notes on the players and their star ratings. Trust me when I say this, you are not going to find this on any other site. To gain access to the best DFS site in the industry click [here](#).

## Chapter 5:

### Are You a DFS Business Owner?

Do you know that the top players in the world of DFS have all of the same qualities that reach farther than just player performance, statistics and predicting the plays that will score the most DraftKings points?

They are ultra-competitive, highly self-motivated, set goals and attain them, and most of all they hold themselves to a very high standard.

The top players in the world have the mind-set that they are the CEO of their DFS businesses, you have to decide what is best. This is the approach you as a DFS player, whether you are a top 10, top 100, top 1,000, or top 10,000 player, needs to take because this is the mindset that is needed to win and win consistently. Now don't read into this and say to yourself, "I have to start my articles of incorporation". No, no, no.... You're missing the point, it is a mindset process, and gumption to be good at DFS. Having the boss mentality is what leads you to better bankroll management, better contest selection, and better overall feel for lineup construction. Your lineup decisions are yours and yours alone (so instead of asking someone what do you think about this cash game or GPP lineup to gain self-assurance, you should be asking yourself "can this lineup and how it's constructed beat out 100, 1,000, 10,000, or 100,000+ entrants to win the GPP(s) I entered?"), and take responsibility for those decisions and learn from them is what will ultimately make you a better player. So when you see yourself asking another player about a lineup, stop and say to yourself, why do I lack the self-confidence to grow my business by seeking someone else's approval of my decisions?

You are not going to hear this information from any other DFS site or tout, to get really good at DFS you have to be the CEO of your DFS business. You have to be willing to put in the extra time to hone your processes, methodologies, and acquire the tools to make you a better player and grow your brand and company. So when you have a week, two weeks, three weeks, a month or maybe more of losing, instead of saying to yourself I suck at this and I am going to quit, say what I can do to simplify my process and get better. Trust me when I say this, I Have Been There and have literally cried myself to sleep saying what do I need to do to become good at DFS.

You may be asking yourself, "What the fuck is he talking about?" Let's say for instance you were the owner of an ice cream shop in a small town of 5,000 people

and there's ten ice cream shops. To deduce that, it's 1 ice cream shop for every 500 people in your town. That is not a lot if you think about it. As the owner of your ice cream shop, you need to forecast the landscape of your business to best assess goals for your business that is attainable to make a profit (no one wants to work for free). So you do research, you go to the nine other ice cream shops in town to see what they are or aren't providing to the customer that is different from your business. You determine your competition's flow of customer traffic. You survey customers as they come in to your establishment to determine their likes and dislikes of your establishment. You assess the results and then you set goals that will enable your shop to attain the greatest share of the marketplace to gain the largest Net Profit. So..... What do you think you do when you play DFS?

DFS becomes fun when you have set goals and attain them and hold yourself accountable to those goals. Then set new goals once you've achieved the goals you set. Don't let DFS be arduous, let it be a journey of you as the CEO of your DFS company!

## Chapter 6:

### Game Theory and a Little Math to Soothe the Soul

Game theory is a topic that is difficult to discuss with first providing some definitions and ideologies around the definitions, definitions italicized.

*Variance is the expectation of the squared deviation of a random variable from its mean. Or in layman's terms, is a statistical measure of how much a set of observations differ from average occurrence the event occurs.*

When you hear the DFS Army coaches on podcasts or in the Slack channel say, NFL or MLB is a high variance DFS sport, what they are saying is that the possible set of outcomes that can occur on the slate of games is large. Standard deviation is used to measure risk involved with said player investment. The greater the standard deviation the greater the magnitude of the deviation of the value from their mean. That could be 1 standard deviation (most ideal), 2 standard deviations (ideal), 3 standard deviations, 4 standard deviations or more, the greater the deviations from the mean means the farther from the mean that the likelihood of a possible projected outcome occurs is less and less the further from the mean the standard deviation is.

Standard Deviation is a great statistical measure, but it is just a starting point for a statistic that utilizes standard deviations within its formulaic calculations and that is Z-Score.

*Z-score is the value relationship to the mean of a group of values. Measured in terms of standard deviations from the mean.*

Z-score is a good predictive measure for of cash versus GPP players. For example, we have 3 QBs to choose from to classify as a cash or GPP player. Player 1 costs \$6.9K, has played in every game this NFL season outside of his bye week and has a Z-score of 0.44 and is going up against the 29<sup>th</sup> ranked defense versus the QB position; player 2 costs \$6.5K, has a Z-score of 0.66 but has not played in every game this NFL season and is going up against the 31<sup>st</sup> ranked defense versus the QB position; and player 3 costs \$6.2K, who has a Z-score of 1.11 but has missed one game starting this NFL season and has had 30 point performances in the two weeks prior to the current slate and goes up against the 26<sup>th</sup> ranked defense versus the QB position. Which QB do you select for cash and which QB do you select for GPP. Toughie! I liken the fact that based upon the information I have been given I would

seek to maximize potential in GPPs, seeing that player 2 hasn't played in every single game of the season and still has a Z-score of 0.66 would lend me to play him in both cash and GPPs. Why, because he has a floor and he also has upside to win a GPP. The other two players are also in play for me should I create multiple cash and GPP lineups.

*Bias is the prejudice in favor of or against one thing, person, or group compared with another, usually in a way considered to be unfair.*

For an amazing conversation that touches immensely upon how to use bias for your benefit when constructing lineups, please view the podcast Footballgeek had with BobbyWow1 [here!](#) This podcast is great depiction of how Bobby embraces his biases and uses them when he formulates his strategy and process when building his lineups.

Over my years as a DFS player I have built models for NFL and other sports (MLB, MMA, etc.) that utilize algorithms and formulaic expressions based upon the statistical measures that I have outlined in this section for you. At the time I made the executive decision that DFS was all that mattered to me outside of my family, and full-time job, and through my research of other DFS players, I built my models to be better at determining top plays on slates. As a mathematician and statistician, I have to have control over the data, expressions, and assumptions for a given slate and find it difficult to use models others have developed without knowing what went into them and find some of them cumbersome. I utilize my models in concert with the top-notch coaching, cheat sheets, podcasts, and optimizer that I have at my disposal from the DFS Army. If you have not utilized the DFS Army resources, I encourage you to do so.

*Game theory is the analysis of strategies for dealing with competitive situations where the outcome of a participant's choice of action depends critically on the actions of other participants.*

What wins the Milly Maker when a player explodes the prior week? **FADE THAT PLAYER!** Then when that player duds and entrants get off of them the following week of a dud, top DFS players attack and load up on them after a dud week. That is game theory! Everyone is on a particular game's offense, fade the offense and target the defense against that high owned offense. Don't believe that this works, how about in week 15 of 2019 NFL season, DFS players started to flock to the Chargers and the Vegas Lines were moved in their favor, but it was those DFS

players that played the other side of the ball and played Vikings defense that won the monies. This is game theory at its finest!

As DFS players we are strategists, but what separates the top DFS strategists from the pack is the development of risk diversification and strategic thinking.

Let's go back to the knapsack problem as was mentioned in chapter 1. In chapter 1, the knapsack problem was defined as a problem in combinatorial optimization. What does this mean? Well we are given a set of variables (players), each player has an associated weight and value, and the goal is to determine the number (percentage of ownership) of each player to include in our collection (slate's player portfolio) so that the total weight is less than or equal to a given limit (salary ceiling set by DraftKings) and achieve the largest total value as possible (highest slate's score). Now, there are approximately greater than a trillion different combinations of players that can come together to create a single lineup.

To calculate this, you take the number of possible players per position multiplied by each position to give you the total amount of possible combinations. For example purposes only (as an NFL week's slate with no bye weeks will yield a far greater amount of combinations), say you have a slate with 4 quarterbacks, 10 running backs, 30 wide receivers, 10 tight ends, and 4 defenses and you need to assign them to DraftKings lineup construction of 1 QB, 2 RBs, 3 WRs, 1 TE, 1 FLEX (where the FLEX position can have either a RB, WR, or TE rostered in this lineup spot), and 1 DST. Therefore, the combinations would look as follows for this example: QB (4,1), RB (10,2), WR (30,3), TE (10,1), FLEX (10+30+10,1), DST (4,1). The possible combinations would be  $(4 \times 1) \times (10 \times 2) \times (30 \times 3) \times (10 \times 1) \times (50 \times 1) \times (4 \times 1)$  or approximately 14,400,000 combinations. That is a lot of combinations!

In the early days of the DFS industry, the best DFS players strategized to beat the knapsack problem, though some of them may not have known at the time that was what DFS was, and developed an optimizer (most likely an Excel Solver optimizer) to brute force the number of lineups they wanted based on the assumptions (projections) they had developed for that slate. Now this was innovative and revolutionary for the industry in the early days of DFS, now is simply common practice to use an optimizer to develop a number of lineups that DFS players sets to use for that slate of games. I can still remember seeing in Reddit chat posts that this is an illegal format of play and should be banned, but I took it differently and thought this was so innovative and an ideal way to solve the problem at hand of

taking greater than a trillion possible combinations of players and synthesizing them down to 20 or more lineups to max enter a GPP. Don't kid yourself though, the optimizers of those days couldn't shed a "candle in the wind" to the optimizers of today that are based upon sophisticated computer programming techniques. No wonder the casual player can't compete without these types of tools.

To become a master strategist, you have to be open to doing research that exceeds that of the content provided to you and more than anything else, you have to take calculated risks (risk diversification) to create artfully crafted lineups that will win top heavy GPPs! There's simply no other way around it. In the Milly Maker contest you need to think differently and fade crowd think!

When crafting your GPP lineups and determining the stacks you want to utilize, look at the types of defenses the QB and offensive weapons are going against, and determine what spots are most advantageous.

Time and time again a slate will not play out as the DFS pundits believe it to play out! It's advisable to utilize information you have at your disposal and mold that information with your research for solid lineup construction. Trust me, there's a lot of DFS pundits out there that do not provide you with all of the plays they are on. Don't believe me, research some of the other DFS sites and look for the extent of plays they are providing to the consumer. Why DFS Army differs from other sites is that we give you our plays, ALL OF THEM! We hold nothing back, but what separates us is the percentage of ownership of a player in our portfolios. I can honestly say that my percentage of ownership of players in my portfolio on a given slate is different than other coaches for the Army, why, because I may have different player valuations than FFootballgeek, or Big Marley, or CashKeg, or DFSUpNorth.

Have you ever read a book on game theory, or have you ever read books on how to read Vegas lines movement, or book on the power of your mind? Why not? If you don't have time to read these books, download the Audible app and listen to books on your morning and evening commutes. Listening to the music is fine and dandy, but to get really good at DFS you have to make sacrifices to make any headway on the competition. Say you have a commute of 30, 45, 60, or more minutes to work and you listen to music or politics or another medium, sorry but you have wasted your time by consuming a medium that doesn't actually generate positive value. In that amount of time I can envision my whole day in front of me and how I want to approach a particular week's NFL DFS slate. I can question myself, "Do I want a



heavy WR approach, or do I want a heavy RB approach, or is it best to team stack or game stack. What games do I want to be on and other games I want to fade”. Embody the aspects in life that is going to positively correlate with where you want to be in life and reduce the negative corollary aspects that do nothing for you.

Larry Bird had a coach who once said to Larry *“No matter how much you work at your game, there’s always someone out there who’s working just a little harder - if you take 150 practice shots, he’s taking 200.”* And that drove Larry to be the best!

## Chapter 7:

### Quarterbacks

How often do you hear that a Quarterback (QB) is in an optimal spot to produce the most fantasy points on the slate and they fall flat? Or how about this, how often have you heard touts touting a QB in can't fail spot with perfect betting odds in a premier matchup against a porous defense, then that QB fails and aren't even a top 10 - 15 QB on the slate that day? More often than not, touts are wrong and most of them do not stand behind their touted plays. Sorry to say, but that happens more often than not, and those touts are around because most players in the industry are too lazy to do their own research and blame father time on their inability to research the slate and just want someone to provide them a lineup.

If you don't have the time to properly research a slate of games then you really shouldn't be playing to start with, because you are already one step behind the obligatory eight ball. DFS is constantly evolving, and what worked the prior season, may not work in the current season. Consequently, our mindset and our approach to each slate needs to evolve as well. Look up from whatever you're doing someday and look around you, there's constant change all around you.

I digressed there a little bit, but it's important to note that you always need to stay ahead of the game.

During the 2018 NFL season, there were four QBs that were rostered more than once in the winning Milly Maker lineups. Two of those QBs were rostered three times in the winning Milly Maker lineups. Compared with the 2019 NFL season, there were three QBs that were rostered more than once in the winning Milly Maker lineups, and none of the three QBs were rostered more than two times.

Over the course of 2018 and 2019 NFL seasons, no QB was rostered by more winning Milly Maker lineups than Matt Ryan. Wait, wait, wait, you mean to tell me that Lamar Jackson or Patrick Mahomes weren't rostered a greater number of times on the winning Milly Maker lineup than Matt Ryan. Yes, that is correct! But, how can Matt Ryan be the highest rostered QB over the last two NFL seasons? Well, without getting too technical, Matt Ryan's salary to performance was a big factor. Salary is as big of a factor in determining the optimal QB to roster in the Milly Maker contest as is the QBs predictive outcome. For example, you roster Lamar Jackson and he's \$7,500 and scores 38 points on DraftKings, you may believe you have the winning slate's QB, but if Matt Ryan is \$6,200 and scores 31 points, he

could conceivably be on the winning Milly Maker lineup over Lamar Jackson due to the \$1,300 salary decrease that was used to upgrade either wide receiver(s), running back(s), tight end or defense. It's a 1,000 piece puzzle that you are trying to piece together every slate to win and the one DFS player that pieces the puzzle together most optimally wins.

The QB position is a great spot to maximize the percentage of salary cap space of your roster, and the performance of each QB utilized in the 2019 winning Milly Maker lineups were flatter as compared with other roster positions. In fact, the QB position's DraftKings points scored had the lowest standard deviation across all seventeen weeks of the 2019 NFL season. The 2019 season was 1.27 standard deviations lower than the 2018 season and 0.62 standard deviations lower than the 2017 season. What this means for you is that you don't have to roster the highest salaried QB on the slate to win the Milly Maker contest, as a \$6,200 QB can perform just as well as the \$7,000 plus salaried QB and win the slate.

Season	POS	Average Own %	Average Salary	% of CAP	Average PTS / WK	DK Points STDEV
2019	QB	7.96%	\$ 6,276	12.55%	33.08	5.69
2018	QB	9.05%	\$ 5,753	11.51%	34.28	6.96
2017	QB	8.04%	\$ 6,221	12.44%	28.21	6.31

The 2019 NFL season's QB mean salaries on the winning Milly Maker lineups mirrored that of the 2017 season. The 2018 season saw a \$500 dip in the mean salary of QBs in winning Milly Maker lineups. Here's where it gets interesting, though the 2018 season saw a \$500 lower mean salary trend as compared to the 2017 and 2019 seasons, the 2018 season saw a higher mean DraftKings points scored at the QB position. On average, the 2018 QBs scored 0.48 points more than the 2019 season and a massive 6.07 points more than the 2017 season. This further evidences that you do not have to roster the highest salaried QB on the slate to win the Milly Maker.

The above Lamar Jackson and Matt Ryan example illustrated this on a macro level, but on a micro level let's see how this comes into play. For illustrative purposes only, let's take the previous example: Lamar Jackson costs \$7,500 and scores 38 DraftKings points, and Matt Ryan costs \$6,200 and scores 31 DraftKings points. Now let's say you love your lineup with the exception of one of two positions, your RB1 and your WR1. In our RB1 spot we have Dalvin Cook who is going up against a top 10 defense versus Running Backs and is carrying a 5% ownership projection. But, we see that Christian McCaffrey is exactly \$1,300 more against the 29<sup>th</sup> ranked

defense against Running Backs and carries a 28% ownership projection. We also look at our WR1 position and have Calvin Ridley whose matchup is in the bottom 10 for the week in our lineup with Lamar Jackson and costs exactly \$1,300 less than Julio Jones who has a top two overall matchup. Calvin Ridley and Julio Jones both have 6.5% projected ownership. How do we approach these two positions? That's the conundrum we are faced with weekly to construct our lineups. To win the Milly Maker contest, we don't have to have a fully contrarian approach to our lineup construction, but we do need to differentiate our lineup in one or two spots to catapult our lineup up the leaderboard. Let's say that our lineup is without the RB1 and WR1 positions are already chalky, my approach to gain traction on the tournament field would be to move down from Lamar Jackson to Matt Ryan, keep my RB1 at Dalvin Cook, and upgrade from Calvin Ridley to Julio Jones. This will provide me with a top QB/WR stack and still have a top 5 RB.

During the 2019 NFL season, the winning Milly Maker lineups targeted games that Tampa Bay Buccaneers played in 29.4% of the time. Of that percentage, 40% of the time Jameis Winston was the QB on the winning Milly Maker lineup. The next highest targeted team was Miami at 23.5%, and no winning Milly Maker lineup rostered Ryan Fitzpatrick during the 2019 season.

In 2019, the winning Milly Maker lineups targeted QBs who were projected as the favorites to win by the projected Vegas closing lines 88.2% of the time. The most targeted projected Vegas closing lines spread was -7 at 17.6% of the time, followed by -3, -10.5 and -6 at 11.7% of the time. Games that were projected to be close scoring by Vegas closing lines (less than or equal to -5.5) were in 29.4% of the winning Milly Maker lineups. The sweet spot to target QBs from the projected Vegas closing lines spreads were between -6 to -7.5, as they were used in 41.2% of the winning Milly Maker lineups.

In 2019, the most optimal projected Vegas closing lines total points were 48, 49.5, 46, and 45. Each of these projected Vegas closing lines total points were utilized by the winning Milly Maker lineups two times, and the QBs rostered in these games faced 32<sup>nd</sup> ranked defense against the pass twice, 31<sup>st</sup> ranked defense against the pass twice, 29<sup>th</sup> ranked defense against the pass once, 22<sup>nd</sup> ranked defense against the pass once, 12<sup>th</sup> ranked defense against the pass once, and the 13<sup>th</sup> ranked defense against the pass once.

Targeting defenses who were in the bottom 6 of the NFL against the pass was a significant factor when determining the QB to roster in the winning Milly Maker

lineups in 2019. In fact, 64.7% of the time a QB was rostered by the winning Milly maker lineup that used a QB who was going up against a bottom 6 defense against the pass.

The winning Milly Maker lineups targeted QBs from the 1 PM slate of games 64.7% of the time in 2019. Of that percentage, 81.8% of the time the spread of the game was greater than or equal to -6.

## Chapter 8:

### Running Backs

The DFS industry typically associates the Running Back (RB1 and RB2) position as the safest source of fantasy points available for your lineup. This holds true in the winning Milly Maker lineup's roster construction. During the 2019 NFL season, 65% of the winning Milly Maker lineups rostered a RB in the FLEX position, producing a mean total DraftKings points scored of 30.83 in the FLEX position.

There were some amazing performances by RBs in 2019, during week 5 Aaron Jones and Christian McCaffrey broke the slate producing over 50 DraftKings points. Christian McCaffrey was the most utilized Running Back by the winning Milly Maker lineups in 2019, utilized 35.3% of the time and produced a mean DraftKings point total of 36.38! The next highest utilized Running Backs in 2019 were Ezekiel Elliott who produced a mean DraftKings point total of 27.53, Derrick Henry who produced a mean DraftKings point total of 32.00, and Aaron Jones who produced a mean DraftKings point total of 37.90.

To win the Milly Maker contest on DraftKings we as players have to evolve how we construct our lineups rather than just using top optimal lineups. We have to think in terms of cap space per position in our lineups, the ownership that will win the Milly Maker contest per position, what position should I run in my FLEX spot, etc. etc.

The 2018 season for RB1 position saw a \$1,403 spike in the salary spent on the position from the 2017 season. With this spike, that meant that other positions in the lineup would see reductions in the amount spent per position. In 2019, the amount spent on the RB1 and RB2 positions declined from 2018 by \$323 and \$1,130 respectively. Players spent more on the QB, WR2, WR3, FLEX and DST positions in 2019 as compared with the 2018 season. There was more value at the RB1, RB2 and WR1 positions in 2019 as compared with 2018. Each season fluctuates based on DraftKings' salary algorithm, therefore we can use the mean salaries year to year as a baseline to draw salary inferences from, but it is not the be all end all solution. To get to a more conclusive picture we have to incorporate more factors to make better decisions come lineup construction time.

As you can see in the chart graphic below, the winning Milly Maker RB1 position's DK point's standard deviation has grown since the 2017 season from 4.96 to 8.82, nearly double the expected outcome of the RB1 position in terms of DraftKings points scored. Whereas, the winning Milly Maker RB2 position's DK point's

standard deviation has lowered since the 2017 season from 11.71 to 10.29. As we can also see in the chart, 2017 was a low salaried season for the winning Milly Maker RB1 position, but a high salaried season for the RB2 position. What can be drawn from the chart, as the winning Milly Maker lineups salary spent on RB1 and RB2 positions is lowered the standard deviation also lowered, and it's also reflective in the average points per week scored by the position (2017 was 27.83 and 2019 was 24.39). But, the ratio of the RB1 to the RB2 standard deviation is not as flat as you may expect, even though the salary variance between 2017 RB2 and 2019 was \$1,383 and RB1 was \$1,080. If you look at the average points per week, you will notice that the variance of the points scored on average by the winning Milly Maker lineups RB1 position in 2019 was 5.95 points greater than 2017, whereas 2017 RB2 was 3.44 points greater than in 2019. Therefore when only looking at certain parameters and not the whole picture, one doesn't see that the number of standard deviations from the mean between the RB1 and RB2 positions from 2017 to 2019 are not flatter.

Season	POS	Average Own %	Average Salary	% of CAP	Average PTS / WK	DK Points STDEV
2019	RB1	19.98%	\$ 7,659	15.32%	33.51	8.82
2019	RB2	19.67%	\$ 5,288	10.58%	24.39	10.29
2018	RB1	25.89%	\$ 7,982	15.96%	32.21	7.31
2018	RB2	18.92%	\$ 6,418	12.84%	28.62	10.57
2017	RB1	13.94%	\$ 6,579	13.16%	27.56	4.96
2017	RB2	18.99%	\$ 6,671	13.34%	27.83	11.71

Over the course of the 17 week 2019 NFL season, 65% of the winning Milly Maker lineups rostered a RB in the FLEX position, of those weeks the mean salary spent on the RBs was \$19,100 or 38%. The mean salary for RBs when the winning Milly Maker lineups rostered 3 RBs in the lineup was \$6,367. The total mean percentage of ownership by the field was 18.34%. For comparison purposes when the winning Milly Maker lineups rostered 2 RBs (no RB in FLEX position), the mean salary for RBs was \$7,092, total mean percentage of ownership by the field was 21.20%. As to be expected, the weeks when two RBs roster construction won the Milly Maker contest there were spikes in the salary spent on QBs by \$372 and DSTs by \$267.

Over the course of the 17 weeks of the 2019 NFL season, there were 45 occurrences that an RB was rostered by the winning Milly Maker lineups. Of the total number of RBs utilized, 68.9% of the time an RB was a favorite per the projected Vegas closing lines. Christian McCaffrey was the most rostered RB by the winning Milly Maker



lineups at 35.3% of the time, of that percentage 66.7% of the time Carolina was projected by Vegas closing lines to be the favorite in the game.

Carolina was the 32<sup>nd</sup> ranked defense versus the run, but the winning Milly Maker lineups targeted their defense to roster RBs against only 17.6% of the time. The highest targeted rush defense by the winning Milly Maker lineups was Washington (ranked 24<sup>th</sup>) 41.2% of the time in 2019.

During the 2019 NFL season, the sweet spot for projected Vegas closing lines spread was -3.5. There were seven occurrences when the winning Milly Maker lineups rostered an RB in a game that Vegas closing lines projected the game spread of -3.5. Of these seven occurrences of targeting -3.5 spread, 71.4% of the time the winning Milly Make lineups rostered an RB with a projected Vegas closing lines game total of 46.5 total points or greater, and an astounding 60% of the time the game total was projected at 46.5 points. The next three highest targeted projected Vegas closing lines games spreads by the winning Milly Maker lineups were -7 and -3 at 4 occurrences each and -6 with 3 occurrences.

The sweet spot projected Vegas closing lines game total points targeted the most by the winning Milly Maker lineups in 2019 was 49.0 with seven occurrences. The next two highest targeted game totals were 46.5 with five occurrences and 42.0 with four occurrences. When the winning Milly Maker lineups targeted RBs in games with projected Vegas closing lines game totals of 49.0 points, the spread for these games were between -3 to -6.

In 2019, it paid dividends to roster RBs who were favored to win the game and playing against the Washington Redskins.

## Chapter 9:

### Wide Receivers

The Wide Receiver (WR) position can and will propel a Milly Maker lineup into the top 10. We know and can measure that the QB position is the position with the least amount of variance, and in fact the 2017 - 2019 NFL season's average standard deviation for the QB position was 6.32, 1.05 standard deviations below the next lowest standard deviation in the Tight End position. The WR position came in as the highest measure of variance with 9.29 standard deviations from the mean. What this means for you, when looking at all of the winning Milly Maker lineups across the 2017 - 2019 NFL seasons, the dispersion of the average DK points scored weekly varied greatly across salary tiers and the highest priced WRs did not make it into the winning Milly Maker lineups. So just because a WR (Michael Thomas in 2019 when priced at \$9,900) is the highest salaried WR, doesn't correlate to being on the winning Milly Maker lineup.

Season	POS	Average Own %	Average Salary	% of CAP	Average PTS / WK	DK Points STDEV
2017 - 2019	QB	8.35%	\$ 6,084	12.2%	31.86	6.32
2017 - 2019	RB	19.57%	\$ 6,766	13.53%	29.02	8.94
2017 - 2019	WR	10.36%	\$ 5,669	11.34%	28.53	9.29
2017 - 2019	TE	12.93%	\$ 4,484	8.97%	21.55	7.37

Holistically for a position-by-position outlook this is a great chart to measure how a particular position will perform as a whole. But when we slice up the WR position over the 2017 to 2019 NFL seasons, we get to see much more. Since the 2017 NFL season, the WR1 lineup spot has seen a decline in the number of standard deviations from the mean. The WR1 position DK points scored have become less variant over the 3 seasons and performances have moved closer to the mean. The average winning Milly Maker lineup's point production from the position has increased by over 8 DK points since the 2017 NFL season.

The WR2 performances over the last 3 seasons have been somewhat flat and remained within 1.2 standard deviations. Thus, the WR2 performances are consistent, though the average winning Milly Maker lineup's point production from the position has increased significantly from 2017 to 2019 by 9.1 DK points.

Where the variance in the WR1 position has declined since 2017 and the WR2 variance remained relatively flat since 2017, the WR3 variability has significantly increased since the 2017 NFL season. Since 2017, the standard deviation for the WR3 position has grown by 7.24 standard deviations, though the average points per week has only increased by 0.88. In 2019, the range of performances from the WR3 position was a high of 56.70 DK points to a low of 13.60 DK Points. There were 7 WR3 performances that eclipsed the 30 DK points threshold. Whereas in 2017, there were only 5 such performances, and the range of performances were a high of 40.10 DK points to a low of 20.80 DK points. The range of performances in 2017 were tighter than in 2019, but the ability for a WR3 to single-handedly win a DFS player the Milly Maker was far greater in 2019 than 2017.

Season	POS	Average Own %	Average Salary	% of CAP	Average PTS / WK	DK Points STDEV
2019	WR1	13.87%	\$ 6,394	12.79%	32.11	8.07
2019	WR2	11.55%	\$ 5,935	11.87%	33.24	9.47
2019	WR3	7.32%	\$ 4,735	9.47%	29.31	12.80
2018	WR1	12.02%	\$ 7,241	14.48%	33.75	10.12
2018	WR2	7.92%	\$ 5,706	11.41%	25.86	7.92
2018	WR3	8.74%	\$ 4,171	8.34%	25.86	9.67
2017	WR1	14.81%	\$ 5,757	11.51%	24.06	11.76
2017	WR2	8.67%	\$ 5,514	11.03%	24.14	8.26
2017	WR3	8.31%	\$ 5,571	11.14%	28.43	5.56

In 2019, the winning Milly Maker lineups targeted the Tampa Buccaneers and the Miami Dolphins 41.6% (13 and 12 times respectively) of time to roster a WR against or roster a WR for their respective lineup spots. Incredible efficiency the winning Milly Maker lineups utilized by simply playing for or against these two teams. Rounding out the top 5 highest rostered WRs for or against a respective team in the winning Milly Maker lineups were New York Giants at 7 times, Detroit Lions and Atlanta Falcons at 6 times each.

The winning Milly Maker lineups' highest targeted projected Vegas closing lines spread was -3.0, targeting that spread amount 14% of the time. The other highest targeted spreads were -10.0, -7.0 and -1.5 at 8.8% of the time.

The winning Milly Maker lineups' highest targeted projected Vegas closing lines point totals were 49.5, 46.5 and 47.0 at 8.8% or 5 times each. The next highest projected point totals were 49.0, 48.0 and 44.5 at 7% or 4 times each. The total number of times the winning Milly Maker lineups targeted projected Vegas closing

lines point totals exceed 50 points was 6 times total as compared to 27 times for the sweet spot projected Vegas closing lines point totals.

The winning Milly Maker lineups targeted the sweet spot spread and projected total points 14% of the time.

The winning Milly Maker lineups utilized the WR in the FLEX position 35% of the time. In the Running Backs chapter, it was detailed that Running Backs were used 65% in the FLEX position.

In 2019, the winning Milly Maker lineups on average spent \$18,365 or 37% combined for all of the WRs rostered. When an RB was utilized in the FLEX position, the winning Milly Maker lineups spent \$16,918 or 34% on average for the WR position, and when the WR was utilized in the FLEX position the average amount spent for the WR position was \$21,783 or 44% of the salary. When WR position salary constraints are combined with the RB position, on average \$36,000 is spent for all RBs and WRs or 72% of the salary.

In 2019, it paid dividends to target the Tampa Bay Buccaneers, Miami Dolphins, New York Giants, Atlanta Falcons or Detroit Lions to roster a WR for or against, and to target projected Vegas closing lines spread of -3.0 and points totals of 49.5, 46.5, 47.0, 49.0, 48.0 and 44.5.

## Chapter 10:

### Tight Ends

The 2019 NFL season was the year where non-household names became household names at the Tight End (TE) position. Known TE commodities topped the winning Milly Maker lineups, Evan Engram (2), Travis Kelce (1), Jared Cook (2), Mark Andrews (1) and Jimmy Graham (1). But, guys like Mike Gesicki, Tyler Higbee (3), Austin Hooper (2), Ryan Griffin, Noah Fant, Will Dissly, and Darren Waller made a name for themselves topping the winning Milly Maker lineups in 2019.

From weeks 12 through 17, no other TE was as prominent of a member on the winning Milly Maker lineups as Tyler Higbee. Tyler Higbee's prominence became well known across the DFS landscape after Gerald Everett sustained an injury that sidelined him for multiple weeks. Higbee exploded, posting 26.7 DK points in week 13 at \$2,500 DraftKings salary and perching himself on top of the TE leaderboard that week winning a DFS player \$1 million dollars. Then Higbee did it again two more times before the end of the season, in weeks 15 and 17.

During the 2019 season, the winning Milly Maker lineups did not once roster a TE in the FLEX position. This is a historical trend pattern that has formed in the Milly Maker contest. Since the 2017 NFL season, there has only been one occurrence where a TE was rostered in the FLEX position in a winning Milly Maker lineup. It can be seen that over that span of time, the TE position has produced an average points per week of 21.55, which is 6.98 points less than WRs and 7.47 points less than RBs. Many within the DFS industry believe that the TE position opens up value and rostering a TE in the FLEX position enables a player to pay up for more studs at the RB or WR position. While that sounds great in theory, in practice it's not viable, in fact it's the least optimal lineup construction for large top heavy payout GPP contests like the Milly Maker. The numbers don't lie, and it is to not wise to construct lineups utilizing sub-optimal construction with a TE in your FLEX position.

Season	POS	Average Own %	Average Salary	% of CAP	Average PTS / WK	DK Points STDEV
2017 - 2019	QB	8.35%	\$ 6,084	12.2%	31.86	6.32
2017 - 2019	RB	19.57%	\$ 6,766	13.53%	29.02	8.94
2017 - 2019	WR	10.36%	\$ 5,669	11.34%	28.53	9.29
2017 - 2019	TE	12.93%	\$ 4,484	8.97%	21.55	7.37

The highest targeted teams to target a TE for or against were Arizona Cardinals and the Los Angeles Rams. At the beginning of the 2019 NFL season, the Cardinals was the DFS TE cheat code. If you rostered a TE against the Cardinals, they were guaranteed to be the most optimal play on the board at the TE position. The Cardinals concluded as the 30<sup>th</sup> ranked defense against the TE position on the season and in weeks 13 and 17, Tyler Higbee was on the winning Milly Maker lineups.

The winning Milly Maker lineups targeted TEs from teams who were projected favorites by Vegas closing lines in their respective games 70.6% of the time. Of the 29.4% of the time a projected underdog TE was rostered, a New York Giants TE was rostered by a winning Milly Maker lineup 40% of the time.

The most targeted projected Vegas closing lines spread by the winning Milly Maker lineups was -7.0, 17.6% of the time. The next highest targeted spreads were -3.0, -1.0 and -1.5, 11.8% of the time.

The five most targeted projected Vegas closing lines point totals by the winning Milly Maker lineups are 44.5, 48.0, 46.5, 47.5, and 45.5, 11.8% of the time each. There were only two occurrences on the 2019 NFL season where the winning Milly Maker lineups rostered a TE from a game with a projected point totals in excess of 50 total points.

Over the 17 weeks of the 2019 NFL season, the winning Milly Maker lineups hit the sweet spot for both the highest targeted spreads and point totals, 23.5% of the time. For example in week 1, Evan Engram was the TE rostered on the winning Milly Maker lineup and the projected Vegas closing lines spread was -7.0 (highest targeted spread) and the point total was 44.5.

Season	POS	Average Own %	Average Salary	% of CAP	Average PTS / WK	DK Points STDEV
2019	TE	12.72%	\$ 4,406	8.81%	22.39	6.60
2018	TE	13.74%	\$ 4,424	8.85%	22.70	10.84
2017	TE	12.32%	\$ 4,621	9.24%	19.55	4.66

The average points per week for the TE position peaked in 2018 at 22.7, up from 19.55 points in 2017, then dropped slightly to 22.39 points in 2019. The standard deviation dropped significantly from 2018 to 2019, which implies that the performances across all 17 weeks of the 2019 NFL season were flat in relation to the average points per week of 22.39. Based upon the average of the 2017 to 2019

seasons, the 2019 season performed right at the average or slightly below average in terms of average salary and % of cap. The average points per week were 0.84 points greater in 2019 than the average of the three seasons. The standard deviation of DK points scored was 0.77 deviations closer to the mean in 2019 than the average of the three seasons.

In 2019, the winning Milly Maker lineups targeted TEs from teams that were favored by the projected Vegas closing lines, had a spread of -7.0 and playing against the Arizona Cardinals.

## Chapter 11:

### The Defense

Defense (DST) is by far the most under researched position of your lineup that you develop for DFS, and why? Is it because touts believe that picking a defense for your lineups is all about luck, well they are flat out wrong! It is comical that most DFS players place as little time in researching defenses as they do the other positions of their lineups. Most people who play DFS look at a defense and just play whichever defense has the highest projected Vegas line spread and lowest projected game total (for example New England Patriots versus New York Jets in 2019 week 3 had closing Vegas line spread of -21 and total points projected was 43, but they were not the highest scoring defense nor was New England on the winning Milly Maker lineup). Is this wrong, no, but it's surely lacking. The bust rate on defenses that have the highest spread and lowest total is higher than you may think.

A lineup on DraftKings constitutes 9 positions, QB, 2 RBs, 3 WRs, 1 TE, 1 FLEX and DST. Therefore, the QB, TE, and FLEX are equally proportionate to the DST as a percentage of the whole. What about the RBs and WRs you may ask, well in the roster we must roster 2 RBs and 3 WRs and the FLEX can be either a RB, WR or TE. The RBs constitute 22.2% of the overall lineup without taking into account the FLEX position, WRs constitute 33.3% without taking into account the FLEX position, and then QB, TE, FLEX, and DST all constitute 11.1%. If a QB, TE, DST are equally proportionate to the DST, then why isn't the DST more researched you ask. Laziness and intrigue pure and simple!

Here's an impressive Milly Maker contest statistic that 95 - 99% of the DFS players in the industry do not know actually occurred in the 2019 NFL season. During the 2019 season, the DST outscored the Quarterback in the winning Milly Maker lineups 17.6% of the time, and the DST outscored the TE position 41.2% of the time. Why is this so significant? Given that the QB, TE and DST positions carry the same weight in your lineup, why aren't people researching the DST more? Now you see that selecting DSTs is less about luck and more about statistical correlation and research!

There are as much statistical correlations with determining the best defenses to roster than there is when looking at targeting a Tight End with a Quarterback or Running Back with a Quarterback. During week 17 of the 2019 NFL season, the Atlanta Falcons were playing the Tampa Bay Buccaneers, a game that was projected by Vegas as the highest game total and the lowest spread on the slate, therefore most



DFS players viewed this as an offensive bonanza. Though there was 50 total points scored in the game and the game went into overtime, Jameis Winston threw for two interceptions and one of the interceptions was in overtime and was returned for a touchdown. Atlanta Falcons scored 14 DraftKings points in week 17 and they were one of the highest scoring defenses on the slate. Here's why the Atlanta Falcons were such a great play, the defense had slate ownership projection of less than 1% and their actual ownership percentage in the week 17 Milly Maker was 1.93%, an absolutely amazingly low ownership percentage for a defense going up against a Quarterback who threw for the most interceptions in 2019 at 30. To put this into perspective, the next highest intercepted Quarterback threw 22 interceptions in 2019 or 26.7% lower than Jameis Winston. In actuality, the Atlanta Falcons should've carried an ownership projection going into week 17 slate of 6.5% or greater.

Now you understand that touts don't research defenses and just throw from the hip when giving out their defenses for the slate. Each season the same things occur with defenses and how touts approach them, they spend ZERO time researching defenses and yet provide you with their defense picks, but season after season the Milly Maker contests are won weekly by lineups that have rostered the top scoring defenses on the slate. Additionally, is it luck when determining what the highest DraftKings fantasy points scored defense on the slate will be, and my answer to that is emphatically NO!

## My Process of what to Look for in Defenses

No one is going to tell you how to research defenses, because most themselves don't know and take a SWAG (Shitty Wild Ass Guess) approach 95% of the time. Let's change that and provide you with a solidified process to determining good defenses to roster. I will provide you with my process of determining a defense for a given NFL slate, a process that is not only built upon data but also on game theory and strategy. Is it the best strategy approach for determining defense? Who knows, but it works for me to determine top defenses on a given slate.

Each time I placed in the top 10 of the Milly Maker, the field ownership in the DST I rostered in those lineups were between 0.1 to 6.5% owned. I do not have a magical percentage of projected field ownership on a DST that I incorporate, but field ownership is one of the factors I look at and it is a massively weighted factor in my NFL model.

## The weekly tools I use for my research of defenses

The amount of NFL information available to DFS players is vast and can boog you down if you do not know what the best tools to utilize when selecting defenses. Some of the information and data you can obtain is free, but most of it you will need to pay for.

The top resource I utilize weekly is FootballOutsiders.com for defensive line stats, offensive line stats and team defense stats. Now these are free from Football Outsiders for now, but you have to pay for defense vs. receiving position and defense vs. pass direction reports. I believe that Football Outsiders may move the defensive line and offensive line stats behind the paywall next year, as the defense vs. receiving position and defense vs. pass direction reports were free last season.

Additionally, I utilize the tools provided by ProFootballFocus.com. This is not a free service and is quite expensive if you want the premium stats (stats by position, category and etc.). ProFootballFocus.com and FootballOutsiders.com are resources that offer a wealth of information within their respective sites and you can pretty much obtain all of the information you need to assess defenses and offenses on a weekly basis from these two sites.

Next piece of information that I use are DFS Army's ownership projections, their ownership projections are the most accurate in the industry. Ownership projections are a piece of information that I use at the end of my process to either get me off of a defense or add more ownership in a defense that I may not have had enough ownership of due to their low ownership percentage projection.

### My process is.....

FootballOutsiders.com defensive line stats is where I start my research, and what I am looking at in this dataset is the pass protection section and looking at the sacks and adjusted sack rate. Adjusted sack rate gives the sacks (plus intentional grounding penalties) per pass attempt adjusted for down, distance and opponent. From here, I pull up the offensive line stats dataset and I look at the pass protection section as well. Therefore, I look for offenses that give up high total amount of sacks and adjusted sack rate, then side-by-side look at the defense and I want defenses that have high sack rates. By taking defenses that sack the Quarterback at a high rate against offenses the give up defenses at a high rate is what puts the defense in a great position to score highly.

When offenses give up a high amount of sack, this means that the offensive line is porous and gives up a lot of pressure on the Quarterback, thus this leads to a higher probability of the Quarterback being intercepted or defense forcing a fumble.

After this process, I will look at two additional pieces of statistical information. First, I look at all the Quarterbacks facing the defenses I determined to be in good spots from the FootballOutsiders.com defensive line and offensive line stats, and what I want to know is the total number of interceptions the Quarterback has thrown on the season and then pair down my defensive pool. Secondly, I look at the offenses facing the remaining defenses in my defensive player pool and I look specifically at the number of fumbles given up by the offense and compare that with the fumbles forced by the remaining defenses in my player pool, finally pairing down my defenses from that point to give me a more manageable amount of defenses to utilize in my player pool.

By completing these processes, enables me to have a defensive player pool that sacks the Quarterback the most, applies the most pressure on the Quarterback, a defense that is up against a Quarterback that throws interceptions and goes up against an offense that turns the ball over.

Finally, I do my final pairing down of the defenses which is the most crucial part of my process, yet accounts for a tenth of the percentage of time in my research of defenses in a given slate. How do I pair down my defenses further, ownership projections! I may have 10 defenses that I like for a given slate, and most of these defenses are going to be extremely close in their defensive prowess going up against offenses that have suspect offensive lines and are turn over machines. The ownership projections provide me with a valuable tool to fade (remove player from my player pool or use at a low percentage in my player pool) or reduce my exposure to a particular defense. For example, I have two defenses who are extremely closely aligned in terms of their defensive statistics against offenses that are weak, but one of the defense's ownership projection has them at 7.5% whereas the second defense has an ownership projection of 1%. I will reduce my ownership in the 7.5% projected ownership defense and increase my ownership in the 1% projected ownership defense.

The total amount of time that it would take you to complete this process is roughly about 2 hours, depending on your ability to read statistics and how good you are with Excel. That is a minimal amount of investment in your weekly process to determine a quality (determined by statistics and not by luck) defense that could break the slate.

I understand that you may be wondering why I didn't lead or go over the projected Vegas closing lines as part of my process. In reality, I utilize projected Vegas closing lines only as part of my process when I have two or more defenses that are so close in terms of their defensive statistics facing suspect offenses with nearly identical ownership projections. Outside of that, I do not use projected Vegas closing lines as part of my process of determining my defensive player pool, frankly because the projected Vegas closing lines are not correlated with the most optimal defensive plays when it comes to taking down the Milly Maker contest.

More importantly than the projected Vegas closing lines, are salary and how the defense's salary aligns with the average defensive salaries of the winning Milly Maker lineups, salary cap percentage of my lineup versus my targeted salary cap percentage based off of winning Milly Maker lineups, and one of the most overlooked aspects is the start times of defenses used in the winning Milly Maker lineups. These factors are more important to selecting a defense that win you the Milly Maker contest than projected Vegas closing lines.

### 2019 NFL Season Milly Maker Defenses

In 2019, the winning Milly Maker lineup rostered a defense with the largest projected Vegas closing lines spread on that week's slate 23.5% of the time. Additionally, at 47.1% of the time the winning Milly Maker lineup rostered a defense with a projected Vegas closing lines spread of under -5. Of those percentage of weeks, 75% of the time the defense that was rostered had projected Vegas closing lines of -1 to -3. The winning Milly Maker lineups rostered a defense with double digit projected Vegas closing lines spread 41.1% of the time.

In 2019, the winning Milly Maker lineup rostered a defense that was projected as the favorite to win the game 82% of the time. Of this percentage, 50% of the time the projected Vegas closing lines spread was at or below -7.

In 2019, the average spread across all 17 weeks of the defenses that were used in winning Milly Maker lineups was -7.32, which was 0.41 greater than in the 2018 NFL season.

In 2019, the average Vegas lines total points across all 17 weeks of the defenses that were used in the winning Milly Maker lineup was 44.08, which was 0.3 total projected points less than in the 2018 NFL season.

In 2019, there were 2 weeks where the winning Milly Maker lineup rostered a defense with projected Vegas closing lines under 40 total points, and there were

weeks where the winning lineup of the Milly Maker rostered a defense with closing Vegas lines between 40 to 45 total points. Additionally, there were 2 weeks where the winning Milly Maker lineup rostered a defense with closing Vegas lines of 50 or greater total points.

The sweet spot for total points projected was 43, there were two weeks where the winning Milly Maker lineup rostered a defense with the total points of 43.

The sweet spot for the spread were -1, -2, -10, -7, and -4.5, there were two weeks each for these spread numbers where the winning Milly Maker lineup rostered a defense.

The team that was on the highest number of winning Milly Maker lineups was the New England Patriots at 3, but this is deceiving, as all three weeks occurred during New England's easiest part of their schedule from weeks 1 to 8.

In 2019, it paid dividends to play a defense in the 1 PM slate of games versus the 4 PM slate of games on the main slate. 65% of the time the winning Milly Maker lineup rostered a defense from the 1 PM slate of games.

## Chapter 12:

### Stacking is the Most Advantageous Strategy

Stacking has become a prevalent lineup construction methodology since the godfather of stacking first introduced it in MLB and NHL. The godfather of stacking is known as Jay Raynor, or better known by his DraftKings user name BeepImaJeep. In MLB, he would stack multiple hitters from a single team in his lineups to gain an edge on the field and in NHL he'd stack players from lines that he believed would go off on that night's slate. Then once DraftKings caught onto Jay's roster construction methodology, they had to establish rules to only allow a certain number of players from a team to be stacked in a single lineup. When the rest of field would catch onto what he was doing in his lineup construction, he would pivot his roster construction and introduce new tactics that would generate GPP wins upon wins. Jay is a master at solving games and puzzles and made it his life's mission to do so. Jay's mission in DFS was to find ways to solve the 1,000 piece DFS puzzle to transform his game. Prior to the stacking introduction into the DFS space of lineup construction, secondary stacks or game stacks used in lineups were non-existent. Jay knew more about player correlation across lineup construction than anyone at that time and his roster construction was the most mimicked of any player in the industry. We can all thank Jay for his master understanding of correlations, the knapsack problem and optimization, as he was also one of the originators of optimizers to create lineups, though he didn't have an optimizer as advanced as the likes of Maxdalury, otherwise known as Saahil Sud (co-founder of RotoQL), or even 00oreo00 who created Fantasy Cruncher's optimizer, he used an Excel optimizer that brute forced the number of lineups he wanted.

Every week of the 2019 NFL season the winning Milly Maker lineups had a stack in their lineup. The winning Milly Maker lineups utilized a run it back stack or game stack 52.9% of the time in 2019. Of that percentage, run it back stacks were utilized 33.3% of the time. The other 66.7% of the time game stacks ruled. Of the run it back stacks, 100% of the lineups rostered a secondary or tertiary stack. Of the game stacks, 33.3% of the time a secondary stack was utilized in the winning Milly Maker lineup construction.

Of the 47.1% of lineups that didn't utilize the run it back or game stack methodology, 37.5% of the time the winning Milly Maker lineups utilized a secondary stack combination.

## Chapter 13:

### Lineup Construction More than Picking Players

Chasing the top prize in a large field GPP is the topic of discussion in every slack, chat and discord communication room across all content provider's sites, and how to create a lineup that can take down the top prize is on everyone's minds. Player X is projected to score X more points than player Y, and on and on the wheels go in your mind. My question for you is, "Is that the right question you should be asking yourself?"

Honestly, when I first started out in DFS those were the exact questions or parameters I would ask myself. The wheels in my head would spin and spin and spin until I forgot what I wanted to accomplish with my lineup construction. I didn't start making serious strides towards sniffing the top of GPP contests until I simplified things and said to myself, "self... what am I trying to accomplish with my lineup construction for this slate and how can I create lineups that will do better than what I did last week." It's honestly a mental shift that occurs within your mind, it's like when a light bulb goes off (reminds me of Gru in Despicable Me "Light Bulb!") and you start to see things more clearer. Instead of compressing your mind with meaningless information of whether player X is projected to score the most points, train your mind on how to read the slate's landscape and find crevasses full of puzzle pieces that you can utilize to attack the night or week's slate.

Guys and gals, DFS is hard because you are going up against 1000s other players that have as much access to information as you do and it's your **JOB** to solve the slate's puzzle better than the next player. Go back and read chapter. DFS should be your business and you are the owner of your business, and growing your DFS business is your **ONE** and **ONLY GOAL** above all else. My DFS business is booming, is yours?

But how are you so good when you don't max enter contests.....

I have made a living on DraftKings in the most prestigious NFL contest, the Milly Maker, and I have never once max entered the contest. I do not believe that I have to max enter the Milly Maker in order to win. Quite frankly, I find that the more lineups I construct the less optimal each lineup becomes. I take stands in my lineup builds utilizing the exact techniques contained within this book. I spend hours looking for the one or two plays that if they go off I win all of the monies. I utilize

the same exact tools you do when you construct lineups, and I piece the 1,000 piece together the most artfully and best I can possibly piece it together to be better than my competition on any given Sunday!



## Epilogue:

With another successful NFL season in the books, I will be anxiously awaiting the next NFL season to build upon my successes from this past season. It has been my distinct pleasure authoring the Shark Chronicles this season as it has been each season of year's past. I was very excited to be given the opportunity to write an extensive detailed account of "How to Win the DraftKings Milly Maker Contest Volume 2" piece and to provide some accounts of my time in the DFS industry. It is my hope that the information contained within "How to Win the DraftKings Milly Maker Contest Volume 2" helps you with your lineup construction in the future and becomes a tool in your arsenal

## Tools to Utilize Weekly in 2020 NFL Season

I utilize every tool available to me from the DFS Army's vault of successful tools and coaches. I develop my own player projections and system that I utilize in the construction of my cash and GPP lineups. In addition to my proprietary NFL GPP model, I mainly utilize the following two DFS Army tools I utilize the most in my thought processes and research of each slate is the FFootballGeek's NFL Weekly Geeks Picks and the coaches notes. The other tools I utilize are the WR vs. CB breakdown chart (by the way, I develop this tool on a weekly basis), DFS Army's Research Station, FFootballGeek's Early Look Vegas Lines Podcast, the Wolfpack podcast and the Player's Club Podcast.

You see our helmets on the top of the DFS leaderboards in every sport nightly, don't wait and join DFS Army today! Sign up as a [DFS Army VIP](#) today to take your game to the next level and start competing like a pro.

## Forward Looking

This NFL offseason, DFS Army has many amazing tools and ideologies that we will be working on to continue making our NFL product and content the industry's best. The Shark Chronicles will be further delving into ways to remove the luck factor of beating upwards of 400,000 entrants to place in the top 10 of the Milly Maker consistently. Additionally, I will be developing a Defense model to help members best determine the optimal defenses for the Milly Maker and top heavy payout tournaments (I.E. DraftKings Play Action contest).

The Shark Chronicles is currently working on an NBA article that experiments with the art of DraftKings NBA cash games and how to take \$50 in bankroll funds and exponentially increasing that \$50 into \$100, \$250, \$500, \$1,000, \$2,000, \$5,000 and beyond. The article will detail the cash game contest selection that was utilized over the course of time it took to eclipse each bankroll milestone. The article is projected to drop sometime in March 2020.

## To My Weekly Readers

I want to thank my weekly readers for reading the Shark Autopsy Report Chronicles this NFL season, it means a great deal to me and the DFS Army!

As the Chronicles article matured over the course of the NFL 2019 season and more data was captured, the article evolved into a dynamic tool that you should utilize as part of your research arsenal to make you a better DFS player.

## Acknowledgements

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You see our helmets on the top of the DFS leaderboards in every sport nightly, don't wait and join DFS Army today! Sign up as a [DFS Army VIP](#) today to take your game to the next level and start competing like a pro.

## About the Author

Adam Burns, aka AdrocksBucksWinItAll on DraftKings, got his start in DFS during the 2011-2012 NFL season. He was an avid follower of Footballgeek's NFL blog post and has been a part of DFS Army since its creation. Burns has been a DFS Army staff member since the end of the 2015 NFL season where he originated the site's Research Station for MLB and NFL, and the WR vs. CB chart which continues to be developed each week of each NFL season for members. Burns has taken the DraftKings Milly Maker contest by storm, placing in the top 10 of the Milly Maker contest three times since week 17 of the 2018 NFL season. He has been writing the Shark Autopsy Report lineup deconstruction article since its inception during the 2017 NFL season chronicling winning Milly Maker lineups. He has subsequently been featured on DFS Army's Off the Chalk and Wolfpack podcasts. He is a 2 time DraftKings King of the Beach qualifier and FanDuel's NBA Championships Live Qualifier, and has numerous large GPP wins and top 10 winnings in MLB, MMA, NBA and NFL.



# My 2019 Wall of Wins

My remarkable 2019 NFL season couldn't have been accomplished without the DFS community of the DFS Army and the insights I have gained from authoring the Shark Chronicles (previously known as the Shark Autopsy Report). I leave you with a few of my 2019 NFL season Milly Maker screen shots as parting gifts to show you that you too can become a shark!



