

2018 NFL Data Table Fields - ArmchairAnalysis.com

1 - PLAY			2 - DEFENSE			3 - DRIVE			4 - FGXP			5 - OFFENSE			6 - PASS		
GID	Game ID	1	UID	Unique ID	22	UID	Unique ID	22	PID	Play ID	1a	UID	Unique ID	22	PID	Play ID	
PID	Play ID	1a	GID	Game ID Number		GID	Game ID Number		FGXP	Field Goal (FG or XP)		GID	Game ID Number		PSR	Passer	4
OFF	Team on Offense		PLAYER	Defensive Play	4	FPID	First Play ID		FKICKER	Kicker	4	PLAYER	Player	4	TRG	Pass Target	4
DEF	Team on Defense		SOLO	Solo Tackles		TNAME	Team Name		DIST	Distance		PA	Pass Atts		LOC	Pass Location	8
TYPE	Play Type	2	COMB	Combined Tckls		DRVN	Drive Number		GOOD	Boolean (0 or 1)		PC	Completions		YDS	Yards Gained	
DSEQ	Drive Sequence #		SCK	Sacks		OBT	How Obtained	39	7 - FUMBLE			PY	Passing Yds		COMP	Completion (BOOLEAN)	
LEN	Length - Sec's	3	SAF	Safeties		QTR	Quarter		PID	Play ID	1a	INTS	QB Int's		SUCC	Successful Play	6
QTR	Qtr (OT = 5)		BLK	Blocked Kicks		MIN	Length of Drive	3	FUM	Fumbler	4	TDP	Passing TD's		SPK	Spiked Ball (BOOLEAN)	
MIN	Minutes	3	INTS	Interceptions		SEC	Length of Drive	3	FRCV	Recovering Play	4	RA	Rushing Atts		DFB	Defender	4
SEC	Seconds	3	PDEF	Pass Defended		YFOG	Starting Field	40	FRY	Fumble Return Ydg		SRA	Succ Rush Atts	6	8 - PENALTY		
PTSO	Points - Off		FRCV	Fumbles Recvrd		PLAYS	#Plays in Drive		FORC	Forcing Player	4	RY	Rushing Yds		UID	Unique ID	22
PTSD	Points- Def		FORC	Fumbles Forced		SUCC	Successful Play	6	9 - GAME			TDR	Rushing TD's		PID	Play ID	1a
TIMO	Timeouts - Off		TDD	Defensive TD's		RFD	Rushing First Downs		GID	Game ID Number		TRG	Times Targeted		PTM	Flagged Team	
TIMD	Timeouts - Def		RETY	Return Ydg		PFD	Passing First Downs		SEAS	Season		REC	Receptions		PEN	Flagged Player	4
DWN	Down		TDRET	Return TD's		OFD	Other First Downs		WK	Week Number		RECY	Receiving Yds		DESC	Description	14
YTG	Yards to go		PENY	Penalty Ydg		RY	Rushing Ydg		DAY	Day of Week		TDREC	Receiving TD's		CAT	Category	15
YFOG	Yds from own Go	5	SNP	Snaps	47	RA	Rushing Atts		V	Visiting Team		RET	Returns (P/K)		PEY	Ydg Assessed	
ZONE	Field Zone	18	FP	NFL.com Pts		PY	Passing Ydg		H	Home Team		RETY	Return Ydg		ACT	Action (D/O/A)	16
FD	First Down (Boolean)		FP2	FD / DK Pts		PA	Passing Atts		STAD	Stadium Name		TDRET	Return TD's		10 - KICKER		
SG	Shot-gun (Boolean)		GAME	Player Game Number		PC	Pass Completions		TEMP	Temp		FUML	Fumbles Lost		UID	Unique ID	22
NH	No Huddle (Boolean)		SEAS	Seasons Played		PEYF	Penalty Ydg (on Opp)		HUMD	Humidity		PENY	Penalty Ydg		GID	Game ID Number	
PTS	Points Scored	13	YEAR	NFL Season		PEYA	Penalty Ydg Against		WSPD	Wind Speed		CONV	Conversion	48	PLAYER	Kicker	4
TCK	Tackle on Play	9	TEAM	Team Name Abbr		NET	Net Ydg	41	WDIR	Wind Direction		SNP	Snaps	47	PAT	Points After TD's	
SK	Sack on Play	9	POSD	Position - Deta	46	RES	Drive Result	42	COND	Conditions	19	FP	NFL.com Pts		FGS	FG's Made (< 40	4
PEN	Penalty on Play	9	JNUM	Jersey#(1-99)		11 - KOFF			SURF	Surface	20	FP2	Fan Duel Pts		FGM	FG's Made (40-49 yds)	
INTS	Interception on	9	DCP	Depth Chart(1-3)		PID	Play ID	1a	OU	Over/Under		FP3	Draft King Pts		FGL	FG 'sMade (50+ yds)	
FUM	Fumble on Play	9	NFLID	Player ID @ NFL.com		KICKER	Kicker	4	SPRV	Vis Point Spread		GAME	Player Game Number		FP	Fantasy Points	
SAF	Safety on Play	9	12 - TD			KGRO	Gross Ydg		PTSV	Points - Visitor		SEAS	Seasons Played		GAME	Player Game Number	
BLK	Block on Play	9	PID	Play ID	1a	KNET	Net Ydg		PTSH	Points - Home		YEAR	NFL Season		SEAS	Seasons Played	
13 - CONV			QTR	Qtr (OT = 5)		KTB	Touchback (bool	10	INJURY (Premium Content)			TEAM	Team Name Abbr		YEAR	NFL Season	
			MIN	Minutes		KR	Kick Returner	4	GID	Game ID Number		POSD	Position - Deta	46	TEAM	Team Name Abbr	
PID	Play ID	1a	SEC	Seconds		KRY	Return Ydg		PLAYER	Injured Player		JNUM	Jersey Numbr (1-99)		TWITTER (Premium Content)		
TYPE	PASS or RUSH		DWN	Down		14 - BLOCK			TEAM	Team Name Abbr		DCP	Depth Chart Pos (1-3)		TID	Tweet ID	
BC	Ball Carrier		YDS	Yards Gained		PID	Play ID	1a	DETAILS	Nature of Injury		NFLID	Player ID @ NFL.com		HANDLE	Twitter handle	
PSR	Passer		PTS	Points (6/7/8)		BLK	Blocker	4	PSTAT	Practice Status		15 - SAFETY			CREATED	Date/Time of Tweet	
TRG	Pass Target		PLAYER	Scoring Player		BRCV	Recovering Player		GSTAT	Game Status		PID	Play ID	1a	TWEET	Tweet Text	
CONV	Converted (boolean)		TYPE	TD Type	49	TYPE	PUNT / FG / XP					SAF	Defender	4	SOURCE	iPhone, Android etc.	
															FAV	# Times Favoured	
															RT	# Times Retweeted	

Stats highlighted in red are NEW FOR 2018.

The 3rd column lists a key to a list on Pages 4-5 that provides more details.

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16 - PLAYER			17 - PUNT			18 - TEAM									
PLAYER	Player	4	PID	Play ID	1a	TID	Team Total ID	BRY	Big Rush Ydg	24	DLA	Pass Atts - DL	8	DBS	Sacks by own DB's
FNAME	First Name		PUNTER	Punter	4	GID	Game ID Number	BPY	Big Pass Ydg	25	DLY	Pass Ydg - DL	8	SFPY	Starting Fld Po 28
LNAME	Last Name		PGRO	Gross		TNAME	Team Name	SRP	Succ Rush Plays	6	DMA	Pass Atts - DM	8	DRV	Drives on Offense
PNAME	Play-by-Play Name		PNET	Net		PTS	Points	S1RP	Succ Rush - 1D	6	DMY	Pass Ydg - DM	8	NPY	Net Punt Ydg
POS1	Primary Positio	45	PTB	Touchback (Bool	10	Q1P	Q1 Points	S2RP	Succ Rush - 2D	6	DRA	Pass Atts - DR	8	TB	Touchbacks
POS2	Alternate Posit	45	PR	Returner	4	Q2P	Q2 Points	S3RP	Succ Rush - 3/4	6	DRY	Pass Ydg - DR	8	I20	Punts inside 20
HEIGHT	Height (Inches)		PRY	Return Ydg		Q3P	Q3 Points	SPP	Succ Pass Plays	6	WR1A	Atts - WR 1-2		RTD	Punts/Kickoff TD's
WEIGHT	Weight (Lbs)		PFC	Fair-Caught (Boolean)		Q4P	Q4 Points	S1PP	Succ Pass - 1D	6	WR1Y	Ydg - WR 1-2		LNR	DL Tackles - Rush
DOB	Date of Birth		19 - RUSH			RFD	1st Downs - Rush	S2PP	Succ Pass - 2D	6	WR3A	Atts - WR 3-4-5		LNP	DL Tackles - Pass
FORTY	40yd Dash Time	44	PID	Play ID	1a	PFD	1st Downs - Pass	S3PP	Succ Pass - 3/4	6	WR3Y	Ydg - WR 3-4-5		LBR	LB Tackles - Rush
BENCH	Bench Press	44	BC	Ball Carrier	4	IFD	1st Downs - Penalty	LEA	Rush Atts - LE	7	TEA	Pass Atts - TE		LBP	LB Tackles - Pass
VERTICAL	Vertical Leap	44	DIR	Rush Direction	7	RY	Rush Yds	LEY	Rush Ydg - LE	7	TEY	Pass Ydg - TE		DBR	DB Tackles - Rush
BROAD	Broad Jump	44	YDS	Yards Gained		RA	Rush Atts	LTA	Rush Atts - LT	7	RBA	Pass Atts - RB		DBP	DB Tackles - Pass
SHUTTLE	20yd Shuttle	44	SUCC	Successful Play	6	PY	Pass Yds	LTY	Rush Ydg - LT	7	RBY	Pass Ydg - RB		NHA	No Huddle Atts
CONE	3 Cone Drill	44	KNE	Kneel Down (Boolean)		PA	Pass Atts	LGA	Rush Atts - LG	7	SGA	Shotgun Atts		S3A	3rd/Short Atts 29
ARM	Arm Length					PC	Completions	LGY	Rush Ydg - LG	7	SGY	Shotgun Ydg		S3C	3rd/Short Conv
HAND	Hand Size		20 - INTERCPT			SK	Sacks (Against)	MDA	Rush Atts - MD	7	P1A	Pass Atts - 1D		L3A	3rd/Long Atts 30
DPOS	Draft Position		PID	Play ID	1a	INTS	INT's for Defense	MDY	Rush Ydg - MD	7	P1Y	Pass Ydg - 1D		L3C	3rd/Long Conv
COL	College		PSR	Qtrback	4	FUM	Fumbles Lost	RGa	Rush Atts - RG	7	P2A	Pass Atts - 2D		STF	Stuffed Runs 31
DV	College Divisio	43	INTS	Interceptor	4	PU	Punts	RGY	Rush Ydg - RG	7	P2Y	Pass Ydg - 2D		DP	Points by Def 32
START	1st Year of Play		IRY	INT Return Ydg	11	GPY	Gross Punt Ydg	RTA	Rush Atts - RT	7	P3A	Pass Atts - 3/4D		FSP	False Starts
CTEAM	Current Team		21 - REDZONE			PR	Punt Returns	RTY	Rush Ydg - RT	7	P3Y	Pass Ydg - 3/4D		OHP	Off Hold Penalt 33
POSD	Position - Deta	46	UID	Unique ID		PRY	Punt Return Ydg	REA	Rush Atts - RE	7	SPC	Short Comp	26	PBEP	Play Book Exec. 34
JNUM	Jersey# (1-99)		GID	Game ID Number		KR	Kick-off Returns	REY	Rush Ydg - RE	7	MPC	Medium Comp	26	DLP	Def Line Penalt 35
DCP	Depth Chart (1-3)		PLAYER	Player		KRY	Kick-off Ret Ydg	R1A	Rush Atts - 1D		LPC	Long Comp	26	DSP	Def Secndry Pen 36
NFLID	Player ID @ NFL.com		PA	Pass Atts		IR	Def INT Returns	R1Y	Rush Ydg - 1D		Q1RA	Rush Atts - Q1		DUM	Dumb Penalties 37
			PC	Completions		IRY	INT Return Ydg	R2A	Rush Atts - 2D		Q1RY	Rush Ydg - Q1		PFN	Poor Fundamenta 38
22 - TACKLE			PY	Pass Yards		PEN	Pen Ydg (Against)	R2Y	Rush Ydg - 2D		Q1PA	Pass Atts - Q1		SNPO	Snaps on Offens 47
UID	Unique ID	22	INTS	INT's by QB		TOP	Time-of-Possession	R3A	Rush Atts - 3/4D		Q1PY	Pass Ydg - Q1		SNPD	Snaps on Defens 47
PID	Play ID	1a	RA	Rush Atts		TD	Touchdowns	R3Y	Rush Ydg - 3/4D		LCRA	Rush Atts - L/C	27	SAF	Safeties (own Def)
TCK	Tackler	4	SRA	Succ Rush Atts	6	TDR	TD's - Rushing	QBA	QB Rush Atts		LCRY	Rush Ydg - L/C	27	BLK	Blocks (own Def)
VALUE	Solo or Shared	12	RY	Rush Yards		TDP	TD's - Passing	QBY	QB Rush Ydg		LCPA	Pass Atts - L/C	27	FP	DS/T Points 22.5
23 - SACK			TRG	Times Targeted		TDT	TD's via Turnovers	SLA	Pass Atts - SL	8	LCPY	Pass Ydg - L/C	27	SNAP (Premium Content)	
UID	Unique ID	22	REC	Receptions		FGM	Field Goals Made	SLY	Pass Ydg - SL	8	RZRA	Rush Atts - Red Zone		UID	Unique ID
PID	Play ID	1a	RECY	Receiving Yards		FGAT	Field Goal Atts	SMA	Pass Atts - SM	8	RZRY	Rush Ydg - Red Zone		GID	Game ID Number
QB	Qtrback	4	FUML	Fumbles Lost		FGY	Field Goal Ydg 23	SMY	Pass Ydg - SM	8	RZPA	Pass Atts - Red Zone		TNAME	Team
SK	Sacking Player	4	PENY	Penalty Ydg		RZA	Drives in Red Zone	SRA	Pass Atts - SR	8	RZPY	Pass Ydg - Red Zone		PLAYER	Player
VALUE	Solo or Shared	12				RZC	Red Zone Drive TD's	SRY	Pass Ydg - SR	8	SKY	Total Yds lost to Sack		POS	Position
YDSL	Yards Lost										LBS	Sacks by own LB's		SNP	Snaps

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24 - PLAY-BY-PLAY (PBP)													
GID	Game ID	1	YTG	Yards to go		SPK	Spiked Ball (Y)		DESC2	Penalty2 Desc		SAF	Safety Player 4
PID	Play ID	1a	YFOG	Yds from own Go	5	LOC	Pass Location	8	CAT2	Penalty2 Catego	15	BLK	Kick Blocker 4
DETAIL	Play Text		ZONE	Field Zone	18	TRG	Pass Target	4	PEY2	Penalty2 Yards		BRCV	Block Recovery 4
OFF	Team on Offense		YDS	Yardage		DFB	Pass Defender	4	ACT2	Penalty2 Action	16	FGXP	Kick Type (FG/XP)
DEF	Team on Defense		SUCC	Successful Play	6	PTCK1	Pass Tackler1	4	PTM3	Penalty3 Team		FKICKER	FG/XP Kicker 4
TYPE	Play Type	2	FD	First Down (Y)		PTCK2	Pass Tackler2	4	PEN3	Penalty3 Player	4	DIST	Distance
DSEQ	Drive Sequence #		SG	Shotgun (Y)		SK1	Sack Player1	4	DESC3	Penalty3 Desc		GOOD	Kick Good (Y/N)
LEN	Length - Sec's	3	NH	No Huddle (Y)		SK2	Sack Player2	4	CAT3	Penalty3 Catego	15	PUNTER	Punter 4
QTR	Qtr (OT = 5)		PTS	Pts Scored		PTM1	Penalty1 Team		PEY3	Penalty3 Yards		PGRO	Punt Gross
MIN	Minutes	3	BC	Ball Carrier	4	PEN1	Penalty1 Player	4	ACT3	Penalty3 Action	16	PNET	Punt Net
SEC	Seconds	3	KNE	Knee (Y)		DESC1	Penalty1 Desc		INTS	Interception	4	PTB	Punt Tchback (Y)
PTSO	Points - Off		DIR	Rush Direction	7	CAT1	Penalty1 Catego	15	IRY	INT Return Yds		PR	Punt Returner 4
PTSD	Points - Def		RTCK1	Rush Tackler1	4	PEY1	Penalty1 Yards		FUM	Fumbler	4	PRY	Punt Ret Yds
TIMO	Timeouts - Off		RTCK2	Rush Tackler2	4	ACT1	Penalty1 Action	16	FRCV	Fumble Recovery	4	PFC	Fair Catch (Y)
TIMD	Timeouts - Def		PSR	Passer	4	PTM2	Penalty2 Team		FRY	Fumble Ret Yds		KICKER	Kicker 4
DWN	Down		COMP	Completion (Y)		PEN2	Penalty2 Player	4	FORC	Forcing Player	4	KGRO	Kickoff Gross

The Play-by-Play table is the master flat-file that most other tables are derived from. It contains every relevant piece of data from each play along with the actual play text.

CHART (PREMIUM CONTENT)	
We are not content with the 'status-quo' in the industry which see's only NFL teams and media conglomerates getting access to specialized NFL data.	
Prior to the 2016 season we established a team of sixteen play charters who will be working on charting new data that will grow in scope and detail over the next few seasons.	
This data will typically become available a few weeks following the actual games. Here is what we are tabulating for 2017:	
RB	# of RB's on the field (WR's = 5 - RB - TE)
TE	# of TE's on the field (WR's = 5 - RB - TE)
DRP	Dropped passes on a balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).
YAC	Yards accumulated by the receiver after the catch.
QBHIT	QB was brought to the ground by a defensive player (including sacks) or otherwise significantly man-handled by a defender. (0 - No, 1 - Yes).
QBHUR	QB was hurried. The Defense forces the QB to leave the pocket or forces the QB to throw the ball before he's fully ready.
QBTA	QB unloaded the ball to avoid sack or just generally decides nothing good can happen on the play.

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NOTES	
1	The GID (Game ID) field is provided as way to link to and perform joins on the GAME Table which contains key data, including: playing surface and weather conditions along with the date/time and betting lines for each contest.
1a	The PID (Play ID) field is the Primary Key and it provides the ability to join any Table (except for the GAME table) to PLAY as well as to each other.
2	8 Possible values: RUSH - Rush; PASS - Pass; FGXP - Field-Goal/Extra-Point Attempt; PUNT - Punt; KOFF - Kick-off; ONSD - Onside Kick; NOPL - No-Play due to Penalty; CONV - 2 Point Conversion Attempt
3	Play lengths are highly inaccurate in the 2000 and 2001 season's due to sporadic recording of play clock times. When an actual length cannot be calculated, an average is used (i.e., 35s for a Pass Comp, 30 for a Rushing Play).
4	Player Codes consist of each players initials followed by a 4 digit number. (ie, Brett Favre is BF-0100). Codes are updated at the start of the season and every week after that.
5	Yards From Own Goal: A value of between 1 and 99.
6	Applies to Rush/Pass Plays only. Generally, a play is deemed 'Successful' when the following occurs: 40% of yards-to-go are gained on 1st down; 60% of yards-to-go on 2nd down; or 100% of yards-to-go on 3rd & 4th down. The formula changes slightly in the 4th quarter of close games.
7	The direction of the Rushing Play: Left End (LE), Right End (RE), Left Guard (LG), Right Guard (RG), Left Tackle (LT), Right Tackle (RT) or up the Middle (MD). Note: 'NL' stands for 'Not Listed'
8	General location of the Pass Target: Short Middle (SM), Short Left (SL), Short Right (SR), Deep Middle (DM), Deep Left (DL), Deep Right (DR). Deep passes are typically received 15+ yards from scrimmage. 'NL' stands for 'Not Listed'.
9	These fields are Boolean (0 or 1) and reveal if more info is contained in 1 of 7 secondary tables (Tackle, Sack, Penalty, Intercpt, Fumble, Safety and Block). Safeties that occur on balls out of bounds will show 0 (no player attributed).
10	Kickoff/Punt went for a Touchback (Boolean value of 0 or 1)
11	Number of Yards on the Interception Return.
12	The value is either 1 (solo Sack or Tackle) or 0.5 (shared Sack or Tackle).
13	A negative value indicates points scored by a defensive unit. (ie, a blocked kick returned for a TD, etc).
14	There are a total of 48 different Penalty types that are recorded, accounting for 99.8% of all penalties called in the NFL ('Other' is used for the remainder).
15	8 Possible values: 1 - False Start; 2 - Offensive Holding; 3 - Play Book Execution; 4 - Defensive Line; 5 - Defensive Secondary; 6 - Dumb; 7 - Poor Fundamentals (Blocking/Tackling); 8 - Other
16	Shows whether a Penalty was Declined (D), Offsetting (O) or Accepted (A).
17	This table list's Play ID's for 2PT Conversions. Y = Success. N = Fail.
18	5 Possible values: 1 = Own 0 - 20 Yard Line, 2 = Own 21 - 40, 3 = Midfield, 4 = Opponent's 21 - 40, 5 = Red Zone
19	18 Possible Choices: Closed Roof; Dome; Flurries; Light Snow; Snow; Chance Rain; Light Rain; Rain; Mostly Cloudy; Partly Cloudy; Cloudy; Mostly Sunny; Partly Sunny; Sunny; Hazy; Foggy; Clear; Fair.
20	11 Possible Choices: Grass; AstroTurf; AstroPlay; FieldTurf; SportGrass; NeXTurf; MomentumTurf; DD GrassMaster; Sportex; A Turf Titan; UBU Speed Series S5M
22	Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate PID's being listed in these tables. In these cases, it's necessary to assign a unique ID to each row. We use the following method for scoring defense/special teams (D/ST) fantasy points: Sack: 1 pt ; Interception: 2 pts ; Fumble Recovery: 2 pts ; INT/FUM Return TD's: 6 pts Safety: 2 pts ; Blocked Kick: 2pts ; Kickoff and Punt Return TD's: 6 pts Shutout: 10 pts ; 1-6 PA: 7 pts ; 7-13 PA: 4 pts ; 14-20 PA: 1 pt ; 21-27 PA: 0 pts ; 28-34 PA: -1 pt ; 35+ PA: -4 pts Note: Points allowed (PA) by team defense/special teams do not include points that were surrendered with the Offense on the field (i.e. Safeties and FUM/INT TD returns).

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NOTES continued	
23	Total Yardage of all Attempts.
24	From Runs of 10+ Yards
25	From Pass Completions of 20+ Yards
26	Short = 1 - 5 Yards. Medium = 6 - 14 Yards. Long = 15+ Yards.
27	Late & Close (LC): Plays in 4th Quarter or Overtime where teams are within 8 points.
28	Total SFPY for the entire game. Dividing the total by the # of Drives on Offense (DRV) produces the Average Starting Field Position.
29	<=2 Yards to Go.
30	>=6 Yards to Go.
31	Against own Offense - 0 yards on 1st Down or < 25% of yards-to-go achieved on 2nd-4th.
32	Interceptions/Fumbles/Blocked Kicks returned for TD's, Safeties by the Defense.
33	Includes Offensive Pass Interference & Illegal Use of Hands
34	Playbook Execution Penalties: Illegal Formations, Passes and Motion; Intentional Grounding, etc.
35	Defensive Line Penalties: Defensive Offside, Encroachment, Neutral Zone Infractions
36	Defensive Secondary Penalties: Defensive Holding, Defensive Pass Interference, Illegal Contact & Use of Hands
37	Taunting, Roughing, Face Masks, Unsportsmanlike Conduct, etc.
38	Poor Fundamentals Penalties: Illegal Blocks, Crackbacks, Tripping, Clipping, etc.
39	The following abbreviations are used for the 'How Obtained' field in the Drives table: KO, PUNT, BLPU (Blocked Punt), DWNS, MFG (Missed FG), BLFG (Blocked FG), INT, FUM.
40	Starting Field Position in the Drives table is listed is actually `Yards From Own Goal` (YFOG) -- it's easier to perform calculations on this value.
41	Drive Net Yardage is a combination of Rushing Yds, Passing Yds and the Penalty yardage assessed on the drive.
42	The following abbreviations are used for the `Result` field in the Drives table: TD, FG, MFG (Missed FG), BLFG (Blocked FG), SAF (Safety), PUNT, BLPU (Blocked Punt), INT, FUM, ENDQ (End of Quarter), DWNS (Downs).
43	The Division listed will be the division that the players college was affiliated with in their final year of college play. All 1-A Divisions along with the majority of 1-AA Divisions that have been in existence since 1988 are listed.
44	Results are from the NFL Combine or College Pro Day from the year that the player is drafted or enters the NFL.
45	Position1 is the most common general position (i.e., LB, DL, DB) that the player is used at. Position2 is the alternate. For a more detailed label, see POSD.
46	Position Detailed (POSD) provides more granular information than POS1 or POS2. As an example: LB's are broken down into MLB, LILB, RILB and so on. This will be provided starting in 2015. Prior seasons show 'NA'.
47	Snap counts have been tracked since the 2012 season. Note: Special Teams snaps are not counted. Players who only generated stats on Special Teams will show a snap count of 0.
48	This can be a successful pass, rush, or reception on a 2pt conversion. This field is for Fantasy Point calculations. More details are in the CONV table.
49	10 different values: RUSH - Rush; REC - Reception; BLFG - Blocked FG Return; BLPU - Blocked Punt Return; KR - Kick-off Return; PR - Punt Return; MFGR - Missed FG Return; INT - Interception Return; FUM - Fumble Recovery Return; ORCV - Offensive Player Fumble Recovery