Package 'nfl4th'

February 17, 2026

Title Functions to Calculate Optimal Fourth Down Decisions in the
National Football League

Version 1.0.6

Description A set of functions to estimate outcomes of fourth down plays
in the National Football League and obtain fourth down plays from
<https://www.nfl.com/> and <https://www.espn.com/>.

License MIT + file LICENSE

URL <https://www.nfl4th.com/>, <https://github.com/nflverse/nfl4th/>,

<https://github.com/nflverse/nfl4th>

BugReports <https://github.com/nflverse/nfl4th/issues>

Depends R (>= 4.1)

Imports cli, curl, data.table, dplyr, janitor, jsonlite, mgcv,
nflfastR (>= 5.2.0), nflreadr, purrr, rlang, stringr, tibble,
tidyr, xgboost

Suggests future, gt, knitr, nflplotR, rmarkdown, testthat (>= 2.0.0),
tictoc, withr

Config/testthat/edition 3

Encoding UTF-8

RoxygenNote 7.3.3

NeedsCompilation no

Author Ben Baldwin [aut, cre, cph],
Sebastian Carl [ctb]

Maintainer Ben Baldwin <bbaldwin206@gmail.com>

Repository CRAN

Date/Publication 2026-02-17 06:10:28 UTC

Contents

Index   **9**

---

add_2pt_probs   *Get 2pt decision probabilities*

Description

Get various probabilities associated with each option on PATs (go for it, kick PAT).

Usage

```
add_2pt_probs(df)
```

Arguments

df   A data frame of decisions to be computed for.

Value

Original data frame Data frame plus the following columns added:

first_down_prob, wp_fail, wp_succeed, go_wp, fg_make_prob, miss_fg_wp, make_fg_wp, fg_wp, punt_wp

wp_0 Win probability when scoring 0 points on PAT.

wp_1 Win probability when scoring 1 point on PAT.

wp_2 Win probability when scoring 2 points on PAT.

conv_1pt Probability of making PAT kick.

conv_2pt Probability of converting 2-pt attempt.

wp_go1 Win probability associated with going for 1.

wp_go2 Win probability associated with going for 2.

Examples

```
play <-
  tibble::tibble(
    # things to help find the right game (use "reg" or "post")
    home_team = "GB",
    away_team = "TB",
    posteam = "GB",
    type = "post",
    season = 2020,

    # information about the situation
    qtr = 4,
    quarter_seconds_remaining = 123,
    score_differential = -2,

    home_opening_kickoff = 0,
    posteam_timeouts_remaining = 3,
    defteam_timeouts_remaining = 3
  )

probs <- nfl4th::add_2pt_probs(play)

dplyr::glimpse(probs)
```

---

add_4th_probs   *Get 4th down decision probabilities*

Description

Get various probabilities associated with each option on 4th downs (go for it, kick field goal, punt).

Usage

```
add_4th_probs(df)
```

Arguments

df   A data frame of decisions to be computed for.

Value

Original data frame Data frame plus the following columns added:

go_boost Gain (or loss) in win prob associated with choosing to go for it (percentage points).

first_down_prob Probability of earning a first down if going for it on 4th down.

wp_fail Win probability in the event of a failed 4th down attempt.

wp_succeed Win probability in the event of a successful 4th down attempt.

go_wp Average win probability when going for it on 4th down.

fg_make_prob Probability of making field goal.

miss_fg_wp Win probability in the event of a missed field goal.

make_fg_wp Win probability in the event of a made field goal.

fg_wp Average win probability when attempting field goal.

punt_wp Average win probability when punting.

Examples

```
play <-
  tibble::tibble(
    # things to help find the right game (use "reg" or "post")
    home_team = "GB",
    away_team = "TB",
    posteam = "GB",
    type = "post",
    season = 2020,

    # information about the situation
    qtr = 4,
    quarter_seconds_remaining = 129,
    ydstogo = 8,
    yardline_100 = 8,
    score_differential = -8,

    home_opening_kickoff = 0,
    posteam_timeouts_remaining = 3,
    defteam_timeouts_remaining = 3
  )

probs <- nfl4th::add_4th_probs(play)

dplyr::glimpse(probs)
```

---

get_4th_plays   *Get 4th down plays from a game*

Description

Get 4th down plays from a game.

Usage

```
get_4th_plays(gid)
```

Arguments

gid   A game to get 4th down decisions of.

Details

Obtains a data frame that can be used with `add_4th_probs()`. The following columns must be present:

- game_id : game ID in nflfastR format (eg '2020_20_TB_GB')

Value

Original data frame Data frame plus the following columns added:

desc Play description from ESPN.

type_text Play type text from ESPN.

index Index number of play from a given game. Useful for tracking plays (e.g. for 4th down bot).

The rest All the columns needed for `add_4th_probs()`.

Examples

```
plays <- nfl4th::get_4th_plays('2020_20_TB_GB')

dplyr::glimpse(plays)
```

---

load_4th_pbp   *Load calculated 4th down probabilities from* nflfastR *data*

Description

Load calculated 4th down probabilities from `nflfastR` data.

Usage

```
load_4th_pbp(seasons, fast = FALSE)
```

Arguments

seasons   Seasons to load. Must be 2014 and later.

fast   Defaults to FALSE. If TRUE, loads pre-computed decisions from repository

Value

`nflfastR` data on 4th downs with the `add_4th_probs()` columns added and also the following:

go 100 if a team went for it on 4th down, 0 otherwise. It's 100 and 0 as a convenience for obtaining percent of times going for it.

Examples

```
try({# Wrap in try to avoid CRAN test problems
probs <- load_4th_pbp(2019:2020)
dplyr::glimpse(probs)
})
```

---

make_2pt_table_data   *Get 2pt decision probabilities*

Description

Get a table with the probabilities associated with a 2-pt decision.

Usage

```
make_2pt_table_data(probs)
```

Arguments

probs   A data frame consisting of one play that has had add_2pt_probs() already run
               on it.

Value

A table showing the probabilities associated with each possible choice.

Examples

```
play <-
  tibble::tibble(
    # things to help find the right game (use "reg" or "post")
    home_team = "GB",
    away_team = "TB",
    posteam = "GB",
    type = "post",
    season = 2020,

    # information about the situation
    qtr = 4,
    quarter_seconds_remaining = 123,
    score_differential = -2,

    home_opening_kickoff = 0,
    posteam_timeouts_remaining = 3,
```

```
        defteam_timeouts_remaining = 3
    )

  probs <- nfl4th::add_2pt_probs(play)
  nfl4th::make_2pt_table_data(probs)
```

---

make_table_data   *Get 4th down decision probabilities*

Description

Get a table with the probabilities on 4th down.

Usage

```
make_table_data(probs)
```

Arguments

probs   A data frame consisting of one play that has had add_4th_probs() already run
               on it.

Value

A table showing the probabilities associated with each possible choice.

Examples

```
play <-
  tibble::tibble(
    # things to help find the right game (use "reg" or "post")
    home_team = "GB",
    away_team = "TB",
    posteam = "GB",
    type = "post",
    season = 2020,

    # information about the situation
    qtr = 4,
    quarter_seconds_remaining = 129,
    ydstogo = 8,
    yardline_100 = 8,
    score_differential = -8,

    home_opening_kickoff = 0,
    posteam_timeouts_remaining = 3,
    defteam_timeouts_remaining = 3
```

```
    )

probs <- nfl4th::add_4th_probs(play)
nfl4th::make_table_data(probs)
```

---

nfl4th_clear_cache   *Reset nfl4th Package Cache*

Description

Reset nfl4th Package Cache

Usage

```
nfl4th_clear_cache(type = c("games", "fd_model", "wp_model", "all"))
```

Arguments

type   One of "games" (the default), "fd_model", or "all". "games" will remove
                an internally used games file. "fd_model" will remove the nfl4th 4th down
                model (only necessary in the unlikely case of a model update). "wp_model" will
                remove the nfl4th win probability model (only necessary in the unlikely case of
                a model update). "all" will remove all of the above.

Value

Returns TRUE invisibly if cache has been cleared.

Examples

```
nfl4th_clear_cache()
```

Index