My best guess at the acronyms used in the USU basketball dataset

* Gp – game played
* Gs – game started
* Pos – position
* Fgm – field goals made
* Fga – field goals attempted
* Fgm3 – field goals made (3pt)
* Fgm3 – field goals attempted (3pt)
* Ftm – free throws made
* Fta – free throws attempted
* Tp – total points
* Blk – blocks
* Stl – steals
* Ast – assists
* Min – minutes
* Oreb – offensive rebounds
* Dreb – defensive rebounds
* Treb – total rebounds
* Pf – player fouls (regular foul)
* Tf – technical fouls
* To – turnovers
* Dq -disqualified (ejected)

Volleyball

* K – Kills (attacks resulting in score for self)
* E – Errors (attack resulting in score for opponent)
* TA – Total Attacks
* Pct – percent of attacks that scored (K-E)/TA
* A – Assists (pass to Kill, most of these belong to the setter)
* SA – Service Ace (results in point to server and RE to individual or whole team for opponents)
* SE – Service Error (bad serve, results in point for opponent)
* Dig – Dig (returning an attack, frequent for the Libero)
* RE – Reception Error (on a serve, results in Ace for the opposing team)
* TA.1(RTA) – (Total Attempts at Receiving a serve. Good attempts = TA.1 – RE)
* BS -Block Solo (when one player blocks leading directly to a point)
* BA – Blocks Assist (when 2 or more players block leading directly to a point, awarded to each)
* BE – Blocking Error (point and kill given to opponents)
* TB – Total Blocks (BS + BA)
* BHE – Ball Handling Error (point to opponent)
* Pts – Points Scored (given to killer, blocker, or Ace Server)

http://fs.ncaa.org/Docs/stats/Stats\_Manuals/VB/2008%20VB%20Stats%20Manual.pdf