	PLAY			DEFENSE			DRIVE			FGXP			OFFENSE			PASS	
GID	Game ID	1	UID	Unique ID	22	UID	Unique ID	22	PID	Play ID	1a	UID	Unique ID	22	PID	Play ID	
PID	Play ID	1a	GID	Game ID Number		GID	Game ID Number		FGXP	Field Goal(FG or	XP)	GID	Game ID Number		PSR	Passer	4
OFF	Team on Offense		PLAYER	Defensive Player	4	FPID	First Play ID		FKICKER	Kicker	4	PLAYER	Player	4	TRG	Pass Target	4
DEF	Team on Defense		SOLO	Solo Tackles		TNAME	Team Name		DIST	Distance		PA	Pass Atts		LOC	Location	8
TYPE	Play Type	2	COMB	Combined Tckls		DRVN	Drive Number		GOOD	Boolean (0 or 1)		PC	Completions		YDS	Yards Gained	
DSEQ	Drive Sequence #		SCK	Sacks		OBT	How Obtained	39		FUMBLE		PY	Passing Yds		COMP	Completion (BOOI	LEAN)
LEN	Length - Sec's	3	SAF	Safeties		QTR	Quarter		PID	Play ID	1a	INTS	QB Int's		SUCC	Successful Play	6
QTR	Qtr (OT = 5)		BLK	Blocked Kicks		MIN	Length of Drive	3	FUM	Fumbler	4	TDP	Passing TD's		SPK	Spiked Ball (BOC)LEAN)
MIN	Minutes	3	INTS	Interceptions		SEC	Length of Drive	3	FRCV	Recovering Playe	4	RA	Rushing Atts		DFB	Defender	4
SEC	Seconds	3	PDEF	Pass Defended		YFOG	Starting Field F	40	FRY	Fumble Return Yd	.g	SRA	Succ Rush Atts	6		PENALTY	
PTSO	Points - Off		FRCV	Fumbles Record		PLAYS	#Plays in Drive		FORC	Forcing Player	4	RY	Rushing Yds		UID	Unique ID	22
PTSD	Points- Def		FORC	Fumbles Forced		SUCC	Successful Plays	6		GAME		TDR	Rushing TD's		PID	Play ID	1a
TIMO	Timeouts - Off		TDD	Defensive TD's		RFD	Rushing First Dow	ns	GID	Game ID Number		TRG	Times Targeted		PTM	Flagged Team	
TIMD	Timeouts - Def		RETY	Return Ydg		PFD	Passing First Dow	ns	SEAS	Season		REC	Receptions		PEN	Flagged Player	4
DWN	Down		TDRET	Return TD's		OFD	Other First Downs		WK	Week Number		RECY	Receiving Yds		DESC	Description	14
YTG	Yards to go		PENY	Penalty Ydg		RY	Rushing Ydg		DAY	Day of Week		TDREC	Receiving TD's		CAT	Category	15
YFOG	Yds from own Goa	5	SNP	Snaps	47	RA	Rushing Atts		Λ	Visiting Team		RET	Returns (P/K)		PEY	Ydg Assessed	
ZONE	Field Zone	18	FPTS	Fantasy Points		PY	Passing Ydg		Н	Home Team		RETY	Return Ydg		ACT	Action (D/O/A)	16
FD	First Down (Boole	ean)	FADU	Fan Duel Pts		PA	Passing Atts		STAD	Stadium Name		TDRET	Return TD's			KICKER	
SG	Shot-gun (Boolean	1)	DRKI	Draft King Pts		PC	Pass Completions		TEMP	Temp		FUML	Fumbles Lost		UID	Unique ID	22
NH	No Huddle (Boolea	ın)	GAME	Player Game Numbe	r	PEYF	Penalty Ydg (on O	pp)	HUMD	Humidity		PENY	Penalty Ydg		GID	Game ID Number	
PTS	Points Scored	13	SEAS	Seasons Played		PEYA	Penalty Ydg Again	st	WSPD	Wind Speed		CEV	Conv Event	48	PLAYER	Kicker	4
TCK	Tackle on Play	9	YEAR	NFL Season		NET	Net Ydg	41	WDIR	Wind Direction		SNP	Snaps	47	PAT	Points After TD'	S
SK	Sack on Play	9	TEAM	Team Name Abbr		RES	Drive Result	42	COND	Conditions	19	FPTS	NFL.com Pts		FGS	FG's Made (< 40	4
PEN	Penalty on Play	9	POSD	Position - Detai	46		KOFF		SURF	Surface	20	FADU	Fan Duel Pts		FGM	FG's Made (40-49	yds)
INTS	Interception on	9	JNUM	Jersey# (1-99)		PID	Play ID	1a	OU	Over/Under		DRKI	Draft King Pts		FGL	FG 'sMade (50+ y	rds)
FUM	Fumble on Play	9	DCP	Depth Chart(1-3)		KICKER	Kicker	4	SPRV	Vis Point Spread		GAME	Player Game Numb	er	FPTS	Fantasy Points	
SAF	Safety on Play	9		CONV		KGRO	Gross Ydg		PTSV	Points - Visitor		SEAS	Seasons Played		GAME	Player Game Numb	er
BLK	Block on Play	9	PID	Play ID	1a	KNET	Net Ydg		PTSH	Points - Home		YEAR	NFL Season		SEAS	Seasons Played	
OLID	Offensive Line I	21	TYPE	PASS or RUSH		KTB	Touchback (boole	10		BLOCK		TEAM	Team Name Abbr		YEAR	NFL Season	
			BC	Ball Carrier		KR	Kick Returner	4	PID	Play ID	1a	POSD	Position - Detai	46	TEAM	Team Name Abbr	
			PSR	Passer		KRY	Return Ydg		BLK	Blocker	4	JNUM	Jersey Numbr (1-				
			TRG	Pass Target					BRCV	Recovering Playe	r	DCP	Depth Chart Pos	(1-3)			
			CONV	Converted (boolea	n)												

Table Name Abbreviations: CONV = 2 PT Conversions, OLINE = Starting Offensive Line (LT, LG, C, RG, RT). Stats highligted in red are NEW FOR 2016.

The 3rd column lists a key to a list on Pages 4-5 that provides more details. The breakdown for tables covering Team Totals and Player Totals for every Game played since 2000 are on the following page.

	DI AVED			DUNT		_	TEAM		TEAM		_	TEAM			TEAM	
	PLAYER			PUNT			TEAM		TEAM			TEAM			TEAM	
PLAYER	Player	4	PID	Play ID	1a	TID	Team Total ID	BRY	Big Rush Ydg	24	DLA	Pass Atts - DL	8	LBS	Sacks by own LB's	S
FNAME	First Name		PUNTER	Punter	4	GID	Game ID Number	BPY	Big Pass Ydg	25	DLY	Pass Ydg - DL	8	DBS	Sacks by own DB's	S
LNAME	Last Name		PGRO	Gross		TNAME	Team Name	SRP	Succ Rush Plays	6	DMA	Pass Atts - DM	8	SFPY	Starting Fld Pos	28
PNAME	Play-by-Play Name		PNET	Net		PTS	Points	S1RP	Succ Rush - 1D	6	DMY	Pass Ydg - DM	8	DRV	Drives on Offense	е
POS1	Primary Position	45	PTB	Touchback (Boole	10	Q1P	Q1 Points	S2RP	Succ Rush - 2D	6	DRA	Pass Atts - DR	8	NPY	Net Punt Ydg	
POS2	Alternate Positi	45	PR	Returner	4	Q2P	Q2 Points	S3RP	Succ Rush - 3/4E	6	DRY	Pass Ydg - DR	8	TB	Touchbacks	
HEIGHT	Height (Inches)		PRY	Return Ydg		Q3P	Q3 Points	SPP	Succ Pass Plays	6	WR1A	Atts - WR 1-2		120	Punts inside 20	
WEIGHT	Weight (Lbs)		PFC	Fair-Caught (Boo	lean)	Q4P	Q4 Points	S1PP	Succ Pass - 1D	6	WR1Y	Ydg - WR 1-2		RTD	Punts/Kickoff TD	's
YOB	Year of Birth			RUSH		RFD	1st Downs - Rush	S2PP	Succ Pass - 2D	6	WR3A	Atts - WR 3-4-5		LNR	DL Tackles - Rush	h
FORTY	40yd Dash Time	44	PID	Play ID	1a	PFD	1st Downs - Pass	S3PP	Succ Pass - 3/4E	6	WR3Y	Ydg - WR 3-4-5		LNP	DL Tackles - Pass	s
BENCH	Bench Press	44	BC	Ball Carrier	4	IFD	1st Downs - Penalty	LEA	Rush Atts - LE	7	TEA	Pass Atts - TE		LBR	LB Tackles - Rush	h
VERTICAL	Vertical Leap	44	DIR	Rush Direction	7	RY	Rush Yds	LEY	Rush Ydg - LE	7	TEY	Pass Ydg - TE		LBP	LB Tackles - Pass	s
BROAD	Broad Jump	44	YDS	Yards Gained		RA	Rush Atts	LTA	Rush Atts - LT	7	RBA	Pass Atts - RB		DBR	DB Tackles - Rush	h
SHUTTLE	20yd Shuttle	44	SUCC	Successful Play	6	PY	Pass Yds	LTY	Rush Ydg - LT	7	RBY	Pass Ydg - RB		DBP	DB Tackles - Pass	s
CONE	3 Cone Drill	44	KNE	Kneel Down (Bool	ean)	PA	Pass Atts	LGA	Rush Atts - LG	7	SGA	Shotgun Atts		NHA	No Huddle Atts	
DPOS	Draft Position					PC	Completions	LGY	Rush Ydg - LG	7	SGY	Shotgun Ydg		S3A	3rd/Short Atts	29
COL	College			INTERCPT		SK	Sacks (Against)	MDA	Rush Atts - MD	7	P1A	Pass Atts - 1D		S3C	3rd/Short Conv	
DV	College Division	43	PID	Play ID	1a	INTS	INT's for Defense	MDY	Rush Ydg - MD	7	P1Y	Pass Ydg - 1D		L3A	3rd/Long Atts	30
START	1st Year of Play		PSR	Qtrback	4	FUM	Fumbles Lost	RGA	Rush Atts - RG	7	P2A	Pass Atts - 2D		L3C	3rd/Long Conv	
CTEAM	Current Team		INTS	Interceptor	4	PU	Punts	RGY	Rush Ydg - RG	7	P2Y	Pass Ydg - 2D		STF	Stuffed Runs	31
POSD	Position - Detai	46	IRY	INT Return Ydg	11	GPY	Gross Punt Ydg	RTA	Rush Atts - RT	7	РЗА	Pass Atts - 3/4D		DP	Points by Def	32
JNUM	Jersey# (1-99)			REDZONE		PR	Punt Returns	RTY	Rush Ydg - RT	7	P3Y	Pass Ydg - 3/4D		FSP	False Starts	
DCP	Depth Chart (1-3)		UID	Unique ID		PRY	Punt Return Ydg	REA	Rush Atts - RE	7	SPC	Short Comp	26	OHP	Off Hold Penalty	33
	SAFETY		GID	Game ID Number		KR	Kick-off Returns	REY	Rush Ydg - RE	7	MPC	Medium Comp	26	PBEP	Play Book Exec.	34
PID	Play ID	1a	PLAYER	Player		KRY	Kick-off Ret Ydg	R1A	Rush Atts - 1D		LPC	Long Comp	26	DLP	Def Line Penalty	35
SAF	Defender	4	PA	Pass Atts		IR	Def INT Returns	R1Y	Rush Ydg - 1D		Q1RA	Rush Atts - Q1		DSP	Def Secndry Pena	36
	TACKLE		PC	Completions		IRY	INT Return Ydg	R2A	Rush Atts - 2D		Q1RY	Rush Ydg - Q1		DUM	Dumb Penalties	37
UID	Unique ID	22	PY	Pass Yards		PEN	Pen Ydg (Against)	R2Y	Rush Ydg - 2D		Q1PA	Pass Atts - Q1		PFN	Poor Fundamental	38
PID	Play ID	1a	INTS	INT's by QB		TOP	Time-of-Possession	R3A	Rush Atts - 3/4D		Q1PY	Pass Ydg - Q1		SNPO	Snaps on Offense	47
TCK	Tackler	4	RA	Rush Atts		TD	Touchdowns	R3Y	Rush Ydg - 3/4D		LCRA	Rush Atts - L/C	27	SNPD	Snaps on Defense	47
VALUE	Solo or Shared	12	SRA	Succ Rush Atts	6	TDR	TD's - Rushing	QBA	QB Rush Atts		LCRY	Rush Ydg - L/C	27		OLINE	
	SACK		RY	Rush Yards		TDP	TD's - Passing	QBY	QB Rush Ydg		LCPA	Pass Atts - L/C	27	OLID	Off Line ID	21
UID	Unique ID	22	TRG	Times Targeted		TDT	TD's via Turnovers	SLA	Pass Atts - SL	8	LCPY	Pass Ydg - L/C	27	LT	Left Tackle	4
PID	Play ID	1a	REC	Receptions		FGM	Field Goals Made	SLY	Pass Ydg - SL	8	RZRA	Rush Atts - Red Zo	ne	LG	Left Guard	4
QB	Qtrback	4	RECY	Receiving Yards		FGAT	Field Goal Atts	SMA	Pass Atts - SM	8	RZRY	Rush Ydg - Red Zon	е	С	Center	4
SK	Sacking Player	4	FUML	Fumbles Lost		FGY	Field Goal Ydg 23	SMY	Pass Ydg - SM	8	RZPA	Pass Atts - Red Zo	ne	RG	Right Guard	4
VALUE	Solo or Shared	12	PENY	Penalty Ydg		RZA	Drives in Red Zone	SRA	Pass Atts - SR	8	RZPY	Pass Ydg - Red Zon	е	RT	Right Tackle	4
YDSL	Yards Lost					RZC	Red Zone Drive TD's	SRY	Pass Ydg - SR	8	SKY	Total Yds lost to	Sacks			

	GAME CHARTING PROJECT (CHART TABLE)
	We are not content with the 'status-quo' in the industry which see's only NFL teams and media conglomerates getting access to specialized NFL data.
	Prior to the 2015 season we established a team of a dozen play charters who will be working on charting new data that will hopefully grow in scope and detail over the next few seasons.
	This data will typically become available a few weeks following the actual games. Here is what we are tabulating for 2015:
ODA	Quarterback Action
QBA	6 Possible values: PA - Play Action Pass; DP - Draw Play; RO - Read Option; BL - Bootleg; SC - Scramble; PI - Pitch (Note: some plays may have 2 or more codes assigned, ex: PA SC).
WO	Wide-outs: # Receivers who are set to run a downfield route
	Anyone who's not classified as BF or LI.
	# Players in the Offensive Backfield
BF	A player not on the line of scrimmage who is inline or within the tackle box, and not the QB.
	Line: # Players lined up next to OL in a blocking stance.
LI	A player inline with the 5 Offensive Linemen, not in a split 2-point stance.
	Blocking Receivers
BREC	The sum total of WO/LI/BF who have true blocking assignments on a play.
	Incompletion Detail
INCD	8 Possible values: NA - Not Applicable; UT - Underthrown; OT - Overthrown; BR - Blown Route; TA - Thrown Away; DRP - Drop / Muffed Catch; DC - Difficult Catch; DEF - Defended.
	QB Hurries
HUR	Pressure situations the QB is forced to unload the ball. Somewhat subjective of course. The QB actually needs to see the pressure coming for this to be marked.
	Missed / Broken Tackles
MBT	Cases where a running back carries defenders along with him for a few yards are not counted. Only instances where a defender loses grasp or misses entirely due to a RB/WR/TE move.
	Yards After Catch
YAC	Fairly self-explanatory. This is a stat the league needs to officially record. Until then, we will fill in the gap.

the CD (case CD) food 2 secretared as were on lank to and rectame folias on the Case Data Schole Schole Contains North data CD (case CD contains) 14 The PTH PTH Field to the Pointary May would be provided the ability to join any Maile (except for the CASE CASE) 25 A materials wolkness MIRIT Touchy Page and 1 provided the ability to join any Maile (except for the CASE CASE) 26 A materials wolkness MIRIT Touchy Page and 1 provided the ability to join any Maile (except for the CASE CASE) 27 A materials wolkness MIRIT Touchy Page and 1 provided the ability of join any Maile (except for the CASE CASE) 28 A materials wolkness MIRIT Touchy Page and 1 provided the ability of join any Maile (except for the CASE CASE CASE CASE CASE CASE CASE CASE		NOTES									
a the problem of details the send tender process of an experimental to the privacy and it provides the details to the privacy and the provides and the privacy and the provides are send than 1,000 to the privacy and	1	The GID (Game ID) field is provided as way to link to and perform joins on the GAME Table which contains key data, including: playing surface and weather conditions									
8 Nonethile volumes more mode 7835 - near your - midd seaf/recur-volum extempts from - much sorr - wick-offs (NSS) - through such tables (NSS) - through sea things in the content of the content of the season	1	along with the date/time and betting lines for each contest.									
### Page 2	1a	The PID (Play ID) field is the Primary Key and it provides the ability to join any Table (except for the GAME table) to PLAY as well as to each other.									
Bottle - No-Tayle ase to Newalty, COSY - 7 Point Conversion Artange.	2	8 Possible values: RUSH - Rush; PASS - Pass; FGXP - Field-Goal/Extra-Point Attempt; PUNT - Punt; KOFF - Kick-off; ONSD - Onside Kick;									
an average is used (i.e., 35s for a Resc Comp, 30 for a Rushing Flay). 4 Player Codes consist of each players initials Collowed by a 4 digit number. (ie, 3rett Pavre is BF 9199). Codes are updated at the start of the season and every week after that. 5 Yands From Com Cosis, A raise of showers 1 and 9%. 6 Applies to Rush/Rass Flave only. Generally, a play is decemed 'Successful' when the following occurs: (8% of variet-to-qo are gained on 1st down; (6% of variet-to-qo on 2nd down; or 190% of yards-to-qo on 2nd stand own. 7 The direction of the Rass Rangets Smort Michael (SM), Left Guard (MS), Left Guard (MS), Left Tackle (LT), Xight Tackle (DT) or up the Middle (ME). 8 Conceral location of the Rass Rangets Smort Michael (SM), Smort Laft (SL), Smort Rajat (SN), Deep Middle (LN), Scop Laft (EL), Deep Rajat (ER). 8 Page passas are typically receivable by yards from scrimmage. 'NET stands for 'Not Listed' 9 Those fields are Boolean (0 or 1) and reveal if more into is contained in 1 of 7 secondary tables (Tackle, Sack, Femilty, Intercept, Pumble, Safety and Elock). 8 Sefeties that occur on balls out of bounds will show 0 (no player attributed). 10 Xisotr/Pumt won't not a Touchmark (Moslam varias of 8 or 1) 11 Number of Yards on the Interception Seture. 12 To varies is estimal 1 (sole Sack or Tackle) or 8.3 (smored Sack or Tackle). 13 A necestive value industries points social of 8.3 (smored Sack or Tackle). 14 There are a total of 68 different Penalty types that are recorded, accounting for 39.8% of all penalties called in the NTD ("Other" is used for the remainder). 15 Page 3 Department of Femily types that are recorded, accounting for 39.8% of all penalties called in the NTD ("Other" is used for the remainder). 16 Shows Whether a Femily was Botlinds (D), Ottesting (O) or Locapted (A). 17 This table late's Play 10° for Called Sack or Tackle) or One - 20 Sack Inter, 2 for Called Sack or Tackle, 4 - Depending Player (Sack Player) (Player), A Tack Titany (USB Spood Sackses SSM) 20 If Fessible Choices:	2	NOPL - No-Play due to Penalty; CONV - 2 Point Conversion Attempt									
## State of the Court of the State of the St	3	Play lengths are highly inaccurate in the 2000 and 2001 season's due to sporadic recording of play clock times. When an actual length cannot be calculated,									
Applies to Nuchi/Res Plays only. Generally, a play is deemed 'Successful' when the following occurs: 40% of yards-to-go are gained on let down; 60% of yards-to-go on and a 40% down; or 100% of yards-to-go on 3 dd a 40% down. The direction of the Reshing Play: Left End (am), Right End (RE), Left Guard (LD), Right Guard (RD), Left Tackle (LT), Right Tackle (RT) or up the Niddle (RD). Bors: Wh' stands for 'Not Listed' General location of the Reshing Play: Left End (am), Short left (Sl), Short Right (SN), Deep Middle (RM), Deep Bight (RN). Deep passes are typically received 15° yards from sortunage. Wh' stands for 'Not Listed'. Hitses Fields are Boolean (O or 1) and several if more info is contained in 1 of 7 secondary tables (Tackle, Back, Fenalty, Intercpt, Fumble, Safety and Block). Safetics that occur on balls out of bounds will show O (no player attributed). The value is either 1 (solo Gook or Tackle) or 0.5 (shared Sack or Tackle). The value is either 1 (solo Gook or Tackle) or 0.5 (shared Sack or Tackle). There are a total of 88 different Benalty types that are recorded, accounting for 19.8% or all panalities called in the NTL ('Other' is used for the remainder). Se passible values: 1 - False Stant; 2 - Offensive Raiding; 3 - Play Rook Recenting 4 - Defensive Ling; 5 - Defensive Saccondary; 6 - Dumby 7 - Foor Pindamentais (Micoking/Tackling): 8 - Other 10 Shows whether a Fenalty was Declined (D), Offenting (D) a subjected, 4 - Opponent's 21 - 40, 5 - Red zone 11 Secsible values: 1 - Own 0 - 20 Yeard Ling; 5 - Own 21 - 40, 3 - Middled, 4 - Opponent's 21 - 40, 5 - Red zone 12 Note that Chairs and Root (Damey Samny Heavy Chairs, Foom); Showy Chance Rain, Light Rain; Rain; Mostly Cloudy; Smoty Fartly Cloudy; Cloudy: Mostly Sumny Fartly Compy Samny Heavy Chair Fair. Panal P		an average is used (i.e., 35s for a Pass Comp, 30 for a Rushing Play).									
Applies to Resh/Res Flays only. Cenerally, a play is deemed "Successful" when the following occurs: 40% of yards-to-ge are gained on ist down; 60% of yards-to-go on 2nd s 4th down. The direction of the Numbing Play: Left End (LE), Right End (RE), Left Coard (LC), Right Coard (RC), Left Tackle (LT), Right Tackle (RT) or up the Middle (RM). Boce: "NL" stands for "Not Listed" Begres Indextine of the Rushing Play: Left End (LE), Right End (RE), Short Right (BN), Deep Middle (LM), Deep Left (D1), Deep Right (BN). Deep passes are typically received 15+ yards from scrimmage. "NL" stands for "Not Listed". Phese Itelds are Doubles (O or 1) and reveal if more Info is contained in 1 of 7 secondary tables (Tackle, Back, Penalty, Interpt, Pumble, Sarety and Block). 10	4	Player Codes consist of each players initials followed by a 4 digit number. (ie, Brett Favre is BF-0100). Codes are updated at the start of the season and every week after that.									
The direction of the Numbing Plays left Ead (EE), Right End (RE), left Guard (LG), Right Guard (RG), Left Tackle (LT), Right Tackle (RT) or up the Middle (MD). **Solute 'ND' stands for 'Not Listed' **General location of the Wash Tacqet: Short Middle (RM), Short Left (RE), Short Right (RM), Deep Middle (RM), Deep Mi	5	Yards From Own Goal: A value of between 1 and 99.									
the direction of the Xushing Play: Left End (LE), Right End (RE), Left Guard (EG), Right Guard (RG), Left Teache (LET), Right Tackle (RE) or up the Middle (RED). Rote: 'Non' stands for 'Not Listed' Rote: 'Non' stands for 'Not Listed' Replace are typically received if yards from scrimage. 'Mn' stands for 'Not Listed'. Phese Fields are Boolean (O or 1) and reveal if more into is contained in 1 or 7 secondary tables (Tackle, Sack, Penaity, Intercpt, Fimble, Safety and Block). Safeties that occur on balls out of bounds will show 0 (no player attributed). 10	- 6	Applies to Rush/Pass Plays only. Generally, a play is deemed 'Successful' when the following occurs: 40% of yards-to-go are gained on 1st down; 60% of yards-to-go on 2nd down;									
Receival Location of the Pass Target: Short Middle (SM), Short Left (SL), Short Right (SR), Deep Middle (CM), Deep Left (DL), Deep Right (SR). Beep passass are typically received 15+ yards from scrimmage. 'NL' stands for 'Not Listed'. Beep passass are typically received 15+ yards from scrimmage. 'NL' stands for 'Not Listed'. Safeties that occur on bails out of bounds will show 0 (no player attributed). Number of Yards on the Interception Return. The value is either 1 (solo Sack or Tackle) or 0.5 (shared Sack or Tackle). A negative value indicates points accord by a defensive unit. (ie, a blocked kick returned for a TD, etc). There are a total of 48 different Penalty types that are recorded, accounting for 99.8% of all penalties called in the NFL ('Other' is used for the remainder). S Possible values: 1 - False Start; 2 - Offensive Holding; 3 - Play Book Execution; 4 - Defensive Line; 5 - Defensive Secondary; 6 - Dumb; 7 - Foor Fundamentals (Slocking/Tackling); 8 - Other Shows whether a Penalty was Declined (D), Offsetting (D) or Accepted (A). This table list's Play 10's for 2FT Conversions, Y = Success, N = Fail. S Possible Values: 1 - On 0 - 20 Yard Line, 2 - Own 21 - 40, 3 - Middleid, 4 - Opponent's 21 - 40, 5 - Red Zone Possible Choices: Closed Roof; Done; Flurries; Light Snow; Snow; Chance Rain; Light Rain; Rain; Mostly Cloudy; Partly Cloudy; Cloudy; Mostly Sunny; Partly Sunny; Sunny; Hazy; Foogy; Clear; Fair. 11 Possible Choices: Crass; AstroTurf; AstroFlay, FieldTurf; SportGrass, NeXTurf; MomentumTurf; DD GrassMaster; Sportex; A Turf Titan; UBU Speed Series SSM Each and every starting Offensive Line from every game since 2000 has been assigned an ID (OLID to be more specific). The OLID is referenced in the FLAY table and can be linked to the specific players in the OLIME table. The importance of a teams o-line, especially in terms of how it affects Flays can often have more than one player getting a Fenalty or being involved in a Sack or Tackle. This results in duplicate FID's being listed		or 100% of yards-to-go on 3rd & 4th down.									
8 Central location of the Pars Target: Short Middle (SM), Short Left (SL), Short Right (SR), Deep Middle (DM), Deep Left (DL), Deep Right (DR). Peep passes are typically received 15% yards from sorimmage. 'NL' stends for 'Not Listed'. 9 These fields are Boolean (0 or 1) and reveal if more into is contained in 1 of 7 secondary tables (Tackie, Sack, Penalty, Intercpt, Fumble, Safety and Block). 8 Safeties that occur on bails out of bounds will show 0 (no player attributed). 10 Kickeff/Punt went for a Touchbeek (Beolean value of 0 or 1) 11 Number of Yards on the Interception Return. 12 The value is either 1 (eple Sack or Tackie) or 0.5 (shared Sack or Tackie). 13 A negative value indicates points secored by a defensive unit. (is, a blocked kick returned for a TD, etc). 14 There are a total of 48 different Fenalty types that are recorded, accounting for 99.8% of all penalties called in the NTL ('Other' is used for the remainder). 8 Possible values: 1 - Faire Start; 2 - Offensive Holding; 3 - Play Book Execution; 4 - Defensive Line; 5 - Defensive Secondary; 6 - Dumb; 7 - Poor Fundamentais (Blocking/Yackling); 8 - Other 16 Shows whether a Penalty was Declined (D), Offsetting (D) or Accepted (A). 17 This table list's Play ID's for 2PT Conversions. Y - Success. N = Fail. 18 5 Possible values: 1 - One 0 - 10 Yacd Line, 2 - One 11 - 40, 3 - Nidficial, 4 - Opponent's 21 - 40, 5 - Red Zone 19 Cloudy Mostly Sunny; Fartly Sunny; Sunny; Hary Frey; Forgy; Cloud; Frey; 20 11 Fossible Choices: Grass; AstroTurf; AstroPlay; FieldTurf; SportGrass; NeXTurf; MomentumTurf; DD GrassMaster; Sportex; A Turf Titan; USU Speed Series SSM 8 Kach and every starting diffensive Line from every game since 2000 has been assigned an ID (OLID to be more specific). Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate PID's being listed in these tables.	7	The direction of the Rushing Play: Left End (LE), Right End (RE), Left Guard (LG), Right Guard (RG), Left Tackle (LT), Right Tackle (RT) or up the Middle (MD).									
Deep passes are typically received 15+ yards from scrimmage. 'NL' stands for 'Not Listed'. These fields are Boolean (0 or 1) and reveal if more info is contained in 1 of 7 secondary tables (Tackle, Sack, Penelty, Intercpt, Fumble, Safety and Block). Safeties that occur on bails out of bounds will show 0 (no player attributed). Nickoff/Funt went for a Touchback (Boolean value of 0 or 1) Number of Yards on the Interception Neturn. Phe value is either 1 (sole Sack or Tackle) or 0.5 (shared Sack or Tackle). A negative value indicates points secred by a defensive unit. ([e, a blocked kick returned for a TD, etc). There are a total of 48 different Penalty types that are recorded, accounting for 99.8% of all penalties called in the NTL ('Other' is used for the remainder). Possible values: 1 - Palae Start; 2 - Offensive Molding; 3 - Play Book Kxecution; 4 - Defensive Line; 5 - Defensive Sacondary; 6 - Dumb; 7 - Poor Fundamentals (Blocking/Tackling); 8 - Other Shows whether a Penalty was Declined (D), Offsetting (O) or Accepted (A). This table list's Play ID's for 2PT Conversions. Y - Success. N - Fail. S Possible values: 1 - Own 0 - 20 Yard Line, 2 = Own 21 - 40, 3 = Midfield, 4 = Opponent's 21 - 40, 5 = Red Zone 19 16 Possible Choices: Closed Roof; Dame; Plurries; Light Snow; Snow; Chance Rain; Light Rain; Rain; Mostly Cloudy; Partly Cloudy; Cloudy; Mostly Sunny; Partly Sunny; Bary; Poggy; Clear; Fair. 20 11 Possible Choices: Grass; AstroTurf; AstroPlay; PleidTurf; SportCrass; NeXTurf; MomentumTurf; DD GrassMaster; Sportex; A Turf Titan; UBJ Speed Series SSM Each and avery starting Offensive Line from avery game since 2000 has been assigned an ID (OILD to be more specific). Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate SID's being listed in these tables.		Note: 'NL' stands for 'Not Listed'									
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Each and every starting Offensive Line from every game since 2000 has been assigned an ID (OLID to be more specific). 21 The OLID is referenced in the PLAY table and can be linked to the specific players in the OLINE table. The importance of a teams o-line, especially in terms of how it affects Fantasy Point Totals, cannot be understated, and this information will allow you to build height, weight and age averages which may reveal some interesting trends. Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate PID's being listed in these tables.		Cloudy; Mostly Sunny; Partly Sunny; Bazy; Foggy; Clear; Fair.									
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Fantasy Point Totals, cannot be understated, and this information will allow you to build height, weight and age averages which may reveal some interesting trends. Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate PID's being listed in these tables.		Each and every starting Offensive Line from every game since 2000 has been assigned an ID (OLID to be more specific).									
Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate PID's being listed in these tables.	21	The OLID is referenced in the PLAY table and can be linked to the specific players in the OLINE table. The importance of a teams o-line, especially in terms of how it affects									
22		Fantasy Point Totals, cannot be understated, and this information will allow you to build height, weight and age averages which may reveal some interesting trends.									
	22	Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate PID's being listed in these tables.									
		In these cases, it's necessary to assign a unique ID to each row.									

	NOTES continued
23	Total Yardage of all Attempts.
24	From Runs of 10+ Yards
25	From Pass Completions of 20+ Yards
26	Short = 1 - 5 Yards. Medium = 6 - 14 Yards. Long = 15+ Yards.
27	Late & Close (LC): Plays in 4th Quarter or Overtime where teams are within 8 points.
28	Total SFPY for the entire game. Dividing the total by the # of Drives on Offense (DRV) produces the Average Starting Field Position.
29	<=2 Yards to Go.
30	>=6 Yards to Go.
31	Against own Offense - 0 yards on 1st Down or < 25% of yards-to-go achieved on 2nd-4th.
32	Interceptions/Fumbles/Blocked Kicks returned for TD's, Safeties by the Defense.
33	Includes Offensive Pass Interference & Illegal Use of Hands
34	Playbook Execution Penalties: Illegal Formations, Passes and Motion; Intentional Grounding, etc.
35	Defensive Line Penalties: Defensive Offside, Encroachment, Neutral Zone Infractions
36	Defensive Secondary Penalties: Defensive Holding, Defensive Pass Interference, Illegal Contact & Use of Hands
37	Taunting, Roughing, Face Masks, Unsportsmanlike Conduct, etc.
38	Poor Fundamentals Penalties: Illegal Blocks, Crackbacks, Tripping, Clipping, etc.
39	The following abbreviations are used for the 'How Obtained' field in the Drives table: KO, PUNT, BLPU (Blocked Punt), DWNS, MFG (Missed FG), BLFG (Blocked FG), INT, FUM.
40	Starting Field Position in the Drives table is listed is actually 'Yards From Own Goal' (YFOG) it's easier to perform calculations on this value.
41	Drive Net Yardage is a combination of Rushing Yds, Passing Yds and the Penalty yardage assessed on the drive.
42	The following abbreviations are used for the `Result`field in the Drives table: TD, FG, MFG (Missed FG), BLFG (Blocked FG), SAF (Safety), PUNT,
42	BLPU (Blocked Punt), INT, FUM, ENDQ (End of Quarter), DWNS (Downs).
43	The Division listed will be the division that the players college was affiliated with in their final year of college play.
43	All 1-A Divisions along with the majority of 1-AA Divisions that have been in existence since 1988 are listed.
44	Results are from the NFL Combine or College Pro Day from the year that the player is drafted or enters the NFL.
45	Position1 is the most common general position (i.e., LB, DL, DB) that the player is used at. Position2 is the alternate. For a more detailed label, see POSD.
46	Position Detailed (POSD) provides more granular information than POS1 or POS2. As an example: LB's are broken down into MLB, LILB, RILB and so on.
40	This will be provided starting in 2015. Prior seasons show 'NA'.
47	Snap counts have been tracked since the 2012 season. Note: Special Teams snaps are not counted. Players who only generated stats on Special Teams will show a snap count of 0.
48	2pt conversion events (for Fantasy Football scoring). Any Pass, rush, or reception on a successful conversion is recorded.