**G** -- Games Played or Pitched

**GR** -- Games in Relief

**GF** -- Games Finished

**Wgr** -- **Wins in relief**

**Lgr** -- **Losses in relief**

**SVOpp** -- **Save Opportunities**  
This is Saves + Blown Saves.  
1973 and before, there are 90+ games where a pitcher earned the save  
under the current rule, but was not credited with a save.

**SV** -- Saves

**BSv** -- **Blown Saves**  
Pitcher entered the game in a save situation and lost the lead.

**SV%** -- **Save Percentage**  
Saves/Save Opportunites  
Save Opportunities is Saves + Blown Saves.  
1973 and before, there are 90+ games where a pitcher earned the save  
under the current rule, but was not credited with a save.

**SVSit** -- **Save Situations**  
Pitcher entered the game after the fifth inning in a save situation.  
Or pitcher entered earlier in the game and did not get the win.  
When the starter did not go five innings, it is  
possible to enter in a save situation and get the win.  
Save Situation Defn. (any of three):  
1. team has a lead of no more  
than three runs and and at least three outs remaining.  
2. The tying run is either on base, at bat or on deck.  
3. At three innings remain in the game.  
For our purposes, a save situation is only one  
of the first two.

**Hold** -- **Holds**  
Pitcher entered the game in a save situation and did not get  
the win (due to < 5 IP by starter) or save.  
The pitcher then retires at least one batter and leaves the game  
without having relinquished the lead at any point.  
A pitcher can get a hold and a loss, but not a hold and a win  
or a hold and a save.

**IR** -- **Inherited Runners**  
Number of runners on base when pitcher entered the game.

**IS** -- **Inherited Score**  
Number or percentage of runners on base when pitcher entered the game who subsequently scored.  
These runners show up in the previous pitcher’s ERA.

**IS%** -- **Inherited Score Percentage**  
Percentage of runners on base when pitcher entered the game who subsequently scored.  
These runners show up in the previous pitcher’s ERA.

**1stIP** -- **Most Common Inning to Enter Game**  
Ties go to the later inning.

**aLI** -- **Average Leverage Index**  
The average pressure the pitcher or batter saw in this game or season.  
1.0 is average pressure, below 1.0 is low pressure and above 1.0 is high pressure.

**LevHi** -- **Games entered with High Leverage**  
The first PA of the pitcher’s appearance  
has a leverage of 1.5 or higher.

**LevMd** -- **Games entered with Medium Leverage**  
The first PA of the pitcher’s appearance  
has a leverage between 0.7 and 1.5.

**LevLo** -- **Games entered with Low Leverage**  
The first PA of the pitcher’s appearance  
has a leverage of 0.7 or lower.

**Ahd** -- **Games Entered with Lead**  
Pitcher entered the game with his team in the lead.

**Tie** -- **Games Entered Tied**  
Pitcher entered the game tied.

**Bhd** -- **Games Entered Behind**  
Pitcher entered the game with his team trailing.

**Runr** -- **Games Entered With Runners On**  
Pitcher entered the game with runners on base.

**Empt** -- **Games Entered With Bases Empty**  
Pitcher entered the game with no runners on base.

**>3o** -- **Games the pitcher completed more than three outs**

**<3o** -- **Games the pitcher completed fewer than three outs**

**IPmult** -- **Games the pitcher pitched in more than one inning**

**0DR** -- **Zero Days Rest**  
Times the pitcher pitched on consecutive days, or both ends of a doubleheader.

**Out/GR** -- **Average Outs Recorded per Game in Relief**

**Pit/GR** -- **Pitches per Game in Relief**