**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

**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

**Kickoff\_Type**: If it did follow a kickoff, did the kickoff come after a FG, TD, Safety (S), 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?

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

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

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

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

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

**Yfog**: Yards from on goal

For the **8** different types of plays (**KOFF, RUSH, PASS, FGXP, PUNT, NOPL, ONSD, CONV**) there are **48** variables, **6** for each type of play in the following form:

**<play\_type>\_<reset\_point>\_<count | len | len\_clock>**

**play\_type:** One of the **8** play types described above.

**reset\_point:** Either to a “**reset**” (FG, TD, end of half) or just to the end of **half**.

**count:** How many plays of that type occurred from that first and 10/goal to the reset point (inclusive)

**len:** The total length of the plays of that type, in seconds, as measured by armchair’s “len” variables

**len\_clock:** The total length of the plays of that type, in seconds, as measured from the clock on that play to the clock on the next play.