# Quantitative Synchronicity Data

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## *QSD 1, 2 and 3: Three Datasets That Classical Science Cannot Explain*

**Mark Grant - January 2026**

For those of you who may have learned about Quantitative Synchronicity Data or QSD elsewhere, this is our **QSD flagship** paper. Its main section is much shorter than it may look at first glance, as we have provided screen grabs based on the counsel of Carl Sagan. Later readers won't know - as we do - that our data points are all based on exceptionally transparent and easily verifiable public evidence.

Our "flagship" paper wasn't described as "QSD" when this paper was accepted by SSRN in August of 2025. I wanted to first introduce a few examples of QSD without labelling them to let the readers do their own organizing before introducing a beta taxonomy as I did in QSD-4: *"The Great American Super Bowl Sequence."*

**The main purpose of this "QSD-123 paper" to scientifically demonstrate non-randomness** through three different case studies that fit the traditional definition of synchronicity. There is literally no reason to put out more QSD until this can be done. So far, no one has identified any fatal falsifications since the SSRN publication that the author knows of. He wants all readers to know that he will always be open to that possibility, and mindful that many of his readers are far more intelligent than he is.

In the meanwhile, he will continue to put out *certified QSD* case studies like this, datasets that defeat science's null hypothesis in the clear opinion of multiple A.I. systems. As he does, he wishes that you all know that artificial intelligence sees QSD as a legitimate form of *post-classical* science. See here for more information.

Finally, this paper is the same except as the SSRN version (cited below) except for this intro and one minor error change in the Endnotes section. The correct screen grab is now inserted in Figure 1.25 *Prior to Denver-Pittsburgh January 8, 2012 Game: Denver's 3 Previous Games Decided by Average of 16 Points.*

See also ***Global Synchronicity, the Scientific Method, and Three Datasets That Classical Science Cannot Explain by Mark Grant*** (August 04, 2025). Available at SSRN: https://ssrn.com/abstract=5379106 or http://dx.doi.org/10.2139/ssrn.5379106 .

# Global Synchronicity, the Scientific Method, and Three Datasets That Classical Science Cannot Explain

**Mark Grant, 2025**

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This presentation scientifically demonstrates the existence of synchronicity through three well- known episodes. In doing so, it presents findings that run contrary to prevailing beliefs by citing data that is presumed to occur purely by chance.

These datasets are of such extreme statistical rarity that no reasonable person should accept they occurred without solid supporting evidence. In the present era, it is relatively easy to confirm all of the referenced details. However, that may not always be the case.

In alignment with Carl Sagan's famous assertion that "extraordinary claims require extraordinary evidence," this document includes screenshots of all the relevant internet sources. These have been provided for the benefit of others—both now and in the future—who may find it difficult or impossible to verify this vital information.

## Abstract

This paper presents a novel approach to studying synchronicity. Originally coined by Carl Jung, synchronicity refers to the perception of meaningful patterns that are deemed to be inexplicable by chance or any known mechanism. For decades this subject has been mainly explored through individual anecdotes, hindering scientific verification and probability testing. This has entrenched the assumption that chance is always a plausible explanation, in all discussions of so- called meaningful patterns, with a major consequence being that debates surrounding synchronicity tend to end with the conclusion that this subject is a matter of beliefs.

Here we introduce a framework that evaluates synchronicity – not based on our beliefs – but through the scientific method, which offers formal ways of determining non-randomness. This study moves beyond the confines of personal experience, analyzing publicly available, testable data from two of the world's most-watched sporting leagues: Two of our case studies are from the USA's National Football League (NFL), the other is from England's Premier League. These settings produce data that are highly amenable to scientific verification that

can be compared to large volumes of identical outcomes. This enables us to measure frequencies of various outcomes, enabling us to formally evaluate chance through null hypothesis ($H_0$) testing.

Using perfectly testable public datasets, our first two case studies reveal rarity on the order of trillions, while the third clearly surpasses the null hypothesis's standard $P \leq 0.05$ significance level

and all other normal probability thresholds. Owing to their contextual relevance, these findings provide scientific evidence of non-randomness consistent with traditional synchronicity.

## Introduction

This paper presents three case studies featuring extreme, verifiable rarities that challenge conventional views of chance and current scientific modeling. Taken as a whole, they represent complex outcomes that we should never believe happened without the evidence to support it.

These cases include: 1) a quantitative analysis of the '316' numerical motif linked to quarterback Tim Tebow; 2) the occurrence of the number '12' in connection with Super Bowl 48 and the Seattle Seahawks' fanbase, the '12s'; and 3) a layered statistical alignment of the Fibonacci sequence when Liverpool won the 2025 Premier League title.

In all three cases, our primary goal is to rigorously assess the plausibility of chance. We use established scientific methodology and data so transparent that its authenticity is beyond reasonable doubt. Our data points are testable and drawn from large samples of comparable events.

We ask whether the three featured patterns—each firmly anchored to highly specific, common elements—can achieve statistical significance by meeting the conventional scientific standard of $P \leq 0.05$ or a matching rate of at least 1 in 20. Can others replicate our datasets at this rate, which the scientific community

accepts as a baseline? Beyond $P \leq 0.05$, can our findings defeat stricter thresholds, such as $P \leq 0.01$ or $P \leq 0.001$ (1-in-100 or 1 in 1,000 match rates)?

This emphasis on degrees of statistical improbability is a vital consideration in this study. Probability measures provide the scientific foundation necessary to evaluate chance's plausibility, elevating discussions of synchronicity from subjective belief to objective

assessments. Our results scientifically demonstrate non-randomness consistent with the traditional definition of synchronicity: complex outcomes based on objectively established, unified meanings and such profound improbability that chance ceases to be a credible sole explanation.

For some, these datasets are particularly challenging because they concern outcomes widely believed to arise solely from random chance—such as the exact second a play concludes, a player's final passing yardage, or a league's distribution of champions over multiple decades. We strive to include only data from domains predominantly assumed to unfold by chance alone because this is the best way to take on chance: on the gridiron and pitch through testable data seen by millions.

Theories that rely on chance's eternal plausibility are seriously challenged. At their cores, popular skeptical explanations such as confirmation bias, selective attention, and pareidolia tacitly presume that similar patterns can be found everywhere or in many places by sufficiently motivated skeptics. Here we challenge those beliefs, arguing they are highly problematic when data is confined to significant outcomes that are demonstrably far beyond $P \leq 0.05$ or any normal probability threshold.

Given this strong cultural bias toward randomness, our focus remains strictly on the scientific assessment of probability, separate from any broader implications if

non-randomness is indeed scientifically established here. It's tempting to explore what this data represents if it's non- random, but we avoid all such discussions here to most rigorously test the credibility of chance. After all, there's no point in discussing ancillary ideas unless chance can be very clearly eliminated as a viable possibility.

We note that each case study contains additional layers of meaningful symbolism beyond what's outlined here. We have excluded them to ensure optimal testability by keeping the focus on singular data targets—316, 12, and the Fibonacci. This is all we require to establish sufficient assessments of chance's credibility according to scientific reasoning.

We now proceed to outline the specific methods used to collect, analyze, and evaluate the probabilities associated with each case study.

# Methods

## Data Beyond Reasonable Doubt

Data usually requires considerable vetting in scientific studies. One of our main goals here is to minimize this challenge by confining our datasets to public data that is very easy to confirm.

By relying mainly on NFL and Premier League data, we present basic details that could hardly be more transparent, which makes them demonstrably reliable. Our first two case studies are largely confined to basic NFL data which is recorded in 'real time' as games progress or adjusted soon after games conclude. Our Premier League data is even more transparent, as it mainly concerns which team won the league title over a period of around three decades.

Beyond the NFL and Premier League, the ancillary sources we rely on—such as ESPN, Statmuse, and the BBC—are all reputable sources. Visited by millions of viewers each month, they provide a similarly unimpeachable foundation. Accurate data is essential for both the leagues' reputations and the media companies that report on them.

Our presumption, therefore, is that the NFL's and Premier League's official stats are correct, and of such public, basic substance that their authenticity is beyond

reasonable doubt. By introducing only this kind of data, we minimize or eliminate all reasonable concerns about the authenticity of our three datasets.

**Testability**

A second major challenge in scientific testing is testability. Ideally, data must be measurable against large samples of identical data. This task, which we will call "framing," gives rise to the

idea of direct versus indirect comparisons. Where the latter is found to apply, datasets become scientifically meaningless. Personal synchronicity stories—like Jung's beetle tale—resist rigorous analysis because the events under consideration are usually highly unique. The NFL and Premier League datasets we introduce are designed to overcome these problems because they consist of outcomes that are identical or comparable to a multitude of other historical outcomes.

For example, an NFL touchdown is a highly specific outcome that can be evaluated against tens of thousands of identical events, such as other touchdowns. The same applies to a player's number of catches or a team's total yards. Many instances of this kind of commonly reported data can be compared to large samples of identical events. This tremendous advantage provides what many scientific studies and personal anecdotes of synchronicity lack: highly comparable data.

**Beyond Reasonable Doubt Heuristics**

By confining our case studies to such data, we can determine historical NFL frequencies of various testable outcomes with enough precision to establish safe, if not overly conservative, improbability levels. Normally, those involved in statistical studies engage in detailed discussions about the probabilities of various data points. This is because being precise usually matters. Here, we can make our key point—challenging chance scientifically—just as validly through a heuristic approach.

For example, consider the unusual score that happened exactly 12 seconds into Super Bowl 48. This type of highly specific outcome occurs once every few thousand games in the NFL's 16,000-18,000 game history. To avoid any controversy, we use a highly conservative estimate, noting that less than 1-in-10 NFL games will feature such a testable event.

Consequently, this is a significant understatement of this data point's true rarity. This 1-in-10 claim, a notably conservative estimate that greatly favors chance, is demonstrably true, even if not precise. For our purposes, this heuristic approach is acceptable because it prioritizes convenience over precision without sacrificing the validity of our conclusions.

After introducing our common data points, we suggest a baseline for their overall improbabilities. In our second case study, we consider a touchdown with thirteen vetted instances of the number 12. With each assigned an excessively conservative 1-in-10 rarity, the combined probability is much rarer than 1-in-10 trillion. In settings where chance governs such outcomes, this suggests that one would expect to see such a configuration only once every 10 trillion NFL games. Based on the current standard of 285 games per NFL season (regular and playoffs included), it follows that the outcome in Super Bowl 48 would be expected to manifest about once every 30 billion NFL seasons.

Then, we compared those results against established statistical thresholds such as $P \leq 0.05$ (the conventional 1-in-20 chance benchmark). We also applied more stringent significance levels (e.g., $P \leq 0.01$ and $P \leq 0.001$) to capture the exceptional rarity of the observed patterns. These higher thresholds require a higher degree of certainty to reject the null hypothesis. Given the rarity levels in the trillions, no conventional p-value comes close to matching our data.

In conclusion, we aspire to present data and reasoning methods that are beyond reasonable doubt.

## Data Point Criteria: Significance, Commonality, Improbability, and Relevance

Each data point included in this study met four specific criteria:

- **Significance:** The data point must represent a notable event or outcome, as recognized and valued by its relevant audience—such as American football fans for the first two case studies or Premier League supporters for the third.
- **Commonality:** The data point must include the specific common element central to each case study; otherwise, it was excluded. For the first case, only the exact number 316 qualified—no permutations like 136 or 631 were considered, despite containing the same digits. Similarly, in the second case, only occurrences of 12 counted, excluding equivalent expressions such as 6 plus 6 or 4 times 3. In the third case study, all Fibonacci-related evidence had to be clearly and meaningfully tied to Liverpool's championship, not trivial or coincidental mentions.
- **Improbability:** The occurrence of the data point must be unlikely and, importantly, quantifiable to some degree, enabling rigorous statistical evaluation.
- **Relevance:** The data point must be symbolically or contextually pertinent to the specific episode under study. For example, the number 316 in the first case study relates directly to Tim Tebow's previous wearing of John 3:16 during a college game. The number 12 in the second case connects explicitly to the Seattle Seahawks' fanbase, known as the "12s." Similarly, the Fibonacci sequence holds multifaceted relevance to Liverpool's 2025

Premier League victory, as will be detailed later.

## Objective Meaning

In another common criticism of personal synchronicity or the perception of meaningful patterns, some skeptics argue that all perceived meanings are purely subjective. However, public data can often deliver objective meaning.

For example, the number '12' holds clear and widely accepted significance among Seattle Seahawks fans. Furthermore, the '316' cluster in our first case study prompted millions to mentally link the ending of the Denver-Pittsburgh NFL game with that earlier college game when Tim Tebow wore 'John 3:16' on his eye-black. The Fibonacci references in our third case study, likewise, carry clear, multi-layered relevance in the context of Liverpool's 2025 Premier League victory.

There is nothing arbitrary or contrived about these meanings, which are readily verifiable. Indeed, their noted meanings are difficult to deny precisely because they are so widely known. This distinction separates our data from others whose meaning may be controversial, ensuring the common subjectivity criticism has no bearing on our results. These examples—'316', '12', and the Fibonacci sequence—reflect genuine, culturally embedded meanings.

The main body of this paper is deliberately concise compared to typical studies. This is because our data enables us to quickly reach the core conclusion: measuring chance's credibility in settings that are strongly presumed to be governed only by chance. In just a few pages per case study, we show incontrovertible, testable data that exhibits overwhelming non-randomness—not based on our opinion, but in accordance with established scientific protocols.

Most of the detail is found in our Endnotes section. That is where we discuss the various data points, disclosing more of our methodology as we proceed. The

earlier endnotes tend to be longer for this reason, since later ones require less elaboration about our methods. Following our presentation of the three case studies, summaries of the vital information are provided in tables in a dedicated Diagrams section.

At the start of each endnote, we include Figure references. These refer to screen grabs of web pages we have placed in our separate Supplements document. This is intended to offer maximum convenience to the reader. The URL of the screen grab is embedded directly into the screen grab image, along with pointers to screen captures and URLs where the original data was sourced.

However, there is a second reason why we made the Supplements document. As Carl Sagan famously admonished, extraordinary evidence requires documentation. We have embedded screen grabs of the web pages we cite for future generations. Although this data can be easily confirmed now, it is important to document it thoroughly, given its extreme rarity and objective relevance to the case studies where it appeared.

# Case Studies

## 1. Case Study 1: The "Tebow 316" Phenomenon

In our first case study—supported by all corresponding figures located in the Supplements section—we examine two events of particular statistical and symbolic weight. Both are best understood as the culminations of longer storylines.

The first event takes us back to September 2008. Following a difficult loss to Mississippi State, University of Florida quarterback Tim Tebow delivered what would become one of the most famous post-game speeches in college football history. In it, he promised that his team would give nothing less than maximum effort for the rest of the season. The pledge, delivered with emotional conviction, came from a player who was already a larger-than-life character, known not only for his athletic achievements but for his outspoken Christian faith.

Now enshrined in Florida lore (see Figure 0.1 in the Supplements Document), Tebow's "Promise" remained a focal point throughout the season as his Florida Gators won every remaining game, setting the stage for the Southeastern Conference championship against Alabama.

As the Gators waited in the tunnel before kickoff, Tebow had a sudden, almost surprising thought: he might wear John 3:16 on his eye-black—"For God loved the world so much that he gave his only Son, so that everyone who believes in him may not die but have eternal life." This was unexpected, as Tebow's time in the

tunnel usually saw his focus sharpened on the game ahead. Throughout the season, he had worn Philippians 4:13 on his eye-black—“I can do all things through Him who strengthens me.” Why change a winning formula? Tebow thought about it and quietly resolved that if the Gators defeated Alabama, he would wear John 3:16 in the national college championship game.

**Florida-Oklahoma National Championship Game: January 8, 2009**

Thirty-three days later, Tim Tebow wore John 3:16 on his face during the national championship football game between the University of Oklahoma Sooners and Tebow's victorious University of Florida Gators. This was the only time in his college career he displayed this Bible verse on his eye-black (see Figure 0.2, Supplements).

This marks the first major event of this case study: the culmination of a storyline that captivated millions. During and immediately after the game, over 90 million people reportedly searched for John 3:16.

**Denver-Pittsburgh NFL Playoff Game: January 8, 2012**

The second main event unfolded a few years later, amid significant controversy, when Tim Tebow became the starting quarterback for the Denver Broncos in October 2011 (see Figure 0.3, Supplements). This much-anticipated—or dreaded—storyline received rare and disproportionate media attention. Over the following eleven weeks, Tebow led the Broncos through a rollercoaster of improbable performances—some heroic, others disastrous—with the public often attributing these outcomes to his outspoken Christian faith, notions of divine guidance, or simply plain luck.

The peculiar nature of this streak set the stage for our second main event: in the

first round of the playoffs, Tebow threw a dramatic 80-yard touchdown pass on the very first play of overtime (Figure 0.4-Supplements). This sensational play fit the ongoing narrative surrounding Tebow's time as Denver's starting quarterback. It was widely seen as the latest uncanny Tebow-centric moment, in a game that saw a blown lead followed by a spectacular NFL-record-setting comeback.

**The Original Five '316s'**

In all, a total of five "316s" were noted soon after the Denver-Pittsburgh game, all of which recalled that earlier Tim Tebow college "John 3:16" game (Figure 0.5-Supplements). These included not only the feat of throwing for 316 yards passing (Endnote 316-1), but also the remarkable 316 yards on 10 plays (Endnote 316-2), and an additional three "316"-related phenomena. After these initial observations, which would have been fascinating enough, in the next 24 hours it was learned that the audience viewing the final play amounted to 31.6% of all television households (Endnote 316-3), there was a turnover on a "3rd and 16" play in the Denver-Pittsburgh game (Endnote 316-4), and that Pittsburgh's time of possession was 31 minutes and 6 seconds (Endnote 316-5). Each 316 added layers to a narrative that had been established exactly three years earlier and, as we would learn, to at least two similarly branded episodes from earlier in Tebow's career.

These five "316s" form an objective constellation that invites deeper scientific analysis, beyond our various personal beliefs and non-beliefs regarding apparently meaningful patterns. We calculated the first two "316s" to have independent probabilities of 1 in 50 and 1 in 16,000, respectively. Over the last dozen years, about 1 in 50 NFL games feature an offensive total of exactly 316 yards. Doing

this on ten plays is unprecedented; therefore, we conservatively assign its probability as 1 in 16,000, although most sources in 2025 suggest that the NFL has seen closer to 18,000 games, regular season and playoffs included.

This conservative measure means that the first two "316s" appear against a combined chance likelihood of something *rarer* than 1-in-800,000 (given our conservative estimate of the second

data point). This is already well above science's baseline threshold of <1 in 20 or $P \leq 0.05$, but here some cultural context is in order. The first two 316s combine to form an outcome that is comparable to being handed a Royal Flush with the first five playing cards that one is dealt. This represents poker's rarest standard outcome—an event with an expected chance probability of 1 in 649,740 hands.

Recalling the wise words of Carl Sagan, we should not believe those who *say* they received a Royal Flush with five cards unless they offered strong evidence to support such an "extraordinary" claim. That's where we're at already here, and we are only just getting started.

As for the other three "316s" that were noted, we assign probabilities of >1-in-10 to each of them. That is, we are stating that fewer than 1-in-10 randomly generated NFL game scenarios would feature an ending seen by an audience of exactly 31.6 percent, or have a turnover on a "3rd and 16" play, or involve a team whose time of possession was exactly 31 minutes and 6 seconds.

**Heuristics**

Those familiar with football will recognize that these are significant understatements of rarity. This will be our approach going forward, rather than trying to establish exact probabilities, since such excessively low estimates are nonetheless absolutely correct and therefore beyond reasonable doubt. This "greater than 1-in-10" figure is particularly convenient for those who don't know

football, given that 15 to 16 games have been played each week in recent NFL history. If this 1-in-10 rate were truly accurate rather than greatly understated, all of these five data points should show up in NFL game summaries almost every week, making falsification of the 1-in-10 rate exceptionally easy for the skeptics. Our intentionally conservative 1-in-10 rate

may be regarded as a *heuristic* or shortcut approach. We do not need to describe exact probabilities for these specific instances; we simply need to exceed the 1-in-20 threshold.

Here is the bottom-line mathematical consequence when we incorporate these three conservatively estimated 1-in-10 probabilities into our initial pairing:

**1 in 800,000 × 10 × 10 × 10 = 1 in 800,000,000 (or 800 million).**

**Versus science's P ≤ 0.05 or 1 in 20.**

In this case study science's null hypothesis predicts, prior to considering the evidence, that at least 1 in 20 NFL games will produce summary data that includes five "3:16s" with a combined rarity of at least 1 in 800 million. This forms the central question under review.

Now that we are considering the evidence, it becomes difficult to argue that patterns with a 1-in- 800-million likelihood would emerge as frequently as 1 in every 20 games.

In this particular narrative, the number 316 unequivocally refers to John 3:16, a theological reference that provides the specific contextual meaning for these observed patterns.

**More '316s'**

Later, it was noted that Tim Tebow had played a game with a broken leg in high

school, another “significant” football episode. What made this relevant to our discussion was the timing. Tebow broke his leg 316 × 6 days before the Florida-Oklahoma college “John 3:16” game, this case study’s first “main event,” (Endnote 316-6). Two significant events conjoin through 316, forging a highly improbable and relevant *meaningful duration.*

Similarly, the day Tebow chose which university to attend—a highly anticipated event for any star football player, especially a five-star recruit like Tebow, who was recognized as one of

Florida's very best players—occurred 316 weeks before the Denver-Pittsburgh NFL game that ended with those five "316s" in this case study's second main event (Endnote 316-7).

Finally, others observed that Denver's 3 previous games were decided by an average margin of 16 points (Endnote 316-8); and that Pittsburgh's 3 previous games were also decided by an average margin of 16 points, for our ninth significant 316 (Endnote 316-9). This begs a further question that others may explore: how often in NFL history have two teams lined up for an opening kickoff where both teams' 3 previous games were decided by an average of exactly 16 points?

**More "at least 1-in-10" Heuristics**

Sticking with our intentionally conservative 1-in-10 probability for these four later instances of "316," the result is a highly coherent cluster of nine relevant "316s" whose chance appearance is confidently determined to be far less than a 1 in 8 trillion occurrence.

To be clear, our testing allows for other '316s' not mentioned here. There are usually comparable alternate outcomes, as we discuss in the Endnotes section that follows the Diagrams section. As often proves true, there may also be additional ways of identifying different kinds of '316s' that meet all four of our required conditions.

As far as science is concerned, the central question is this: Would at least 1 in 20 hypothetical NFL game outcomes generated under the assumption of randomness produce a nine-part '316' cluster that satisfies all four conditions and results in a combined probability of at least 1 in 1 trillion?

Based on the comparative numbers—1 in 20 vs. 1 in 8 trillion—the likely answer may seem self- evident even before testing.

**The compounded mathematical consequence for the nine '316s' is:**

**1 in 800,000 × 10 × 10 × 10 × 10 × 10 × 10 × 10 = 1 in 8,000,000,000,000 (or 8 Trillion).**

## Conclusion

The authenticity of these data points all appears to be beyond reasonable doubt. We have endeavored to provide similar certainty with our probability assessments. Except for the first data point, their various frequencies have been underestimated to avoid all controversy about odds inflation and consistently favor the chance-presumption. Pursuing exact levels of probability is unnecessary, since our goal is not to determine this cluster's exact probability but to show that it defeats the null hypothesis beyond all reasonable doubt.

Even under persistently conservative assumptions, we are examining an empirical outcome that, by the rules of chance, ought to be vanishingly rare—highly unlikely to occur within the span of a human lifetime. Even when we reduce the data to 1 in 8 trillion, our first case study appears to be about **sixteen times rarer than sitting down at a poker table and being dealt two consecutive Royal Flushes.** Such an outcome happens just once every 423 billion times in poker—where chance governs all such outcomes.

This recalls the distinction between our various beliefs about meaningful patterns and empirical reasoning.  Whether one still believes that this is due to luck or not,

and recalling Carl Sagan, this extraordinary nine-part 316 cluster is something we must not believe happened without very strong supporting evidence. Given the nature of the data—publicly recorded, independently verifiable, and statistically measurable—the strength of evidence exceeds all conventional scientific thresholds for significance.

## 2. Case Study 2: The Seattle Seahawks "12s" and Super Bowl 48

Of the thousands of football games played each year in the United States, none carries more cultural significance than the National Football League (NFL) championship: the Super Bowl.

In Super Bowl 48, the Seattle Seahawks captured their first and only Super Bowl title since joining the NFL in the 1970s. What makes this case unique is not just the win, but the number most closely associated with the Seattle fanbase: the number 12.

For Seahawks fans, known affectionately and officially as the "12s," the number 12 has a specific, longstanding, and objective meaning. Crucially, this meaning satisfies our requirement that symbolic associations be grounded in public record, not mystical inference. For quite some time now, the Seahawks' connection to "12" has been widely recognized by both football fans and casual observers alike. It refers specifically to the fanbase.

This is the foundation of our case: objective, verifiable, and deeply embedded cultural meaning—true beyond reasonable doubt.

Seahawks management retired the number 12 jersey in honor of its fans back in the 1980s, long before their championship run. Later, the franchise institutionalized this identity further by establishing the iconic pregame ritual of raising the “12” flag

before home games—a defining symbol of community and team spirit. (See Figure 2.1 in the Supplements Document.)

The tradition culminated before the start of Super Bowl 48 when the Seahawks stormed the field with their 12 flag, followed shortly afterward by the Governor of Washington doubling down on the "12" theme by officially declaring a ceremonial "minute of loudness" at 12:12 PM, in celebration of the team's win. (See Figure 2.2 in the Supplements Document.)

One aspect that makes the Seahawks' Super Bowl 48 victory particularly remarkable for this analysis is the fact that Seattle scored exactly 12 seconds into the game. That opening play—an errant snap by Denver followed by a safety—set the tone for what would become a shockingly dominant performance from start to finish.

This is no ordinary footnote in NFL lore. Scoring exactly 12 seconds into a game has occurred only a few times in NFL history. Given that over 16,000 NFL games have been played, this is an exceptionally rare event. As a scoring play, it qualifies as a significant moment by definition. As a 12-second event, it is clearly relevant to the case's symbolic theme. And as an outcome with extremely low frequency, it is demonstrably improbable.

This single event satisfies all four of our criteria: it is significant, relevant, improbable, and symbolically linked to a publicly established meaning—here, the number 12. It stands as the first in a series of details in this case study built around a shared numeric theme.

Then, in the same game, Seattle also scored exactly 12 seconds into the second half.

How curious that the Seahawks' and the 12s greatest game would include two plays with the exact same 0:12 time signature.

Curious as they are, these plays don't represent the focal point of our second case study. Instead, we will explore another scoring play with a concise 12-based time

signature. It is unlikely that many fans will remember it, unlike the two sensational plays we just mentioned. This is because game-clinching plays often go relatively unnoticed.

**Case Study 2's Main Event: Super Bowl 48's Game-Clinching Play**

Victory was quietly decided in Super Bowl 48's second quarter—early in the game— on a very pedestrian one-yard running touchdown. It was scored by one of the most iconic players in Seahawks history, Marshawn Lynch, whom 12s fondly call Beast Mode for his aggressive running style.

Speaking of to-the-second precision, the Seahawks and 12s clinched ultimate victory when Lynch scored a touchdown with exactly 12 minutes remaining in the first half (Endnote 12-1).

In addition, this particular game-clinching touchdown was scored by a player who was the 12th player selected in his NFL draft year (Endnote 12-2) and who had 12 rushing touchdowns during Super Bowl 48's regular season—the same season when this touchdown was scored (Endnote 12-3).

Lynch later left Seattle, only to return a few years later after two Seahawks running backs suffered season-ending injuries in the same game—after rushing the ball for combined total of 12 carries, in the second-to-last game of the NFL's 2019 regular season. Marshawn Lynch happened to be available. He was signed back by the playoff-bound Seahawks the very next day.

In his comeback game, Lynch rushed 12 times (Endnote 12-4). The timing of his return was such that Lynch officially recorded 12 rushes in what would be his final

NFL regular season (Endnote 12-5).

A couple of weeks later, in the second round of the playoffs, Lynch played his final NFL *game* on January 12, 2020 (Endnote 12-6), once again carrying the ball 12 times (Endnote 12-7). On the 12th and final carry of his final game, Lynch scored his 12th playoff touchdown (Endnote 12- 8) on the final play of his 12-year NFL *career*. (Endnote 12-9).

**Heuristics: Initial Cluster of Nine '12s'**

So far, we've identified a cluster of *nine* meaningful 12s—all either directly tied to Seattle's Super Bowl 48 clinching touchdown or linked through significant relationships involving the number 12. Assigning very conservative probabilities of "less than 1-in-10" to each of these points, we again shatter science's replication threshold of $P \leq 0.05$ (or 1 in 20). This cluster presents an outcome with a *chance* appearance of less than 1 in 1 billion (10^9):

**10 × 10 × 10 × 10 × 10 × 10 × 10 × 10 × 10 = 1,000,000,000 (1 Billion).**

**Wider Considerations**

We have called this game-clinching play our second case study's "main event" for good reason. Where immense improbability combines with clear contextual relevance and meaning based on 12, it becomes imperative to highlight the fact that Lynch's 12-intensive touchdown was scored in a contest where a team also scored exactly 12 seconds into the game (Endnote 12-10).

Given this logic, we must further note that this game-clinching score occurred in a game that saw teams score 12 seconds into *both* halves (Endnote 12-11).

Since both plays share our key data point — the number 12 — it's important to highlight two other remarkable connections Lynch's game-clinching touchdown shares with them:

1. Lynch was the 12th overall pick in his 2007 NFL draft. The player who scored the 12- second safety at the start of Super Bowl 48, Knowshon Moreno, was also the 12th overall pick—just two years later in 2009 (Endnote 12-12).

2. Super Bowl 48's other 12-second scoring play happened exactly 12 minutes and 12 seconds after our main event, Lynch's touchdown—providing a doubly relevant

‘meaningful duration’ that recalls the Washington State Governor’s “12:12 moment of loudness.” (Endnote 12-13).

How often do game-clinching plays feature clusters built around the number 12, that have chance rarity levels of at least 1 in 1 billion, *and* occur in games where *two* 12-second scores happen?

Even more, how often does such a game-clinching touchdown connect back to such scoring plays in other meaningful, 12-based ways, as we see in Super Bowl 48 through 12-12 and 12-13?

Each of these thirteen data points checks our four boxes. There is nothing subjective about these findings. All are based in significant outcomes that express clear contextual relevance through a common number, 12, that consistently appears here in improbable fashion.

**Null Hypothesis Testing**

*Beliefs* notwithstanding, the onus has shifted. This 12-based pattern must be considered *scientifically* significant until others can reproduce patterns like it at least 1 in 20 times. **Those who may wish to challenge these results through null hypothesis testing need only produce *three* of the elements.** Their data must be significant. It must significantly involve our common number, 12, and appear against clear improbability. But the 12s found in randomly generated data don’t

have to be relevant to the plays or games where they appear.

Marshawn Lynch's game-clinching touchdown presents a grand total of thirteen significant '12s,' culminating in our second undeniably real observation that we must never believe happened without supporting evidence. Staying with our overly conservative *heuristic* rate, when we grant each data point a chance appearance of less than 1-in-10, the combined odds become staggeringly rare nevertheless—less than 1-in-10 trillion chance-governed NFL games:

**10×10×10×10×10×10×10×10×10×10×10×10×10=10,000,000,000,000=10 Trillion.**

## Conclusion

Once again, we are considering a real-life event—a touchdown witnessed globally by approximately 200 million people—that chance theory tells us is astronomically improbable "chance" outcome. In the first case study, we noted that the nine-part 316 cluster's chance appearance, through constant "1-in-10" rarity understating, was *more* much improbable than being dealt two consecutive Royal Flushes. We appear to be in the same league here, as we consider a game that takes place just once a year.

We can expect to see this real-life cluster in Super Bowls less than once every 10 trillion years. **For perspective, this real-life 12-based cluster is much more than 700 times greater than the current estimated age of the universe, which stands at 13.8 billion years.**

Thank goodness we have the evidence; otherwise, no one should believe this. It is also worth restating how such empirical analyses enable us to move the discussion of synchronicity beyond the question of belief. In all three of our case studies others can weigh their beliefs against a staple of the scientific method, the null hypothesis.

Perhaps the second example's greatest significance is that it suggests the Tebow 3:16 data was not an isolated anomaly. What may appear to be emerging,

therefore, is a versatile, non-random effect that delivers event-specific contextual relevance. This, for many, aligns with the very definition of synchronicity, where people believe in non-randomness based on how various outcomes seem to speak to the moment or to the past in generally private, personally meaningful ways. While much has been omitted from this case study, it is worth noting another intriguing detail that may appear to foreshadow the climax of Super Bowl 48, in striking terms that may recall

how Denver’s and Pittsburgh’s three previous games correlated, in 316-fashion, with the final play of the January 8, 2012, contest (316-8 and 316-9). On a nationally televised Monday Night Football game, Seattle’s 12s set a world record for crowd noise — during the regular NFL season immediately preceding Super Bowl 48. This happened on a night when New Orleans Saints quarterback Drew Brees passed for exactly 144 yards.

Coincidentally, it was Seattle's 144th 'birthday' since the city's official incorporation took place on December 2, 1869.

Therefore, on the night when the nation watched the 12s break the world crowd noise record— during the season when their beloved Seahawks would win their only Super Bowl, in extraordinarily improbable 12-related fashion—Seattle was precisely 12×12 years old, or, alternatively, exactly 12×12×12 months old.

## 3. Case Study 3: Liverpool FC and the Fibonacci Premier League

On April 27, 2025, Liverpool clinched the Premier League title at the conclusion of their 34th match of a 38-game season (see Figures 3.1 and 3.2 in the Supplements Document). This marked Liverpool's second Premier League championship, during the league's 33rd season since its inception in 1992.

What makes this victory stand out is more than just football glory—it's a rare alignment of math and sport that culminates in our third objectively meaningful pattern. Across those 33 seasons, seven different clubs have lifted the Premier League trophy. Remarkably, the total number of titles won by each of these teams matches the beginning sequence of Fibonacci numbers: 1, 1, 2, 3, 5, 8, 13 (see Figures 3.1 and 3.2).

Here's the breakdown of championship counts by club:

- Blackburn Rovers: 1 title
- Leicester City: 1 title
- Liverpool: 2 titles
- Arsenal: 3 titles
- Chelsea: 5 titles
- Manchester City: 8 titles

- Manchester United: 13 titles

This precise arrangement of {1, 1, 2, 3, 5, 8, 13} directly mirrors the Fibonacci sequence, where each number is the sum of the two preceding it—a never-ending pattern of mathematical renewal that steadily approximates Phi (1.618), also known as the Golden Ratio.

**Analysis of the Fibonacci Premier League Alignment**

This dataset is composed exclusively of Premier League champions, making it of literally superlative significance to Premier League fans.

Our central concern is to assess the probability of this Fibonacci alignment's appearance. Perhaps the best way to approach that question would be by running simulations of a 33-season set that's based on a four-division system that includes promotions and relegations.

Since meteorologists have gotten very good at simulating complex weather patterns, we must not be surprised if clever people were able to do the same with Premier League modeling, where they take into account myriad variables that include the rise and fall of players and teams, of economic changes, and influences by other leagues and institutions.

Supposing others did this, we must expect that the number of championship clubs would vary from one 33-season set to the next. Our real-life example includes seven championship sides. This will be one outcome of many under such testing.

Other sets may include 9 or 11 champions, or 5 or 8.

All sequences that don’t have exactly seven champions must be disqualified for further consideration. This is because our Fibonacci sequence requires seven champions only.

Once this criterion is met, we must then assess the distribution. Any seven-champions lineup in which the top club has 14 or more titles is immediately eliminated, as this portion of the

Fibonacci calls for no more than 13 Premier League titles. Onward we go—restarting anytime the title counts deviate from the 1, 1, 2, 3, 5, 8, 13 pattern.

Modeling aside, the key statistical question becomes: *Would more than 1 in 20 randomly generated 33-season champion lists produce this precise distribution of titles across seven clubs?*

Without detailed simulations proving otherwise, the only reasonable conclusion is that this alignment is far rarer than a 1 in 20 event—and thus statistically significant.

### *Thematic* Connections: The Fibonacci as Renewal

Beyond providing significant data points and statistical improbability, our analytical framework requires a clear thematic or objective meaning. The appearance of the Fibonacci here is far more improbable than 1 in 20. But what relevance does it have, if any, to our third main event of Liverpool winning the 2025 Premier League title? Without such relevance, the observed Fibonacci alignment would remain a mere anomaly. Synchronistic events also require contextual relevance or meaning.

#### 1. The Annual Renewal of Championship:

In order to understand why these results are relevant to Liverpool's victory, the first thing to note is that the Fibonacci sequence is fundamentally associated with

renewal.

More than just through arithmetic repetition, Fibonacci patterns appear widely across natural phenomena, reinforcing the sequence's intrinsic link to growth and renewal. This thematic connection makes the Fibonacci sequence especially relevant here, as the annual crowning of a Premier League champion represents a superlative act of cultural renewal. The 33-year sequence

is entirely composed of the most significant form of renewal in English soccer and what is also the world's most watched soccer league.

**2. The Timely Sum of the Fibonacci Sequence**:

Next, we observe that Liverpool completed this Fibonacci sequence in the Premier League's 33rd season. This timing is directly relevant to the portion of the Fibonacci sequence that we are forced to consider, as the sum of the specific Fibonacci numbers involved—1, 1, 2, 3, 5, 8, and 13—equals 33 precisely. This numerical correspondence is unique; no other contiguous segment of the Fibonacci sequence yields this sum.

**3. A Major Form of Renewal: The Inception of the Premier League:**

The featured Fibonacci sequence is also intricately linked to the Premier League's origin in 1992. Prior to that, England's top-tier competition was the First Division, which had served as the nation's highest league for 104 years.

The introduction of this Fibonacci sequence coincided with the transition to the Premier League in what was an objective, structural transformation in English football.

**4. Timely English First Division Fibonacci Correlation:**

Top-level "First Division" English football originated in 1888 *(Figure 3.3 – Supplements), meaning that our third "main event,"* Liverpool's 2025 Premier

League victory, occurred 137 years after the birth of First Division football.

This is a very time-sensitive meaningful coincidence, as 137 is the 33rd prime number. The entire arc of top-level English football is implicated here, as well as the Fibonacci, since we are

considering the Premier League's 33rd season and a Fibonacci distribution of champions whose titles sum to 33.

### 5. The Two Main Actors and the Fibonacci's European Introduction:

This episode features two main entities—Liverpool and the Premier League. The Liverpool Football Club was founded on March 15, 1892. The Premier League was established on May 27, 1992.

The point is that our two main actors were born 1202 months apart. This is a meaningful duration, since the Fibonacci sequence was first introduced to European science in 1202 by Leonardo of Pisa. The births of these two primary actors thus combine to form another Fibonacci correlation, specifically tying the founding dates of Liverpool and the Premier League to the 1202 introduction of the Fibonacci sequence in Europe. (See Figures 3.4 and 3.5 in the Supplements Document).

### 6. 51 Premier Clubs When Liverpool Won 2025 Championship:

When Liverpool won the 2025 season, a total of 51 clubs had competed in the Premier League. The 51st prime number is 233, a rare three-digit Fibonacci number—others include 144, 377, 610, and 987—and notably, 233 is the only one that resonates with this example's recurring theme of 33-related data. *(See Figures 3.7 and 3.8 in the Supplements Document).*

## Conclusion

This Premier League Fibonacci result is amenable to scientific null hypothesis testing. However, it requires a different and more complex approach compared to our first two case studies. In this instance, we do not consider the chance rarity of a singular play or game against detailed

historical data. Instead, we must strive to identify the myriad factors that contribute to crowning 33 league champions within a fluid and ever-changing system involving four divisions. Pending alternative suggestions, a suitable approach would be Monte Carlo simulations, where such outcomes are presented hundreds or thousands of times.

That said, it is not nearly enough to simply note the improbability of this Fibonacci sequence's appearance. Synchronicity also requires clear meaning or relevance, which has been established here. As with the phenomena observed in previous case studies, the intricate details surrounding this event add contextual depth. The births of Liverpool FC and the Premier League, the fact that elite English soccer was 137 years old at the time, and that 51 clubs had played in the Premiership all contribute to a timely and relevant picture. These elements resonate with other coincidences previously discussed, such as Seattle's 144th birthday coinciding with a record- setting crowd noise event, or Matt Prater's kick at the start of the NFL's Denver-Pittsburgh 316 game.

When we apply our heuristic reasoning here, we have seven instances of "1-in-10" outcomes converging on Liverpool's 2025 title clinch. Although greatly understated once more, this results in a combined improbability level of:

**10×10×10×10×10×10×10=10,000,000=10 Million.**

This represents the third instance of event-specific meaningful results, whereby a

*mathematical* outcome, the Fibonacci, appears alongside another dataset with strong *religious* connotations, the 316 data, and another whose objective meaning may be described as *secular* in nature, the 12s.

# Diagrams

# Case Study 1

| | Probability Estimate | Occurrence of "316" | Endnote | Supplements Document |
|---|---|---|---|---|
| 1 | 1 in 50 | Tim Tebow Passed for Exactly 316 Yards | 316-1 | Figures 1.1 to 1.4 |
| 2 | 1 in 16,000 | Tebow Earned 316 Yards on 10 Plays, For a 31.6-Yard Average | 316-2 | Figures 1.5 to 1.8 |
| 3 | < 1 in 10 | 31.6% of American Television Households Saw Final Play | 316-3 | Figure 1.9 |
| 4 | < 1 in 10 | Turnover on a "3rd and 16" Play | 316-4 | Figures 1.10 to 1.11 |
| 5 | < 1 in 10 | Pittsburgh's Time of Possession: 31 Minutes 6 Seconds | 316-5 | Figures 1.12 to 1.13 |
| 6 | < 1 in 10 | Tebow plays with a Broken Leg 316 x 6 Days Before Florida-Oklahoma "John 3:16" Game | 316-6 | Figures 1.14 to 1.21 |
| 7 | < 1 in 10 | Tebow Chooses University of Florida 316 weeks before Denver-Pittsburgh "316" Game | 316-7 | Figures 1.22 to 1.24 |
| 8 | < 1 in 10 | Denver's 3 Previous Games: Decided by an Average of 16 Points | 316-8 | Figures 1.25 to 1.26 |
| 9 | < 1 in 10 | Pittsburgh's 3 Previous Games: Decided by an Average of 16 Points | 316-9 | Figure 1.27 |
| | < 1 in 8 TRILLION | vs. 1 in 20 ($P \leq 0.05$) | | |

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# Case Study 2

| | Probability Estimate | Occurrence of "12" | Endnote |
|---|---|---|---|
| 1 | < 1 in 10 | Marshawn Lynch's Super Bowl-Clinching Touchdown: **scored 12:00 Remaining** in First Half | 12-1 |
| 2 | < 1 in 10 | Lynch : **12th Player Drafted** in 2007 | 12-2 |
| 3 | < 1 in 10 | Super Bowl 48's Regular NFL Season: Lynch scores **12 Rushing Touchdowns** | 12-3 |
| 4 | < 1 in 10 | Seattle Seahawks Comeback Game: Lynch has **12 Rushes** | 12-4 |
| 5 | < 1 in 10 | Final NFL Regular Season: Lynch has **12 Rushes** | 12-5 |
| 6 | < 1 in 10 | Lynch's Final NFL game: played on **12th day of 2020** | 12-6 |
| 7 | < 1 in 10 | Final NFL Game: Lynch has **12 Rushes** | 12-7 |
| 8 | < 1 in 10 | Lynch's Final Carry of his NFL Career: Scores **12th Playoff Touchdown** | 12-8 |
| 9 | < 1 in 10 | Lynch plays **12 NFL Seasons** | 12-9 |
| 10 | < 1 in 10 | Lynch's Super Bowl-clinching Touchdown: scored in game with score **12 Seconds** into the game | 12-10 |
| 11 | < 1 in 10 | Lynch's Super Bowl-clinching Touchdown: **Two 12 Second scores** in same game's first and second half | 12-11 |
| 12 | < 1 in 10 | Super Bowl 48's 12-Second Safety: scored by **12th Overall Pick**, same as Lynch | 12-12 |
| 13 | < 1 in 10 | Super Bowl 48's 12-Second Touchdown: scored **12:12** after Lynch's Super Bowl-Clinching Touchdown | 12-13 |
| | **< 1 in 10 TRILLION** | **vs. Science's 1 in 20** | |

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# Case Study 3

| | Probability Estimate | Occurrence of Fibonacci | Supplement Document |
|---|---|---|---|
| 1 | 1 in 10 | Liverpool clinched their second championship in the Premier League's 33rd season | Figure 3.1 and 3.2 |
| | | Seven different clubs have won Premier League titles matching the 1, 1, 2, 3, 5, 8, 13 Fibonacci sequence | Figure 3.1 and 3.2 |
| 2 | 1 in 10 | Liverpool completed the sequence in the 33rd season, featured Fibonacci numbers (1+1+2+3+5+8+13) add up to 33. | |
| 3 | 1 in 10 | The Fibonacci sequence, linked to renewal, aligns thematically as the crowning of a new Premier League champion is a major form of English cultural renewal | |
| 4 | 1 in 10 | The Premier League's 1992 inception was a signifcant form of renewal, a reinvention of top-level English soccer | |
| 5 | 1 in 10 | Since 1888 England's First Division had been England's top league. Liverpool's 2025 victory happened 137 years after 1888 137 is the 33rd prime number, recalling points 1 and 2 | Figure 3.3 |
| 8 | 1 in 10 | Liverpool FC and the Premier League were founded 1202 months apart, correlating with the year 1202 when Fibonacci was introduced to Europe | Figure 3.4 and 3.5 |
| 9 | 1 in 10 | 51 clubs had played in the Premier League Liverpool won in 2025 the 51st prime number is 233, a Fibonacci number resonating with the "33" theme | Figure 3.7 and 3.8 |
| | **< 1 in 10 Million** | **vs.1 in 20** | |

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# Discussion

## Challenging the Current Zeitgeist

Unlike typical discussions of synchronicity, which often focus on belief/non-belief or personal interpretation, our approach in this study has been empirical. We applied established scientific methodologies to large, verifiable public datasets that are uniformly testable and unimpeachably authentic—not anecdotal.

Our methodology moves the debate regarding synchronicity beyond belief and into public, scientifically testable environments where chance can be rigorously assessed. All three datasets display outcomes that run contrary to the prevailing assumptions of the current scientific and cultural zeitgeists, which largely presume such patterns are governed by chance alone. We have deliberately included only data that aligns with this widely held presumption—data points that, by all conventional reasoning, should have unfolded randomly, yet demonstrably did not.

In line with conventional scientific practice, we have consistently applied a significance level of $P \leq 0.05$ to determine non-randomness. Our data decisively surpasses this threshold, with the first two datasets demonstrating outcomes whose probabilities are far rarer than 1 in 8 trillion, 1-in-10 trillion, and 1-in-10 million, respectively. Unless and until others identify a critical oversight missed by both this author and multiple AI systems, the only reasonable conclusion is that these case studies constitute virtual scientific proofs of non-randomness.

## Null Hypothesis Testing

Collectively, these analyses illustrate how structured improbabilities can be systematically examined and quantified through rigorous null hypothesis tests across large, seasonal datasets. Our methodology thus provides a useful template for similar future investigations.

Tebow's feat of throwing exactly 316 yards, for example, serves as a prototypically testable outcome. His "total passing yards" metric can be compared against thousands of identical outcomes or comparable ones such as rushing and passing yards. The scientific question remains consistent: how often do NFL games feature these "316" outcomes of this variety, which display the common 3-1-6 sequence in the proper order?

NFL football offers many such testable outcomes. Marshawn Lynch's touchdown is another. One can choose to compare it with game-clinching touchdowns, touchdowns, or scoring plays in general. Unlike the personal anecdotes often associated with synchronicity, such as Carl Jung's famous beetle observation, our analysis operates on such objectively quantifiable data. There have been tens of thousands of NFL touchdowns, each identical to all the others when seen as a "T.D."

Here one might ask, while keeping in mind science's $P \leq 0.05$ matching threshold: how often do players who score game-clinching touchdowns also record their final NFL game on the 12th day of the year, in a contest where they run the ball on 12 plays with the 12th play resulting in their 12th playoff touchdown (playoff or regular season), all within a 12-year NFL career? To make the test more challenging, one could consider this touchdown in relation to the football game that was Super Bowl 48.

How often do NFL games feature nine meaningful 12s *and* two 12-second scoring plays?

More fundamentally, the *scientific* question becomes: will at least 1 in 20 NFL games display this kind of intricate configuration?

By aligning with established scientific principles, we have empirically and intuitively demonstrated that chance is not a tenable *scientific* explanation for all three of our datasets, beyond our predilections.

As noted early on, this means that explanations that rely on chance's plausibility are also fatally flawed, in particular those which tacitly infer that our three datasets can be reproduced by others with consistencies that restore science's default chance presumption.

**Extraordinary Evidence and Its Context**

Perhaps the main significance of this work is not that it seems to falsify chance and all theories that rely on chance being a plausible-if-not-correct interpretation. By undermining an entire zeitgeist so resoundingly, we have shown that our current understanding of science itself is in need of refinement—since, or so it would appear, traditional approaches cannot explain our data, which are undeniable and scientifically testable.

This is an extraordinary claim, and as Carl Sagan famously said, "Extraordinary claims require extraordinary evidence." We have sought to accommodate Sagan throughout, by providing hard evidence that is grounded in data from two of the most rigorously structured and transparently documented sporting institutions in the world: the NFL and the Premier League. Their data are meticulously recorded by reputable media such as ESPN and the BBC, as well as trusted statistical

databases like Pro-Football-Reference.com and Statmuse.com.

The integrity and public verifiability of these sources ensure the datasets meet the highest standards of reliability, as they must if we are to meet Sagan's evidentiary requirement. By presenting unimpeachable data and statistically sound probabilities, we aim to exceed all conventional thresholds of statistical significance (e.g., $P \leq 0.05$), aspiring to meet or surpass any

reasonable expectation regarding what Carl Sagan might have required as extraordinary null hypothesis evidence.

We have also prepared a detailed Supplementary Materials document containing screen captures of all referenced URLs—sourced directly from publicly accessible platforms with fully referenced URLs. This ensures long-term transparency, especially for future generations who may no longer have access to the original online data which, according to Sagan's imperative, they must otherwise not believe.

**Virtual Proofs Versus Literal Proofs**

It should be noted that science can only take us so far in studies like these—providing *virtual* rather than *literal* proofs. The null hypothesis test is not meant to definitively prove or disprove chance. Instead, it serves to assess the plausibility of chance as an explanation, assuming the data are testable and properly framed.

The null hypothesis ($H_0$) posits that any observed pattern or difference is due to random chance. It represents the scientific assumption that phenomena are random until sufficient evidence suggests otherwise. Specifically, if the data are appropriately framed—and if they are not, a proper test cannot proceed—the null hypothesis predicts that results comparable to the observed findings would occur by chance at least 1 in 20 times, corresponding to the widely favored $P \leq$

0.05 threshold.

Failure to replicate results at or above this 1-in-20 frequency leads to rejection of the null hypothesis. This signifies that, by scientific convention, the featured data are now considered non-random. However, at 1 in 20, the case for randomness remains somewhat strong. Its

persuasive power diminishes as the failure rate increases—from 1 in 50, to 1-in-100, to 1 in 1,000.

A match rate of 1 in 50 is generally considered strong evidence against randomness; 1-in-100 provides even more compelling evidence. As probabilities decline further in this direction, the explanatory strength of chance diminishes proportionally. Depending on the dataset, one can reach a point where chance becomes a virtually implausible explanation.

Pending evidence to the contrary, this appears to be what all three of our datasets reveal.

**Deeper Patterns and Ideas**

It should be mentioned that each of our three case studies also features additional data that meets our stringent criteria: outcomes of group-level significance that are improbable and contextually relevant. However, these additional elements sometimes lack commonality, expressing their meaning in various ways.

Maintaining our focus solely on the "316," "12," and Fibonacci sequences was the optimal approach to achieving our primary objective: testing the plausibility of chance under controlled terms in the simplest way possible. These other details, while they would add to the case studies' overall improbability, risked introducing unnecessary confusion.

To illustrate the richness of patterns that extend beyond our focused analyses, we'll

make an exception by briefly recalling a detail from the Denver-Pittsburgh 316 game. As noted, at the opening kickoff, *both* teams had their 3 previous games decided by an average of 16 points (adding two more "316" related instances). Matt Prater kicked the ball 65 yards downfield, where it hit a field goal upright, then bounced and settled on the 20-yard line. The announcer cheered this outcome, as the ball's placement there was plainly relevant—it would have been placed on

the 20-yard line anyway, the spot where the offense needed to gain eighty yards for a touchdown (see Figures 4.1 and 4.2 in the Supplementary Document).

What the announcer couldn't have anticipated was that this exact spot marked the beginning of the game-ending play that produced those five 316s — the 20-yard line where the offensive team needed to advance the ball 80 yards in order to score a touchdown.

While compelling, such details are omitted from our primary analysis to maintain a clear focus on rigorously testing the plausibility of chance. For the same reason, we avoid discussions about what these results may represent if their non-random status is confirmed, simply noting that they can’t be explained by conventional science.

**A New Line of Investigation**

If we have virtually demonstrated that these three meaningful patterns are non-random through the scientific method, then these case studies might also represent the introduction of a phenomenon that is more ubiquitous than can be fully conveyed here, in a focused presentation confined to just three examples.

Unless this study can be falsified, it represents a significant step forward in our long-standing engagement with synchronicity—a topic that has historically lacked statistical rigor. But surely, if this is a step forward, it must be a modest

one compared to what we are capable of achieving as motivated groups.

Whatever new ideas are presented here come from a solo researcher of limited means and imagination. If anything, his role is simply to introduce a novel way of thinking—one that others will undoubtedly elevate, if and when they choose to engage with it.

Our final question asks whether these results reflect a very real dimension of the human experience—one that remains relatively uncharted and ready to be mapped. As someone who has pursued this mystery for some time, the researcher finds that the answer is yes, based on a broader body of evidence that spans a wide variety of settings: from the personal to the public, beyond the athletic examples introduced here, and across time.

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# Endnotes

- **316-1: Tim Tebow Passed for Exactly 316 Yards**
- *See Figures 1.1 to 1.4 in* ***<u>Supplements Document.</u>***

Tim Tebow threw for exactly 316 yards in the featured Denver–Pittsburgh playoff game. As a routinely reported game summary statistic, the matter of a player's total passing yards automatically meets our significance test. This non-trivial detail moment evoked Tebow's earlier college triumph, where he famously wore "John 3:16" under his eyes while leading Florida to a national championship. That prior moment (Event A) and this playoff performance (Event B) both center on the same unlikely numerical thread: "316."

**Comparability and Broader Event Space**

To evaluate chance scientifically, it is not enough to consider the literal event — Tebow throwing exactly 316 yards. For example, had he ended the game with a 316th rushing yard, or had Denver's final gain (by any means) pushed the team total to 316, the symbolic resonance would have been nearly identical. Fans and media alike would've made the John 3:16 connection to Event A. Thus, the improbability we're measuring isn't limited to passing alone. It's more accurate — and more conservative — to treat this outcome as part of a broader category: "316 total yards achieved by a player or team." This *comparability* broadens the event space, which appropriately raises the estimated odds — and favors the null hypothesis — while still capturing the essence of what makes the feat significant.

This broader perspective allows us to frame the probability question more comprehensively. Yet in doing so it becomes intuitively clear that the feat of *earning* exactly 316 yards will remain a rare outcome.

With comparability in mind, a better framing of the probability question is this: How often in

NFL history has a player run, passed, or combined for exactly 316 total yards, or how often has a team's final yard — via pass, run, or special teams — landed precisely on 316? This would include regular season and postseason games here, even though this is a playoff game, because the media would have reacted in comparable fashion if Tebow ended a regular season game in the same or similar "316" fashion.

Two things happen when we widen the lens to include these comparable scenarios. First, the overall improbability of Tebow's feat must decrease, since broader criteria naturally capture more instances — for example, total yards (run + pass) hit 316 more often than passing yards alone. Although this approach favors the null hypothesis and chance, even after accounting for this wider net, it turns out that these 316-style feats remain surprisingly rare. In other words, even the "kind-of-316" events don't show up often — which sharpens the point, rather than dulling it.

**Probability Assessment and Frequency of "316" Feats**

How often do NFL players or teams earn *exactly* 316 yards in NFL games? This level of statistical specificity is generally beyond the scope of standard game summaries. Therefore, for this analysis, we utilized Statmuse.com, a platform that has been operational for over a decade and is backed by organizations such as Disney, Google, Allen & Company, and the NFL Players Association—suggesting

a solid foundation of data reliability. Our data was retrieved on November 14, 2024.

According to Statmuse, NFL teams *passed* for exactly 316 yards 25 times between November 11, 2014, and November 14, 2024—a span of approximately ten years. Over a slightly longer period, from October 7, 2012, to November 14, 2024, NFL teams also finished with exactly 316 *total* yards (including passing, rushing, or combined offensive yardage) 25 times. Despite

expanding the criteria to include total yardage, the rarity of the "316" figure remains evident across more than a decade of regular season and playoff games.

- 316 Passing Yards: 25 instances (2014–2024)
- 316 Total Yards: 25 instances (2012–2024)

Conservatively speaking, approximately 50 "316" games, reflecting feat 316-1, have occurred in the NFL over the past decade. Given that each NFL season currently consists of 285 games (including playoffs and the Super Bowl), this amounts to roughly 2,850 games over ten seasons. Seen in the broader, comparable context, and as far as recent NFL history is concerned, Tim Tebow's specific feat of passing or earning exactly 316 yards is an outcome we can expect to see about once every 55 NFL games.

We note that the feat of earning exactly 316 yards would likely be much rarer when considering the full history of the NFL due to significant increases in offensive productivity in recent decades. We focus solely on modern data here as doing so favors chance, aligning with our preference for calculating more conservative (lower) odds. Moreover, since this cautious approach does not materially affect the overall conclusion of our analysis—something that will become clearer when we examine the second "316" data point—we round this frequency from 1- in-55 games down to a more manageable 1-in-50 for simplicity.

## Conclusion

Conservatively speaking, earning exactly 316 yards is an outcome that happens about once every 50 NFL games in recent history. It’s certainly notable that Tim Tebow threw for exactly 316 yards in Event B, especially given his famous display of "John 3:16" in Event A—the Florida-

Oklahoma national championship. However, when viewed within the context of recent NFL history and comparable outcomes, this feat is seen to be uncommon but not extraordinary.

At roughly 1 in 50 games, one can expect to see exact 316-yard performances about five times per season—roughly once every 3 to 4 weeks during the NFL calendar. If this were the entirety of the Tebow "316" story, skeptics would be justified in dismissing it as a random coincidence.

• ***316-2: Tebow Earned 316 Yards on Exactly 10 Plays, For a 31.6-Yard Average***

- *See Figures 1.5 to 1.8 in Supplements Document.*

In the same Denver-Pittsburgh NFL game, Tim Tebow completed exactly 10 passes for a total of 316 yards—an eye-catching 31.6 yards per completion. This performance marks our second striking appearance of the "316" sequence.

Regardless of their beliefs about synchronicity, most NFL fans will intuitively sense that Tebow's second feat is genuinely extraordinary, and that passing for exactly 316 yards on only 10 completions is incredibly rare if not outright unprecedented

Pinning down the exact historical frequency of such a feat isn't straightforward, since the NFL doesn't officially maintain a precise count of every regular season and playoff game ever played. Most estimates from other sources put the total at around 18,000 games as of 2025, although we did read one estimate that put the total number at 16,000. To continue to favor the chance presumption, we conservatively set the baseline at 16,000 total NFL games as of this time. However, it is worth noting that the total number of NFL games grows by roughly 1,000 every four years, meaning that this feat will become progressively rarer if and until it is matched.

## Fault Tolerance, Extreme Rarity and Sagan

With this 1-in-16,000 games rarity in mind, it becomes clearer why it is unnecessary to determine the exact probability of the first data point—whether earning exactly 316 yards is a 1- in-55 or 1-in-50 games kind of outcome. Our methodology allows for *fault tolerance*, meaning it accommodates some variability because our focus is on the data's ability to exceed conventional scientific thresholds, such as $P \leq 0.05$ or 1-in-20 replication.

With a rarity of *at least* 1-in-16,000 for the second occurrence, the precise probability of the first event has minimal impact on this primary objective.

Therefore, the combined improbability of the first two events is calculated conservatively as 1 in (50 × 16,000), or 1 in 800,000.

With only two data points, we already have a manifest outcome that is rarer than receiving poker's Royal Flush on a single five-card hand, a known 1-in-649,740 random outcome. Recalling Carl Sagan's insights on extraordinary claims, it is unlikely that many people would believe a person who claimed to have been dealt a Royal Flush on a single attempt. They would require compelling evidence to support such an extreme claim. At a conservative 1 in 800,000, our calculated improbability is clearly within the range of phenomena Sagan described as requiring extraordinary evidence, while supported by some of the most reliable public data available.

At this point, only one remotely plausible rebuttal appears to remain: skeptics may attempt to dismiss this (316-1 and 316-2) pairing as a lucky "two-off." This interpretation will always remain possible *in theory*, as reflected by the "1" in 1-in-800,000 or 1 in 649,740 and all other odds figures. However, as the numbers to the right of 1 rise, this interpretation loses plausibility in direct proportion.

**• 316-3: 31.6% of American Households Watching TV saw Final Play of Denver- Pittsburgh Game**

- *See Figure 1.9 in Supplements Document.*

When Tim Tebow threw his game-winning touchdown, 31.6% of American television households were watching the game. This widely reported “316” outcome was noted by the CBS network’s website, which published Nielsen ratings for the entire Denver-Pittsburgh game. As previously established, this data is considered highly reliable since both CBS and Nielsen are in the business of providing accurate measurements of television audiences which are updated every fifteen minutes.. Given the significant commercial implications, the publication of inaccurate data would entail serious reputational and regulatory consequences, further underscoring the credibility if this data point.

**Addressing Potential Counterarguments: The False Positive**

Some skeptics might claim that spotting "316s" within NFL audiences isn’t surprising—after all, a couple hundred fans at each game are likely born on March 16th (3/16). But this argument overlooks the four critical criteria every vetted “316” instance must satisfy: significance, relevance, commonality, and improbability. Statisticians generally consider significance as falling outside plus or minus 2.5% of the expected population distribution. For an NFL game to pass this improbability test, the number of attendees born on March 16th must be either

higher than 97.5% of all games or lower than 2.5%. Otherwise, the number of 3/16 fans lacks improbability, although it is a significant detail and would be relevant and common to this “316” discussion.

**Probability Assessment of the 31.6% Audience Share – Probability and Heuristics**

The exactness here is striking: only an audience share of exactly 31.6% counts—31.5% or 31.7% simply do not qualify. However, determining the exact frequency of audience shares at the conclusions of playoff and regular season NFL games is a monumental task that is beyond the scope of this investigation and frankly unnecessary.

Instead of attempting to determine precise probability we apply a conservative probabilistic heuristic approach. It is reasonable—and intentionally cautious—to estimate that fewer than 1-
in-10 NFL games will conclude with an audience share precisely matching 31.6%. This approach is analogous to stating, "The population of the United States is greater than one million." While it's an almost unreasonably low estimate, it is also undeniably true and unreasonable to suggest otherwise without evidence to the contrary.

We apply this kind of indisputable logic to our football example, we build from a statistical foundation that is already set at a conservative 1 in 800,000. To factor in this third "316" (the game's final audience share), we multiply that rarity by ten. Thus, this trio of "316s" collectively reflects a rarity well beyond 1 in 8 million.

At this point we are considering a three-part 316 outcome that must be much more

than *ten times rarer than a Royal Flush*, since we have so conservatively estimated the frequency of the Denver-Pittsburgh game's final audience share.

• **316-4: A Turnover on a *"3rd and 16"* Play**

• *See Figures 1.10 to 1.11 in Supplements Document.*

In the Denver–Pittsburgh NFL game, the Pittsburgh Steelers recorded an interception on a 3rd and 16 play.

Some critics might dismiss inclusion of this data point as contextual padding, since routine interceptions lack the dramatic flair of this contest's final moment. This criticism is beside the point, given our criteria, since 316-4's inclusion in the game's official box score grants it automatic group-level significance. It is truly remarkable, and certainly on point, that this particular "316" outcome emerged in a singular NFL game already marked by other 316s whose combined rarity is comfortably beyond 1 in 8 million.

As for comparable outcomes: a *fumble* by either Denver or Pittsburgh on a 3rd and 16 play would also have been noted, given the surrounding context. In the broader context, the interception functions as a *turnover* which encompass both interceptions and fumbles.

On average, NFL games currently yield around 2.6 turnovers per game. To favor the null hypothesis and keep our estimates conservative, we round this up to 3 turnovers per game. With approximately 150 plays occurring per game, this results in about one turnover every 50 plays.

For readers less familiar with the structure of football: an offensive team is given four attempts, or downs, to gain at least 10 yards. If they succeed, they earn a new set of downs, and continue advancing forward until they score or have to turn the ball over to the other team. However, penalties, sacks, or negative plays can push the offense backward, leading to longer conversion attempts. This is what creates situations like *3rd and 16*, where a team faces a difficult third attempt where they must gain 16 yards to reset the downs.

While turnovers themselves are not rare, a turnover on a 3rd and 16 is much less common. Third downs, in general, occur on roughly 22% to 25% of all plays—but the vast majority of these involve the offense needing 15 yards or fewer to convert.

With these metrics in mind, it is very safe to say that far fewer than 1-in-10 NFL games would include a turnover on a 3rd and 16 play. If this rate were correct, others will be able to cite such examples since around fifteen NFL games have been contested in recent history.

By classifying this fourth "316" instance (316-4) as simply a rarer-than-1-in-10 outcome we continue to honor conservative probability assessments. Yet even with that cautious framing, this additional data point raises the combined improbability of all four vetted "316s" from 1 in 8 million to approximately 1 in 80 million.

- **316-5: Pittsburgh's Time of Possession Was 31 Minutes and 6 Seconds**
- *See Figures 1.12 to 1.13 in Supplements Document.*

In the Denver-Pittsburgh NFL game the Pittsburgh Steelers maintained possession for exactly 31 minutes and 6 seconds.

Some may object to including this data point because its string form, “3106,” contains a zero, unlike the pure “316” sequence. However, this objection overlooks the concept of translatability within cultural norms. It is standard practice to express a time signature such as “31:06” verbally as “31 minutes and 6 seconds” or “31 minutes, 6 seconds.” This widely accepted conversion validates the inclusion of this data point as a legitimate “316” instance.

Regarding comparable outcomes, no practical TOP alternatives exist. The only equivalent time—3 minutes and 16 seconds (3:16)—is functionally unrealistic in the context of NFL game statistics. Therefore, the relevant probability question becomes: How frequently does an NFL game feature a team’s TOP recorded as exactly 31:06?

Typical NFL Times of Possession stats range approximately from 33:00 minutes at the high end to 27:00 minutes at the low end. This distribution, which accounts for roughly 75% of all NFL games (spanning balanced 30:00/30:00 splits to more extreme 33:00/27:00 ratios), includes 181 unique TOP pairings, only one of which

corresponds to a TOP of 31:06 in a standard 60-minute regulation game.

Exactly how often does any NFL game feature a TOP of 31:06 when considering all games, including those outside the typical range? Ultimately, a precise probability calculation is unnecessary to challenge the null hypothesis threshold of 1-in-20 replication or any normal

probability assessment. We provide all the certainty one needs by noting the obvious: fewer than 1-in-10 NFL games feature a TOP of exactly 31:06.

This completes the dataset football fans noticed within 24 hours following the January 8, 2012 Denver-Pittsburgh game. These five observations vividly reminded many of the moment when Tim Tebow donned “John 3:16” exactly three years earlier. This observation has nothing to do with our varying beliefs or non-beliefs regarding this bible verse’s veracity. It is simply a very well-known and well-documented fact that these five 316s recalled the Florida-Oklahoma national championship game, compelling ninety million people to search for John 3:16 on the internet.

Beyond our beliefs, the combined occurrence of these five "316" instances constitutes an outcome far rarer than 1 in 800 million. That is how often we can expect to see a result like this when we presume that the five outcomes mentioned must all be determined by chance. Not only does this noted portion of the 316-dataset defeat chance through well-established scientific protocol. It does so to a degree that seems to surpass all reasonable interpretations of what Carl Sagan required of extraordinary claims. It is an outcome that reasonable people must believe never happened without the evidence to back it up, for being a real-life highly public outcome that is well over a thousand times less likely than a Royal Flush.

- **316-6: Playing with a Broken Leg: The Birth of the Tim Tebow Legend**
- *See Figures 1.14 to 1.21 in Supplements Document.*

In keeping with our mandate to only introduce data that relevant groups consider *significant*, we turn to a high school game where Tim Tebow's legend is said to have been born. In a game played on October 31, 2003, Tebow broke his leg in the second quarter but continued to play, leading his Nease High School Panthers in a gutsy, season-ending performance that included a 29-yard touchdown run.

Tebow was a five-star player in his final high school year, as are only a few dozen other players nationwide. It is expected that five-star players will routinely demonstrate exceptional performance compared to normal high school players. However, playing football with a broken leg is *not* routine.

Our first condition has been met. This episode is *significant* in an objective way to the relevant group, football fans.

### ***Relational*** **Synchronicity – Meaningful Durations and Common Elements**

As noted, our first case study centrally involves two events: Tebow wearing John 3:16 in a significant college game is Event A. The Denver-Pittsburgh NFL game that produced five relevant "316s" is Event B.

Tebow's broken leg game aligns with the college "John 3:16" game in relevant fashion. These two significant games were played 1,896 days apart, and 1,896 is

a direct multiple of 316. This means the broken leg game occurred exactly 316 x 6 days before the Florida-Oklahoma game.

This results in what we term a *meaningful duration* where two significant Tebow episodes are linked in a highly improbable and relevant "316" fashion.

Another way we forge relational connections is through the mutual appearance of *common elements.* In this way, the 316 x 6 duration also recalls the second main event when Tim Tebow and Demaryius Thomas combined on an 80-yard touchdown pass that ended the Denver- Pittsburgh "316" game on a 6-point play that resulted in five "316s."

Through the concise appearance of our required data point, "316", Tim Tebow's high school broken leg game proves to be relevant to both of this case study's main events.

As for improbability, one might as how often do scorers of game-winning plays have earlier career performances comparable to playing more than one half with a season-ending broken leg? Or broken arms, collar bones and so on. Continuing with our heuristic approach, we simply note that far less than 1-in-10 game-winning plays will be scored by a player whose history includes playing an entire half with a broken leg or body part.

With the inclusion of this sixth "316" instance, the combined chance improbability of our cluster rises from 1 in 800 million to 1 in 8 billion.

**Vetting 316-6: The Broken Leg Game Date**

Verifying the precise date for this **"316"** connection proved to be a challenging investigative process. Initially, a video clip on YouTube showed the play where Tebow broke his leg, and the sequence displayed a date of November 14, 2003. This date initially seemed to fit as a meaningful duration, occurring just 3 days before Tebow's 16th birthday.

However, further research revealed this initial dating was in dispute. Multiple claims asserted that the Broken Leg game was played on October 31, 2003, in a contest involving Pedro Menendez High School. We then examined whether Pedro Menendez High School's colors (blue and gold) contradicted the video image where Nease's opposing team wore blue and white. This factor did not eliminate the video image as valid, although the opposing team wore blue and white. This would not be uncommon as an alternative jersey for any blue and gold team.

The definitive confirmation of the October 31st date came from a legal case that happened to involve one of Tebow's high school coaches. The lawsuit explicitly mentioned an October 31st game that involved Tebow's Nease team and Pedro Menendez High School.

- **316-7: Tim Tebow Chooses to Attend the University of Florida**
- *See Figures 1.22 to 1.24 in Supplements Document.*

Another significant episode in a football player's career, assuming they are good enough, concerns when they decide which university to play for after their high school careers. This is always big news when a five-star player makes his selection, as was the case with Tebow, who was also recognized as a Florida Player of the Year. On Tuesday, December 13, 2005, Tebow chose to attend the University of Florida. This results in another meaningful duration, since Tebow chose Florida 316 weeks before the January 8, 2012, Denver-Pittsburgh NFL game.

Since most NFL players choose what colleges to attend, our next statistical question is quite straightforward. How often will a player who was significantly involved in a game-winning play turn out to have chosen what college to attend 316 weeks or days prior to said random game?

Durations of 316 months or more are irrelevant for being too long, given the required pairing.

Had Tebow chosen Florida *exactly* 316 weeks before the Denver-Pittsburgh game, the test would be even harder, seven times harder, since only one day can provide an exact 316-week match whereas seven days can provide a 316-week duration

Whatever the exact frequency, we can be sure that a lot less than 1-in-10 random

NFL games will meet this test. To what we noted earlier, at the 1-in-10 the correct rate, most NFL weeks would feature a game where a game-winning play prominently featured a player who chose his college 316 weeks earlier.

We continue to understate, ruling out odds inflation with our next unreasonably low estimate. Despite this, the rarity of our overall picture grows exponentially. What was a 1 in 8 billion

undeniable and clearly relevant pattern must be much rarer than 1 in 80 billion when we include our seventh 316 and set its frequency at an unrealistically conservative 1-in-10.

- **316-8: Denver's 3 Previous Games Decided by an Average of 16 Points**
- *See Figures 1.25 to 1.26 in Supplements Document.*

As noted, the Tim Tebow 316 narrative featured two main phases. There was the time in college when Tebow issued "The Promise" following a tough loss, then led his Gators on an undefeated streak that earned Florida the 2009 college national championship while he wore John 3:16 on his eye-black. The second main phase began Tebow's second NFL season, when he became Denver's starting quarterback on October 23, 2011, during which time the Broncos were in last place in their division. Following that "Miracle in Miami" game, Tebow led Denver to seven wins in his first eight games through a captivating blend of spectacular and awkward play that featured many improbable moments. Tebow's success inspired his supporters and annoyed his detractors, who were surely pleased when the Broncos lost their last three games of the 2011 NFL season with Tebow as the starting quarterback.

In keeping with this storyline’s improbable nature, the Broncos stumbled into the playoffs on a tie-breaker technicality that involved three teams. This set the stage for this Tebow narrative’s climax, the fabled Denver-Pittsburgh playoff game whose conclusion featured those five impossibly rare 316s.

At the start of this same game, the Denver Broncos lined up for the opening kickoff, having lost their last 3 previous games by an average of 16 points. This

combination of the number of previous games (3) and the average point differential (16) forms another '316' within the narrative. It does so while meeting our conditions, since football fans consider final scores and scoring margins to be significant details.

Statistically speaking, our null hypothesis question is very straightforward: How many NFL games feature a team whose 3 previous games' combined scoring margins equal exactly 48 points?

In this kind of three-game distribution, normally one game will be decided by 15 points or less and the two other games will have scoring margins that exceed 15. This is what one sees in this real-life example, where the Denver Bronco's three previous games were decided by 4, 18 and 26 points.

Based on NFL game data from 2000 to 2024 (source: Cleanuphitter.com), approximately 72% of all games have a scoring margin of less than 16 points, while 28% have a margin of 16 points or more.

How often do NFL teams start a game where their 3 previous games were decided by an average of exactly 16 points?

Staying with our conservative approach, we note only that this will happen less than 1-in-10 games, while noting that others can easily show this rate to be correct, if it is.

With this observation the '316' cluster now includes *eight* vetted 316s whose combined appearance rises from 1 in 80 billion to something far, far rarer than a 1 in 800 billion chance outcome.

We note that this data point and the next one were found by anonymous sources on the internet.

- **316-9: Pittsburgh's 3 Previous Games Decided by an Average of 16 Points**
- *See Figures 1.25 to 1.26 in Supplements Document.*

Our ninth and final 316 appears in the same fashion as the eighth. The scoring margins of the Pittsburgh Steelers' 3 previous games also added up to a total of 48 points.

If this 316-8 and 316-9 pairing isn't unprecedented, it must be an extremely rare occasion when an NFL game begins with both teams' 3 previous games decided by an average of 16 points.

How remarkable, to think that this is how the Denver-Pittsburgh 316 game began.

This twin result is especially provocative when one considers what happened on the opening kickoff. Denver's Matt Prater kicked off. The ball sailed 75 yards, hit one of the uprights in the end zone, bounced back on the field, and settled on the 20-yard line. This was exactly where the ball would have been placed on the next play, but also at the start of the game's final play which led to all those 316s: on the offense's 20-yard line, 80 yards from the end zone.

Staying with the 1-in-10 rate, we now have an undeniable, real-life picture that can be expected to appear far, far less than once every 8 trillion NFL games.

Even at that greatly understated rate, where chance governs all such outcomes this nine-part 316 outcomes translates to a plainly relevant picture that should appear

one game every 28 billion (285-game) NFL seasons. This is twice the widely accepted age of the universe, meaning that we are considering an outcome that reasonable people must never believe happened, but for the fact that it did.

- **12-1: Marshawn Lynch Scored Game-Clinching Touchdown with Exactly 12 Minutes Remaining in First Half**
- *See Figure 2.3 Supplements Document*

The Seattle Seahawks clinched victory in Super Bowl 48 when Marshawn Lynch scored a touchdown with exactly 12:00 remaining in the first half.

**Significance and Relevance.** The *time* remaining when any play concludes (or starts) constitutes a significant detail that is duly recorded in game statistics. This particular touchdown was also the *game-clinching* score, adding another layer of significance to the fact that this was a *scoring* play. The number '12' is unequivocally relevant to Seattle's fan base, famously known as the "12s," lending a fourth "synchronistic" layer of superlative *tribal* meaning since this play secured the Seattle Seahawks their first Super Bowl victory.

**Commonality.** The appearance of '12' in the time remaining (12:00) serves as one of several 'common' instances of the number '12' within this dataset, making it a direct and exact match to our target motif.

**Improbability.** The specific occurrence of a play concluding with *exactly* 12:00 remaining in the first half for a game-clinching touchdown is, by its nature, quite improbable. Other comparable ways to achieve this feat (e.g., scoring a game-winning touchdown with exactly 12:00 remaining in the entire game, or scoring

exactly 12 minutes into a half) would offer a handful of comparable outcomes. Beyond these few precise iterations, the options for such an exact match must be exceedingly limited.

## Heuristic Approach

It is demonstrably clear that scoring a game-clinching touchdown with precisely 12:00 remaining in the first half or game is not the kind of event that would be true of 1-in-10 random game- clinching NFL touchdowns. Nor is it, when we expand the field of candidate time signatures to include scores that happen exactly 12 minutes into either of a given NFL game's halves.

If our baseline 1-in-10 frequency were accurate, approximately 130 game-clinching touchdowns per NFL season would display this "12:00" feature and we would see it several times every week during a normal NFL season. Despite this, we will continue with our heuristic methodological approach, as we did in our first case study, simply stating that all instances of the number "12" discussed in Case Study 2 must be "rarer than 1-in-10." As noted, this approach offers great mathematical convenience while enabling us to avoid controversy about potential odds inflation.

- **12-2: Marshawn Lynch 12th Player Drafted in 2007**
- *See Figure 2.4 to 2.5 Supplements Document.*

Our second case study's main event, Seattle's Super Bowl 48 "game-clinching touchdown," was scored by a player who was drafted 12th in his draft year.

Of the approximately 250 players that are drafted into the NFL each year, only one can be the 12th *overall* pick. Around half of the number 12 selections will be defensive players or offensive linemen who are very unlikely to score.

How often do 12th overall picks score touchdowns?

In 2024, 67 touchdowns out of the 1353 in the regular season were scored by four players who were selected 12th in their draft years.

This is about double our 1-in-10 rate.

- **12-3: Lynch Had 12 Rushing Touchdowns in Super Bowl 48's Regular Season**
- *See Figure 2.6 Supplements Document*

Marshawn Lynch earned 12 rushing touchdowns in the NFL's 2013 season that culminated in Super Bowl 48, where he scored his game-clinching touchdown. This is a rare feat. In 2024, for instance, only two NFL players recorded precisely 12 rushing touchdowns.

Our null hypothesis test question: How often are game-clinching touchdowns scored by players who achieved exactly 12 rushing touchdowns in the same NFL regular season?

How many game-clinching touchdowns or game-winning plays will be scored by players who *earn* exactly 12 rushing, passing, or total (rushing and passing) touchdowns in the same NFL regular season?

Even when we apply the same test to field goals, kickoff and punt returns and others scoring plays the 2024 rushing results suggest that the historical frequency of this outcome and other comparable ones must be rarer than 1-in-10.

## 12-4 : Lynch Had Exactly 12 Rushes in his Comeback Game with Seattle

- *See Figure 2.7 to 2.9 Supplements Document.*

So far, we have considered three meaningful '12s' that pertain to details established prior to and at the time of Super Bowl 48's game-clinching touchdown. Most of what makes Lynch's game- winning touchdown worth mentioning in this kind of presentation, however, concerns outcomes that were settled years after Super Bowl 48.

Lynch played for Seattle for a couple more seasons before announcing his retirement during Super Bowl 50 in February 2016. He later decided to resume his career in 2017 with the Oakland Raiders, for whom he played for a year and a half before announcing his retirement again after a season-ending groin injury in 2018.

Then, near the end of the following season, the Seattle Seahawks lost their two main running backs in the same game played against the Arizona Cardinals on December 22, 2019. Chris Carson and C.J. Prosise combined for exactly 12 rushes (sometimes called carries) before they both succumbed to season-ending injuries. The very next day, Marshawn Lynch came out of retirement to play for the playoff-bound Seahawks. His return was a significant episode for Seahawks fans, the "12s," even though their beloved "Beast Mode" was past his prime.

Let's set aside the extraordinary outcome of an NFL team losing two running

backs to season- ending injuries in the same game and only focus on rare *comeback* game. Less than 1-in-10 game-winning scores will be made by a player who had a comeback game where he had either 12 rushes, 12 passes, or 12 rushes and passes, et cetera.

## 12-5 : Lynch Has 12 Rushes in his Final NFL Regular Season

- *See Figure 2.10 Supplements Document.*

Marshawn Lynch's return game with the Seahawks was also the last game of the NFL's 2019 regular season. The NFL makes no distinction regarding how many games a player participates in during a season for official statistical totals. Due to this policy Lynch officially concluded his remarkable career with exactly 12 carries in his final regular *season*. (See Figure 2.10).

How often has a game-clinching touchdown been scored by a player who would register exactly 12 carries in his final NFL *season*? Or 12 passing receptions? Or precisely 12 combined carries and receptions? How many kickers score who score game-clinching field goals wind up kicking 12 field goals in their NFL career?

Even when we broaden the scope to include comparable outcomes, this statistical feat remains exceptionally rare and will certainly be revealed by far less than 1-in-10 game-clinching scores.

**12-6Lynch Played his Final NFL game on the 12th day of 2020**

- *See Figure 2.11 Supplements Document.*

After playing San Francisco in the final game of the 2019 regular season, the Seahawks played and defeated the Philadelphia Eagles in the first round of the playoffs. This set the stage for Marshawn Lynch's last NFL game, which was played against the Green Bay Packers on January 12, 2020. (See Figure 2.11).

How often are game-clinching touchdowns scored by players whose final NFL games were played on the 12th day of a given year? How many game-clinching scores are made by players whose last NFL game took place on January 12th.

Far less than 1-in-10 games will match this specific data point, which holds true for the touchdown that clinched Seattle and the "12s" victory in Super Bowl 48.

## 12-7 : Lynch Had 12 Rushes in His Final NFL Game

- *See Figure 2.12 Supplements Document.*

Marshawn Lynch recorded exactly 12 carries in the January 12, 2020, Green Bay playoff game.

Turning to Super Bowl 48, often will a game-clinching play be scored by a player who had, or will have, exactly 12 carries, 12 receptions, or 12 combined carries and receptions in his final NFL game?

This pairing will certainly be found in far less than 1-in-10 game-clinching scores.

## 12-8 : Lynch Scored his 12th Playoff Touchdown on the Final Carry of His NFL Career

- *See Figure 2.13 Supplements Document.*

Marshawn Lynch scored a touchdown on his very last carry in the Green Bay game, which resulted in him earning his 12th career playoff touchdown.

How often will game-clinching plays be scored by players who earn their 12th career rushing, passing, or combined scores on the very last play of their entire NFL career?

Even when one adds game-clinching field goals and safeties, this confluence of events will undoubtedly occur in far less than 1-in-10 game-clinching scores.

## 12-9 : Marshawn Lynch played 12 NFL Seasons

- *See Figure 2.14 Supplements Document.*

Marshawn Lynch's career spanned 12 NFL seasons, far longer than the average NFL career which lasts only a few years.

It follows that less than 1-in-10 game-winning plays will be scored by a player who plays for 12 seasons in the NFL.

## 12-10 : Lynch's Touchdown was Scored in a Game Where a Team Scored 12 Seconds into the First Half

- *See Figure 2.15 Supplements Document.*

So far, we have considered Super Bowl 48's game-clinching touchdown relative to the past, present, and future through the *player* who scored it.

**Next, we consider how our main event relates to the *game* in which it was scored.**

As many fans will remember, Super Bowl 48 began with a very shocking start when Seattle scored a safety exactly 12 seconds into the game.

Our next statistical question: How often will game-clinching plays be scored in a *game* where someone scores exactly 12 seconds into the same NFL *game*? We are looking for something more precise than "very fast" scores. Scoring ten or fourteen seconds into a *game* does not count.

In NFL history, players have scored exactly 12 seconds into a *game* on only a few occasions. Clearly, far less than 1-in-10 game-clinching scores will display this feature.

## 12-11 : Lynch's Touchdown was Scored in a Game Where a Team Scored 12 Seconds into the First Half *and* the Second Half

- *See Figure 2.16 Supplements Document.*

Super Bowl 48 viewers were also astonished when Seattle scored on the opening play of that game's second half. Percy Harvin scored on a kickoff return exactly 12 seconds into the second half.

Scoring exactly 12 seconds into a second half has also occurred only a few times in NFL history. Therefore, it is once again a significant understatement to say that this feat is rarer than a 1-in-10 outcome. Very few game-clinching scores will occur in games where a team has scored exactly 12 seconds into the second half.

How curious that Marshawn Lynch's Super Bowl-clinching touchdown meets this test *twice*, with respect to *both* halves of Super Bowl 48, in what is literally the most significant victory in Seattle Seahawks history and the history of their loyal fanbase, the '12s'.

## 12-12 : 12-Second Safety Scored by 12th Overall Pick

- *See Figure 2.17 Supplements Document.*

As noted, on the opening score of Super Bowl 48, Denver's Knowshon Moreno recovered an errant snap in the Broncos' endzone and was tackled, resulting in a safety just 12 seconds into the game. This made Moreno, the 12th overall pick in 2009, the official scorer of the safety, though Seattle was awarded the two points.

As previously noted, Lynch was the 12th player selected in his draft year.

How often will game-winning plays be scored by a 12th overall draft pick in *games* where a player who was selected 12th overall scores exactly 12 seconds into a half?

This is likely an unprecedented feat. If not, the answer must be far less than 1-in-10.

**12-13 : Percy Harvin's 12-Second Touchdown Scored 12:12 After Game-Clinching Touchdown**

- *See Figure 2.18 Supplements Document.*

Given the Seahawks and the '12s' legacy, Marshawn Lynch's game-clinching touchdown forges a discreet yet compelling relationship to our first 12-second play, based on the *12th overall pick* motif.

A similarly impressive outcome occurs when one considers the game-clinching touchdown relative to the *other* shocking 12-second scoring play. Percy Harvin scored his touchdown exactly 12 minutes and 12 seconds after Lynch scored his game-clincher.

How often will game-clinching plays be scored exactly 12 minutes and 12 seconds before or after a *player* scores exactly 12 seconds into a half? How about 1,212 seconds?

This is likely another unprecedented feat. If not, the answer must be far, far rarer than a 1-in-10 chance outcome.

**Comment on 12.12 and 12.13**

It will be extremely rare for a game-clinching play to be based on an exact to-the-second 12- based time measure, in a game that also features two 12-second scores.

It is another thing for that game-clinching score to relate to the other two 12-

second plays for two entirely separate reasons.

This is what Lynch’s touchdown delivers in terms that further reinforce the significance of '12' in what remains Seattle’s and the 12s' most significant game. If our goal is to explore the significant, relevant, improbable, and common appearance of '12' in the greatest victory ever for

a team that has branded its fanbase with the number '12', then we really must note how Lynch's game-clinching *play* occurred in the same *game* where it relates to two other plays on a total of four levels.

**Conclusion**

These final four considerations may recall the Tebow story, where Denver's and Pittsburgh's 3 previous games were decided by an average of 16 points prior to their January 8, 2012 contest. When those details are noted, as others had who are not this writer, it really becomes necessary to consider the whole of the Denver-Pittsburgh game if our interest is on how that game ended, with five "316s," a theme that was also present at the start of the game with the unique kickoff by Matt Prater, as the teams had lined up with these same "316" histories.

Super Bowl 48 compels us to think in similar terms, beyond a singular play to the game where it occurred, where Lynch's impossibly improbable "-12:00"score is not only sandwiched between two 12-second scoring plays, but also in terms that thematically link Lynch's game-clinching touchdown to those plays with remarkable specificity, through the 12th draft pick and a doubly relevant "12:12" meaningful duration.

Another distinction: whereas Tebow's touchdown pass compelled people to look to the *past*, as millions noted how five '316s' related to the earlier Florida-Oklahoma John 3:16 game in college, the career-ending considerations we have

discussed require us to look to the *future* in Lynch's case.

When Marshawn Lynch's entire career arc is considered, he seems to be exceptionally well- suited to secure ultimate victory for a tribe that famously calls themselves the "12s."

As for improbability, when we rate our thirteen '12s' as each having a modest chance rarity of 1- in-10, the cluster just described amounts to a result that we can expect to see once every 10 trillion NFL games where *chance* governs all such outcomes.

Since we have understated the rarity in each instance, our second case study's overall rarity must be far, far more improbable than 1-in-10 trillion. This vastly contrasts with the null hypothesis's conventional significance threshold (p-value) of .05 (or 1 in 20 replication), or indeed any more stringent p-value typically employed in statistical analysis (e.g., .01 or .001).

While people may continue to *believe* that these results must all be due to chance, it is important to know that science has its own way of appraising such data which science determines to be non-random by any reasonable P iteration, and in terms that vastly exceed any interpretation of what Carl Sagan meant about requiring “extraordinary” evidence.

As noted, when considered alongside the Tebow and Premier League case studies, this public dataset lends further credence to the possibility that a non-random effect may be even more far- reaching, manifesting in undeniable, highly improbable terms that are uniquely relevant to other episodes.

As such, these public examples tend to validate synchronicity in more general terms, as these datasets seem to mimic personal descriptions of synchronistic

outcomes which are widely reported as both improbable and contextually relevant to the individual.

**Supplementary Material for:**

# Global Synchronicity, the Scientific Method, and Three Datasets That Classical Science Cannot Explain

**Mark Grant, 2025**

**"I believe that the extraordinary should certainly be pursued. But extraordinary claims require extraordinary evidence."**
**—Carl Sagan, *Broca's Brain*, (1979), Chapter 5: "Night Walkers and Mystery Mongers: Sense and Nonsense at the End of Science"**

## Introduction

For clarity and ease of reference, all visual evidence in this paper—including screen grabs—is presented as Figures, numbered using a two-part system: the first digit indicates the Case Study number (e.g., '1' for Case Study 1: 'Tebow 316' Phenomenon, '2' for Case Study 2: Seattle's '12s'), while the second digit represents the sequential Figure number within that case study. For example, Figure 2.1 refers to the first figure associated with Case Study 2.

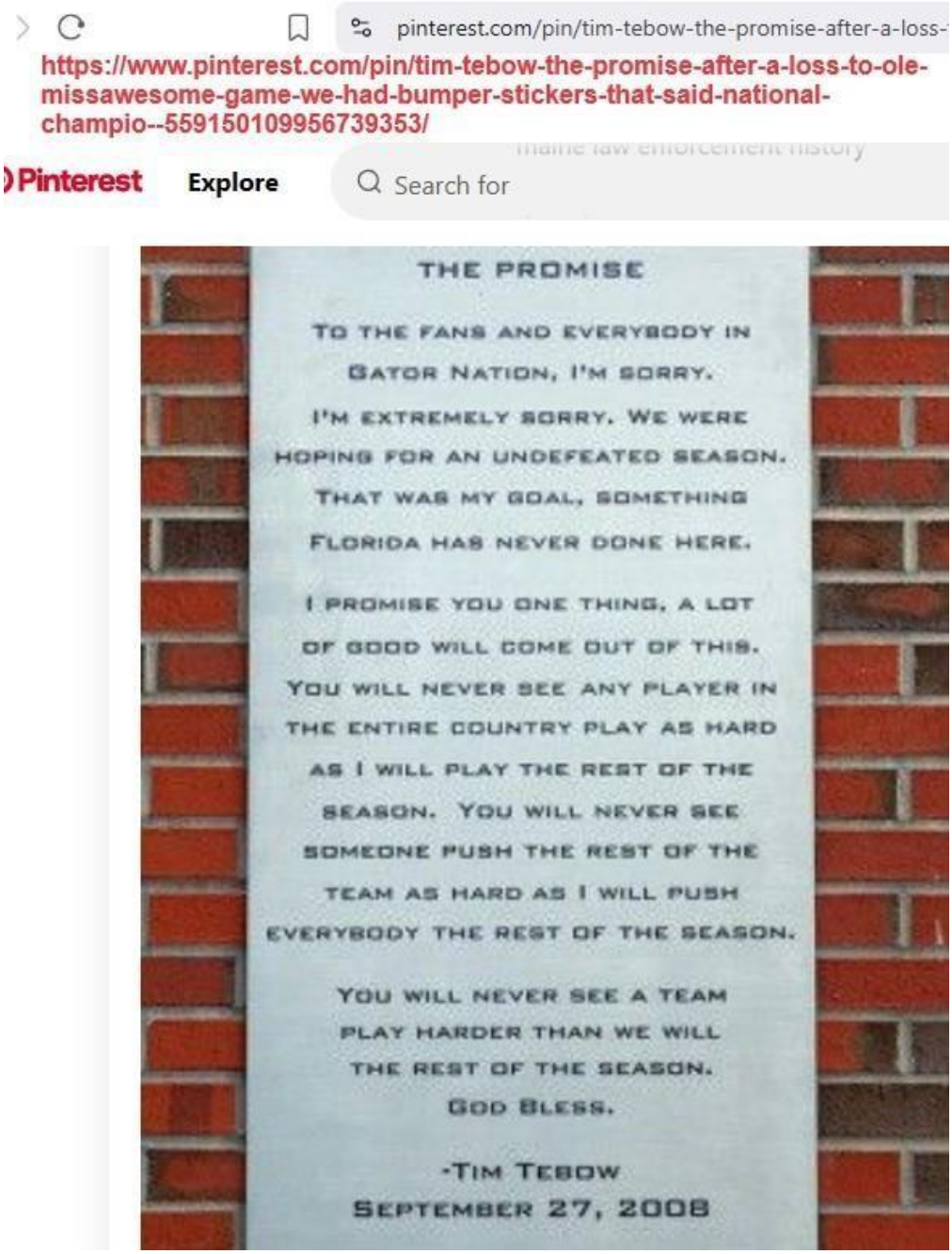
To maintain the highest standards of data integrity and ensure long-term verifiability of all web-based visual evidence, screen grabs were meticulously prepared. This process involved capturing relevant content, digitally masking any personal browser information (e.g., bookmarks bar), and then re-inserting the full source URL (in 12pt Arial Bold) directly onto the image within the masked area. This technique embeds the exact online origin into the visual record, complementing the formal citation in the figure caption and References list.

To facilitate direct verification, some web-based references may require readers to scroll down to locate the specific data discussed.

# Case Study 1

**Figure 0.1**

*Tim Tebow's Promise after Florida Lost to Mississippi State on September 27, 2009*




***Note.*** Florida fans were so moved by Tebow's "Promise" that they affixed it to the wall of their stadium years later. From Pinterest (https://www.pinterest.com/pin/tim-tebow-the-promise-after-a-loss-to-ole- missawesome-game-we-had-bumper-stickers-that-said-national-champio--559150109956739353/ ).

**Figure 0.2**

*Tim Tebow Wears John 3:16 on His Eye-Black While Leading Florida to the January 8, 2009 National College Football Championship*

oklahoman.com/story/news/religion/2012/01/14/religion-column-beloved-bible-vers...

https://www.oklahoman.com/story/news/religion/2012/01/14/religion-column-beloved-bible-verse-is-getting-a-lot-of-mileage/61104922007/

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# Religion column: Beloved Bible verse is getting a lot of mileage

**Carla Hinton**
Jan. 14, 2012, 12:00 a.m. CT

A beloved Bible verse is getting much publicity courtesy of a faith-filled NFL quarterback.

John 3:16 has always been one of Randy Adams' favorite Scriptures, so he's not surprised by its popularity with Denver Broncos quarterback Tim Tebow or anyone else.

Adams, the Baptist General Convention of Oklahoma's church outreach director, watched this week as the verse became the subject of numerous Google searches thanks to Tebow and what some are calling his "miraculous" statistics of late.

During Tebow's college years at the University of Florida, he became

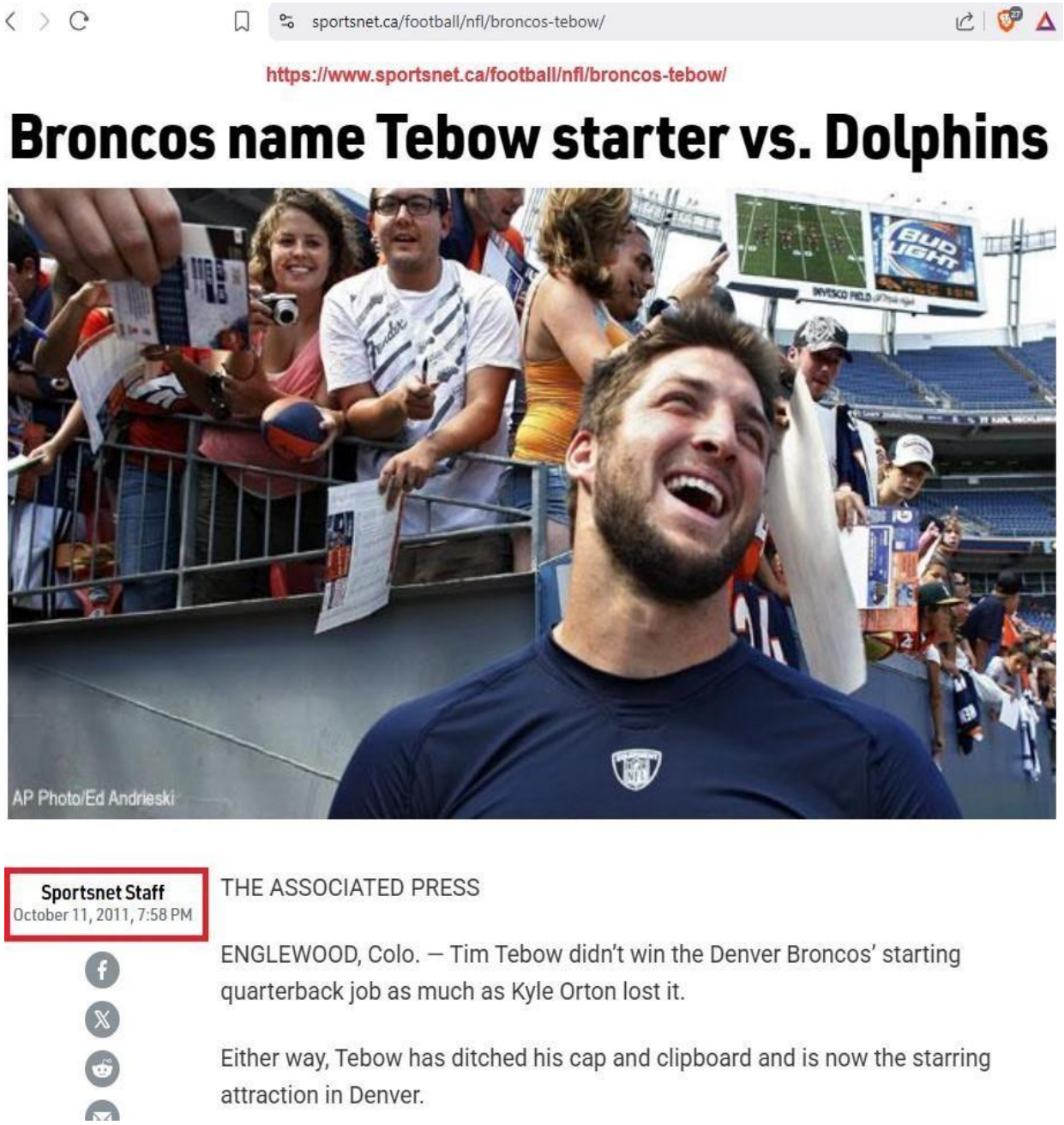
University of Florida quarterback Tim Tebow walks off the field after Florida beat the University of Oklahoma 24-14 in the BCS Championship NCAA college football game Thursday, Jan. 8, 2009, in Miami, Fla. AP photo Robert Duyos *The Oklahoman*

***Note.*** The first of this case studies two "main events." From The Oklahoman, by The Oklahoman, 2012 (https://www.oklahoman.com/story/news/religion/2012/01/14/religion-column-

beloved-bible- verse-is-getting-a-lot-of-mileage/61104922007/ ).

**Figure 0.3**

*Tebow Becomes the Denver Broncos' Starting Quarterback*

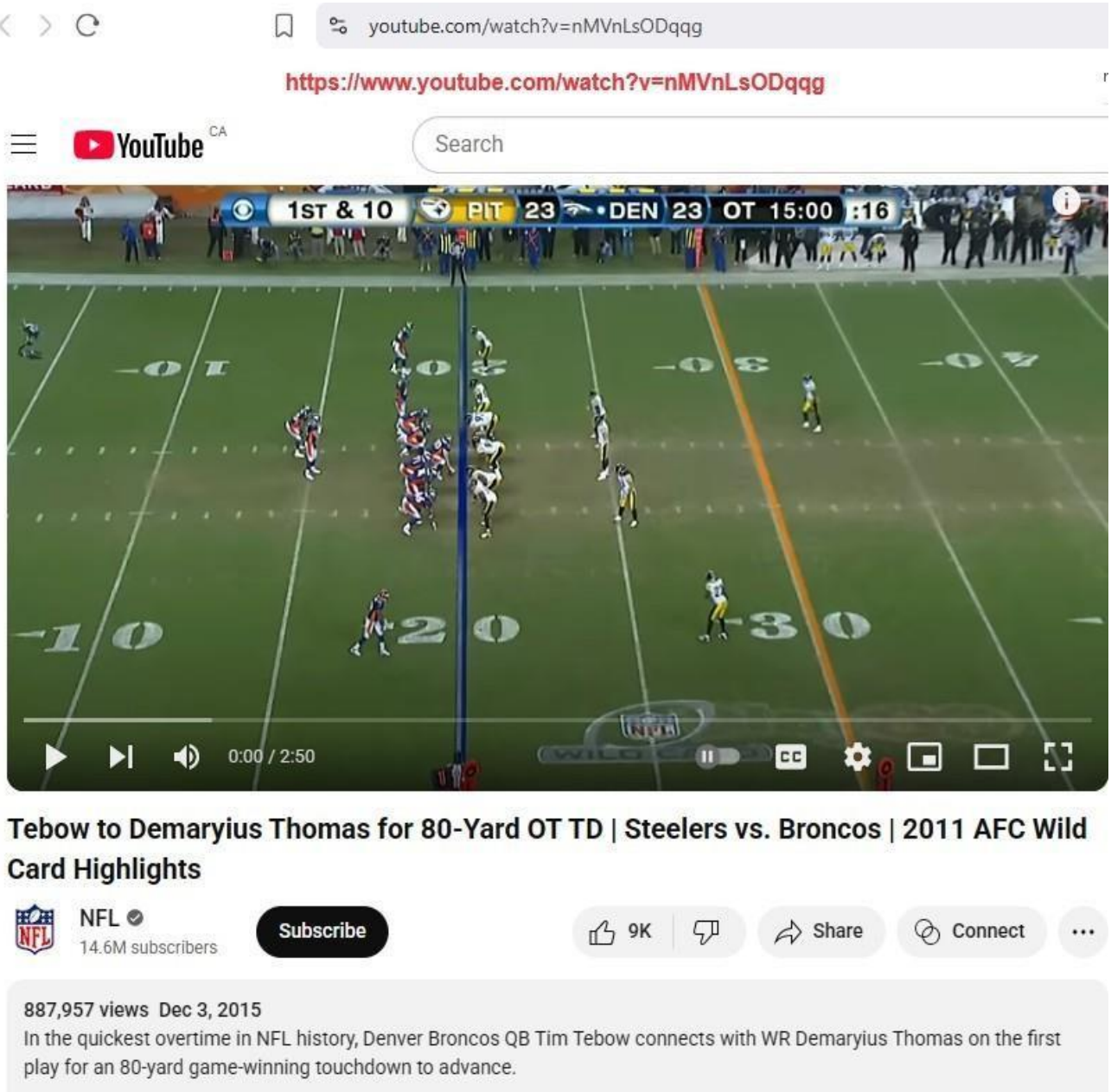



***Note.*** From Sportsnet.ca, by Sportsnet Staff, 2011

(https://www.sportsnet.ca/football/nfl/broncos- tebow/).

**Figure 0.4**

*Tebow and Demaryius Thomas Score Winning Touchdown Against Pittsburgh on January 8, 2012*

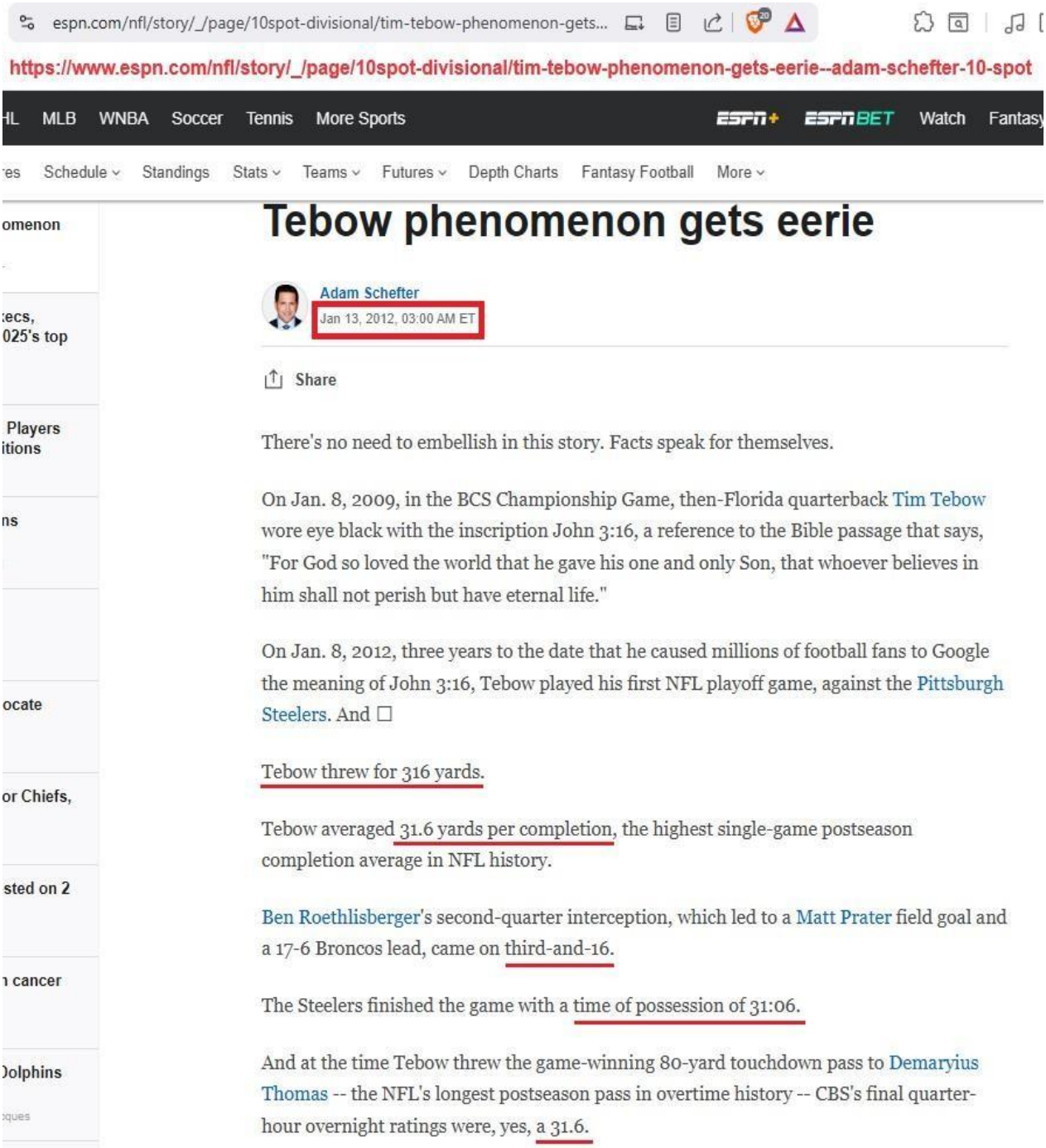



***Note.*** This case study's second main event. From YouTube, by NFL, 2012 (https://www.youtube.com/watch?v=nMVnLsODqqg ). Video highlights the 80-yard overtime touchdown from Tim Tebow to Demaryius Thomas that won the game for the

Broncos, with Tebow throwing for 316 yards.

**Figure 0.5**

*ESPN Summarizes Noted 316's After the Tebow-to-Thomas Touchdown*



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https://www.espn.com/nfl/story/_/page/10spot-divisional/tim-tebow-phenomenon-gets-eerie--adam-schefter-10-spot

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# Tebow phenomenon gets eerie

Adam Schefter

Jan 13, 2012, 03:00 AM ET

Share

There's no need to embellish in this story. Facts speak for themselves.

On Jan. 8, 2009, in the BCS Championship Game, then-Florida quarterback Tim Tebow wore eye black with the inscription John 3:16, a reference to the Bible passage that says, "For God so loved the world that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life."

On Jan. 8, 2012, three years to the date that he caused millions of football fans to Google the meaning of John 3:16, Tebow played his first NFL playoff game, against the Pittsburgh Steelers. And ☐

Tebow threw for 316 yards.

Tebow averaged 31.6 yards per completion, the highest single-game postseason completion average in NFL history.

Ben Roethlisberger's second-quarter interception, which led to a Matt Prater field goal and a 17-6 Broncos lead, came on third-and-16.

The Steelers finished the game with a time of possession of 31:06.

And at the time Tebow threw the game-winning 80-yard touchdown pass to Demaryius Thomas -- the NFL's longest postseason pass in overtime history -- CBS's final quarter-hour overnight ratings were, yes, a 31.6.

***Note.*** These results were widely reported across the mainstream media. From ESPN, by Adam Schefter, 2012 (https://www.espn.com/nfl/story/_/page/10spot-divisional/tim-tebow-phenomenon-gets- eerie--adam-schefter-10-spot ).

**Figure 1.1**

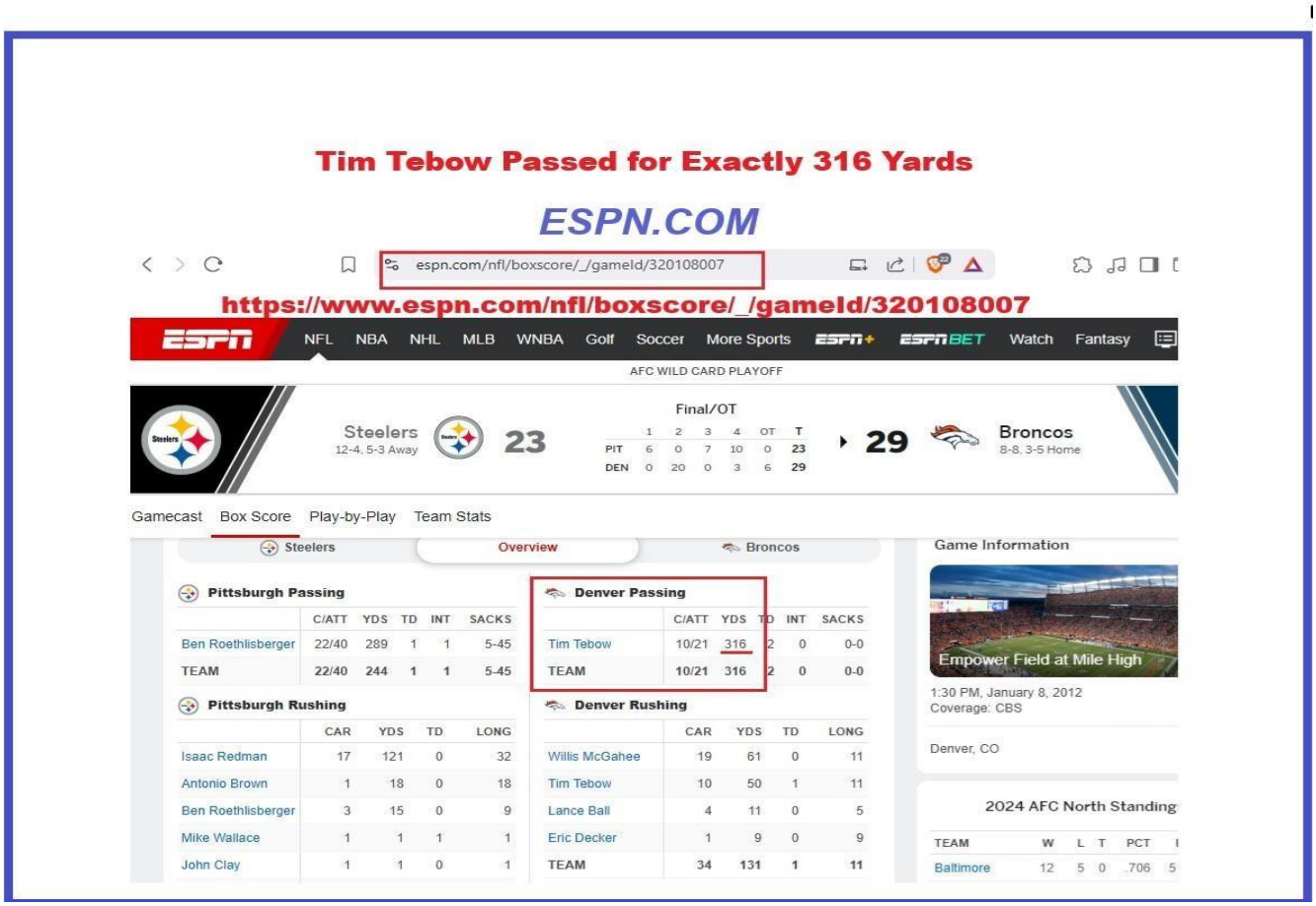
*Tim Tebow's 316 Passing Yards against the Pittsburgh Steelers, as reported by Pro-Football-Reference*

| | PIT | DEN |
|---|---|---|
| First Downs | 21 | 18 |
| Rush-Yds-TDs | 23-156-1 | 34-131-1 |
| Cmp-Att-Yd-TD-INT | 22-40-289-1-1 | 10-21-316-2-0 |
| Sacked-Yards | 5-45 | 0-0 |
| Net Pass Yards | 244 | 316 |
| Total Yards | 400 | 447 |
| Fumbles-Lost | 2-0 | 2-1 |
| Turnovers | 1 | 1 |
| Penalties-Yards | 6-61 | 5-30 |
| Third Down Conv. | 7-16 | 3-10 |
| Fourth Down Conv. | 0-1 | 0-0 |
| Time of Possession | 31:06 | 29:05 |

***Note.*** From Pro-Football-Reference, by Sports Reference LLC, 2012 (https://www.pro-football- reference.com/boxscores/201201080den.htm ).

**Figure 1.2**

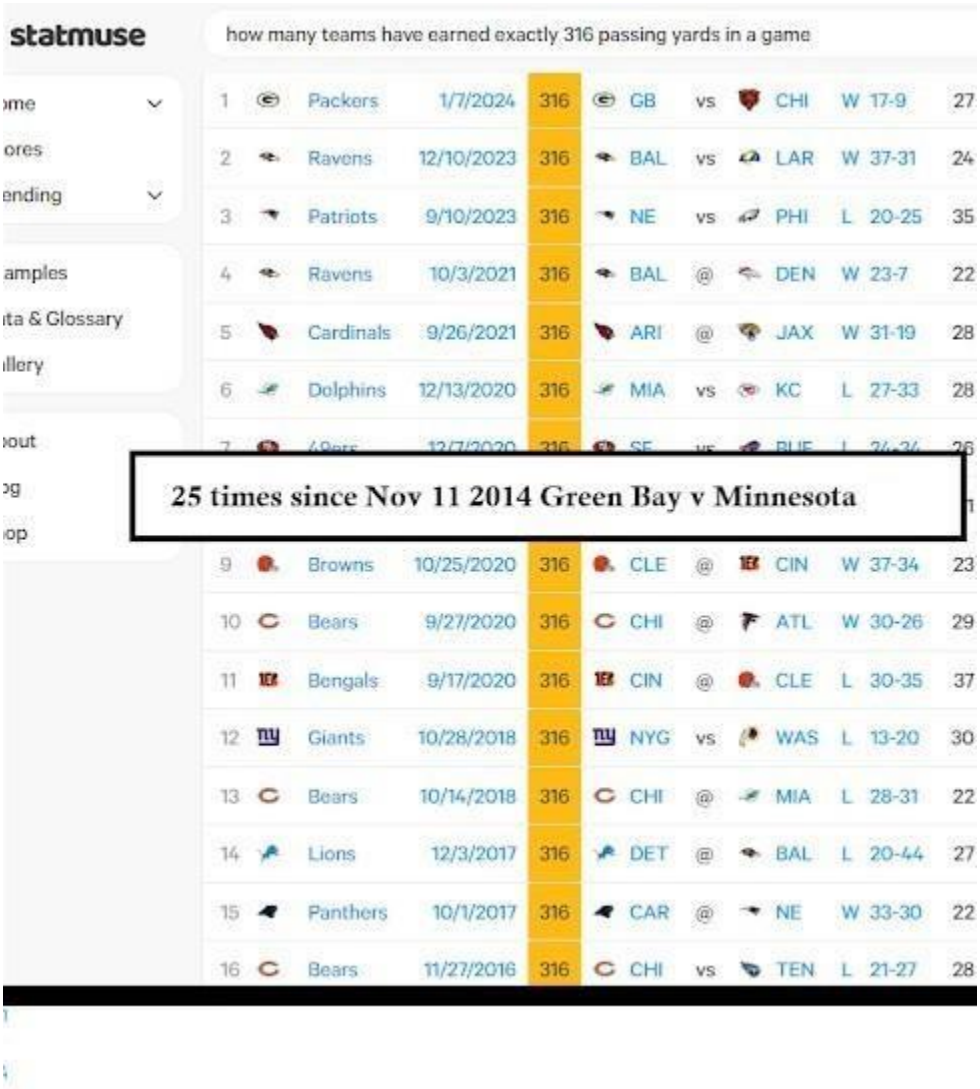
*Tim Tebow's 316 Passing Yards against the Pittsburgh Steelers, as reported by ESPN*




***Note.*** From ESPN, by ESPN Inc., 2012 (https://www.espn.com/nfl/boxscore/_/gameId/320108007 ).

**Figure 1.3**

*Frequency of NFL Teams Passing for Exactly 316 Yards, as Reported by Statmuse.com*

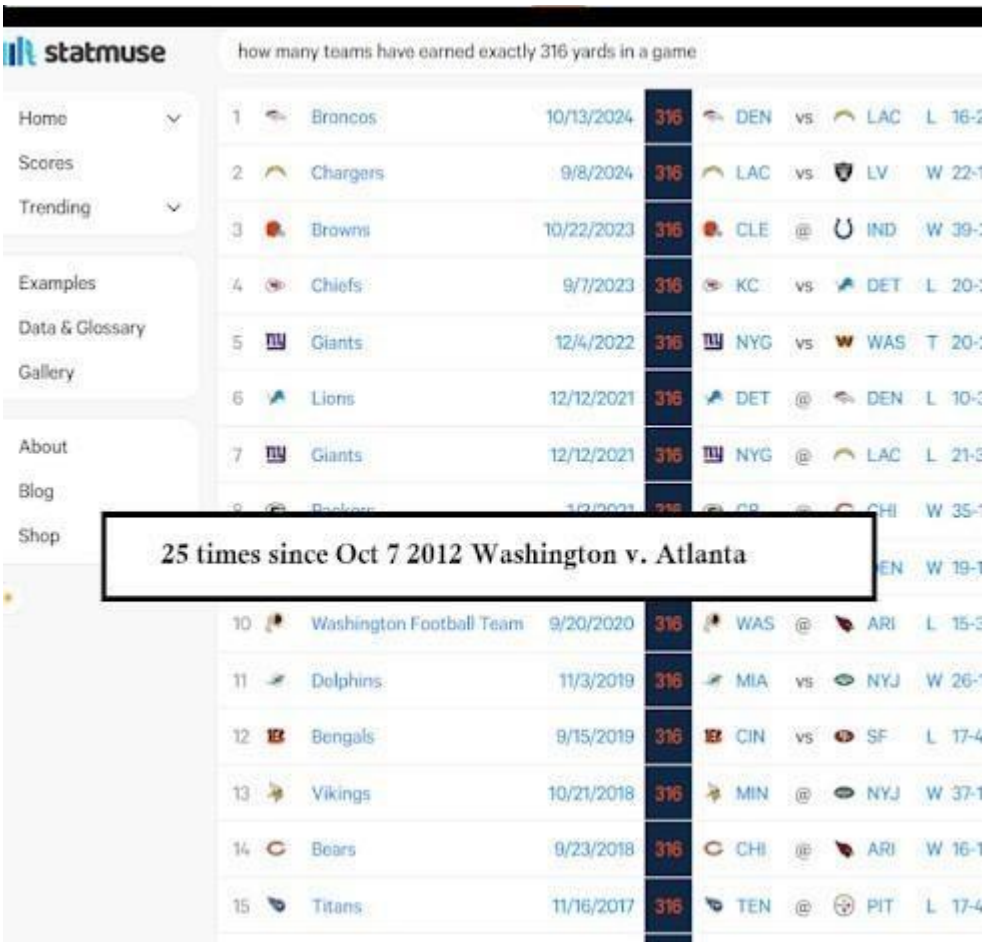



| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Packers | 1/7/2024 | 316 | GB | vs | CHI | W | 17-9 | 27 |
| 2 | Ravens | 12/10/2023 | 316 | BAL | vs | LAR | W | 37-31 | 24 |
| 3 | Patriots | 9/10/2023 | 316 | NE | vs | PHI | L | 20-25 | 35 |
| 4 | Ravens | 10/3/2021 | 316 | BAL | @ | DEN | W | 23-7 | 22 |
| 5 | Cardinals | 9/26/2021 | 316 | ARI | @ | JAX | W | 31-19 | 28 |
| 6 | Dolphins | 12/13/2020 | 316 | MIA | vs | KC | L | 27-33 | 28 |
| 9 | Browns | 10/25/2020 | 316 | CLE | @ | CIN | W | 37-34 | 23 |
| 10 | Bears | 9/27/2020 | 316 | CHI | @ | ATL | W | 30-26 | 29 |
| 11 | Bengals | 9/17/2020 | 316 | CIN | @ | CLE | L | 30-35 | 37 |
| 12 | Giants | 10/28/2018 | 316 | NYG | vs | WAS | L | 13-20 | 30 |
| 13 | Bears | 10/14/2018 | 316 | CHI | @ | MIA | L | 28-31 | 22 |
| 14 | Lions | 12/3/2017 | 316 | DET | @ | BAL | L | 20-44 | 27 |
| 15 | Panthers | 10/1/2017 | 316 | CAR | @ | NE | W | 33-30 | 22 |
| 16 | Bears | 11/27/2016 | 316 | CHI | vs | TEN | L | 21-27 | 28 |

***Note.*** From Statmuse, by StatMuse, LLC, n.d. (retrieved November 2024 from (https://www.statmuse.com/nfl/ask/how-many-teams-have-earned-exactly-316-passing-yards-in-a- game ).

**Figure 1.4**

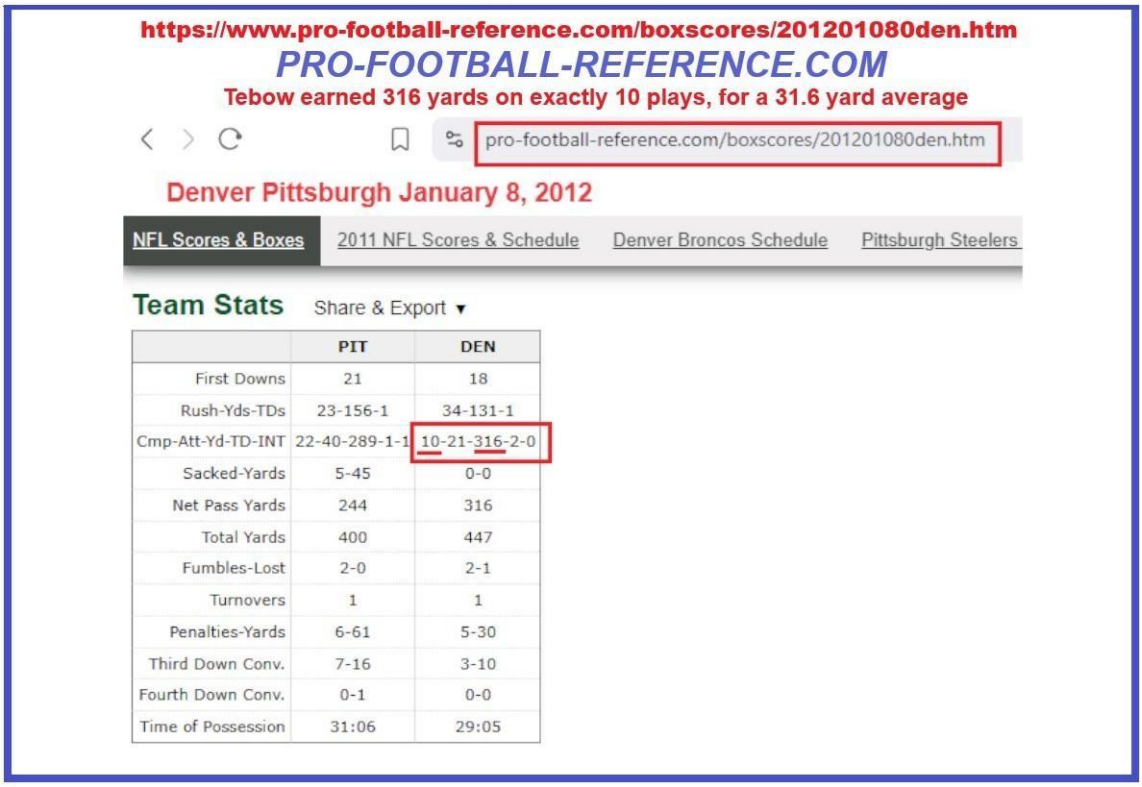
*Frequency of NFL Teams Earning Exactly 316 Total Yards, as Reported by Statmuse.com*




***Note.*** From Statmuse, by StatMuse, LLC, n.d. (retrieved November 2024 from https://www.statmuse.com/nfl/ask/how-many-teams-have-earned-exactly-316yards-in-a-game ).

**Figure 1.5**

*Tim Tebow's 316 Passing Yards on 10 Plays, with a 31.6 Yard Average, as reported by Pro-Football- Reference*




| | PIT | DEN |
|---|---|---|
| First Downs | 21 | 18 |
| Rush-Yds-TDs | 23-156-1 | 34-131-1 |
| Cmp-Att-Yd-TD-INT | 22-40-289-1-1 | 10-21-316-2-0 |
| Sacked-Yards | 5-45 | 0-0 |
| Net Pass Yards | 244 | 316 |
| Total Yards | 400 | 447 |
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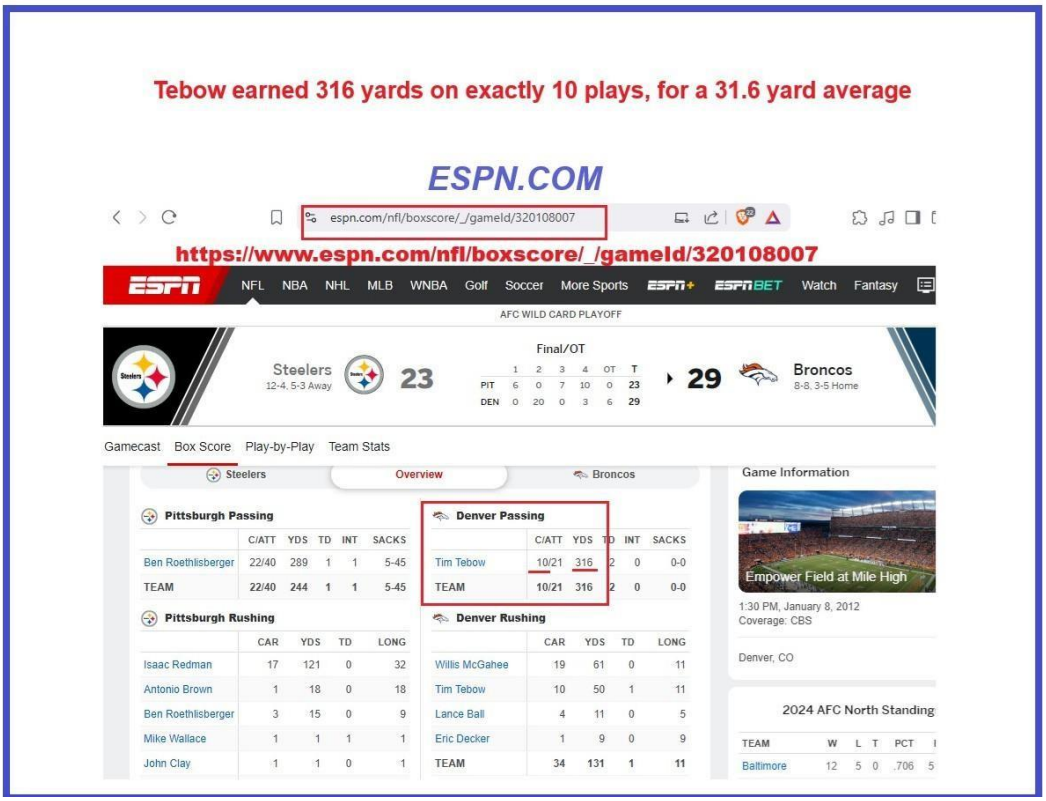
| Fourth Down Conv. | 0-1 | 0-0 |
| Time of Possession | 31:06 | 29:05 |

***Note.*** From *Pro-Football-Reference*, by Sports Reference LLC, 2012 (https://www.pro-football- reference.com/boxscores/201201080den.htm ).

**Figure 1.6**

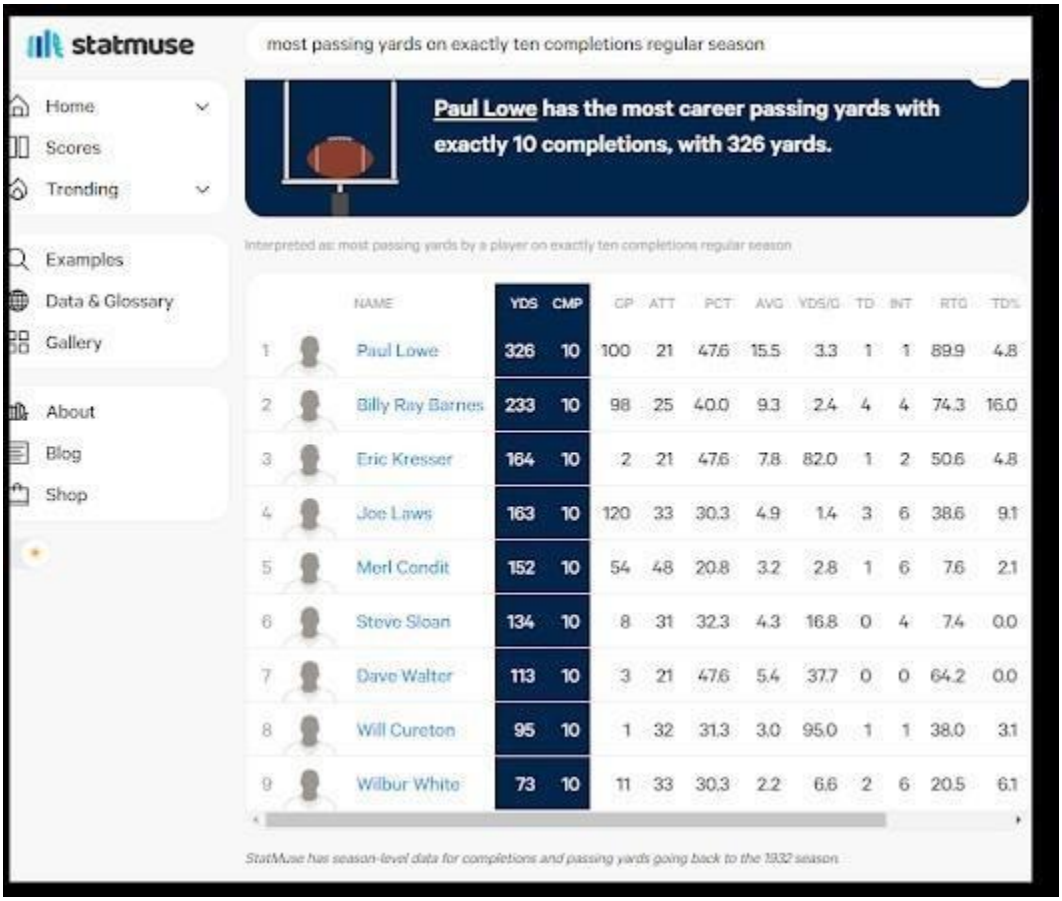
*Tim Tebow's 316 Passing Yards on 10 Plays, with a 31.6 Yard Average, as reported by ESPN*




***Note.*** From *ESPN*, by ESPN Inc., 2012 (https://www.espn.com/nfl/boxscore/_/gameId/320108007 ).

**Figure 1.7**

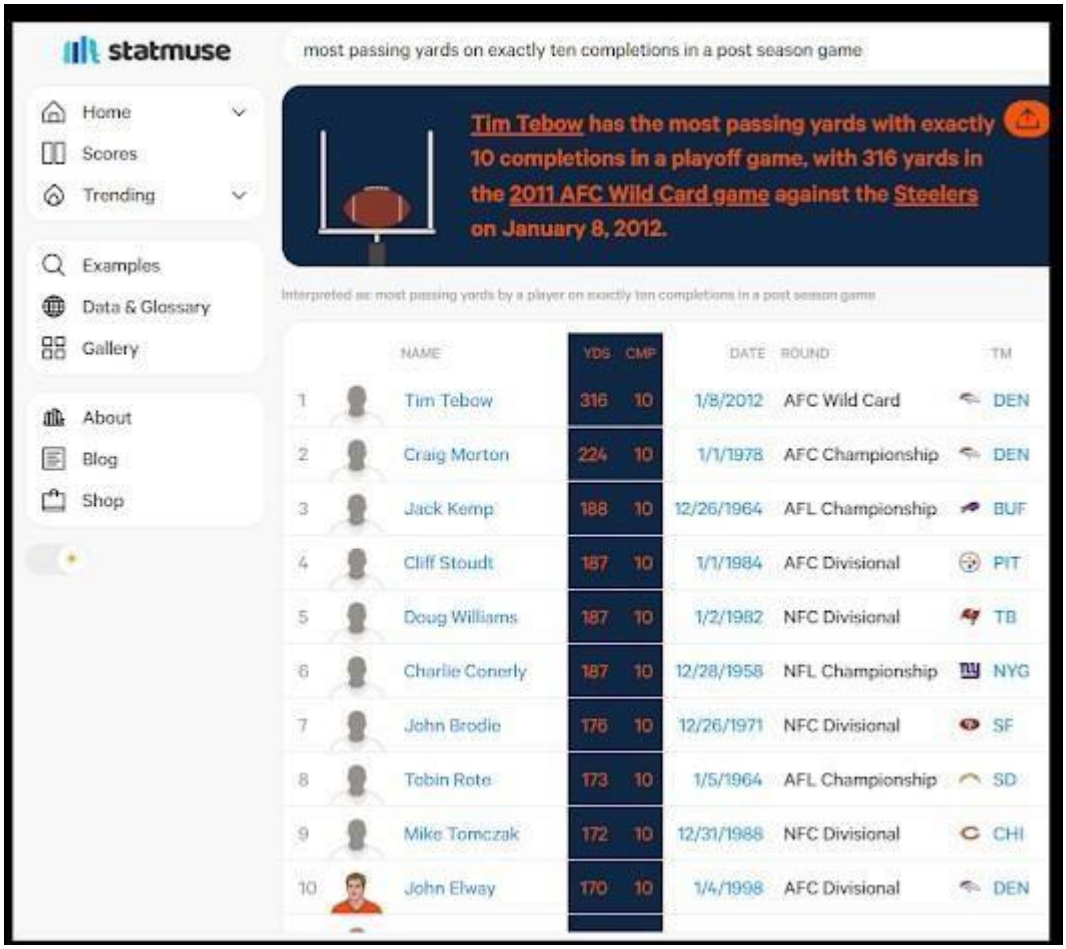
*Most Passing Yards on Exactly 10 Completions in NFL Regular Season History, as Reported by Statmuse.com*




***Note.*** From Statmuse, by StatMuse, LLC, n.d. (retrieved November 2024, from https://www.statmuse.com/nfl/ask/most-passing-yards-on-exactly-ten-completions-regular-season ).

**Figure 1.8**

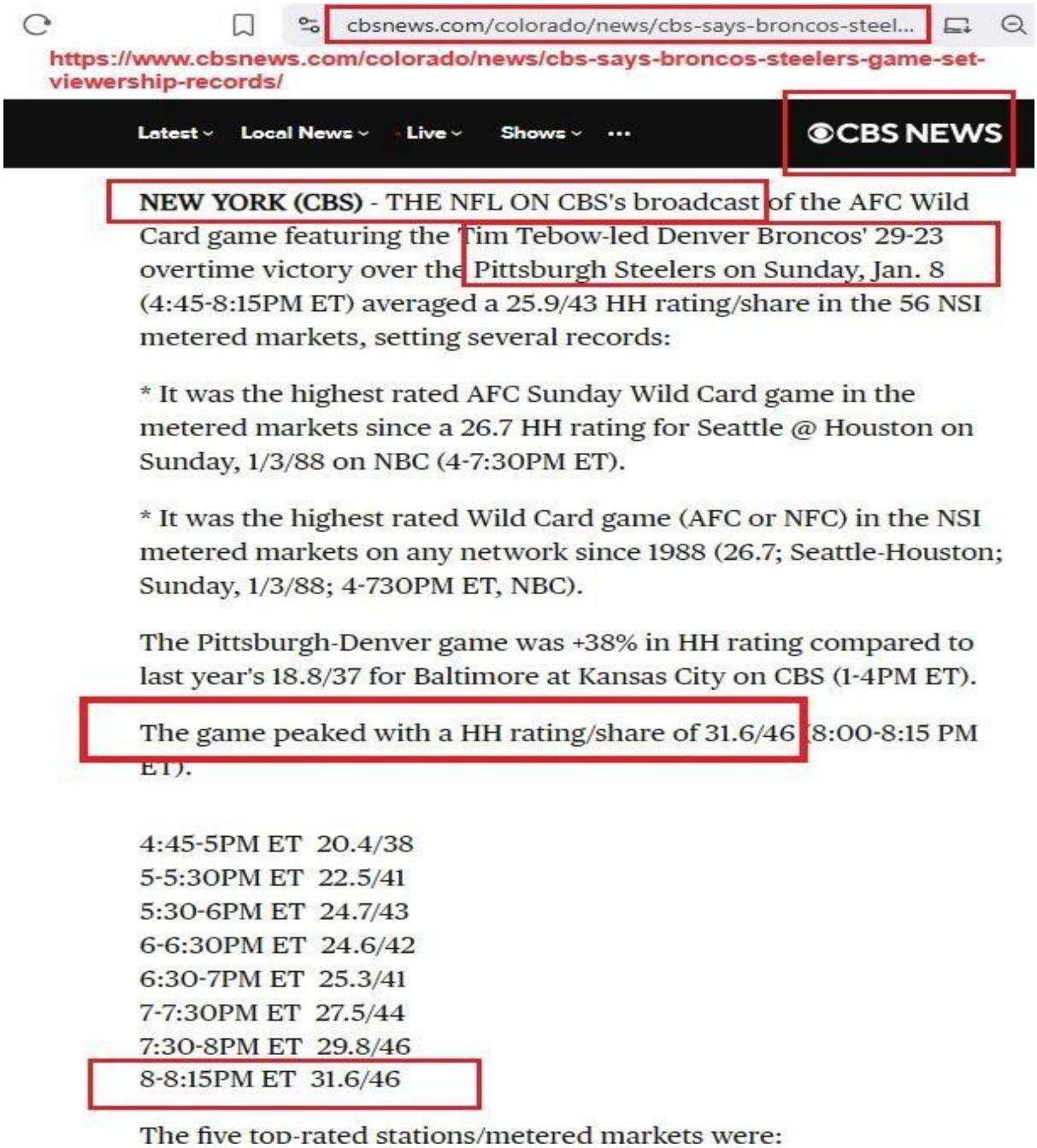
*Most Passing Yards on 10 Completions in NFL Playoff History, as Reported by Statmuse.com*




***Note.*** From Statmuse, by StatMuse, LLC, n.d. (retrieved November 2024, from https://www.statmuse.com/nfl/ask/most-passing-yards-on-exactly-ten-completions-in-a-post-season- game).

**Figure 1.9**

*31.6% of Television Viewers Watched the Conclusion of the Denver-Pittsburgh Game, as Reported by CBS News*



cbsnews.com/colorado/news/cbs-says-broncos-steel...

https://www.cbsnews.com/colorado/news/cbs-says-broncos-steelers-game-set-viewership-records/

Latest Local News Live Shows ... CBS NEWS

NEW YORK (CBS) - THE NFL ON CBS's broadcast of the AFC Wild Card game featuring the Tim Tebow-led Denver Broncos' 29-23 overtime victory over the Pittsburgh Steelers on Sunday, Jan. 8 (4:45-8:15PM ET) averaged a 25.9/43 HH rating/share in the 56 NSI metered markets, setting several records:

* It was the highest rated AFC Sunday Wild Card game in the metered markets since a 26.7 HH rating for Seattle @ Houston on Sunday, 1/3/88 on NBC (4-7:30PM ET).

* It was the highest rated Wild Card game (AFC or NFC) in the NSI metered markets on any network since 1988 (26.7; Seattle-Houston; Sunday, 1/3/88; 4-730PM ET, NBC).

The Pittsburgh-Denver game was +38% in HH rating compared to last year's 18.8/37 for Baltimore at Kansas City on CBS (1-4PM ET).

The game peaked with a HH rating/share of 31.6/46 (8:00-8:15 PM ET).

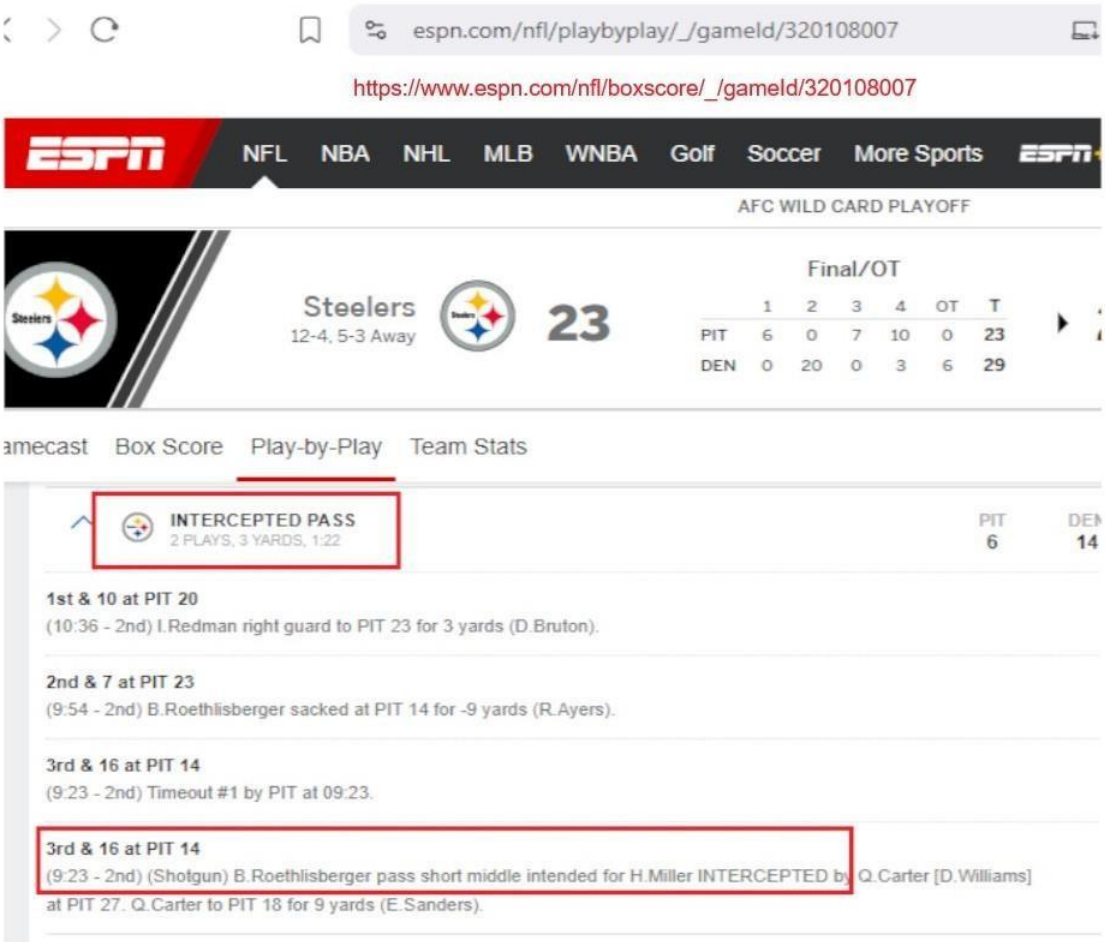
4:45-5PM ET 20.4/38
5-5:30PM ET 22.5/41
5:30-6PM ET 24.7/43
6-6:30PM ET 24.6/42
6:30-7PM ET 25.3/41
7-7:30PM ET 27.5/44
7:30-8PM ET 29.8/46
8-8:15PM ET 31.6/46

The five top-rated stations/metered markets were:

***Note.*** From *CBS News Colorado*, by CBS Broadcasting Inc., 2012 (https://www.cbsnews.com/colorado/news/cbs-says-broncos-steelers-game-set-viewership-records/ ).

**Figure 1.10**

*Confirmation of the 3rd and 16 Turnover during the Denver-Pittsburgh Game, as Reported by ESPN*




***Note.*** From *ESPN*, by ESPN Inc., 2012 (https://www.espn.com/nfl/boxscore/_/gameId/320108007 ).

**Figure 1.11**

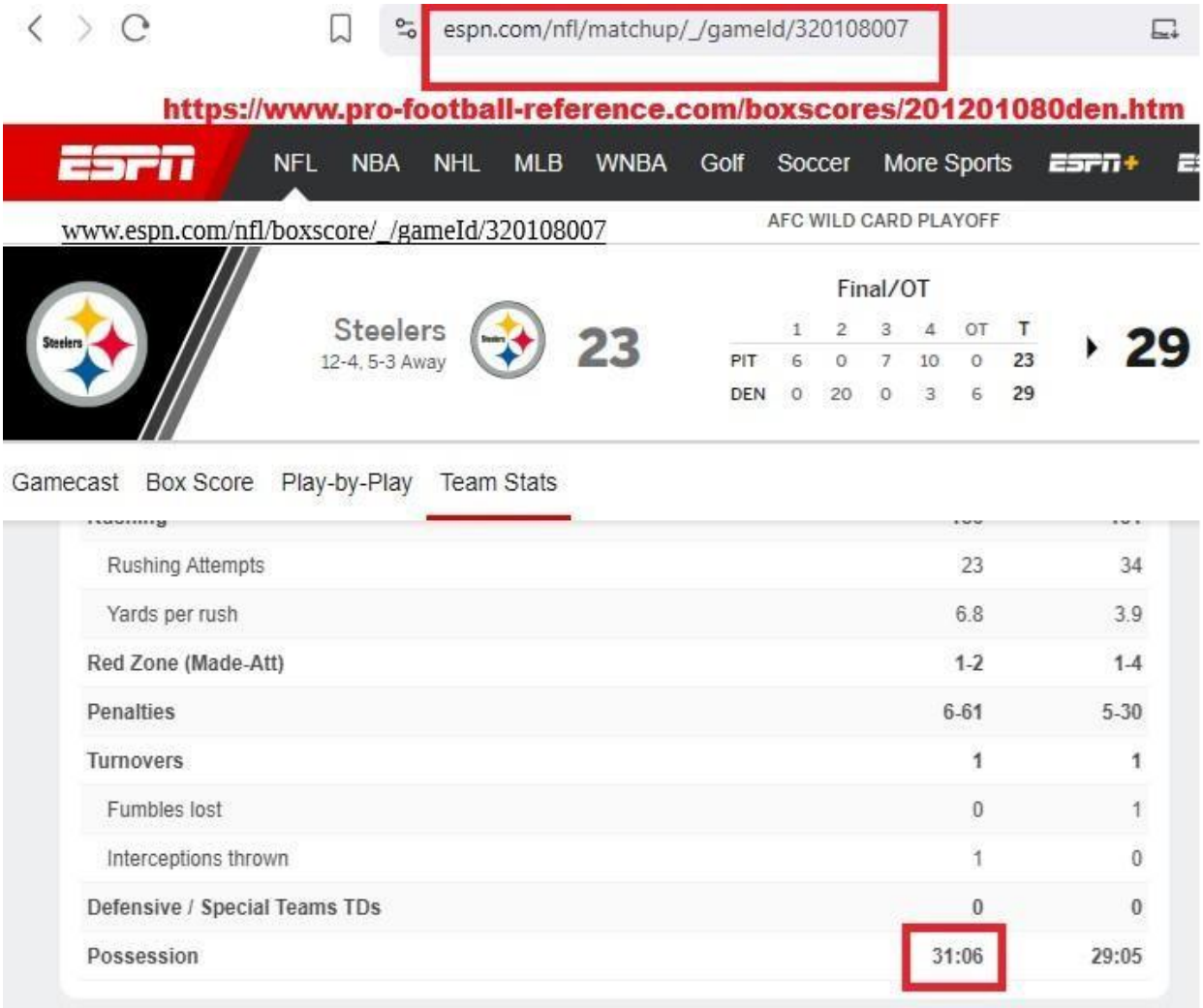
*Confirmation of the 3rd and 16 Turnover during the Denver-Pittsburgh Game, as Reported by Pro- Football-Reference*

***Note.*** From Pro-Football-Reference, by Sports Reference LLC, 2012 (https://www.pro-football- reference.com/boxscores/201201080den.htm ).

**Figure 1.12**

*Confirmation of Pittsburgh's 31 Minutes, 6 Seconds Time of Possession During the Denver-Pittsburgh*

*Game, as Reported by ESPN*




***Note.*** From ESPN, by ESPN Inc., 2012 (https://www.espn.com/nfl/boxscore/_/gameId/320108007 )

**Figure 1.13**

*Confirmation of Pittsburgh's 31 Minutes, 6 Seconds Time of Possession During the Denver-Pittsburgh*

*Game, as Reported by Pro-Football-Reference*

pro-football-reference.com/boxscores/201201080den.htm

NFL Scores & Boxes

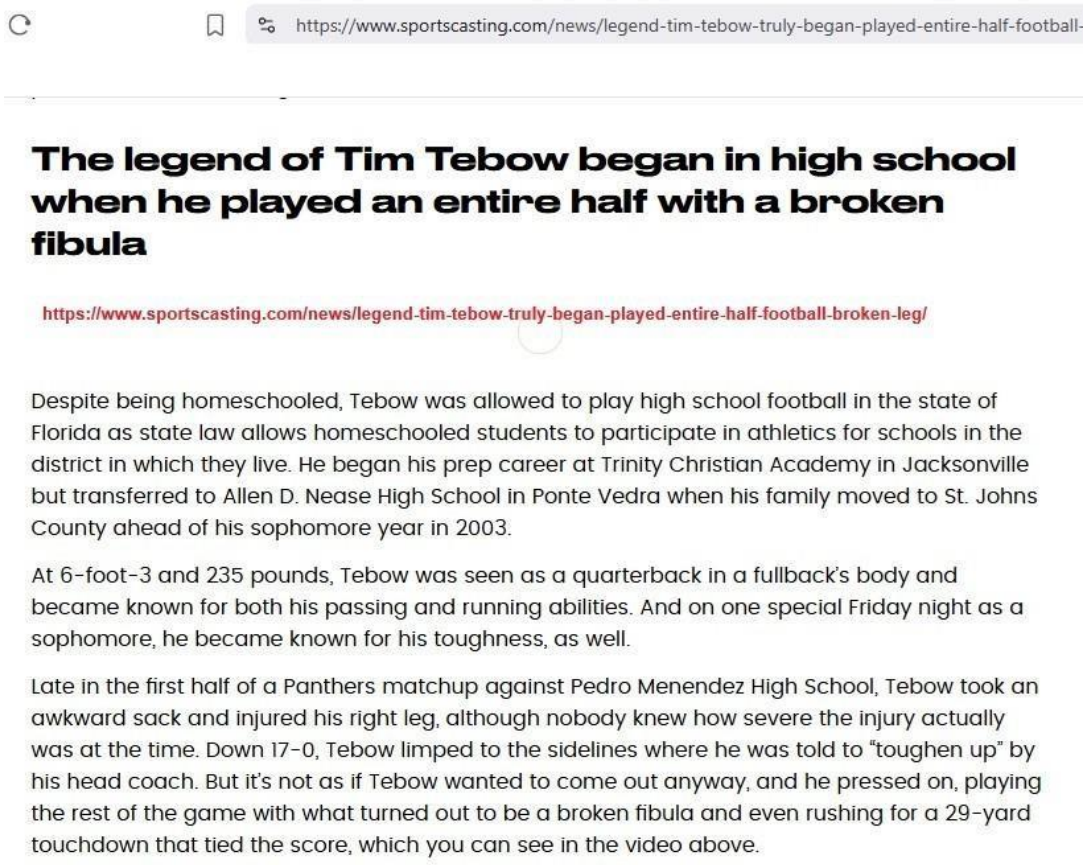
**Team Stats** Share & Export ▾

| | PIT | DEN |
|---|---|---|
| First Downs | 21 | 18 |
| Rush-Yds-TDs | 23-156-1 | 34-131-1 |
| Cmp-Att-Yd-TD-INT | 22-40-289-1-1 | 10-21-316-2-0 |
| Sacked-Yards | 5-45 | 0-0 |
| Net Pass Yards | 244 | 316 |
| Total Yards | 400 | 447 |
| Fumbles-Lost | 2-0 | 2-1 |
| Turnovers | 1 | 1 |
| Penalties-Yards | 6-61 | 5-30 |
| Third Down Conv. | 7-16 | 3-10 |
| Fourth Down Conv. | 0-1 | 0-0 |
| Time of Possession | 31:06 | 29:05 |

***Note.*** From Pro-Football-Reference, by Sports Reference LLC, 2012 (https://www.pro-football- reference.com/boxscores/201201080den.htm ).

**Figure 1.14**

*Playing with a Broken Leg: The Birth of the Tim Tebow Legend as Reported by Sportscasting.com*



https://www.sportscasting.com/news/legend-tim-tebow-truly-began-played-entire-half-football-

**The legend of Tim Tebow began in high school when he played an entire half with a broken fibula**

https://www.sportscasting.com/news/legend-tim-tebow-truly-began-played-entire-half-football-broken-leg/

Despite being homeschooled, Tebow was allowed to play high school football in the state of Florida as state law allows homeschooled students to participate in athletics for schools in the district in which they live. He began his prep career at Trinity Christian Academy in Jacksonville but transferred to Allen D. Nease High School in Ponte Vedra when his family moved to St. Johns County ahead of his sophomore year in 2003.

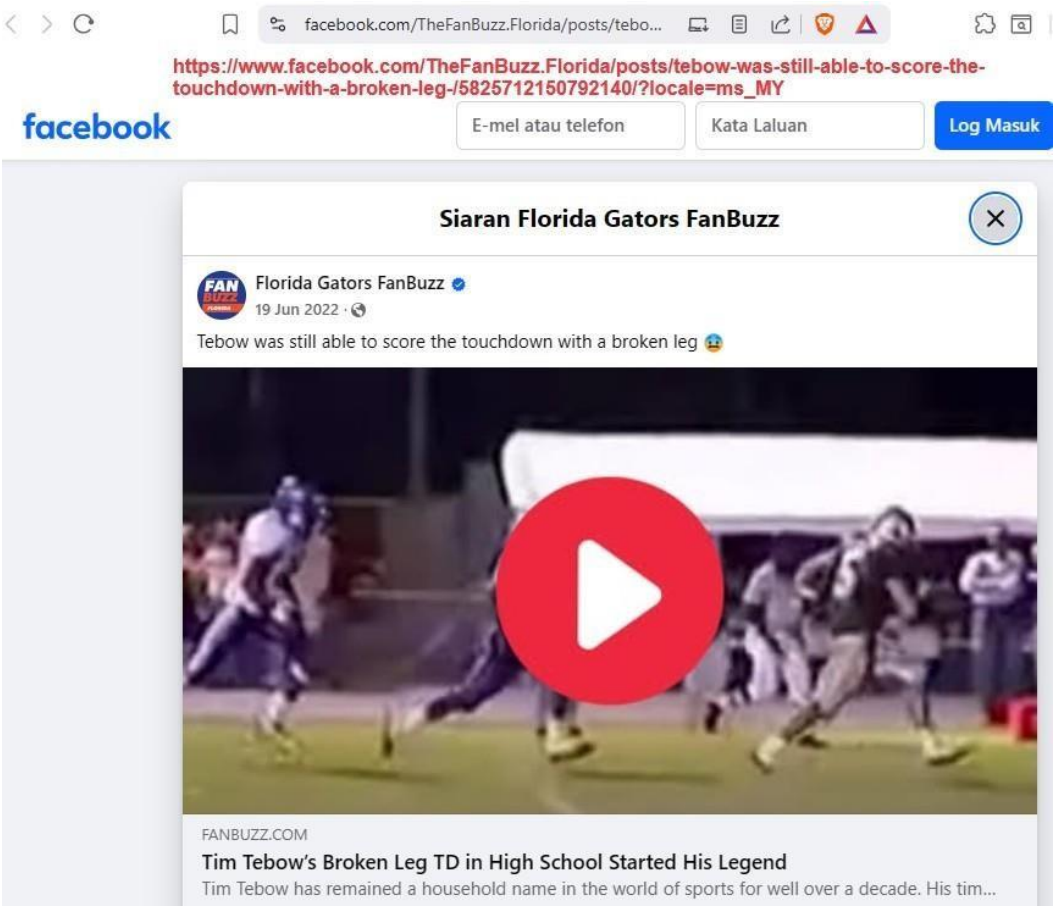
At 6-foot-3 and 235 pounds, Tebow was seen as a quarterback in a fullback's body and became known for both his passing and running abilities. And on one special Friday night as a sophomore, he became known for his toughness, as well.

Late in the first half of a Panthers matchup against Pedro Menendez High School, Tebow took an awkward sack and injured his right leg, although nobody knew how severe the injury actually was at the time. Down 17-0, Tebow limped to the sidelines where he was told to "toughen up" by his head coach. But it's not as if Tebow wanted to come out anyway, and he pressed on, playing the rest of the game with what turned out to be a broken fibula and even rushing for a 29-yard touchdown that tied the score, which you can see in the video above.

***Note.*** From Sportscasting.com, by Sportscasting, 2021 (https://www.sportscasting.com/news/legend- tim-tebow-truly-began-played-entire-half-football-broken-leg/ ).

**Figure 1.15**

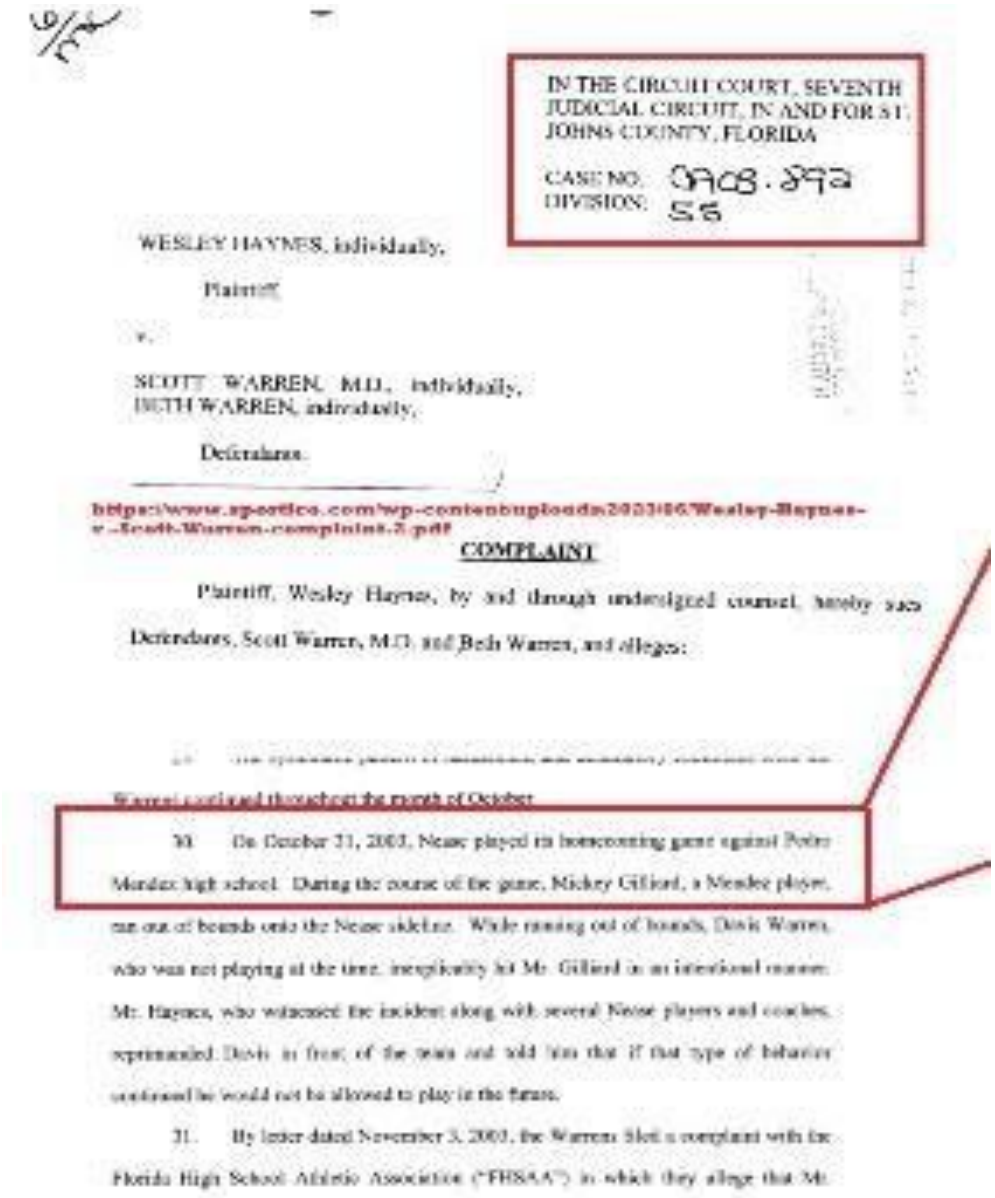
*The Birth of the Tim Tebow Legend: Playing with a Broken Leg as Reported by Fanbuzz.com*




***Note.*** From TheFanBuzz.Florida (Facebook), by Meta Platforms, Inc., 2022 (https://www.facebook.com/TheFanBuzz.Florida/posts/tebow-was-still-able-to-score-the-touchdown- with-a-broken-leg-/5825712150792140/?locale=ms_MY ).

**Figure 1.16**

*The Birth of the Tim Tebow Legend: Date of Tebow's Broken Leg Game*



IN THE CIRCUIT COURT, SEVENTH JUDICIAL CIRCUIT, IN AND FOR ST. JOHNS COUNTY, FLORIDA

CASE NO. 0908.892
DIVISION: 56

WESLEY HAYNES, individually,

Plaintiff,

v.

SCOTT WARREN, M.D., individually,
BETH WARREN, individually,

Defendants.

https://www.sportico.com/wp-content/uploads/2023/06/Wesley-Haynes-v.-Scott-Warren-complaint-2.pdf

COMPLAINT

Plaintiff, Wesley Haynes, by and through undersigned counsel, hereby sues Defendants, Scott Warren, M.D. and Beth Warren, and alleges:

Warren continued throughout the month of October.

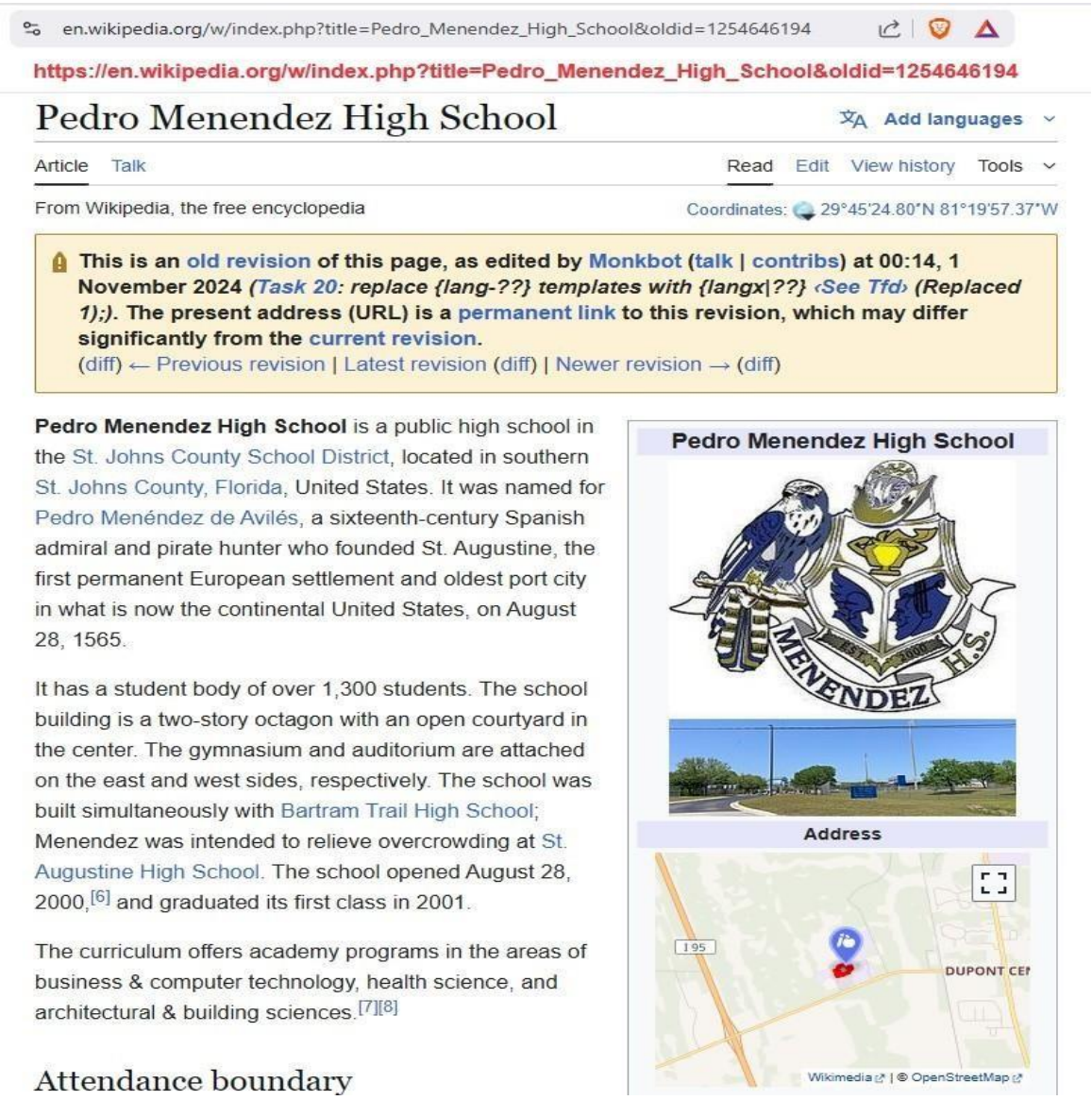
30. On October 31, 2003, Nease played its homecoming game against Ponte Mendez high school. During the course of the game, Mickey Gilford, a Mendez player, ran out of bounds onto the Nease sideline. While running out of bounds, Davis Warren, who was not playing at the time, intentionally hit Mr. Gilford in an intentional manner. Mr. Haynes, who witnessed the incident along with several Nease players and coaches, reprimanded Davis in front of the team and told him that if that type of behavior continued he would not be allowed to play in the future.

31. By letter dated November 3, 2003, the Warrens filed a complaint with the Florida High School Athletic Association ("FHSAA") in which they allege that Mr.

***Note.*** This legal document provide crucial evidence that the "Broken Leg" game took place on October 31st, 2003. From Sportico.com, by Seventh Judicial Circuit St. John's County FLA Case 0908, 2003 (https://www.sportico.com/wp-content/uploads/2023/06/Wesley-Haynes-v.-Scott-Warren-complaint- 2.pdf ).

**Figure 1.17**

*The Birth of the Tim Tebow Legend: Pedro Mendez School Details Reported by Wikipedia-1 of 2*



en.wikipedia.org/w/index.php?title=Pedro_Menendez_High_School&oldid=1254646194

https://en.wikipedia.org/w/index.php?title=Pedro_Menendez_High_School&oldid=1254646194

# Pedro Menendez High School

Add languages

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From Wikipedia, the free encyclopedia

Coordinates: 29°45'24.80"N 81°19'57.37"W

**This is an old revision of this page, as edited by Monkbot (talk | contribs) at 00:14, 1 November 2024 *(Task 20: replace {lang-??} templates with {langx|??} ‹See Tfd› (Replaced 1);)*. The present address (URL) is a permanent link to this revision, which may differ significantly from the current revision.**
(diff) ← Previous revision | Latest revision (diff) | Newer revision → (diff)

**Pedro Menendez High School** is a public high school in the St. Johns County School District, located in southern St. Johns County, Florida, United States. It was named for Pedro Menéndez de Avilés, a sixteenth-century Spanish admiral and pirate hunter who founded St. Augustine, the first permanent European settlement and oldest port city in what is now the continental United States, on August 28, 1565.

It has a student body of over 1,300 students. The school building is a two-story octagon with an open courtyard in the center. The gymnasium and auditorium are attached on the east and west sides, respectively. The school was built simultaneously with Bartram Trail High School; Menendez was intended to relieve overcrowding at St. Augustine High School. The school opened August 28, 2000,[6] and graduated its first class in 2001.

The curriculum offers academy programs in the areas of business & computer technology, health science, and architectural & building sciences.[7][8]

Pedro Menendez High School



Address



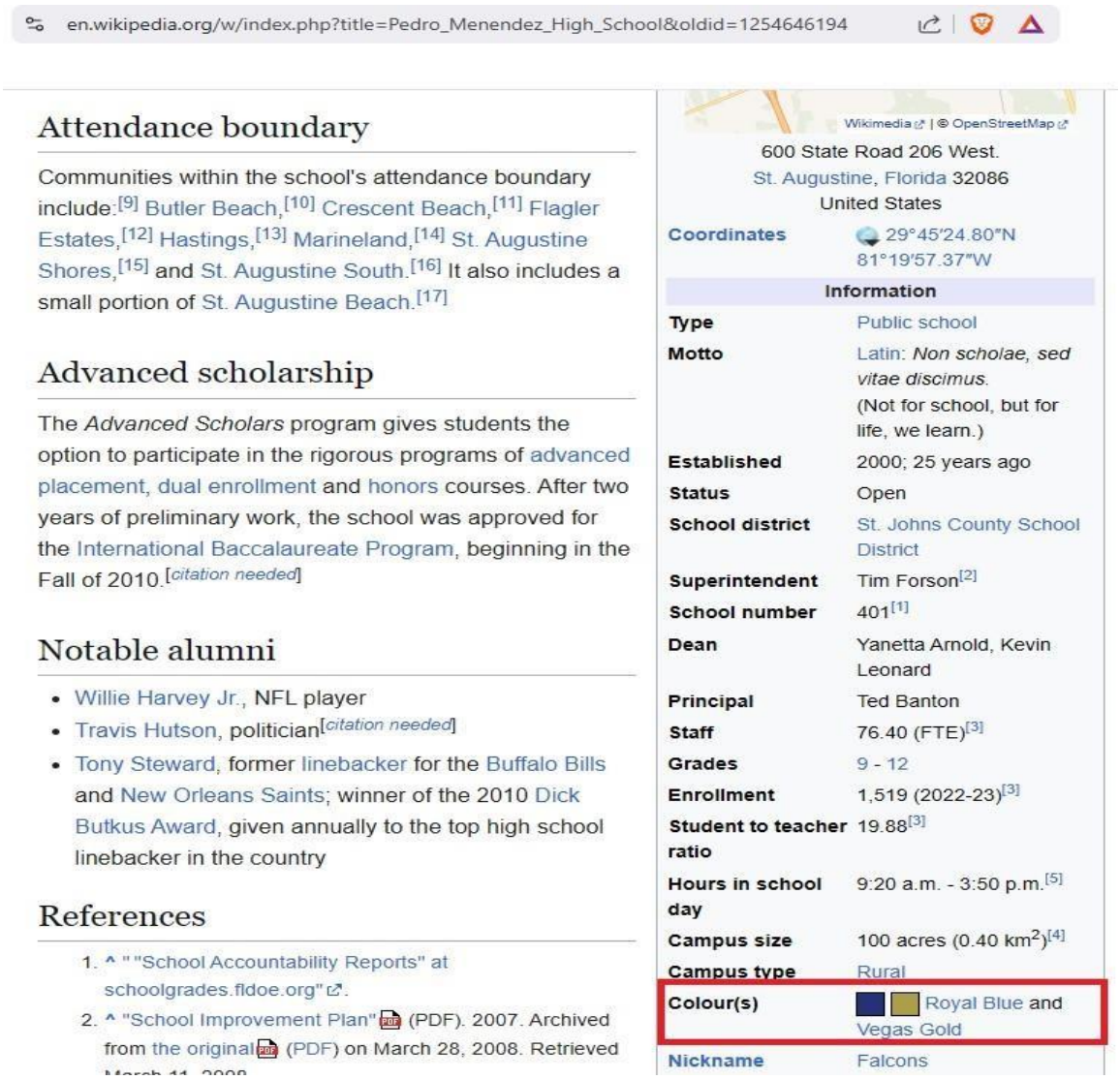
## Attendance boundary

***Note.*** From Wikipedia, by Wikimedia Foundation, 2025 (https://en.wikipedia.org/w/index.php?

title=Pedro_Menendez_High_School&oldid=[specific-oldid-for-08:47,_29_May_2025_version] ).

**Figure 1.18**

*The Birth of the Tim Tebow Legend: Pedro Mendez School Details Reported by Wikipedia-2 of 2*



en.wikipedia.org/w/index.php?title=Pedro_Menendez_High_School&oldid=1254646194

## Attendance boundary

Communities within the school's attendance boundary include:[9] Butler Beach,[10] Crescent Beach,[11] Flagler Estates,[12] Hastings,[13] Marineland,[14] St. Augustine Shores,[15] and St. Augustine South.[16] It also includes a small portion of St. Augustine Beach.[17]

## Advanced scholarship

The *Advanced Scholars* program gives students the option to participate in the rigorous programs of advanced placement, dual enrollment and honors courses. After two years of preliminary work, the school was approved for the International Baccalaureate Program, beginning in the Fall of 2010.[*citation needed*]

## Notable alumni

- Willie Harvey Jr., NFL player
- Travis Hutson, politician[*citation needed*]
- Tony Steward, former linebacker for the Buffalo Bills and New Orleans Saints; winner of the 2010 Dick Butkus Award, given annually to the top high school linebacker in the country

## References

1. ^ " "School Accountability Reports" at schoolgrades.fldoe.org".
2. ^ "School Improvement Plan" (PDF). 2007. Archived from the original (PDF) on March 28, 2008. Retrieved

Wikimedia | © OpenStreetMap

600 State Road 206 West.
St. Augustine, Florida 32086
United States

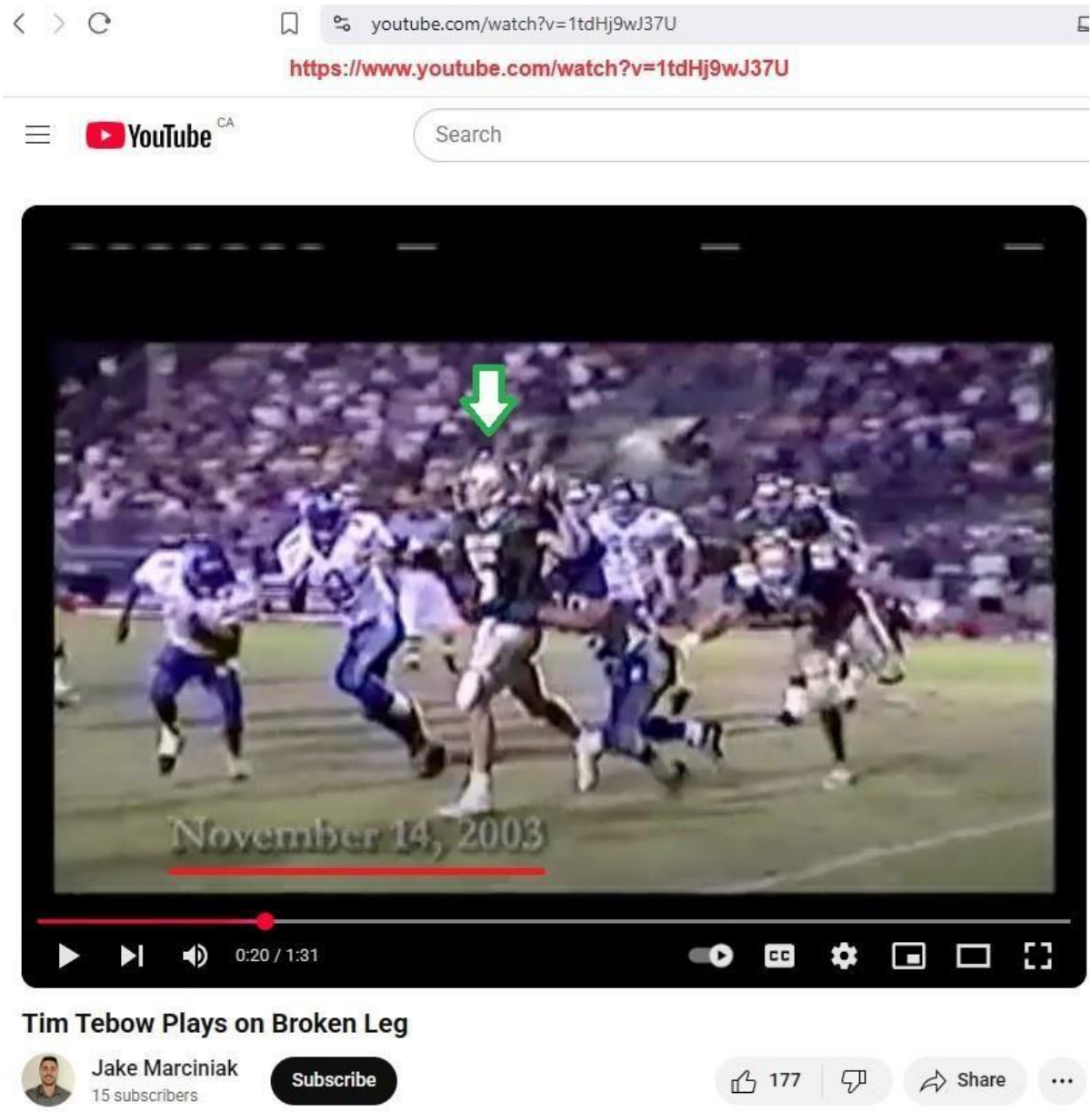
| | |
|---|---|
| **Coordinates** | 29°45′24.80″N 81°19′57.37″W |
| **Information** | |
| **Type** | Public school |
| **Motto** | Latin: *Non scholae, sed vitae discimus.* (Not for school, but for life, we learn.) |
| **Established** | 2000; 25 years ago |
| **Status** | Open |
| **School district** | St. Johns County School District |
| **Superintendent** | Tim Forson[2] |
| **School number** | 401[1] |
| **Dean** | Yanetta Arnold, Kevin Leonard |
| **Principal** | Ted Banton |
| **Staff** | 76.40 (FTE)[3] |
| **Grades** | 9 - 12 |
| **Enrollment** | 1,519 (2022-23)[3] |
| **Student to teacher ratio** | 19.88[3] |
| **Hours in school day** | 9:20 a.m. - 3:50 p.m.[5] |
| **Campus size** | 100 acres (0.40 km$^2$)[4] |
| **Campus type** | Rural |
| **Colour(s)** | Royal Blue and Vegas Gold |
| **Nickname** | Falcons |

***Note.*** From Wikipedia, by Wikimedia Foundation, 2025 (https://en.wikipedia.org/w/index.php?

title=Pedro_Menendez_High_School&oldid=[specific-oldid-for-08:47,_29_May_2025_version] ).

**Figure 1.20**

*The Birth of the Tim Tebow Legend: Broken Leg Video*

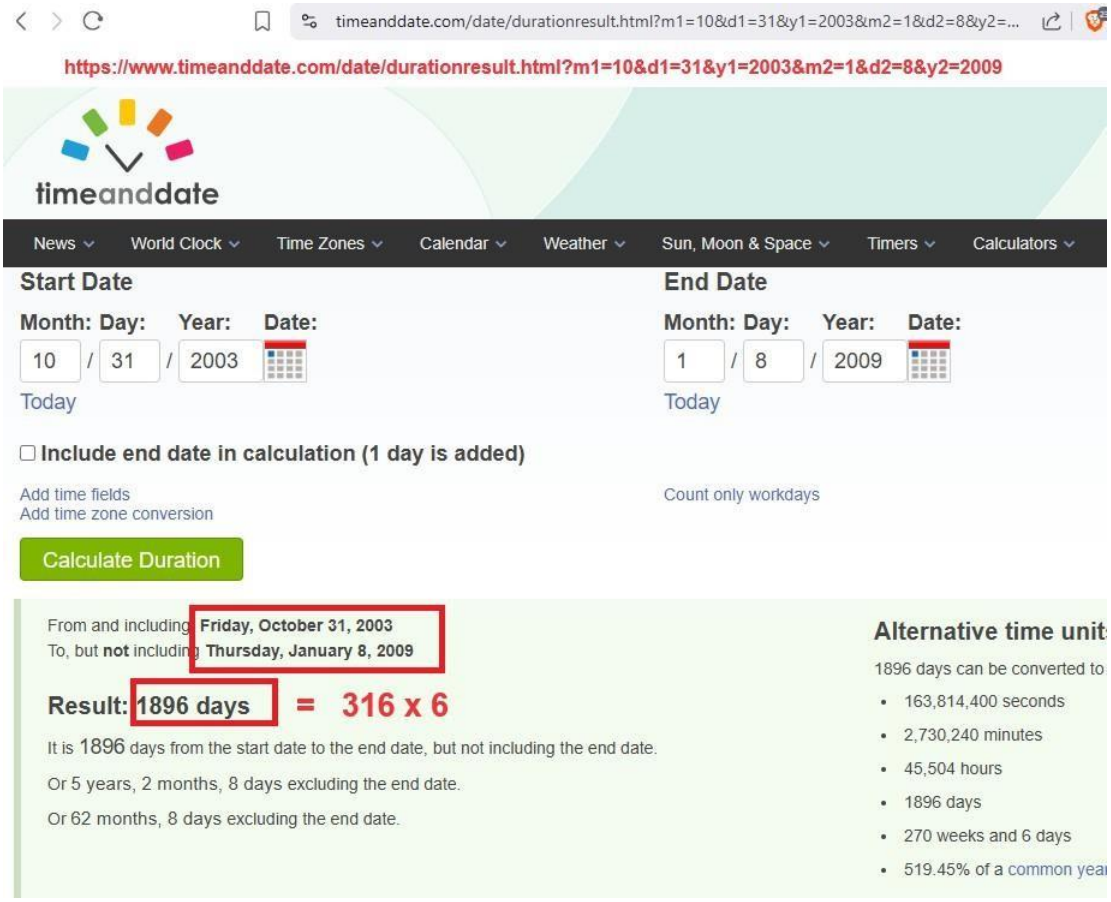



***Note.*** This video shows the high school play where Tim Tebow broke his leg in the first half. However, the November 14 dating does not refer to when the game took place, which was on October 31, 2003. From YouTube, by Jake Marciniak, 2011 (https://www.youtube.com/watch?v=kYJt2x1S2c8 ). See also (

https://www.youtube.com/watch?v=kuimacoJDaI ).

**Figure 1.21**

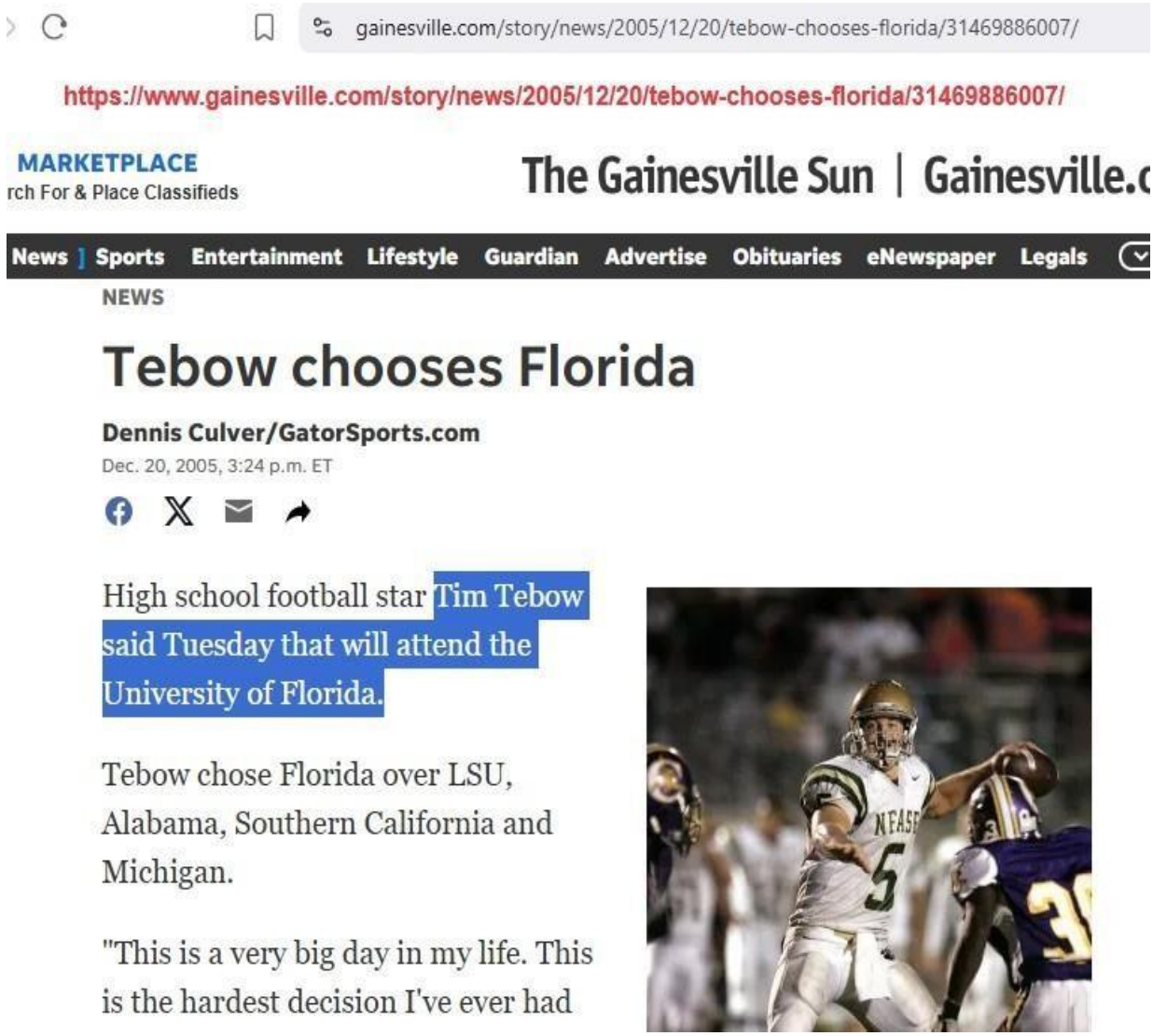
*The Birth of the Tim Tebow Legend: Duration to Florida-Oklahoma John 3:16 Game as Reported by TimeandDate.com*




***Note.*** From TimeandDate.com, by Time and Date AS, 2025. Copying and pasting the URLs may be required. (https://www.timeanddate.com/date/durationresult.html?m1=10&d1=31&y1=2003&m2=1&d2=8&y2=2009 ).

**Figure 1.22**

*Tebow Chooses the University of Florida, as Reported by the Gainesville Sun*



gainesville.com/story/news/2005/12/20/tebow-chooses-florida/31469886007/

https://www.gainesville.com/story/news/2005/12/20/tebow-chooses-florida/31469886007/

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NEWS

# Tebow chooses Florida

**Dennis Culver/GatorSports.com**

Dec. 20, 2005, 3:24 p.m. ET

High school football star Tim Tebow said Tuesday that will attend the University of Florida.

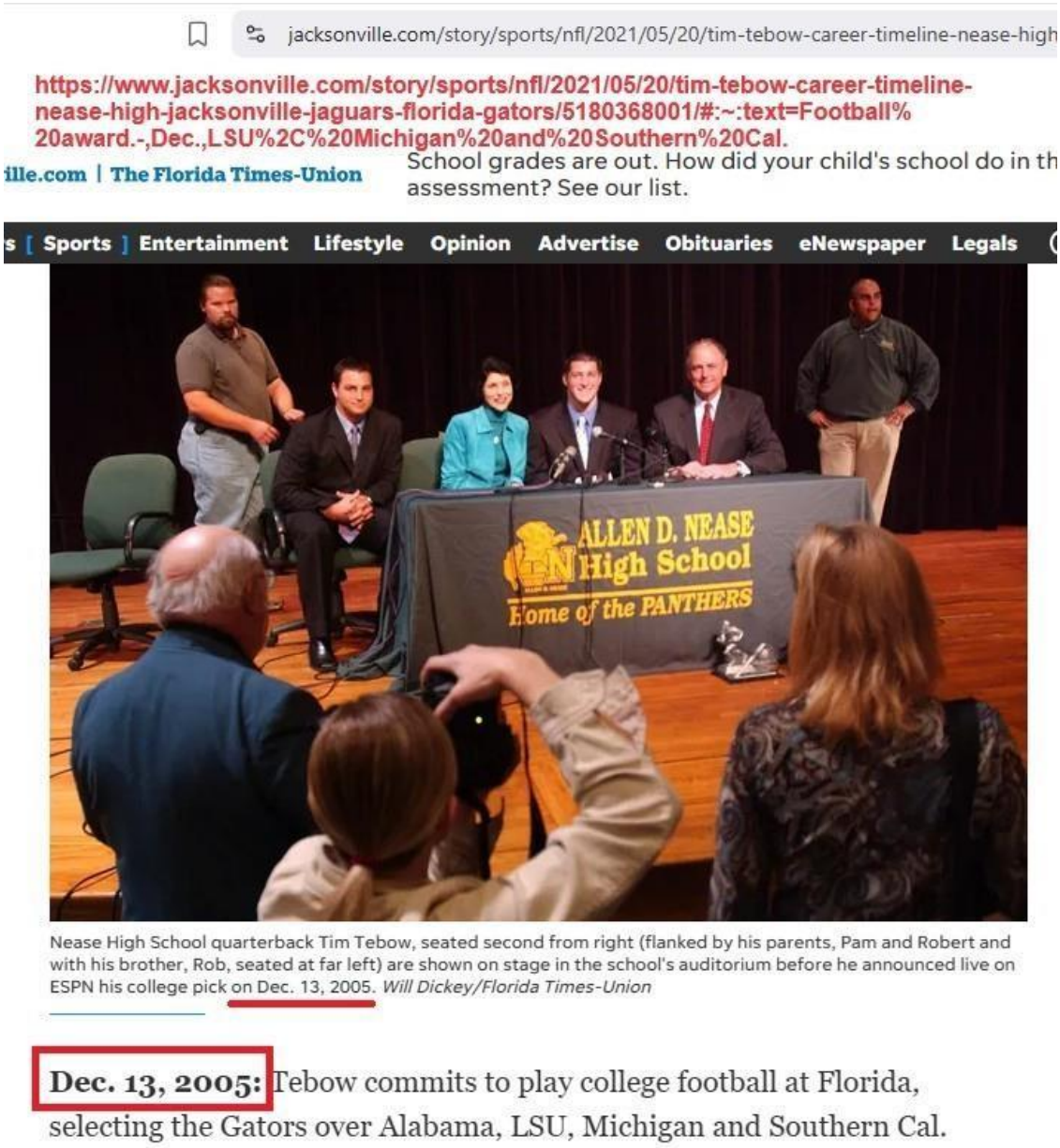
Tebow chose Florida over LSU, Alabama, Southern California and Michigan.

"This is a very big day in my life. This is the hardest decision I've ever had

***Note.*** From Gainesville.com, by Metro Market Media, 2005 (https://www.gainesville.com/story/news/2005/12/20/tebow-chooses-florida/31469886007/ ).

**Figure 1.23**

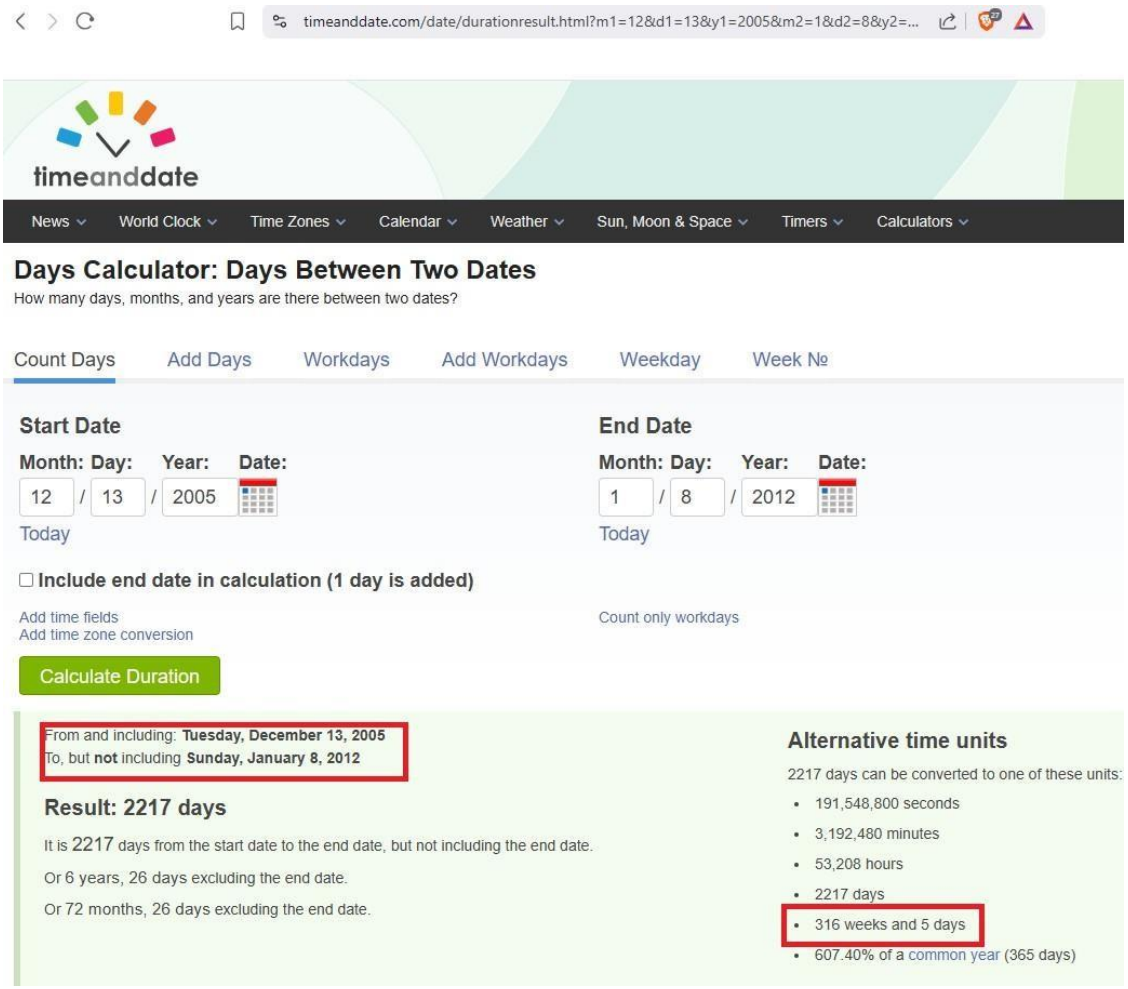
*Tebow Chooses the University of Florida, as Reported by the Florida Times-Union*




***Note.*** From Jacksonville.com, by Gannett, 2021 (https://www.jacksonville.com/story/sports/nfl/2021/05/20/tim-tebow-career-timeline-nease-high- jacksonville-jaguars-florida-gators/5180368001/#:~:text=Football%20award.-,Dec.,LSU%2C%20Michigan%20and%20Southern%20Cal ).

**Figure 1.24**

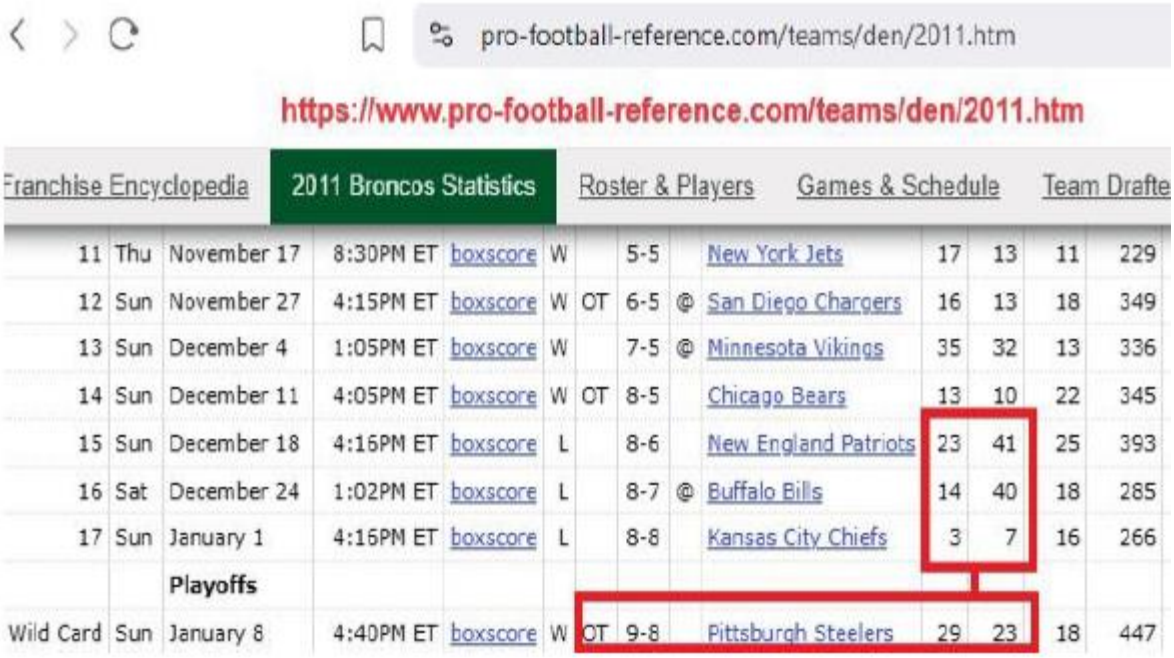
*Tebow Chooses the University of Florida: Duration to Denver-Pittsburgh 316 Game as Reported by TimeandDate.com*




***Note.*** From TimeandDate.com, by Time and Date AS, 2025. Copying and pasting the URLs may be required. (https://www.timeanddate.com/date/durationresult.html?m1=12&d1=13&y1=2005&m2=1&d2=8&y2=2012 ).

**Figure 1.25**

*Prior to Denver-Pittsburgh January 8, 2012 Game: Denver's 3 Previous Games Decided by Average of 16 Points*




| | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 11 | Thu | November 17 | 8:30PM ET | boxscore | W | | 5-5 | | New York Jets | 17 | 13 | 11 | 229 |
| 12 | Sun | November 27 | 4:15PM ET | boxscore | W | OT | 6-5 | @ | San Diego Chargers | 16 | 13 | 18 | 349 |
| 13 | Sun | December 4 | 1:05PM ET | boxscore | W | | 7-5 | @ | Minnesota Vikings | 35 | 32 | 13 | 336 |
| 14 | Sun | December 11 | 4:05PM ET | boxscore | W | OT | 8-5 | | Chicago Bears | 13 | 10 | 22 | 345 |
| 15 | Sun | December 18 | 4:16PM ET | boxscore | L | | 8-6 | | New England Patriots | 23 | 41 | 25 | 393 |
| 16 | Sat | December 24 | 1:02PM ET | boxscore | L | | 8-7 | @ | Buffalo Bills | 14 | 40 | 18 | 285 |
| 17 | Sun | January 1 | 4:16PM ET | boxscore | L | | 8-8 | | Kansas City Chiefs | 3 | 7 | 16 | 266 |
| | | **Playoffs** | | | | | | | | | | | |
| Wild Card | Sun | January 8 | 4:40PM ET | boxscore | W | OT | 9-8 | | Pittsburgh Steelers | 29 | 23 | 18 | 447 |

***Note.*** Pro-Football-Reference.com, by Sports Reference LLC, n.d. (https://www.pro-football- reference.com/teams/pit/2011.htm ).

**Figure 1.26**

*Frequency of NFL Scoring Margins Last Twenty-Five Seasons*

## Margin of victory, ordered

| Margin | Occurrence | Cumulative pct. |
|---|---|---|
| Tie game | 14 | 0.22% |
| 1 or less | 277 | 4.3% |
| 2 or less | 538 | 8.34% |
| 3 or less | 1504 | 23.33% |
| 4 or less | 1819 | 28.21% |
| 5 or less | 2052 | 31.82% |
| 6 or less | 2445 | 37.92% |
| 7 or less | 3030 | 46.99% |
| 8 or less | 3275 | 50.79% |
| 9 or less | 3380 | 52.42% |
| 10 or less | 3742 | 58.03% |
| 11 or less | 3894 | 60.39% |
| 12 or less | 4000 | 62.03% |
| 13 or less | 4177 | 64.78% |
| 14 or less | 4489 | 69.62% |
| 15 or less | 4588 | 71.15% |
| 16 or less | 4724 | 73.26% |
| 17 or less | 4936 | 76.55% |
| 18 or less | 5086 | 78.88% |
| 19 or less | 5160 | 80.02% |
| 20 or less | 5301 | 82.21% |

***Note.*** From CleanupHitter.com. Margin of victory distributions in the NFL from 2000 to 2024 (https://cleanuphitter.com/nfl/stats/nfl_common_scores.php ).

**Figure 1.27**

*Prior to Denver-Pittsburgh January 8, 2012 Game: Pittsburgh's 3 Previous Games Decided by Average of 16 Points*

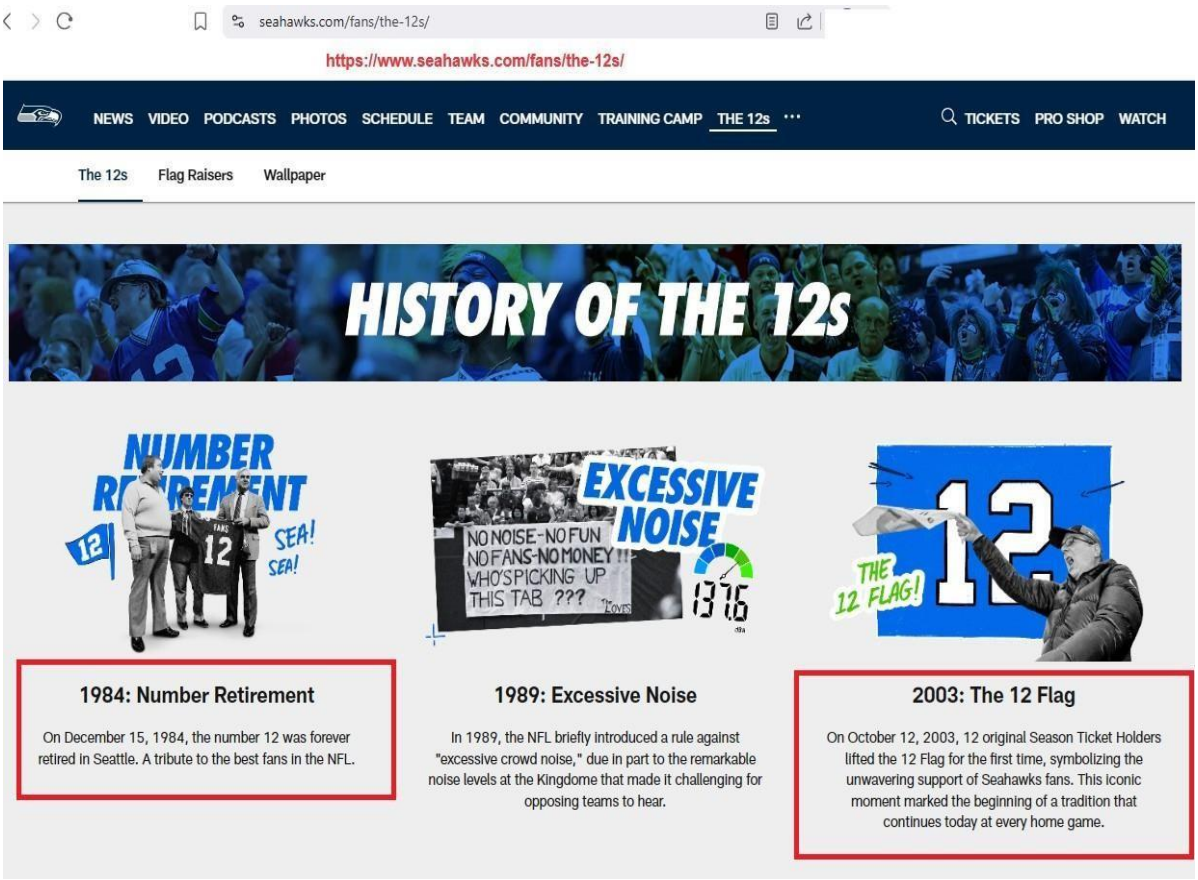
| | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 11 | | | | | | | | | Bye Week | | | | |
| 12 | Sun | November 27 | 8:31PM ET | boxscore | W | | 8-3 | @ | Kansas City Chiefs | 13 | 9 | 18 | 290 |
| 13 | Sun | December 4 | 1:02PM ET | boxscore | W | | 9-3 | | Cincinnati Bengals | 35 | 7 | 22 | 295 |
| 14 | Thu | December 8 | 8:28PM ET | boxscore | W | | 10-3 | | Cleveland Browns | 14 | 3 | 20 | 416 |
| 15 | Mon | December 19 | 9:00PM ET | boxscore | L | | 10-4 | @ | San Francisco 49ers | 3 | 20 | 20 | 389 |
| 16 | Sat | December 24 | 1:02PM ET | boxscore | W | | 11-4 | | St. Louis Rams | 27 | 0 | 17 | 377 |
| 17 | Sun | January 1 | 4:16PM ET | boxscore | W | | 12-4 | @ | Cleveland Browns | 13 | 9 | 22 | 360 |
| | | Playoffs | | | | | | | | | | | |
| Wild Card | Sun | January 8 | 4:40PM ET | boxscore | L | OT | 12-5 | @ | Denver Broncos | 23 | 29 | 21 | 400 |

***Note.*** From Pro-Football-Reference.com, by Sports Reference LLC, n.d. (https://www.pro-football- reference.com/teams/pit/2011.htm ).

# Case Study 2

**Figure 2.1**

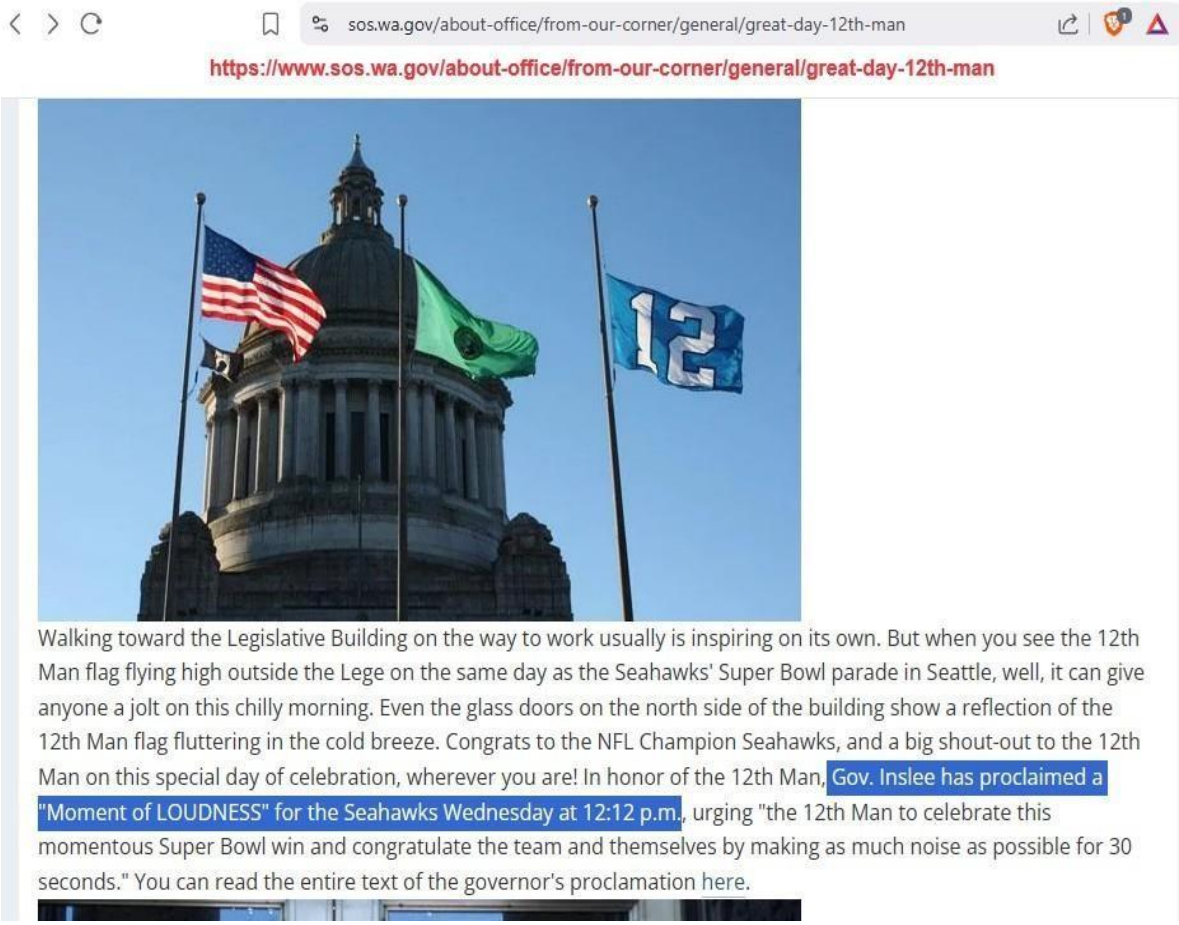
*Seattle Seahawks Officially Recognize the Number 12 in Honor of Their Fans Twice, as Reported by the Seahawks' Official Website Seahawks.com*




***Note.*** This image from the official Seattle Seahawks website demonstrates the team's recognition of their fans as the "12s."*The 12s*. (https://www.seahawks.com/fans/the-12s/ ).

**Figure 2.2**

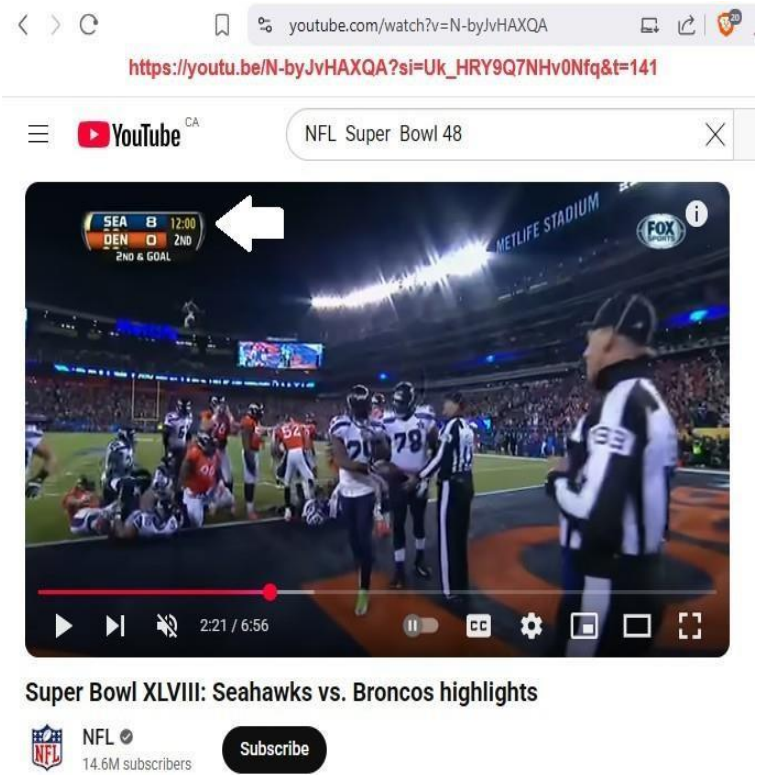
*Washington Governor Calls for a Minute of Loudness at 12:12 pm After Seattle Seahawks Win Super Bowl 48*




***Note.*** This image is a screen grab from the Washington Secretary of State's official website (sos.wa.gov), would visually represent the announcement or related content regarding the Governor's call for a "Minute of Loudness" in honor of the "12th Man" following the Seahawks' Super Bowl 48 victory. Source: Washington Secretary of State. (2014, February 3). From our corner general: A great day for the 12th man. ( https://www.sos.wa.gov/about-office/from-our-corner-general-great-day-12th-man ).

**Figure 2.3**

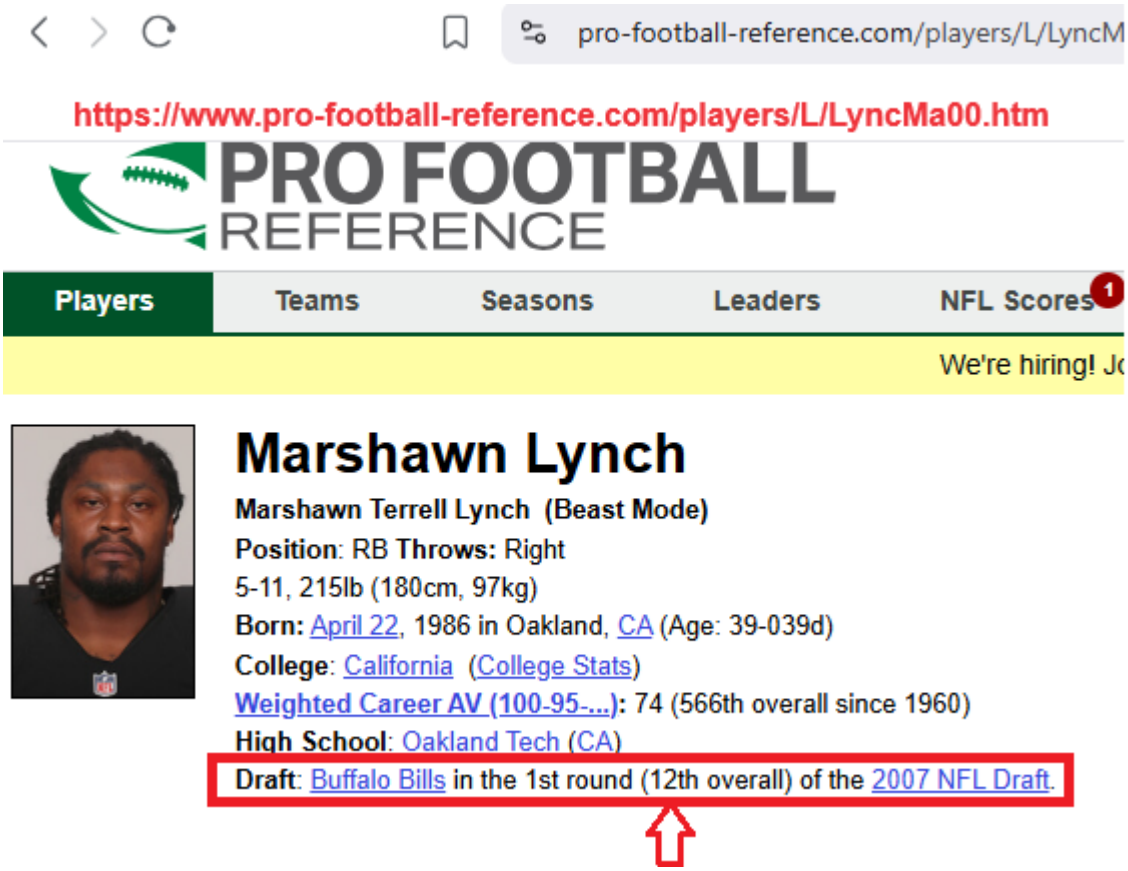
*Marshawn Lynch Game-Clinching Touchdown at Super Bowl 48 at 12:00 Remaining in First Half*




***Note.*** This screen grab concern our second case study's "main event" from the official NFL YouTube broadcast of Super Bowl 48 shows Marshawn Lynch scoring the game-clinching touchdown with exactly 12 minutes remaining in the first half. NFL. (2015, February 4). *Super Bowl XLVIII: Seahawks vs. Broncos highlights* [Video]. YouTube. (https://youtu.be/N-byJvHAXQA? si=Uk_HRY9Q7NHv0Nfq&t=141 ).

**Figure 2.4**

*Marshawn Lynch 12th Overall Pick in 2007 NFL Draft*




***Note.*** This image shows that Lynch was the 12th overall pick in the 2007 NFL Draft.

Pro-Football-Reference.com. (https://www.pro-football-reference.com/players/L/LyncMa00.htm ).

**Figure 2.5**

***Touchdown Production of 12th Overall NFL Draft Picks Active in 2024 (2011-2025 Draft Classes)*** 12th picks from 2011 to 2025 inclusive. Thirteen 12th overall pics were active in 2024, and only four scored touchdowns in the 2024 regular season:

```
2011 - 1-*  12    Minnesota Vikings Christian Ponder  QB
2012 - 1-D  12    Philadelphia Eagles Fletcher Cox    DT
2013 - 1-D  12    Oakland Raiders   D.J. Hayden       DB
2014 - 1    12    New York Giants   Odell Beckham Jr. WR
2015 - 1-D  12    Cleveland Browns  Danny Shelton     DT
2016 - 1-D  12    New Orleans Saints Sheldon Rankins  DT
2017 - 1    12    Houston Texans    Deshaun Watson    QB
2018 - 1-D  12    Tampa Bay Buccaneers    Vita Vea    DT
2019 - 1-D  12    Green Bay Packers Rashan Gary       LB
2020 - 1-*  12    Las Vegas Raiders Henry Ruggs       WR
2021 - 1-D  12    Dallas Cowboys    Micah Parsons     DE
2022 - 1    12    Detroit Lions     Jameson Williams  WR
2023 - 1    12    Detroit Lions     Jahmyr Gibbs      RB
2024 - 1    12    Denver Broncos    Bo Nix            QB
2025 - 1**  12    Dallas Cowboys    Tyler Booker      OG

8 Defensive 12th pick. Very unlikely to score points.
FIVE Active Offensive Picks out of seven 12th picks.

 * 2011 - Retired. Christian Ponder played 4 seasons
 * 2020 - Deceased. Henry Ruggs
** 2025 - A non-scoring offensive player (unlikely to score).
```

**12th Overall Picks who scored in NFL's 2024 season**

2024 - Bo Nix scored 33 TDs in 17 games

2023 - Jahmyr Gibbs scored 20 TDs in 17

games 2022 - Jameson Williams scored 8 TDs

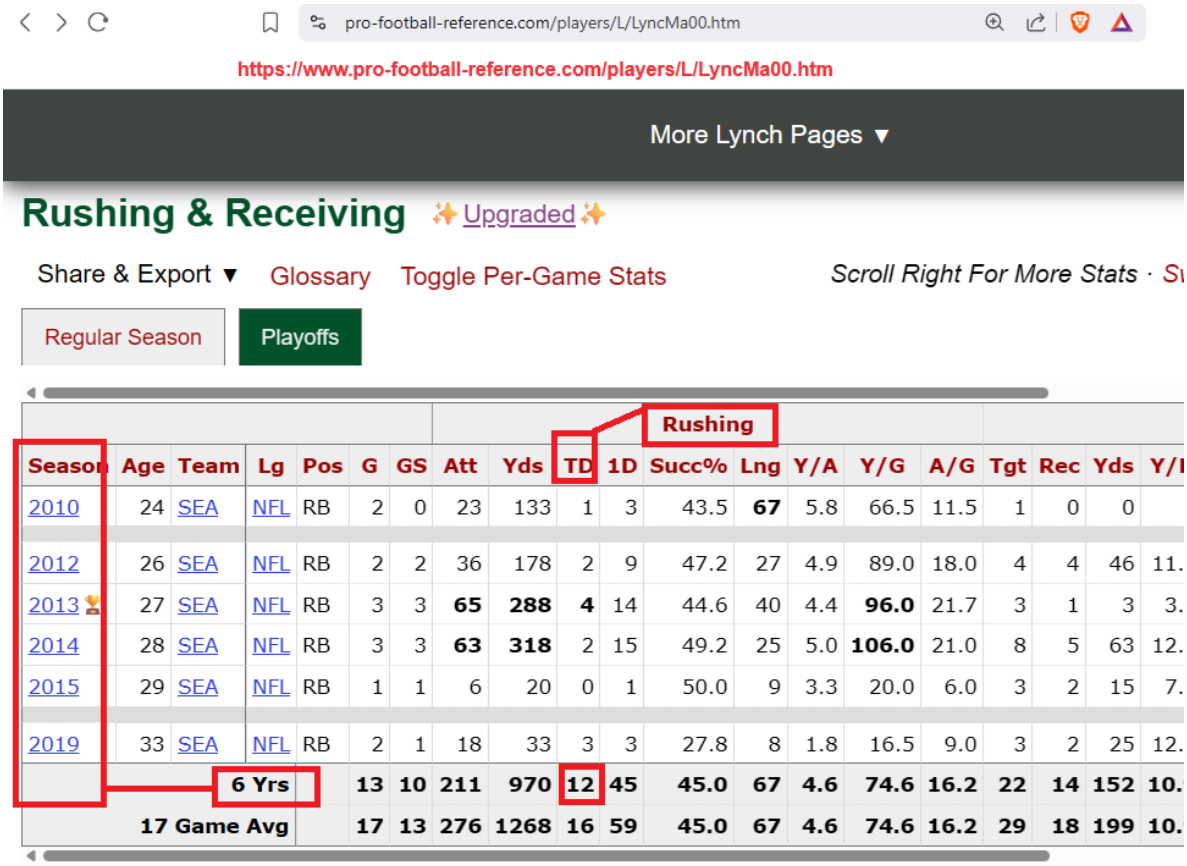
in 15 games 2017 - Deshaun Watson scored 6

TDs 7 games

***Note.*** Compiled from player and draft data available at Pro-Football-Reference.com.

**Figure 2.6**

*Marshawn Lynch 12 Rushing Touchdowns During Super Bowl 48 Regular Season 2013*



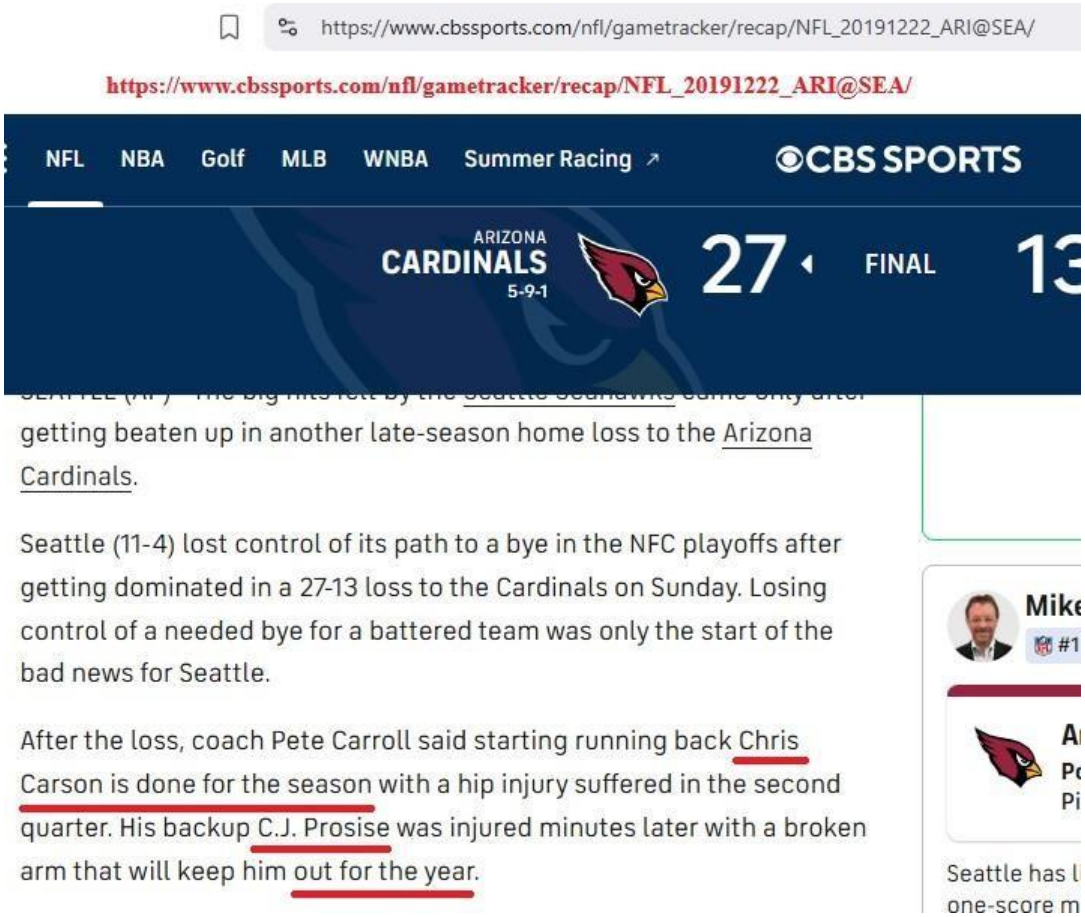

| Season | Age | Team | Lg | Pos | G | GS | Att | Yds | TD | 1D | Succ% | Lng | Y/A | Y/G | A/G | Tgt | Rec | Yds | Y/R |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2010 | 24 | SEA | NFL | RB | 2 | 0 | 23 | 133 | 1 | 3 | 43.5 | **67** | 5.8 | 66.5 | 11.5 | 1 | 0 | 0 | |
| 2012 | 26 | SEA | NFL | RB | 2 | 2 | 36 | 178 | 2 | 9 | 47.2 | 27 | 4.9 | 89.0 | 18.0 | 4 | 4 | 46 | 11. |
| 2013 | 27 | SEA | NFL | RB | 3 | 3 | **65** | **288** | **4** | 14 | 44.6 | 40 | 4.4 | **96.0** | 21.7 | 3 | 1 | 3 | 3. |
| 2014 | 28 | SEA | NFL | RB | 3 | 3 | **63** | **318** | 2 | 15 | 49.2 | 25 | 5.0 | **106.0** | 21.0 | 8 | 5 | 63 | 12. |
| 2015 | 29 | SEA | NFL | RB | 1 | 1 | 6 | 20 | 0 | 1 | 50.0 | 9 | 3.3 | 20.0 | 6.0 | 3 | 2 | 15 | 7. |
| 2019 | 33 | SEA | NFL | RB | 2 | 1 | 18 | 33 | 3 | 3 | 27.8 | 8 | 1.8 | 16.5 | 9.0 | 3 | 2 | 25 | 12. |
| | | | **6 Yrs** | | **13** | **10** | **211** | **970** | **12** | **45** | **45.0** | **67** | **4.6** | **74.6** | **16.2** | **22** | **14** | **152** | **10.** |
| | | **17 Game Avg** | | | **17** | **13** | **276** | **1268** | **16** | **59** | **45.0** | **67** | **4.6** | **74.6** | **16.2** | **29** | **18** | **199** | **10.** |

***Note.*** This screen grab displays Marshawn Lynch's official rushing statistics for the 2013 NFL regular season, clearly showing his total of 12 rushing touchdowns. Pro-Football-Reference.com. (n.d.).

*Marshawn Lynch.* Retrieved from https://www.pro-football-reference.com/players/L/LyncMa00.htm .

**Figure 2.7**

*Seattle Loses Two Running Backs in Same Game Late in 2019 NFL Season*




***Note.*** The Seattle Seahawks lost two running backs, Chris Carson and C.J. Prosise, to injuries in the same game. AP. (2019, December 22). *Cardinals roll past playoff-bound Seahawks in 27-13 victory*. CBS Sports. https://www.cbssports.com/nfl/gametracker/preview/NFL_20191222_ARI@SEA/

**Figure 2.8**

*Seattle's Two Running Backs Combine for 12 Carries Before Season-Ending Injuries*

https://www.pro-football-reference.com/boxscores/201912220sea.htm

https://www.pro-football-reference.com/boxscores/201912220sea.htm

NFL Scores & Boxes | 2019 NFL Scores & Schedule | Seattle Seahawks Schedule | Arizona Cardinals Schedule

| | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Darrell Daniels | ARI | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | Passing | | | | | | | | | Rushing | | | | Receiving | | | | | Fumbles | |
| Player | Tm | Cmp | Att | Yds | TD | Int | Sk | Yds | Lng | Rate | Att | Yds | TD | Lng | Tgt | Rec | Yds | TD | Lng | Fmb | FL |
| Russell Wilson | SEA | 16 | 31 | 169 | 1 | 0 | 5 | 36 | 23 | 78.6 | 2 | 2 | 0 | 6 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| Chris Carson | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 8 | 40 | 0 | 16 | 1 | 1 | 20 | 0 | 20 | 0 | 0 |
| David Moore | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 19 | 0 | 19 | 2 | 1 | 21 | 0 | 21 | 1 | 1 |
| Travis Homer | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 5 | 16 | 0 | 17 | 8 | 6 | 26 | 0 | 10 | 0 | 0 |
| C.J. Prosise | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 4 | 14 | 0 | 9 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Jacob Hollister | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 6 | 5 | 64 | 0 | 20 | 0 | 0 |
| Malik Turner | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 3 | 1 | 23 | 0 | 23 | 0 | 0 |
| Tyler Lockett | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 7 | 1 | 12 | 0 | 12 | 0 | 0 |
| Nick Bellore | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 1 | 1 | 3 | 1 | 3 | 0 | 0 |
| D.K. Metcalf | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |

***Note.*** The Pro-Football-Reference.com box score for the Arizona Cardinals at Seattle Seahawks game on December 22, 2019, showing that Chris Carson (8 carries) and C.J. Prosise (4 carries), combined total of 12 carries before both players sustained season-ending injuries during the game which compelled the Seahawks to look for a new running back with one game left in the regular season. Pro- Football-Reference.com. (n.d.). *Arizona Cardinals at Seattle Seahawks - December 22nd, 2019*. Retrieved from https://www.pro-football-reference.com/boxscores/201912220sea.htm .

**Figure 2.9**

*Lynch Has 12 Rushes in his Return Game with Seattle, Nearly Six Years After Super Bowl 48*

https://www.pro-football-reference.com/boxscores/201912290sea.htm

https://www.pro-football-reference.com/boxscores/201912290sea.htm

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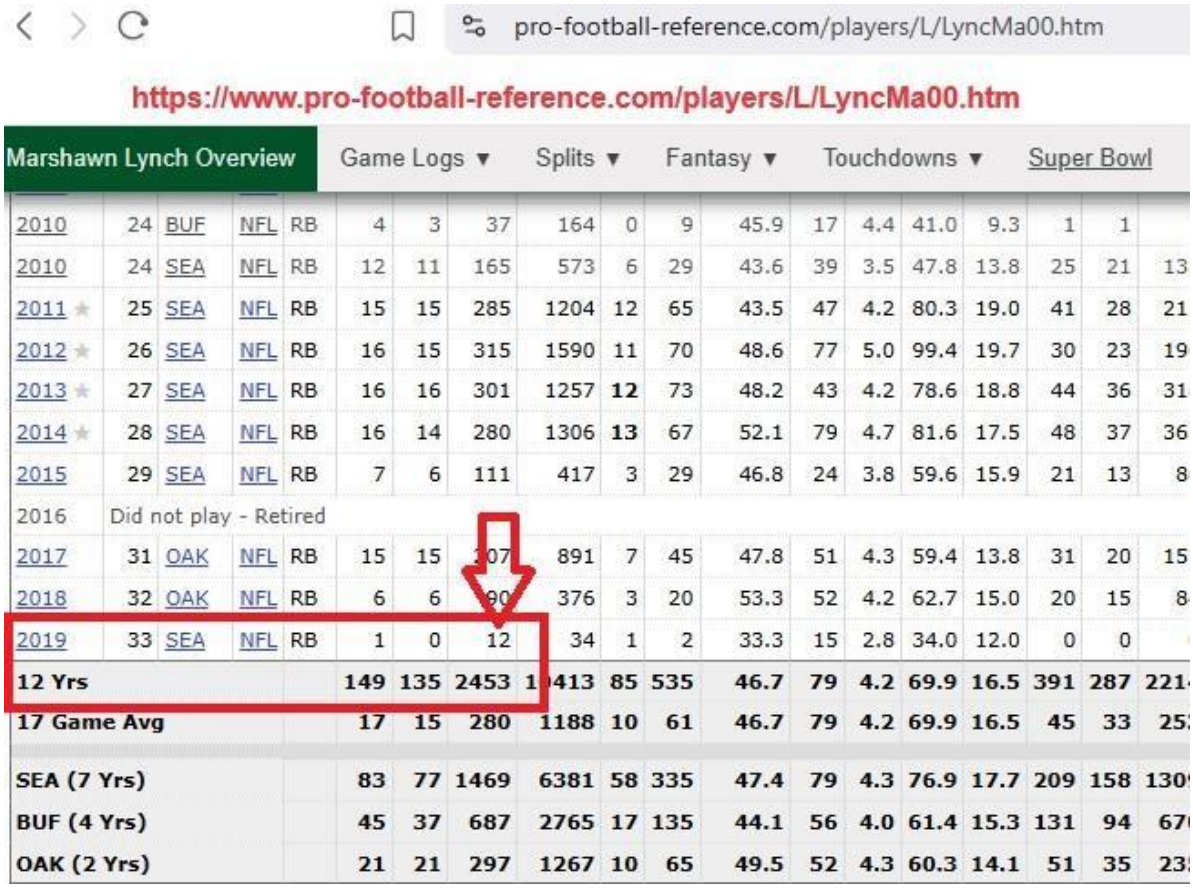
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Player | Tm | Cmp | Att | Yds | TD | Int | Sk | Yds | Lng | Rate | Att | Yds | TD | Lng | Tgt | Rec | Yds | TD | Lng | Fmb | FL |
| Jimmy Garoppolo | SFO | 18 | 22 | 285 | 0 | 0 | 2 | 15 | 49 | 118.7 | 2 | 4 | 0 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Raheem Mostert | SFO | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 10 | 57 | 2 | 17 | 2 | 1 | 16 | 0 | 16 | 0 | 0 |
| Deebo Samuel | SFO | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 2 | 33 | 1 | 30 | 5 | 5 | 102 | 0 | 30 | 1 | 0 |
| Matt Breida | SFO | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 4 | 16 | 0 | 9 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Tevin Coleman | SFO | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 5 | 11 | 0 | 5 | 2 | 1 | 7 | 0 | 7 | 0 | 0 |
| George Kittle | SFO | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 7 | 0 | 7 | 7 | 7 | 86 | 0 | 26 | 0 | 0 |
| Kyle Juszczyk | SFO | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 1 | 1 | 49 | 0 | 49 | 0 | 0 |
| Emmanuel Sanders | SFO | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 4 | 3 | 25 | 0 | 12 | 0 | 0 |
| | | Passing | | | | | | | | | Rushing | | | | Receiving | | | | | Fumbles | |
| Player | Tm | Cmp | Att | Yds | TD | Int | Sk | Yds | Lng | Rate | Att | Yds | TD | Lng | Tgt | Rec | Yds | TD | Lng | Fmb | FL |
| Russell Wilson | SEA | 25 | 40 | 233 | 2 | 0 | 1 | 10 | 24 | 95.1 | 8 | 29 | 0 | 5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Travis Homer | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 10 | 62 | 0 | 13 | 5 | 5 | 30 | 0 | 11 | 0 | 0 |
| Marshawn Lynch | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 12 | 34 | 1 | 15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| D.K. Metcalf | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 12 | 6 | 81 | 1 | 24 | 0 | 0 |
| Tyler Lockett | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 7 | 6 | 51 | 1 | 14 | 1 | 0 |
| David Moore | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 2 | 2 | 30 | 0 | 17 | 0 | 0 |

***Note.*** This screen grab displays Marshawn Lynch's official rushing statistics from his return game with the Seattle Seahawks, played on December 29, 2019, clearly showing his total of 12 rushes.

Pro-Football-Reference.com. (n.d.). San Francisco 49ers at Seattle Seahawks – December 29th, 2019. Retrieved from https://www.pro-football-reference.com/boxscores/201912290sea.htm .

**Figure 2.10**

*Lynch Has 12 Rushes in his Final NFL Regular Season*



pro-football-reference.com/players/L/LyncMa00.htm

https://www.pro-football-reference.com/players/L/LyncMa00.htm

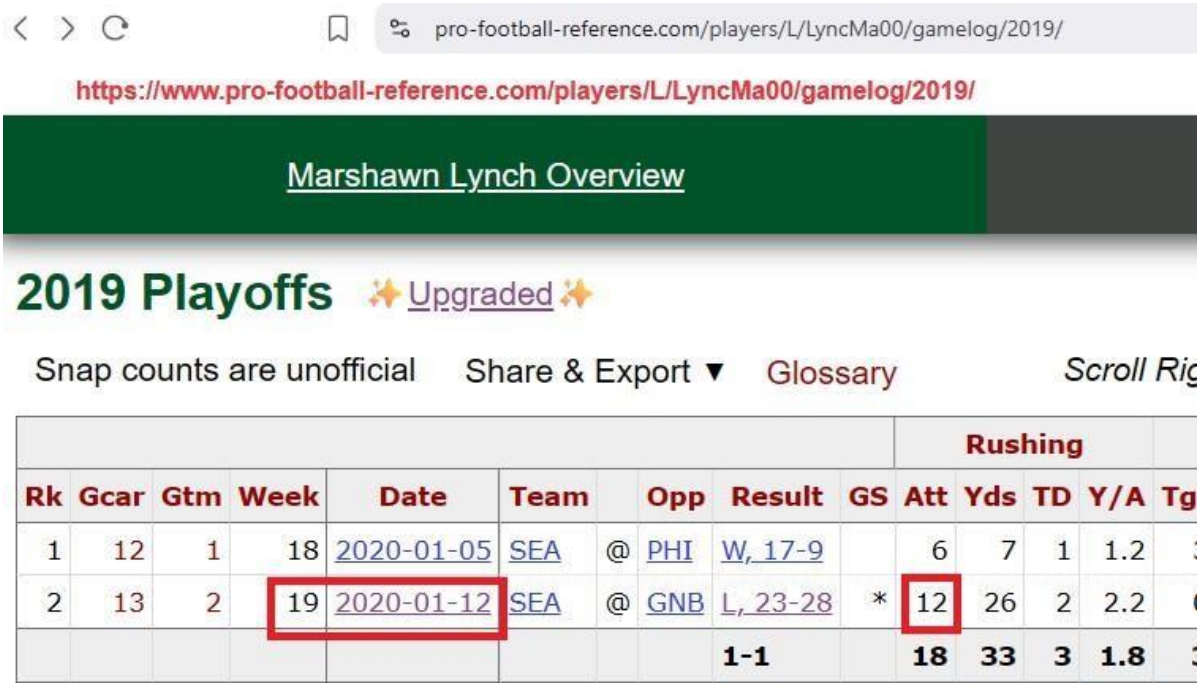
Marshawn Lynch Overview | Game Logs ▾ | Splits ▾ | Fantasy ▾ | Touchdowns ▾ | Super Bowl

| | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2010 | 24 | BUF | NFL | RB | 4 | 3 | 37 | 164 | 0 | 9 | 45.9 | 17 | 4.4 | 41.0 | 9.3 | 1 | 1 | |
| 2010 | 24 | SEA | NFL | RB | 12 | 11 | 165 | 573 | 6 | 29 | 43.6 | 39 | 3.5 | 47.8 | 13.8 | 25 | 21 | 13 |
| 2011 ★ | 25 | SEA | NFL | RB | 15 | 15 | 285 | 1204 | 12 | 65 | 43.5 | 47 | 4.2 | 80.3 | 19.0 | 41 | 28 | 21 |
| 2012 ★ | 26 | SEA | NFL | RB | 16 | 15 | 315 | 1590 | 11 | 70 | 48.6 | 77 | 5.0 | 99.4 | 19.7 | 30 | 23 | 19 |
| 2013 ★ | 27 | SEA | NFL | RB | 16 | 16 | 301 | 1257 | 12 | 73 | 48.2 | 43 | 4.2 | 78.6 | 18.8 | 44 | 36 | 31 |
| 2014 ★ | 28 | SEA | NFL | RB | 16 | 14 | 280 | 1306 | 13 | 67 | 52.1 | 79 | 4.7 | 81.6 | 17.5 | 48 | 37 | 36 |
| 2015 | 29 | SEA | NFL | RB | 7 | 6 | 111 | 417 | 3 | 29 | 46.8 | 24 | 3.8 | 59.6 | 15.9 | 21 | 13 | 8 |
| 2016 | Did not play - Retired | | | | | | | | | | | | | | | | | |
| 2017 | 31 | OAK | NFL | RB | 15 | 15 | 207 | 891 | 7 | 45 | 47.8 | 51 | 4.3 | 59.4 | 13.8 | 31 | 20 | 15 |
| 2018 | 32 | OAK | NFL | RB | 6 | 6 | 90 | 376 | 3 | 20 | 53.3 | 52 | 4.2 | 62.7 | 15.0 | 20 | 15 | 8 |
| 2019 | 33 | SEA | NFL | RB | 1 | 0 | 12 | 34 | 1 | 2 | 33.3 | 15 | 2.8 | 34.0 | 12.0 | 0 | 0 | |
| **12 Yrs** | | | | | **149** | **135** | **2453** | **10413** | **85** | **535** | **46.7** | **79** | **4.2** | **69.9** | **16.5** | **391** | **287** | **221** |
| **17 Game Avg** | | | | | **17** | **15** | **280** | **1188** | **10** | **61** | **46.7** | **79** | **4.2** | **69.9** | **16.5** | **45** | **33** | **25** |
| **SEA (7 Yrs)** | | | | | **83** | **77** | **1469** | **6381** | **58** | **335** | **47.4** | **79** | **4.3** | **76.9** | **17.7** | **209** | **158** | **130** |
| **BUF (4 Yrs)** | | | | | **45** | **37** | **687** | **2765** | **17** | **135** | **44.1** | **56** | **4.0** | **61.4** | **15.3** | **131** | **94** | **67** |
| **OAK (2 Yrs)** | | | | | **21** | **21** | **297** | **1267** | **10** | **65** | **49.5** | **52** | **4.3** | **60.3** | **14.1** | **51** | **35** | **23** |

***Note.*** This image shows that Marshawn Lynch recorded 12 rushes in what turned out to be his final NFL regular season (2019). Pro-Football-Reference.com. (n.d.). Marshawn Lynch. Retrieved from https://www.pro-football-reference.com/players/L/LyncMa00.htm .

**Figure 2.11**

*Marshawn Lynch Plays his Final NFL game on 12th day of 2020*




| | | | | | | | | | | Rushing | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Rk | Gcar | Gtm | Week | Date | Team | | Opp | Result | GS | Att | Yds | TD | Y/A | Tg |
| 1 | 12 | 1 | 18 | 2020-01-05 | SEA | @ | PHI | W, 17-9 | | 6 | 7 | 1 | 1.2 | |
| 2 | 13 | 2 | 19 | 2020-01-12 | SEA | @ | GNB | L, 23-28 | * | 12 | 26 | 2 | 2.2 | |
| | | | | | | | | 1-1 | | 18 | 33 | 3 | 1.8 | |

***Note.*** This image notes the date of the final game of Marshawn Lynch's NFL career, played on January 12, 2020, during the 2019 NFL playoffs (NFC Divisional Round). Pro-Football-Reference.com. (n.d.). *Marshawn Lynch 2019 Game Log*. Retrieved from https://www.pro-football-reference.com/players/L/LyncMa00/gamelog/2019/ .

**Figure 2.12**

*12-8: Lynch Has 12 Rushes in His Final NFL Game*

https://www.pro-football-reference.com/boxscores/202001120gnb.htm

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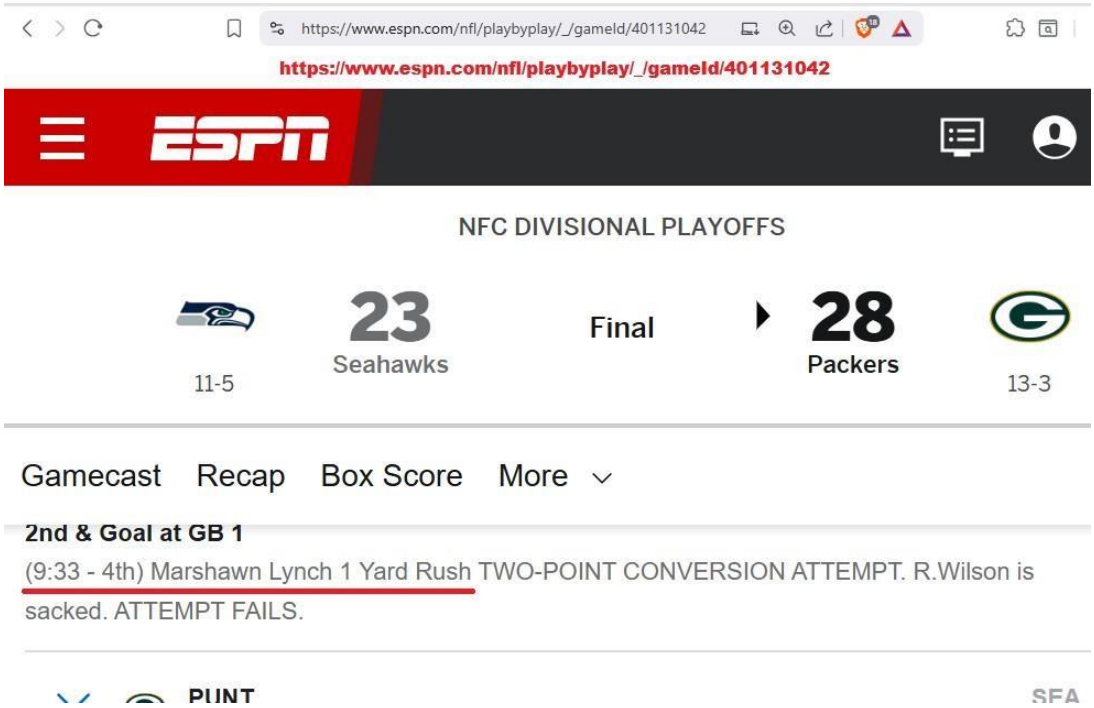
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Player | Tm | Cmp | Att | Yds | TD | Int | Sk | Yds | Lng | Rate | Att | Yds | TD | Lng | Tgt | Rec | Yds | TD | Lng | Fmb | FL |
| Russell Wilson | SEA | 21 | 31 | 277 | 1 | 0 | 5 | 12 | 31 | 106.5 | 7 | 64 | 0 | 22 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Marshawn Lynch | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 12 | 26 | 2 | 8 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Travis Homer | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 3 | 13 | 0 | 5 | 3 | 2 | 27 | 0 | 16 | 0 | 0 |
| David Moore | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 6 | 0 | 6 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Luke Willson | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 1 | 0 | 1 | 1 | 1 | 8 | 0 | 8 | 0 | 0 |
| Tyler Lockett | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 10 | 9 | 136 | 1 | 31 | 0 | 0 |
| D.K. Metcalf | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 5 | 4 | 59 | 0 | 24 | 0 | 0 |
| Jacob Hollister | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 6 | 5 | 47 | 0 | 19 | 0 | 0 |
| Malik Turner | SEA | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | 0 | 0 | 0 | 3 | 0 | 0 | 0 | 0 | 0 | 0 |
| | | Passing | | | | | | | | | Rushing | | | | Receiving | | | | | Fumbles | |
| Player | Tm | Cmp | Att | Yds | TD | Int | Sk | Yds | Lng | Rate | Att | Yds | TD | Lng | Tgt | Rec | Yds | TD | Lng | Fmb | FL |
| Aaron Rodgers | GNB | 16 | 27 | 243 | 2 | 0 | 2 | 8 | 40 | 113.7 | 5 | 14 | 0 | 14 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Aaron Jones | GNB | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 21 | 62 | 2 | 23 | 2 | 1 | 4 | 0 | 4 | 0 | 0 |
| Tyler Ervin | GNB | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 2 | 25 | 0 | 18 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Allen Lazard | GNB | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 5 | 0 | 5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Jamaal Williams | GNB | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 3 | 0 | 3 | 1 | 1 | 9 | 0 | 9 | 0 | 0 |

***Note.*** This screen grab displays Marshawn Lynch's official rushing statistics from his final NFL game, clearly showing his total of 12 rushes. Pro-Football-Reference.com. (n.d.). *San Francisco 49ers at Green Bay Packers Divisional Round – January 12th, 2020*. Retrieved from https://www.pro-football-reference.com/boxscores/202001120gnb.htm .

**Figure 2.13**

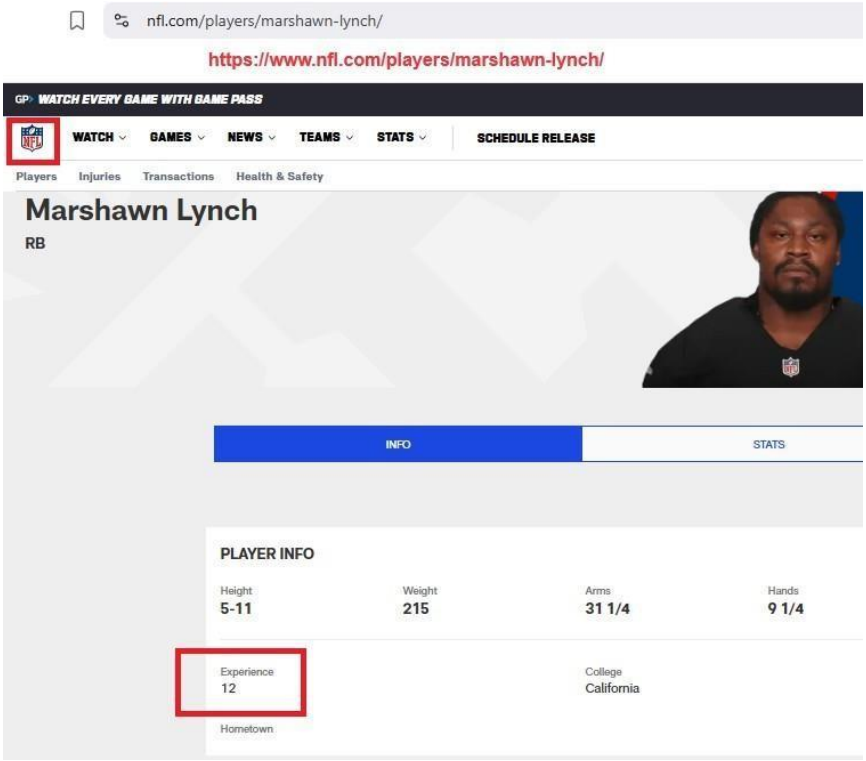
*Lynch Scores 12th Playoff Touchdown on the Final Carry of His NFL Career*




***Note.*** This screen grab displays Marshawn Lynch's final NFL play, a scoring play on the 12th carry of his final game that earned his 12th career playoff touchdown of his NFL career. ESPN. *Green Bay Packers vs. Seattle Seahawks - January 12, 2020*. Retrieved from https://www.espn.com/nfl/playbyplay/_/gameId/401131042 .

**Figure 2.14**

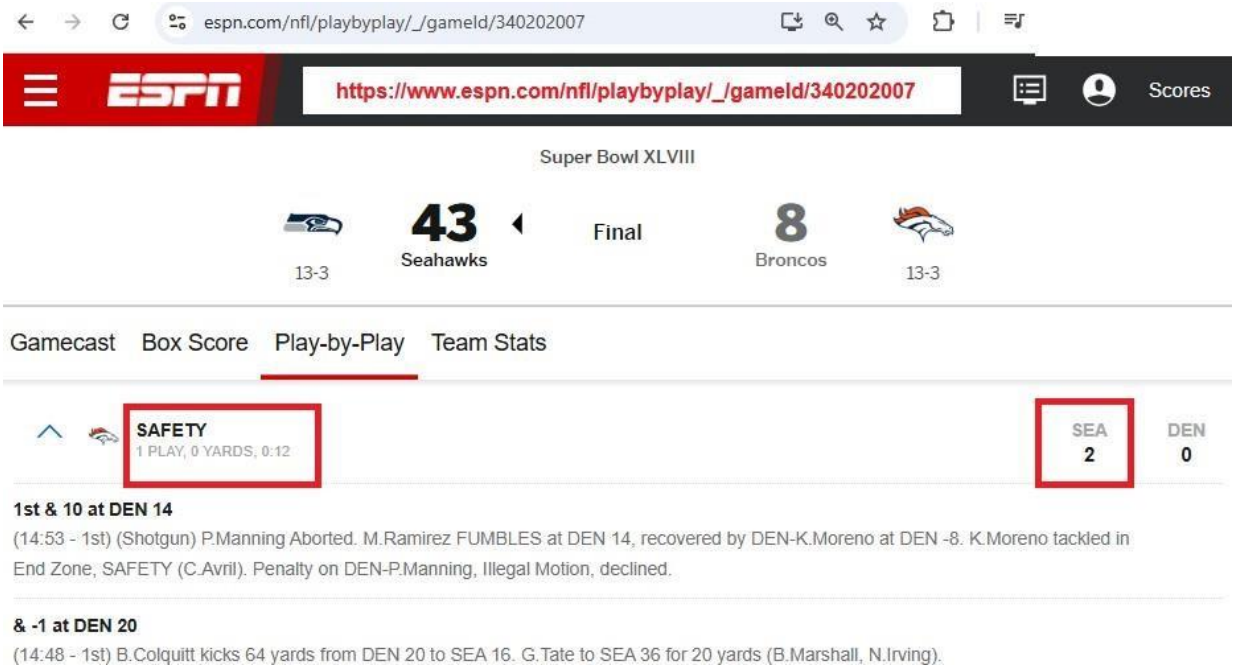
*Marshawn Lynch plays 12 NFL seasons*




***Note.*** NFL.com confirms that Marshawn Lynch played a total of 12 seasons in the National Football League. National Football League. (n.d.). *Marshawn Lynch*. Retrieved from https://www.nfl.com/players/marshawn-lynch/ .

**Figure 2.15**

***Lynch's Game-Clinching Touchdown Scored in a Game Where a Team Scored 12 Seconds into the First Half***




***Note.*** This image confirms that a safety was scored exactly 12 seconds into the first half of Super Bowl

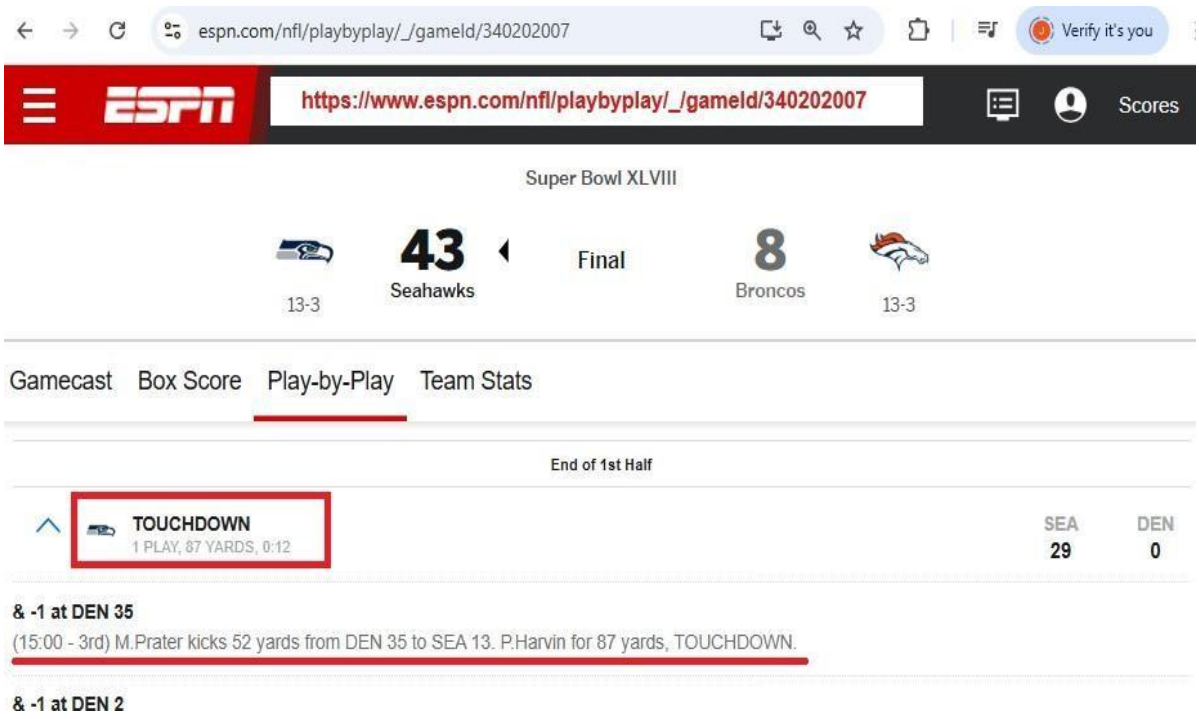
48. ESPN. (n.d.). *NFL play-by-play: Seattle Seahawks vs. Denver Broncos - February 2, 2014.*

Retrieved from https://www.espn.com/nfl/playbyplay/_/gameId/340202007 .

**Figure 2.16**

*Lynch's Touchdown Scored in a Game Where a Team Scored 12 Seconds into the First Half and the*

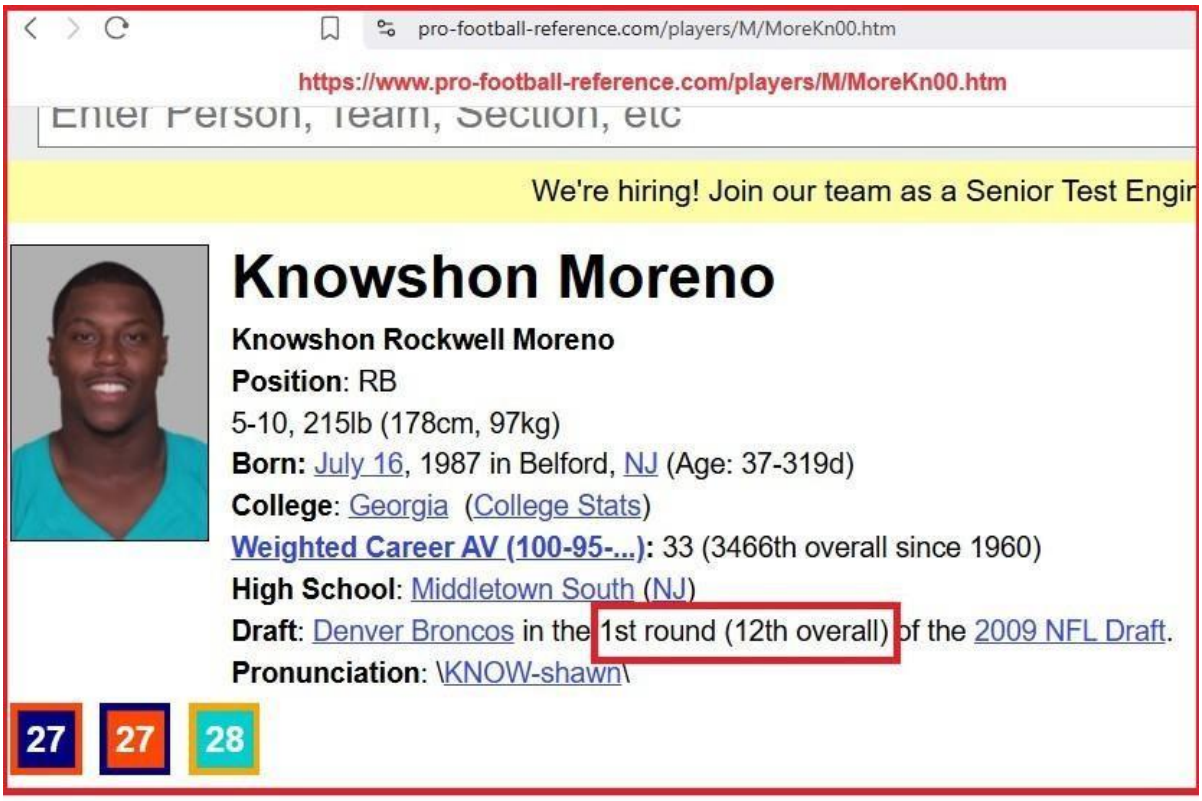
*Second Half*




***Note.*** This image confirms that a touchdown was scored exactly 12 seconds into the second half of Super Bowl 48. ESPN. (n.d.). *NFL play-by-play: Seattle Seahawks vs. Denver Broncos - February 2, 2014*. Retrieved from https://www.espn.com/nfl/playbyplay/_/gameId/340202007 .

**Figure 2.17**

*12-Second Safety Also Scored by 12th Overall Pick*




***Note.*** The image confirms that the player who scored Super Bowl 48's safety, Knowshon Moreno, was drafted 12th overall in the 2009 NFL Draft. This is notable since Marshawn Lynch, the player who scored Super Bowl 48's game-clinching touchdown, was also drafted 12th overall (2007 NFL Draft). Pro-Football-Reference.com. (n.d.). Knowshon Moreno. Retrieved from https://www.pro-football-reference.com/players/M/MoreKn00.htm .

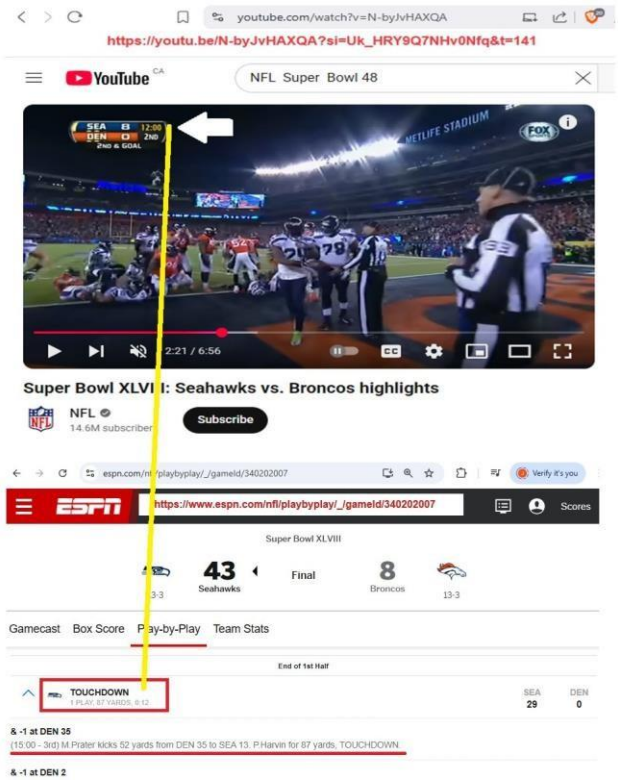
See also: Pro-Football-Reference.com. (n.d.). Marshawn Lynch. Retrieved from https://www.pro- football-reference.com/players/L/LyncMa00.htm .

ESPN. (n.d.). NFL play-by-play: Seattle Seahawks vs. Denver Broncos - February 2,

2014. Retrieved from https://www.espn.com/nfl/playbyplay/_/gameId/340202007 .

**Figure 2.18**

*12-Second Safety Scored by 12:12 after Super Bowl 48's game clinching TD*

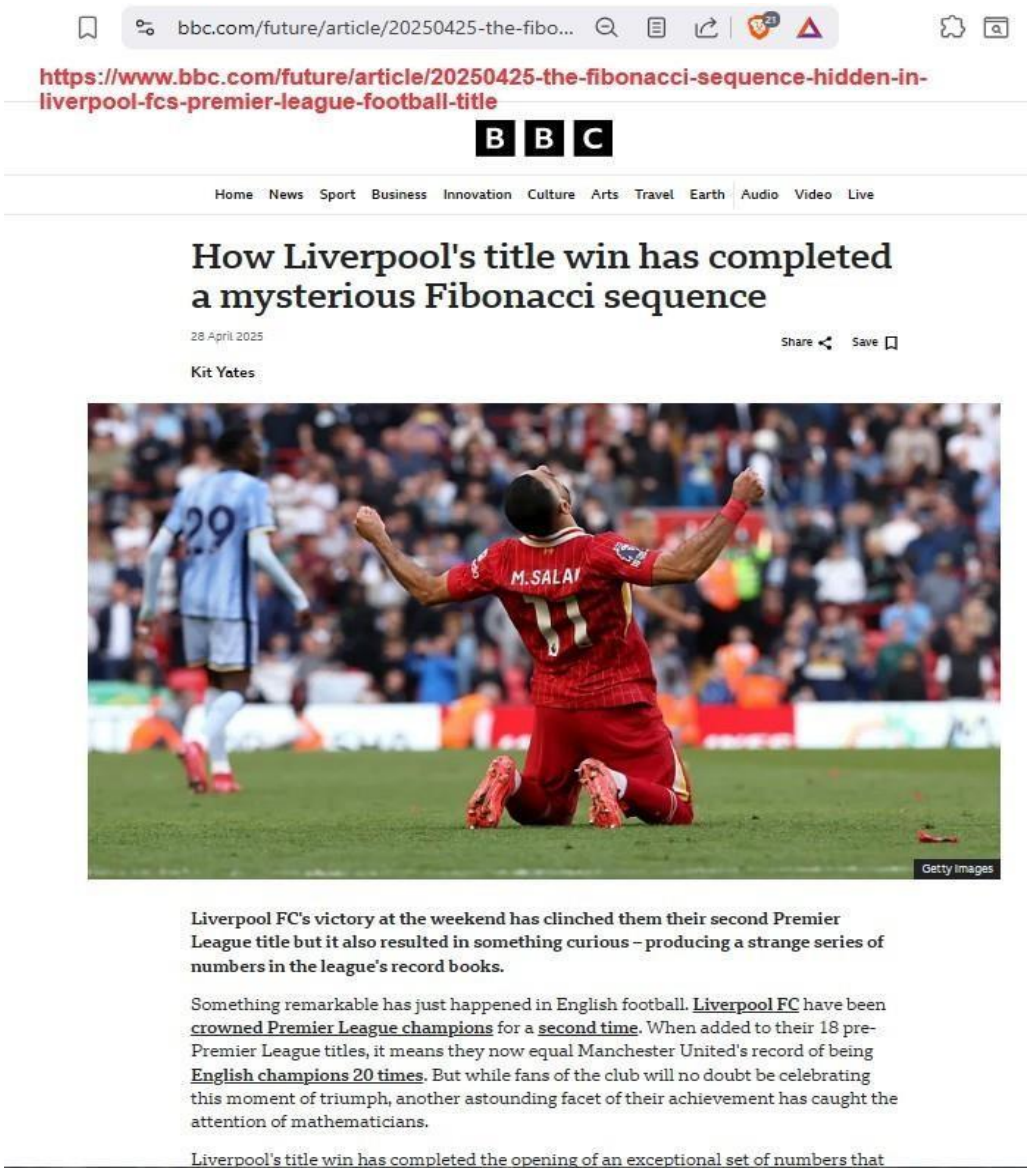



***Note.*** This split image confirms that Marshawn Lynch's game-clinching touchdown was scored with exactly 12:00 remaining in the first half of Super Bowl 48. The bottom panel shows Percy Harvin's touchdown occurring exactly 12 seconds into the second half. A yellow line links these two '12' time signatures, demonstrating that Lynch's touchdown happened exactly 12 minutes and 12 seconds before Harvin's second-half score. NFL. (2015, February 4). *Super Bowl XLVIII: Seahawks vs. Broncos highlights* [Video]. YouTube. http://www.youtube.com/watch?v=N-byJvHAXQA ESPN. (n.d.). *NFL play-by-play: Seattle Seahawks vs. Denver Broncos - February 2, 2014*. Retrieved from https://www.espn.com/nfl/playbyplay/_/gameId/340202007 .

# Case Study 3

**Figure 3.1**

*Liverpool's Title Win Completes Fibonacci sequence as Reported by the BBC*



bbc.com/future/article/20250425-the-fibo...

https://www.bbc.com/future/article/20250425-the-fibonacci-sequence-hidden-in-liverpool-fcs-premier-league-football-title

BBC

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How Liverpool's title win has completed a mysterious Fibonacci sequence

28 April 2025

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Kit Yates

Getty Images

**Liverpool FC's victory at the weekend has clinched them their second Premier League title but it also resulted in something curious – producing a strange series of numbers in the league's record books.**

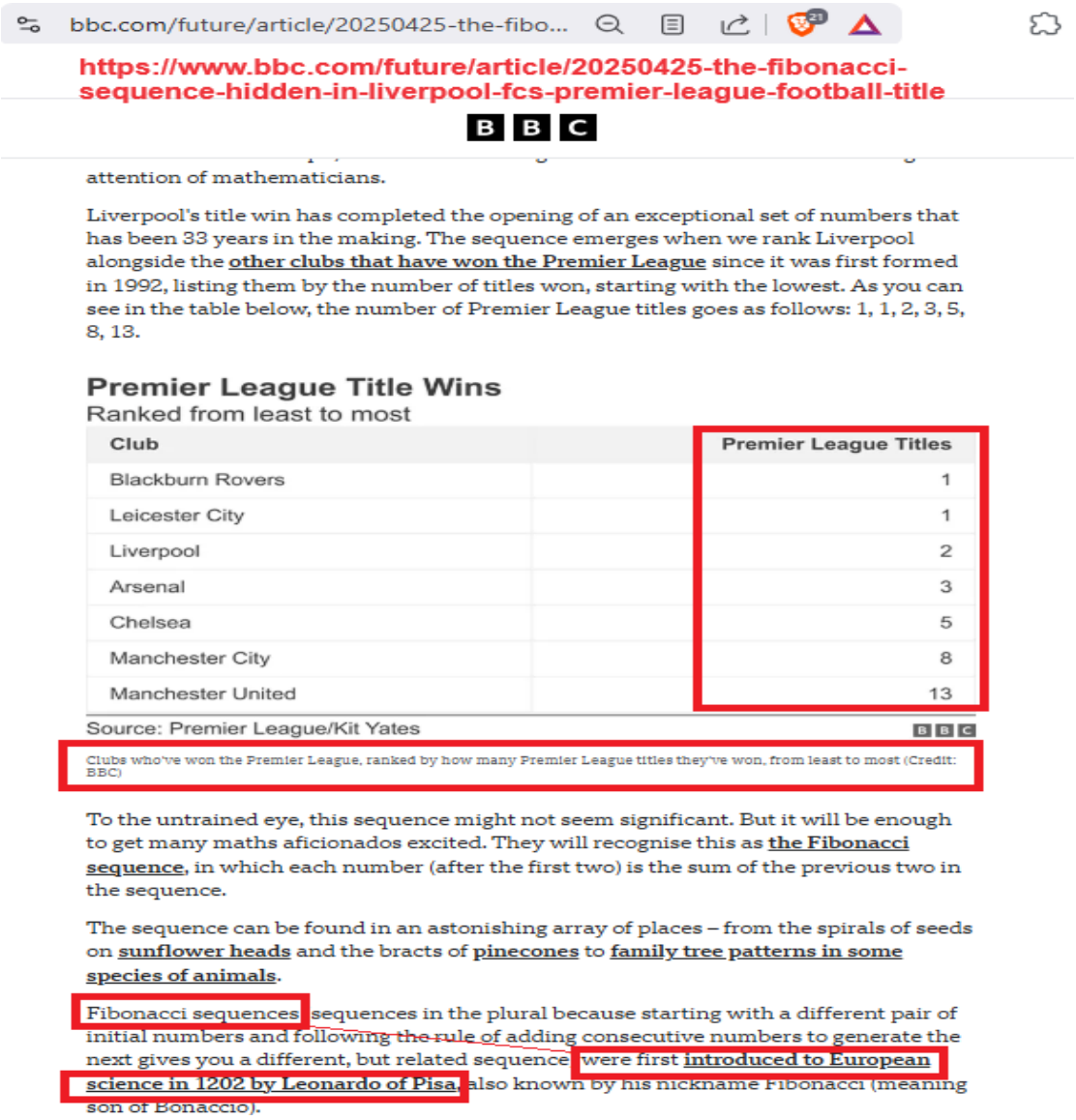
Something remarkable has just happened in English football. Liverpool FC have been crowned Premier League champions for a second time. When added to their 18 pre-Premier League titles, it means they now equal Manchester United's record of being English champions 20 times. But while fans of the club will no doubt be celebrating this moment of triumph, another astounding facet of their achievement has caught the attention of mathematicians.

Liverpool's title win has completed the opening of an exceptional set of numbers that

***Note.*** This figure and the next illustrate how Liverpool's Premier League title win is reported by the BBC to complete a Fibonacci sequence, detailing this unique mathematical pattern in their championship victory. BBC. (2025, April 25). *The Fibonacci sequence hidden in Liverpool FC's Premier League football title*. BBC.com/future. (https://www.bbc.com/future/article/20250425-the- fibonacci-sequence-hidden-in-liverpool-fcs-premier-league-football-title ).

**Figure 3.2**

*Liverpool's Title Win Completes Fibonacci sequence as Reported by the BBC*



bbc.com/future/article/20250425-the-fibo...

https://www.bbc.com/future/article/20250425-the-fibonacci-sequence-hidden-in-liverpool-fcs-premier-league-football-title

BBC

attention of mathematicians.

Liverpool's title win has completed the opening of an exceptional set of numbers that has been 33 years in the making. The sequence emerges when we rank Liverpool alongside the other clubs that have won the Premier League since it was first formed in 1992, listing them by the number of titles won, starting with the lowest. As you can see in the table below, the number of Premier League titles goes as follows: 1, 1, 2, 3, 5, 8, 13.

**Premier League Title Wins**

Ranked from least to most

| Club | Premier League Titles |
|---|---|
| Blackburn Rovers | 1 |
| Leicester City | 1 |
| Liverpool | 2 |
| Arsenal | 3 |
| Chelsea | 5 |
| Manchester City | 8 |
| Manchester United | 13 |

Source: Premier League/Kit Yates

Clubs who've won the Premier League, ranked by how many Premier League titles they've won, from least to most (Credit: BBC)

To the untrained eye, this sequence might not seem significant. But it will be enough to get many maths aficionados excited. They will recognise this as the Fibonacci sequence, in which each number (after the first two) is the sum of the previous two in the sequence.

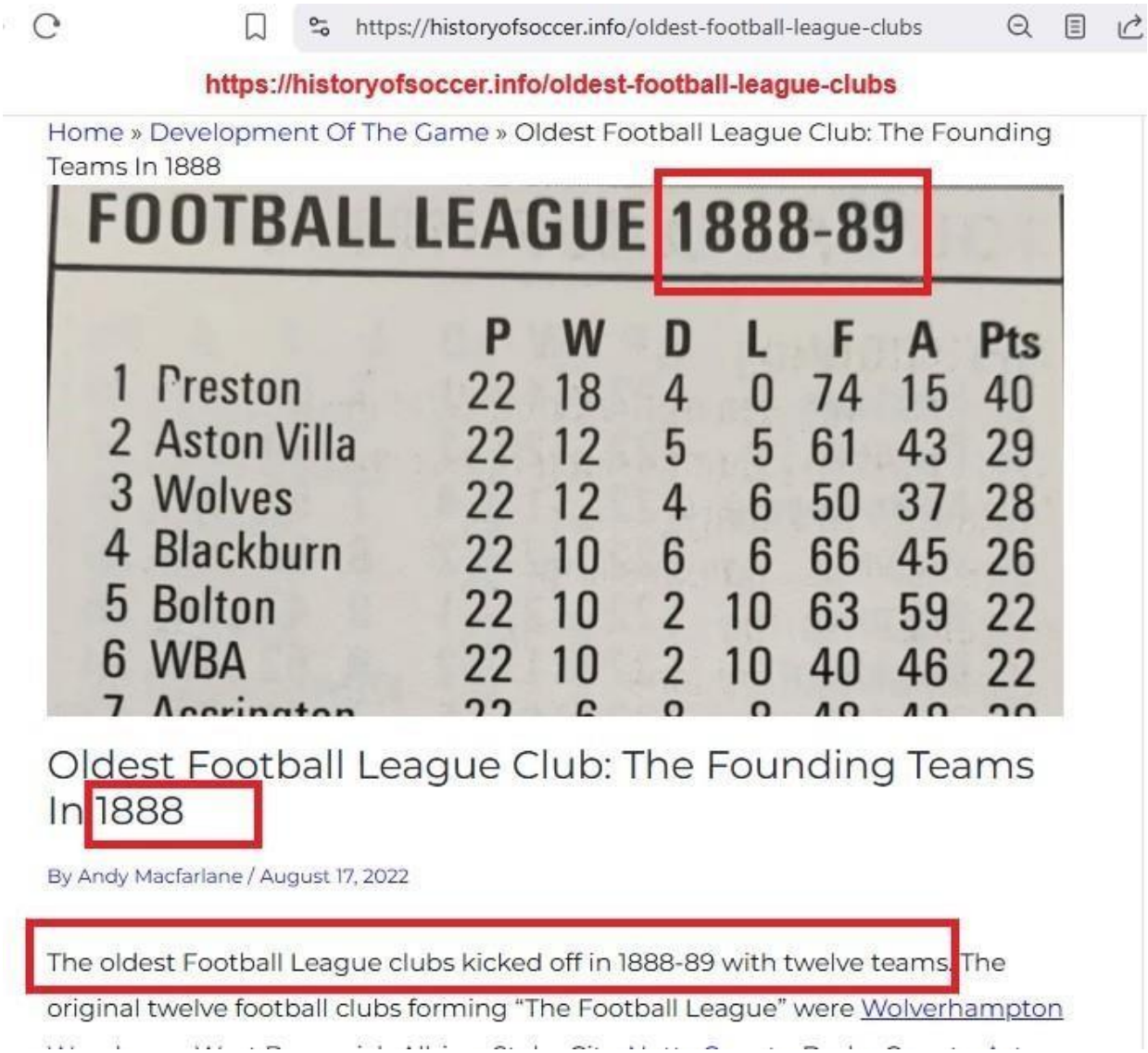
The sequence can be found in an astonishing array of places – from the spirals of seeds on sunflower heads and the bracts of pinecones to family tree patterns in some species of animals.

Fibonacci sequences sequences in the plural because starting with a different pair of initial numbers and following the rule of adding consecutive numbers to generate the next gives you a different, but related sequence were first introduced to European science in 1202 by Leonardo of Pisa, also known by his nickname Fibonacci (meaning son of Bonaccio).

***Note.*** This figure illustrates how Liverpool's Premier League title win is reported by the BBC to complete a Fibonacci sequence, detailing this unique mathematical pattern in their championship victory. BBC. (2025, April 25). The Fibonacci sequence hidden in Liverpool FC's Premier League football title. BBC.com/future. (https://www.bbc.com/future/article/20250425-the-fibonacci-sequence- hidden-in-liverpool-fcs-premier-league-football-title ).

**Figure 3.3**

*English Top-Level Soccer Introduced in 1888*



https://historyofsoccer.info/oldest-football-league-clubs

https://historyofsoccer.info/oldest-football-league-clubs

Home » Development Of The Game » Oldest Football League Club: The Founding Teams In 1888

FOOTBALL LEAGUE 1888-89

| | P | W | D | L | F | A | Pts |
|---|---|---|---|---|---|---|---|
| 1 Preston | 22 | 18 | 4 | 0 | 74 | 15 | 40 |
| 2 Aston Villa | 22 | 12 | 5 | 5 | 61 | 43 | 29 |
| 3 Wolves | 22 | 12 | 4 | 6 | 50 | 37 | 28 |
| 4 Blackburn | 22 | 10 | 6 | 6 | 66 | 45 | 26 |
| 5 Bolton | 22 | 10 | 2 | 10 | 63 | 59 | 22 |
| 6 WBA | 22 | 10 | 2 | 10 | 40 | 46 | 22 |

Oldest Football League Club: The Founding Teams In 1888

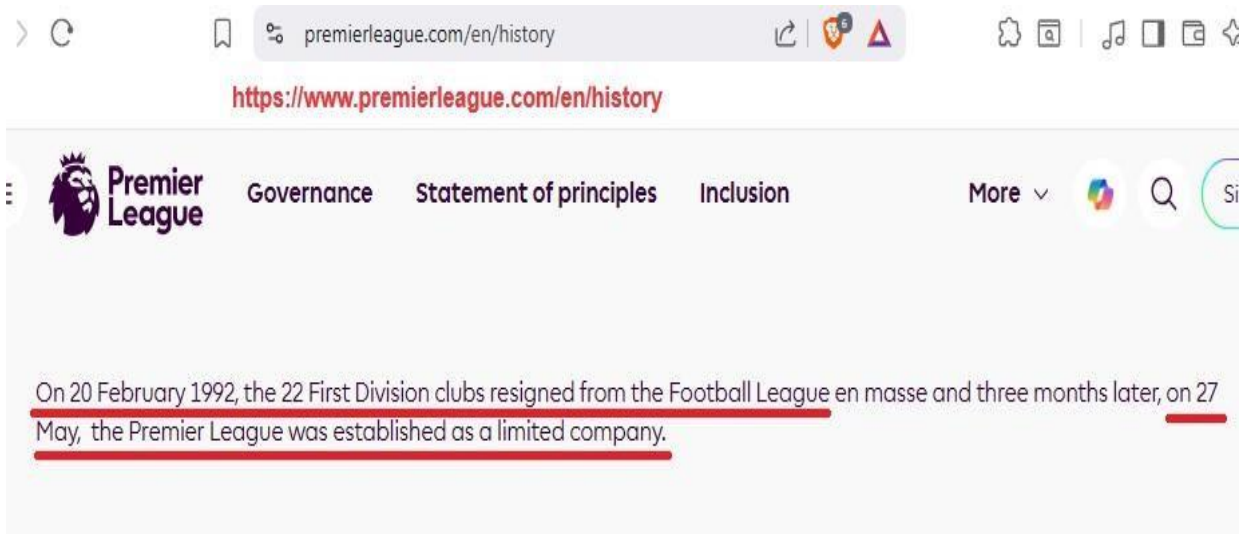
By Andy Macfarlane / August 17, 2022

The oldest Football League clubs kicked off in 1888-89 with twelve teams. The original twelve football clubs forming "The Football League" were Wolverhampton

***Note.*** This confirms that top-level English football was introduced in 1888 (137 years before Liverpool's victory in 2025). HistoryofSoccer.info. (n.d.). *Oldest football league clubs* (https://historyofsoccer.info/oldest-football-league-clubs ).

**Figure 3.4**

*Premier League Founded on May 27, 1992, as Reported by the Premier League*

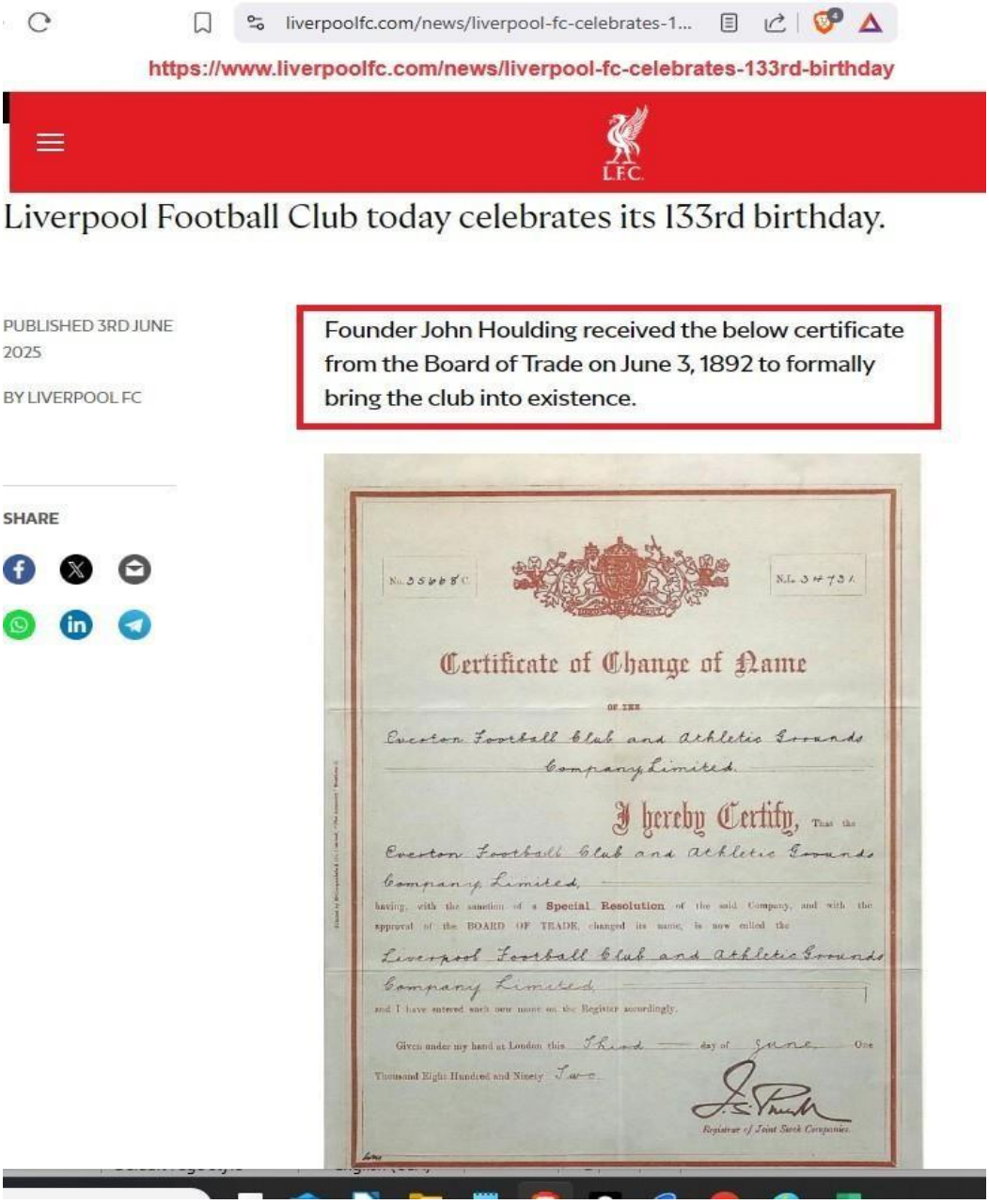



***Note.*** This figure displays the founding date of the Premier League, May 27, 1992, as reported on its official website's history section.

Premier League. (n.d.). *History*. (https://www.premierleague.com/en/history ).

**Figure 3.5**

*Liverpool Football Club Founded on June 3, 1888, as Reported by the Liverpool Football Club*

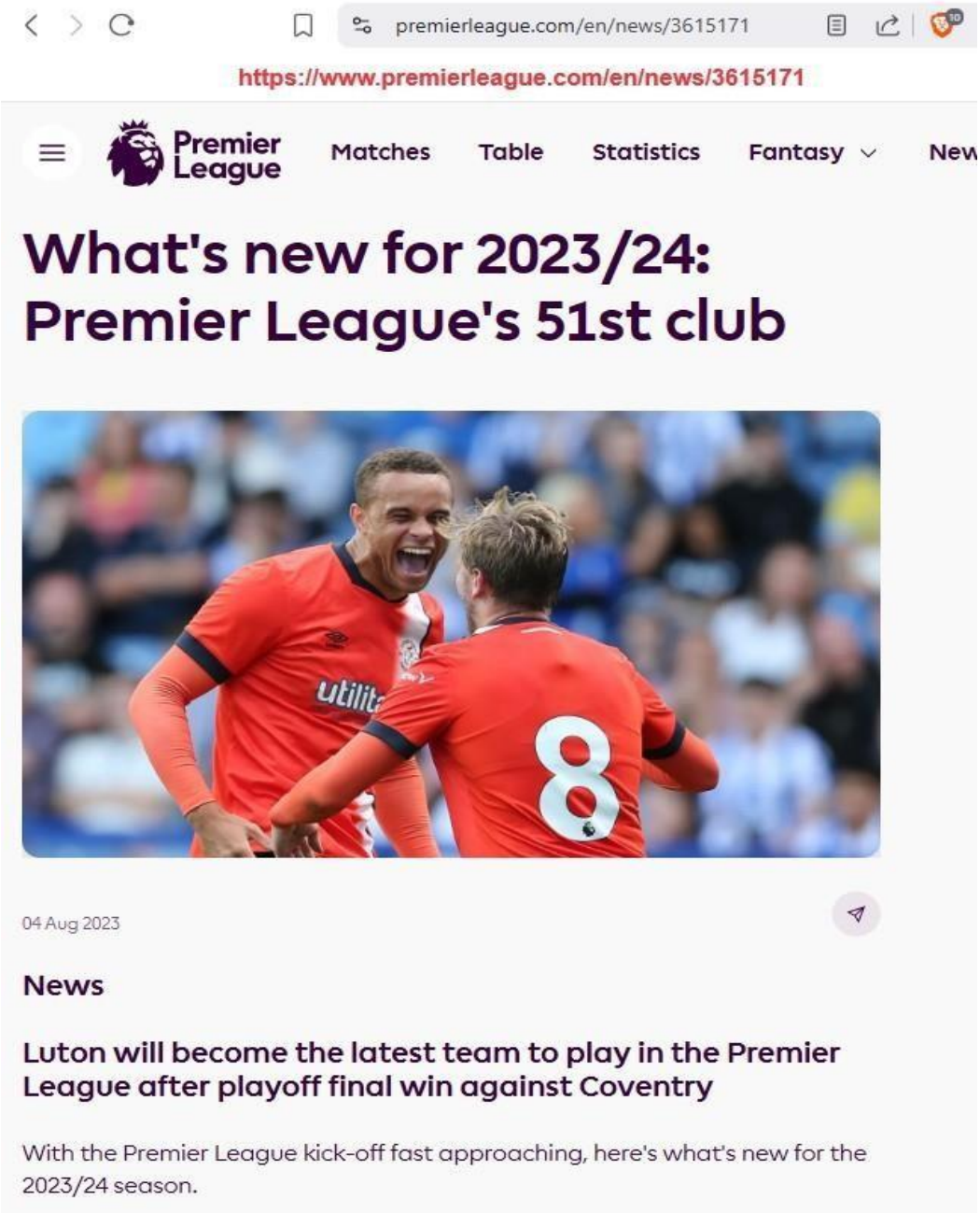



***Note.*** The founding of Liverpool Football Club on June 3, 1888, as reported by the club in celebration of its 133rd birthday. Liverpool FC. (2025, June 3). *Liverpool FC celebrates 133rd birthday*. (https://www.liverpoolfc.com/news/liverpool-fc-celebrates-

133rd-birthday ).

**Figure 3.6**

***Premier League's 51st Club as Reported by the Premier League***

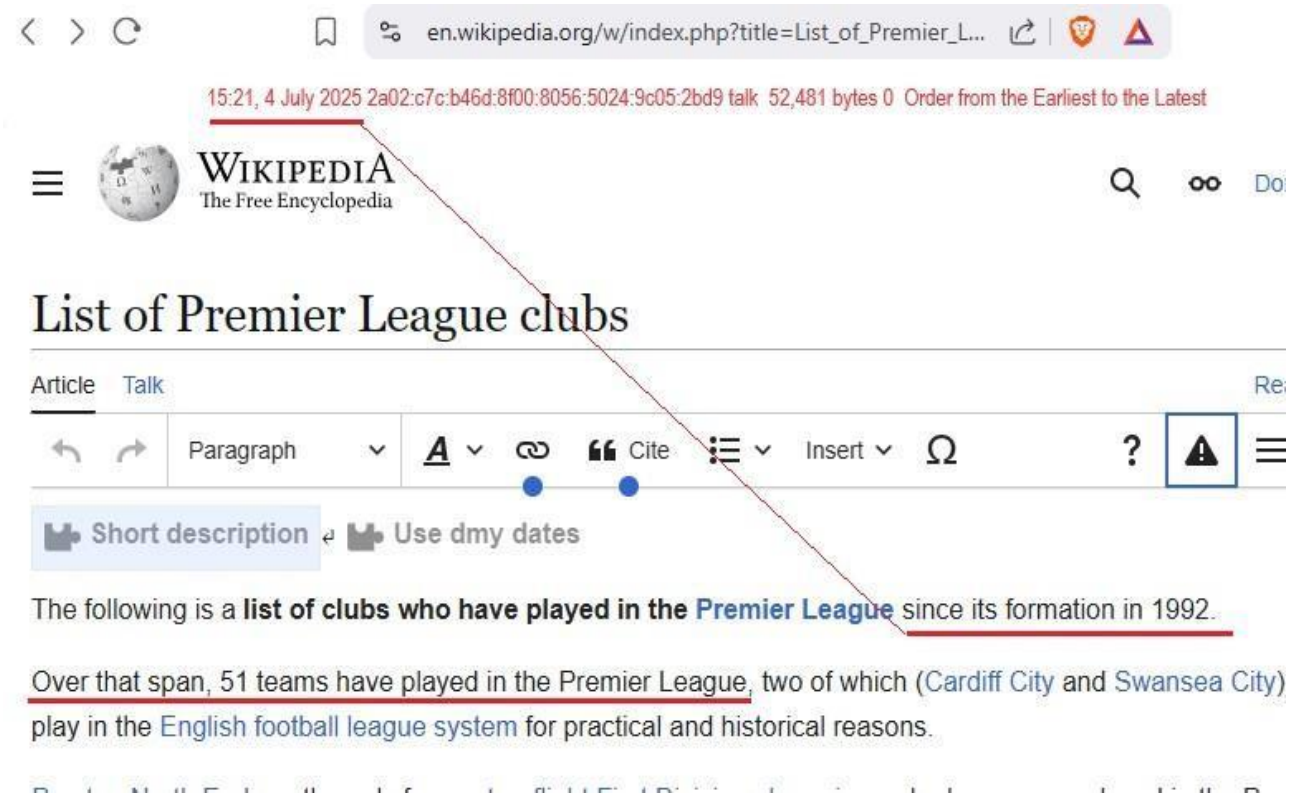



***Note.*** This figure depicts the Premier League's acknowledgment of its 51st club.

Premier League. (n.d.).( https://www.premierleague.com/en/news/3615171 ).

**Figure 3.7**

***51 Premier League Clubs as of July 2025 during Liverpool's Champion Season as Reported by Wikipedia***




***Note.*** A screen grab from the "List of Premier League clubs" Wikipedia page, affirming that 51 unique teams have competed in the Premier League as of July 4, 2025, during the period following Liverpool's Premier League title win in the 33rd season. Leicester City, Ipswich Town and Southampton all *returned* to the Premier League at the start of Liverpool's championship season, leaving the number of total Premier League teams at 51. This is relevant to our third case study because the 51$^{st}$ prime number is 233, another Fibonacci number.

"List of Premier League clubs." (2025, July 4). In Wikipedia. https://en.wikipedia.org/w/index.php?

title=List_of_Premier_League_clubs&**oldid=15:21, 4 July 2025**

**2a02:c7c:b46d:8f00:8056:5024:9c05:2bd9**

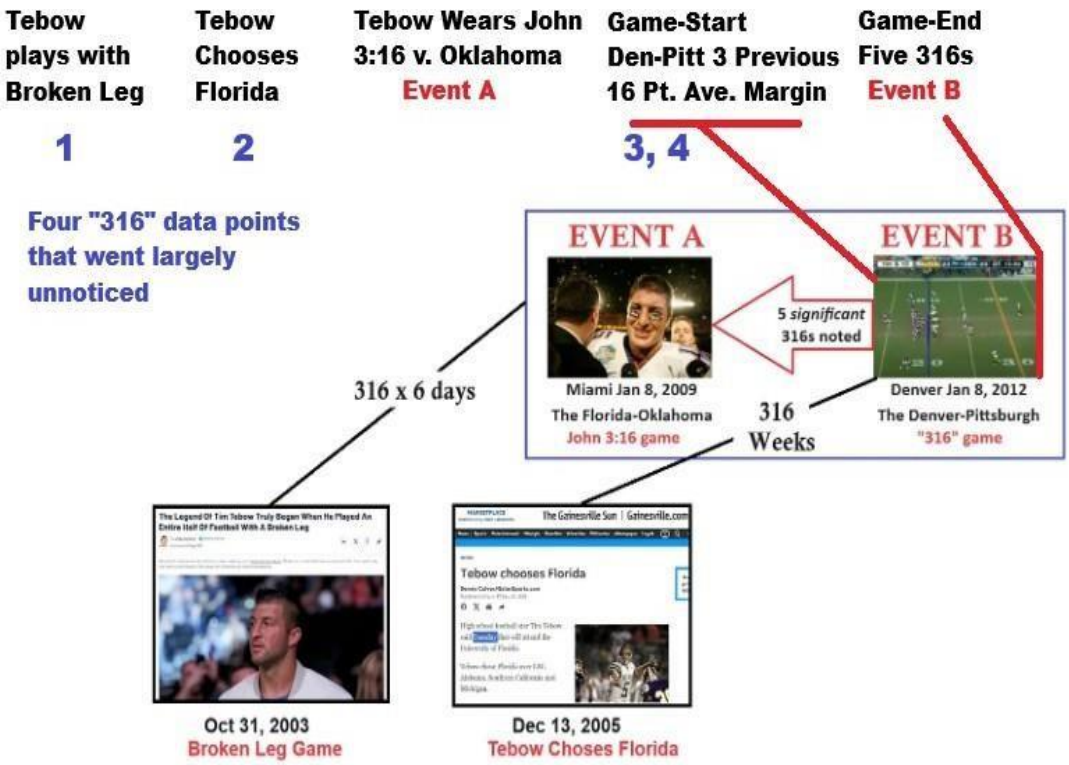
**Figure 4.1**

*Denver-Pittsburgh "316" Game: Ball Settles on 20-Yard Line on Opening Kick-off*

***Note.*** This kickoff, which landed on the same yardline where Tim Tebow's game-ending play began, involved two teams whose 3 previous games were decided by an average of 16 points. The original source for the video is an NFL YouTube channel.https://youtu.be/xEMC9Mfh0VQ? si=l3Xl5grT6Lo1JJlO&t=333 .

**Figure 4.2**

*A Linear View of the Noted 316s, as Noted by Author*




***Note.*** This dataset and the others presented here are never to be considered final. Other similarly qualified instances of "316" may have appeared in the lead-up to the Denver-Pittsburgh NFL game played on January 8, 2012 that are currently unnoticed.

**Figure 4.3**

*Super Bowl 48's Three 12-Second Scores, as Noted by Author*