**Glossary:**

**AdjEM:** Adjusted Efficiency Margin – NET of Adjusted Offensive Efficiency and Adjusted Defensive Efficiency.

**AdjO:** Adjusted Offensive Efficiency – An estimated of the offensive efficiency (points scored per 100 possessions) a team would have against the average D-I defense.

**AdjD:** Adjusted Defensive Efficiency – An estimate of the defensive efficiency (points allowed per 100 possessions) a team would have against the average D-I offense.

**AdjT:** Adjusted Tempo – An estimate of the tempo (possessions per 40-minutes) a team would have against the team that wants to play at an average D-I Tempo.

**Luck:** Luck Rating – a measure of the deviation between a team’s actual winning percentage and what one would expect from its game-by-game efficiencies. Essentially, a team involved in a lot of close games should not win (or lose) all of them. Those are viewed as lucky (or unlucky).

**SOS:** Strength of schedule – The components here are similar to the team components. Because w’re measuring a team’s offensive and defensive ability, we can also assess its schedule in similar terms. Did teams play mostly good or mostly bad teams?

**TeamID**: Unique identifier for each Division I NCAA basketball team.

**FGM:** Total number of 2-point field goals made by a team.

**FGA:** Total number of 2-point field goals attempted by a team.

**FGM3:** Total number of 3-point field goals made by a team.

**FGA3:** Total number of 3-point field goals attempted by a team.

**FTM:** Total number of Free Throws (1-point) made by a team.

**FTA:** Total number of Free Throws (1-point) attempted by a team.

**OR:** Total number of Offensive Rebounds.

**DR:** Total number of Defensive Rebounds.

**AST:** Total number of baskets assisted per team.

**TO:** Total number of times a team lost possession by turnovers.

**STL:** Total number of Steals by a team

**BLK:** Total number of Blocks by a team.

**PF:** Total number of Player Fouls by a team.