College Football

BOOK CONVICTION TOTALS

Totals | Spreads →

Sunday, November 15, 2026 · generated 6:00 PM ET ·

1	1	0	1
GAMES SCREENED	OFFICIAL PICKS	STILL OPEN	LOCKED AT KICKOFF

What Book Conviction measures — feeds, filters and scoring

A book that holds most of the money on one side should move its number *toward* that side. When it does the opposite — shading the price to make the popular side cheaper while already carrying that exposure — it is telling you its own number disagrees with its customers. That is what **Book Conviction** measures: how hard a book is leaning against its own money, priced in the margins that actually decide games.

Method. Three free feeds, none of them paid for and none of them interchangeable:

- **Action Network** — consensus % of money and % of tickets, plus a timestamped history of *both the number and the price*, at seven books individually rather than only the consensus.
- **DraftKings** — DraftKings' own handle % and bet %, independent of the consensus above, which is what makes agreement between them worth anything.
- **Pinnacle** — the sharp reference price. It takes sharp action and moves on it instead of shading to balance a public book's exposure, so it answers a different question: not where the money is, but where the number should be.

What gets flagged. A game needs at least 8,000 tracked bets — on thin markets the two splits feeds disagree by a median of roughly 30 points of money share, so their percentages there cannot be trusted — and both feeds must agree on which side holds the money, with at least **66% of the money** on it in each feed. At 51/49 a book holds no meaningful exposure either way: it is balanced and collecting vig from both sides, so moving the number "against the money" there is not a statement, it is noise. Then either the number moved against that money in the last 3 days, or the *price* did by at least half a point's worth: a book shades the vig before it moves the line, and a spread sitting still at −3 while the price runs −110 to −125 has moved. **What scores it.** The move is weighted by the key numbers it touched, because giving up 3 is not the same as drifting through 10. It is then scaled by how lopsided the money is, how much of it there is, whether the play is getting a better number than Pinnacle, and whether several books moved together within half an hour — the market being hit in parallel rather than one book drifting. That produces the 0–10 Conviction score. **2.5 and above is an official pick**; everything below is listed and graded but kept out of the headline record.

Official picks — 2.5+

Ole Miss Rebels at Oklahoma Sooners

FINAL · LOCKED

Total · kickoff 1:00 PM ET · 33,235 bets tracked

UNDER 48.5

67% of the money is on OVER (Action Network) and **76%** at DraftKings, but the line went **1 pt** in the opposite direction. Already heavy on Over 48.5, the book is still making it cheaper.

OPEN → NOW	MONEY %	TICKET %	MOVE 3D / 1D	PRICE 3D / 1D	SOURCES AGREE	PINNACLE
53.5 → 48.5	67 / 76	62 / 84	-1 / 0	-0.23 / +1.34 pp	Yes	49 (-0.5)

Aug 25 · 53.5 | Nov 8 · 50.5 | Nov 8 · 49.5 | Nov 9 · 48.5 | Nov 9 · 49.5 | Nov 14 · 48.5

Kicked off — frozen at the last pre-kickoff reading, 2026-11-15 17:00 UTC. This is the record of the pick.

Results — totals

MATCHUP	MARKET	PICK	CLV	FINAL	RESULT
MISS @ OU	total	**UNDER 48.5**	+0.2 (+0 line / +0.2 price)	17-24	WIN

Graded against the number frozen before kickoff, not a later one. This slate: **1W - 0L (100%)** · **1 of 1** beat the close, averaging **+0.2** points.

By conviction

BAND	CONVICTION	PICKS	RECORD	BEAT THE CLOSE
High	5.5 +	11	7W - 4L (64%)	6/11 (+0.37)
Medium	3.5 – 5.5	23	10W - 13L (43%)	6/23 (+0.07)
Low	under 3.5	25	14W - 11L (56%)	5/25 (+0.07)

2 earlier picks predate the score and sit in no band. They were not weak, they were unscored — the score did not exist yet when they fired, and a pick cannot be sorted by a number nobody gave it.

These bands are the test, and they are not the board. Closing line value is readable within hours, so if conviction means anything the **5.5+** band should beat the close more often than the **under 3.5** one — an answer available in weeks, where win/loss at this volume would take seasons. The cutoffs sit near the thirds of where the score actually lands, so the three groups are comparable in size; split at the publishing line instead, the top band held 37 picks against 1 and 2, and nothing can be read from a group of one.

Which picks get **published** is a separate question, and the answer has not changed: 2.5 and above is an official play. Everything below it is still listed and still graded.

CLV is closing line value: how far the market moved *after* the play fired, in points, from the side taken. Positive means the market came to the play and a reader acting on it got a better bet than the market settled on. It is the more honest measure of this screen — win/loss on a handful of games says nothing either way, while consistently beating the close is what an edge actually looks like.

It is measured in two halves, because a market moves two ways. **Line** is the number itself. **Price** is the juice on that number, converted to points at the same rate the screen uses to read a price move as a line move — roughly 4.5 points of implied probability to a point of spread. A pick taken at −3 −110 that closes −3 −125 cost the book a dime, and counting only the line would score that as nothing at all.

The close is DraftKings' actual closing number, and both ends of the comparison are read from the same book — the standing gap between two books is not closing line value. Entries marked ***** are measured against this screen's own last pre-kickoff reading instead, which is a proxy for the close rather than the close. Picks recorded before this was tracked show "—".

Full board — totals

MATCHUP	ET	BETS	OPEN	NOW	MONEY ON	AN $%	AN T%	DK $%	DK T%	7D	3D	1D	
MISS @ OU	1:00	33,235	53.5	**48.5**	OVER	67	62	76	84	-2	-1	0	**4.1** FINAL

Movement columns are the change in the total over each window. Teal = moved against the money (the signal); orange = moved with it. **AN** = Action Network consensus, **DK** = DraftKings. Percentages are for the side named in "Money on".

How much to trust it

- **Most days produce nothing, and that is the screen working.** Thin markets are dropped before they are screened, both money feeds have to agree, and the line has to have moved against that money. A light board clears none of that: one recent Friday had four games and produced no pick at all. A screen that always finds something is not a screen.
- **The edge is modest.** The underlying move — reverse line movement — is a real but heavily degraded signal — books price it in now. This screen finds where a market is behaving oddly; it does not establish that the odd behaviour is wrong.
- **Splits are a snapshot,** not a history. Percentages are read at generation time and will drift before kickoff.
- **Ticket shape can conflict.** Where one feed shows money concentrated in few tickets and the other shows it spread across many, the sharp reading is weaker. The per-game cards show both so the disagreement stays visible.
- **Totals move spreads.** A falling total mechanically compresses a spread, so part of a spread move can be a total move wearing a disguise.
- **Check the news.** A line moving against the money is often just an injury the percentages have not caught up with yet.

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