**Season**: Season in which the game took place (2000-2016)

**Week**: Week of the season in which the game took place.

**Playoff**: Boolean (0,1). Whether the game in question was a playoff game (Week 17+)

**Armchair\_gid**: The game ID variable from armchairanalysis.com

**Armchair\_pid**: The play ID variable from armchairanalysis.com

**Qtr**: The qtr in which the play took place

**Min**: The minute at which the start of the play took place. Note that times during the 2000 season are at times measured inaccurately

**Sec**: The second at which the start of the play took place. See note for Min

**Min\_left\_in\_half**: The minutes left in the half at the beginning of the play

**Min\_left\_in\_game**: The minutes left in the game at the beginning of the play

**Pts\_Off**: The Pts scored by the current offense at the beginning of the play

**Pts\_Def**: The Pts scored by the current defense at the beginning of the play

**Off**: The current offense "XXX"

**Def**: The current defense "XXX"

**Home**: The hometeam

**Yfog**: Yards from on goal

**Armchair\_dsq**: Drive sequence. The number indicating the current play of the drive

**Drive\_start**: Boolean (0, 1). Whether or not the current play is the start of a drive

**Net\_Score\_to\_Half**: The net score, from the offensive POV, the occurs from the current play to the end of the half

**Net\_Score\_to\_Reset**: The net score, from the offensive POV, that occurs from the current play until a FG, TD, or end of the half

**Reset\_Team\_to\_Score**: Categorical (-1,0,1). Indicates whether the defense scored a FG or TD to initiate a reset (-1), whether the offense did (1), or whether the reset was caused by the end of the half.

**Reset\_qtr**: The quarter in which the reset play (FG, TD, end of half) occurred

R**eset\_min**: The minute in which the reset play (FG, TD, end of half) occurred

**Reset\_sec**: The second in which the reset play (FG, TD, end of half) occurred

**Time\_to\_Reset**: The time elapsed from the current play to the reset play (FG, TD, or end of half)

**Min\_Reset\_to\_Half**: The time remaining in the half when the reset play occurred

**Min\_Reset\_to\_GameEnd**: The time remaining in the game when the reset play occurred

**Follow\_Kickoff**: Is this 1st and 10 (or goal) the first one following a kickoff? (Safeties not included)

**Kickoff\_Type**: If it did follow a kickoff, did the kickoff come after a FG, TD, or the 1STHF or 2NDHF, or did it not follow a kickoff (None)?

**Offense\_Won**: Did the offense of this current 1st and 10 (or goal) win the game?

**Reset\_Avg\_Time\_per\_Play:** The average time per play (pass or rush plays only - in seconds) for all of the plays in which the current 1st and 10/goal offense is the offense until the reset point (TD/FG/Half).

**Half\_Avg\_Time\_per\_Play:** The average time per play (pass or rush plays only - in seconds) for all of the plays in which the current 1st and 10/goal offense is the offense until the end of the current half.

**Reset\_Perct\_Rush:** The percentage of rushing plays (100 \* rush plays / (rush plays + pass plays)) in which the current 1st and 10/goal offense is the offense until the reset point (TD/FG/Half).

**Reset\_Perct\_Rush:** The percentage of rushing plays (100 \* rush plays / (rush plays + pass plays)) in which the current 1st and 10/goal offense is the offense until the end of the current half.

**Drive\_num:** The unique drive ID over all of the seasons (2000-2016).

**Half\_num:** The unique Half ID over all of the seasons (2000-2016).