**R/G** -- Runs Scored Per Game

**Outs** -- **Outs Made**  
(At Bats - Hits) + Double Plays Grounded Into  
+ Sac. Flies + Sac. Hits + Caught Stealing.

**RC** -- **Runs Created**  
A set of formulas developed by Bill James and others  
that estimates a player’s total contributions  
to a team’s runs total.  
This is computed with the "technical" formula when possible.  
If SB or CS data is missing, the "basic" formula is used.  
If HBP, IBB, SH, SF, or GIDP data is missing, the "stolen base" version of the formula is used.

**RC/G** -- **Runs Created per Game**  
Runs created per (approximately) 27 outs used.  
Can be thought of as the runs produced by a lineup of 9 of this player.

**AIR** -- **Hitting AIR**  
measures the offensive level of the leagues and parks the  
player played in relative to an all-time  
average of a .335 OBP and .400 Slugging Percentage. Over 100  
indicates a favorable setting for hitters, under 100 a favorable  
setting for pitchers.

**BAbip** -- **Batting Avg. on Balls in Plays**(Hits - Home Runs)/(At Bats - SO - HR + Sac Flies)  
This also measures how effectively the  
defense turned balls into outs.

**BA** -- **Hits/At Bats**  
For recent years, leaders need 3.1 PA  
per team game played  
Bold indicates highest BA using current stats  
Gold means awarded title at end of year.

**lgBA** -- **League Batting Average**  
The batting average a league average  
(non-pitcher) would have had in the same park(s).

**OBP** -- **(H + BB + HBP)/(At Bats + BB + HBP + SF)**  
For recent years, leaders need 3.1 PA  
per team game played

**lgOBP** -- **League On-base Percentage**  
The on-base percentage a league average  
(non-pitcher) would have had in the same park(s).

**SLG** -- **Total Bases/At Bats or  
(1B + 2\*2B + 3\*3B + 4\*HR)/AB**  
For recent years, leaders need 3.1 PA  
per team game played

**lgSLG** -- **League Slugging Percentage**  
The slugging percentage a league average  
(non-pitcher) would have had in the same park(s).

**OPS** -- **On-Base + Slugging Percentages**  
For recent years, leaders need 3.1 PA  
per team game played

**lgOPS** -- **League On-Base + Slugging**  
The OPS a league average  
(non-pitcher) would have had in the same park(s).

**OPS+** -- **OPS+**  
100\*[OBP/lg OBP + SLG/lg SLG - 1]  
Adjusted to the player’s ballpark(s)

**OWn%** -- **Offensive Winning Percentage**  
The percentage of games a team with nine of this player  
batting would win. Assumes average pitching and defense.  
This uses the Pythagorean win pct formula with the player's RC/G for runs scored and the league's R/9 as runs allowed.

**BtRuns** -- **Adjusted Batting Runs**  
A set of formulas developed by Gary Gillette, Pete Palmer and others  
that estimates a player’s total contributions  
to a team’s runs total via linear weights.  
0.0 is an avg performance, <0 is worse than avg and >0 is better than avg

**BtWins** -- **Adjusted Batting Wins**  
A set of formulas developed by Gary Gillette, Pete Palmer and others  
that estimates a player’s total contributions  
to a team’s wins with his bat.  
0.0 is an avg performance, <0 is worse than avg and >0 is better than avg

**TotA** -- **Total Average**  
Developed by Thomas Boswell of the Washington Post  
(Total Bases + HBP + BB + SB - CS) / (AB - H + CS + GIDP)

**SecA** -- **Secondary Average**  
(Total Bases - Hits + BB + SB - CS) / AB  
Over .500, excellent; < 200, poor

**ISO** -- **(Total Bases - H)/At Bats or  
(2B + 2\*3B + 3\*HR)/AB**  
For recent years, leaders need 3.1 PA  
per team game played

**PwrSpd** -- **Power/Speed Number**  
2 x (Home Runs x Stolen Bases)/(Stolen Bases + Home Runs)  
The harmonic mean of HR and SB.  
To do well you need a lot of both.  
Developed by Bill James.