

CHART Column	Description (2019 Additions highlighted in blue)
BOX	Number of Defenders in the box (Pass plays only).
AVT	Available Targets: Number of skill players (WR-TE-RB) running a route on the play. AVT does not determine whether the target was open or not.
TDEP	Target Depth Rank: The distance from the QB to the pass target relative to all other available targets. #1 is closest to the QB.
COV	Coverage on the targeted receiver: Uncovered is 0, single coverage is 1, double is 2.
PRU	Pass Rush: Total number of players rushing the passer.
SPRU	Stunt Pass Rushers: These are the number blitzing LB's who replace a DL dropping back into coverage. Included in the PRU total
BLZ	Blitz: Total number of LB's and DB's blitzing.
DBLZ	DB Blitz: Number of DB's blitzing. This is included in the BLZ total.
TTS	Time to Sack: Seconds elapsed between the snap and a Sack.
PAP	Play Action Pass: Does not consider whether a defense was fooled or not, just that a QB motioned to the RB with the ball and some effort to sell the run occurred.
SIDE	Sideline pass: Balls outside of the field but catchable when the receiver extends body/arms.
HIGH	Highlight pass: Perfect pass that only the receiver can reach. Features perfect placement in a tight window.
OOP	Out of Pocket pass: Quarterback attempts the pass out of the pocket whether pressured or not.
SHOV	Shovel/Touch passes.
SCR	Screen pass.
QBP	QB Pressured (see page 7 for more details).
QBHI	QB Hit: Was brought to the ground by a defensive player (including sacks) or otherwise significantly man-handled by a defender. (0 - No, 1 - Yes). See page 7 for more details.

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QBHU	QB Hury. The Defense forces the QB to leave the pocket or forces the QB to throw the ball before he's fully ready. See page 7 for more details.
HTM	QB's throwing motion was hindered in some way by a defender.
TAY	True Air Yards: Distance ball travels in the air from point of throw to a receivers hands; back of endzone or sideline.
DOT	Depth Of Target: Distance from LOS when ball is caught or comes closest to the target.
YAC	Yards After Catch.
CRR	Created Receptions: Difficult catches that require exceptional body control; hands; acrobatics, or any combination thereof.
CNB	Contested Balls: Passes into close coverage that involve a physical battle between receiver and defender for control of the ball.
DRP	Dropped passes on balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).
QBTA	Throw Away: QB unloaded the ball to avoid sack or just generally decides nothing good can happen on the play.
BAP	Ball batted away at line of scrimmage or by a defender.
INTW	INT Worthy: Designates a bad pass that should have been intercepted but may have been dropped by a defender. It can also show when an INT was not the QB's fault (intw = 0 and int = 1).
BACK	Number of players in the Backfield. (WR + TE + RB + FB)
RB	#RB/FB on Field
TE	#TE on Field