

leonardo henschel

Batting Avg: 0.000

16.61



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Positions Played

	Р	С	1B	2B	3B	SS	LF	CF	RF	OF	DH
Starts	-	-	-	-	1	-	-	1	-	-	-
Games Appeared	3	-	-	-	1	-	1	-	-	-	-
Innings Appeared	6	-	-	-	7	-	2	-	-	-	-

Overview

Date	Game Name	В-РА	B-AB	В-Н	B-HR	в-вв	B-RBI	B-SO	B-AVG	P-IP	P-PIT	P-R	P-ER	P-K	P-H	P-BB	P-ERA	F-PO	F-A	F-ERR	F-FP
2016-03-18	3/18/16 DBA U15 at Dominicans	0	0	0	0	0	0	0	0.000	0.67	27	5	5	1	3	2	67.50	0	0	0	0.000
2016-03-20	3/19/16 DBA U15 at Dominicans	2	2	0	0	0	0	1	0.000	0.00	0	0	0	0	0	0	0.00	0	0	0	0.000
2016-03-20	3/20/16 Dominicans at DBA U15	0	0	0	0	0	0	0	0.000	1.00	43	3	3	2	2	5	27.00	0	0	0	0.000
2016-03-29	3/28/16 Dominicans at DBA U15	0	0	0	0	0	0	0	0.000	2.67	33	2	0	3	1	0	0.00	0	0	0	0.000
2016-04-02	3/30/16 DBA U15 at Dominicans	4	3	0	0	1	0	1	0.000	0.00	0	0	0	0	0	0	0.00	0	0	2	0.000
TOTALS		6	5	0	0	1	0	2	0.000	4.33	103	10	8	6	6	7	16.62	0	0	2	0.000

Batting - Basic

Date	G	РА	ΑВ	R	н	В	1B	2B	3B	HR	RBI	AVG	вв	Kc	Ks	so	НВР	SB	cs	SCB	SF	SAC	ROE	FC	CI	GDP	GTP
2016-03-20	1	2	2	0	0	0	0	0	0	0	0	0.000	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0
2016-04-02	1	4	3	0	0	0	0	0	0	0	0	0.000	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0
TOTALS	2	6	5	0	0	0	0	0	0	0	0	0.000	1	0	2	2	0	0	0	0	0	0	0	0	0	0	0

Batting - Advanced

Date	RPA	ОВР	ОВРЕ	SLG	OPS	GPA	СТ%	CT2%	AB/RSP	H/RSP	BA/RSP
2016-03-20	0.000	0.000	0.000	0.000	0.000	0.000	0.500	0.500	1	0	0.000
2016-04-02	0.000	0.250	0.250	0.000	0.250	0.113	0.667	0.500	1	0	0.000
TOTALS	0.000	0.167	0.167	0.000	0.167	0.075	0.600	0.500	2	0	0.000

Batting - Batting Quality

Date	QAB1%	QAB2%	QAB3%
2016-03-20	0.0	0.0	0.0
2016-04-02	0.0	0.0	0.0
TOTALS	0.0	0.0	0.0

Pitching - Record

Date	G	w	L	sv
2016-03-18	1	0	0	0
2016-03-20	1	0	0	0
2016-03-29	1	0	0	0
TOTALS	3	0	0	0

Pitching - Basic

Date	IP	BF	Ball	Str	PIT	R	RA	ER	ERA	ERA9	Κ	Kc	Ks	Н	вв	IBB	K/BB	K/GI	BB/GI	H/GI	НВ	вк	WP	HR	WHIP	ОВР	BAA
2016-03-18	0.67	7	11	16	27	5	7.50	5	67.50	67.50	1	0	1	3	2	0	0.50	13.50	27.00	40.50	0	0	2	0	7.500	0.714	0.600
2016-03-20	1.00	11	27	16	43	3	3.00	3	27.00	27.00	2	2	0	2	5	0	0.40	18.00	45.00	18.00	0	0	2	0	7.000	0.636	0.333
2016-03-29	2.67	12	8	25	33	2	0.75	0	0.00	0.00	3	0	3	1	0	0	0.00	10.12	0.00	3.38	1	0	0	0	0.375	0.167	0.100
TOTALS	4.33	30	46	57	103	10	2.31	8	16.62	16.62	6	2	4	6	7	0	0.86	12.46	14.54	12.46	1	0	4	0	3.000	0.467	0.286

Pitching - Effectiveness

Date	GO	ΑO	FPS	FPB	FPS%
2016-03-18	1	0	3	4	0.429
2016-03-20	0	1	5	6	0.455
2016-03-29	2	2	9	3	0.750
TOTALS	3	3	17	13	0.567

Fielding - Basic

Date	G	Et	Ef	ERR	РО	Α	SBA	cs	DP	TP	РВ	PKF	PK	FP
2016-03-18	1	0	0	0	0	0	0	0	0	0	0	0	0	0.000
2016-03-20	1	0	0	0	0	0	0	0	0	0	0	0	0	0.000
2016-03-20	1	0	0	0	0	0	0	0	0	0	0	0	0	0.000
2016-03-29	1	0	0	0	0	0	0	0	0	0	0	0	0	0.000
2016-04-02	1	0	2	2	0	0	0	0	0	0	0	0	0	0.000
TOTALS	5	0	2	2	0	0	0	0	0	0	0	0	0	0.000

Legend - Batting

Code	Description
G	
-	Batting Games Played
SEQ	The Order in which the Player Batted
PA	Plate Appearances
AB	At Bats
R	Runs
Н	Hits
В	Bunt Singles
1B	Singles
2B	Doubles
3B	Triples
HR	Homeruns
XBH	Extra Base Hits
ТВ	Total Bases
ОВ	On Base
RC	Runs Created
RBI	Runs Batted In
AVG	Batting Average
ВВ	Walks
BBi	Intentional Walks
Kc	Strike Outs Looking
Ks	Strike Outs Swinging
so	Strike Outs (Kc+Ks)
BB/K	Walks per Strikeout(BB/K)
BB/PA	Walks per Plate Appearance (BB/PA)
НВР	Hit By Pitch
SB	Stolen Bases
cs	Caught Stealing
PK	Times Picked Off
SCB	Sacrifice Bunts
SF	Sacrifice Flys
SAC	Sacrifices
RPA	Runs per Appearance
ОВР	On Base Percentage
OBPE	On Base Percentage w/ROE
SLG	Slugging Percentage
OPS	On Base Plus Slugging Percentage
GPA	Gross Production Average
1/RPA	Inverse RPA
CT%	Contact Percentage (AB-K/AB)
CT2%	Contact Percentage (AB-K/PA)
LOBi	Left on Base (Individual). Times the Player Left Runners on Base

Code	Description
LOB	Left on Base (Team). Times the Player was Left on Base
ROE	Reached on Error
FC	Reached on Fielder's Choice
CI	Reached on Catcher's Interference
GDP	Grounded into Double Play
GTP	Grounded into Triple Play
PA/RSP	Plate Appearances with Runners in Scoring Position
AB/RSP	At Bats with Runners in Scoring Position
BB/RSP	Walks with Runners in Scoring Position
HBP/RSP	Hit by Pitches with Runners in Scoring Position
SAC/RSP	Sacrifices with Runners in Scoring Position
CI/RSP	Catchers Intereference with Runners in Scoring Position
H/RSP	Hits with Runners in Scoring Position
BA/RSP	Batting Average with Runners in Scoring Position
GBs	Soft Ground Balls
GBm	Medium Ground Balls
GBh	Hard Ground Balls
LDs	Soft Line Drives
LDm	Medium Line Drives
LDh	Hard Line Drives
PUs	Soft Popups
PUm	Medium Popups
PUh	Hard Popups
FBs	Soft Flyballs
FBm	Medium Flyballs
FBh	Hard Flyballs
GB%	Ground Ball Percentage
LD%	Line Drive Percentage
PU%	Popup Percentage
FB%	Flyball Percentage
SH%	Soft Hit Percentage
MH%	Medium Hit Percentage
HH%	Hard Hit Percentage
Sc	Strikes Looking
Ss	Strikes Swinging
F	Fouls
Ball	Balls
Bi	Intentional Balls
BIP	Balls in Play
TP	Total Pitches
Ss%	Swinging Strike Percentage (Ss/TP)

Code	Description
Ot	Total Pitches Ouside the Zone
Zt	Total Pitches Inside the Zone
Os	Swings Outside the Zone
Zs	Swings Inside the Zone
Ос	Contact Outside the Zone
Zc	Contact Inside the Zone
FP	Total First Pitches
FS	First Pitch Strikes
FB	First Pitch Balls
FPSw	First Pitch Swings
FPSw%	First Pitch Swing Percentage
FPSs	First Pitch Swings for a Strike
FPF	First Pitch Swings for a Foul
FPBu	First Pitch Swings for a Bunt
FP1B	First Pitch Swings for a Single
FP2B	First Pitch Swings for a Double
FP3B	First Pitch Swings for a Triple
FPHR	First Pitch Swings for a Homerun
FPH	First Pitch Swings for a Hit
FPCI	First Pitch Swings for a Catchers Interference
FPFC	First Pitch Swings for a Fielders Choice
FPROE	First Pitch Error
FPSF	First Pitch Sacrifice Fly
FPSCB	First Pitch Sac Bunt
FPO	First Pitch Out
FPSS%	First Pitch Swing Success Rate
QAB1	Quality at Bat Type 1
QAB1%	Quality at Bats Type 1/Plate Appearance
QAB2	Quality at Bat Type 2
QAB2%	Quality at Bat Type 2/Plate Appearance
QAB3	Quality at Bat Type 3
QAB3%	Quality at Bat Type 3/Plate Appearance
P1	1 Pitch Plate Appearances
P2	2 Pitch Plate Appearances
P3	3 Pitch Plate Appearances
P4	4 Pitch Plate Appearances
P5	5 Pitch Plate Appearances
P6	6 Pitch Plate Appearances
P7	7 Pitch Plate Appearances
P8	8 Pitch Plate Appearances
P9	9 Pitch Plate Appearances

Code	Description	
P10	10 Pitch Plate Appearances	
P11	11 Pitch Plate Appearances	
P12	12 Pitch Plate Appearances	
P13+	Plate Appearances with 13 or more Pitches	

Legend - Pitching

Code	Description
G	Pitching Games
SEQ	The Order in which the Player Pitched
w	Wins
L	Losses
sv	Saves
HLD	Holds
SVOP	Save Opportunites
BS	Blown Saves
SV%	Blown Saves
ST	Starts
FIN	Finishes
СМР	Complete Games
GSc	Game Score
QS	Quality Starts
TL	Tough Losses
cw	Cheap Wins
ShO	Shutouts
IP	Innings Pitched
BF	Batters Faced
Ball	Balls
Str	Strikes
B/S	Ball to Strike Ratio
PIT	Pitches
R	Runs Allowed
GI	Game Innings Average
RA	Run Average
ER	Earned Runs
ERA	Earned Run Average
ERA9	Earned Run Average (for 9 innings)
0	Outs
K	Strikeouts
Kc	Strikeouts Looking
Ks	Strikeouts Swinging
Н	Hits
вв	Walks
IBB	Intentional Walks
K/BB	Strikeout to Walk Ratio
K/GI	Strikeouts per Game Innings
BB/GI	Walks per Game Innings
H/GI	Hits per Game Innings
	Hit Batters

Code	Description
вк	Balks
WP	Wild Pitches
CI	Catcher's Inteferences
SCB	Sacrifice Bunts
SCF	Sacrifice Flys
вт	Bunts Allowed
1B	Singles Allowed
2B	Doubles Allowed
3B	Triples Allowed
HR	Homeruns Allowed
WHIP	Walk plus Hits per Inning Pitched
ОВР	On Base Percentage
BAA	Batting Average Against
GIT	Game Innings
GO	Ground Outs
AO	Air Outs
GO/AO	Ground Out to Air Out Ratio
FPS	First Pitch Strikes
FPB	First Pitch Balls
FPS%	First Pitch Strikes Percentage
LOBB	Leadoff Walks
LOH	Leadoff Hit
LOHB	Leadoff Hit Batter
LOCI	Leadoff Catcher Interference
LOE	Leadoff Error
LOK	Leadoff Strikeout
LOO	Leadoff Fielding Out
123	123 Innings
FsO	First Strike Field Outs
FsK	First Strike Strikeouts
FsH	First Strike Hits
FsBB	First Strike Walks
GBs	Soft Ground Balls
GBm	Medium Ground Balls
GBh	Hard Ground Balls
LDs	Soft Line Drives
LDm	Medium Line Drives
LDh	Hard Line Drives
PUs	Soft Popups
PUm	Medium Popups
PUh	Hard Popups

Code	Description
FBs	Soft Flyballs
FBm	Medium Flyballs
FBh	Hard Flyballs
BIP	Balls in Play
GB%	Ground Ball Percentage
LD%	Line Drive Percentage
PU%	Popup Percentage
FB%	Flyball Percentage
SH%	Soft Hit Percentage
MH%	Medium Hit Percentage
HH%	Hard Hit Percentage
IR	Inherited Runners
IRS	Inherited Runners who Scored
LOB	Runners Left On Base
PK	Pickoffs Successful
PKF	Pickoffs Failed
Sc	Strikes Looking
Ss	Strikes Swinging
F	Fouls
S%	Total Strike Percentage
В%	Total Ball Percentage
Fb	Fastballs
FbS	Fastballs for a Strike
FbS%	Fastball Strike Percentage
Cu	Curves
CuS	Curves for a Strike
CuS%	Curveball Strike Percentage
SI	Sliders
SIS	Sliders for a Strike
SIS%	Slider Strike Percentage
Ct	Cutters
CtS	Cutters for a Strike
CtS%	Cutter Strike Percentage
Ch	Changeups
ChS	Changeups for a Strike
ChS%	Changeup Strike Percentage
Sp	Splitters
SpS	Splitters for a Strike
SpS%	Splitter Strike Percentage
Kn	Knuckleballs
KnS	Knuckleballs for a Strike

Code	Description
KnS%	Knuckleball Strike Percentage
Dp	Dropballs
DpS	Dropballs for a Strike
DpS%	Dropball Strike Percentage
Rs	Riseballs
RsS	Riseballs for a Strike
RsS%	Riseball Strike Percentage
Sw	Screwballs
SwS	Screwballs for a Strike
SwS%	Screwball Strike Percentage
Dc	Dropcurves
DcS	Dropcurves for a Strike
DcS%	Dropcurve Strike Percentage
Or	Other Pitches
OrS	Other Pitches for a Strike
OrS%	Other Strike Percentage
3P	3 Pitch Innings
4P	4 Pitch Innings
5P	5 Pitch Innings
6P	6 Pitch Innings
7P	7 Pitch Innings
8P	8 Pitch Innings
9P	9 Pitch Innings
10P	10 Pitch Innings
11P	11 Pitch Innings
12P	12 Pitch Innings
13P	13 Pitch Innings
14P	14 Pitch Innings
15P	15 Pitch Innings
16P+	Innings with 16 or More Pitches
GT	Pitching Games Totals
OIT	Outs per Inning multiplied by Games
GScT	Total Game Score
1PA	1 Pitch Appearances
2PA	2 Pitch Appearances
3PA	3 Pitch Appearances
4PA	4 Pitch Appearances
5PA	5 Pitch Appearances
6PA	6 Pitch Appearances
7PA	7 Pitch Appearances
8P+A	8 Pitch or More Appearances

Code	Description
FbMin	Minimum Fastball Speed
FbMax	Maximimum Fastball Speed
FbTot	Total Fastball Speed
FbCnt	Fastball Speed Count
FbAvg	Average Fastball Speed
CuMin	Minimum Curve Speed
CuMax	Maximimum Curve Speed
CuTot	Total Curve Speed
CuCnt	Curve Speed Count
CuAvg	Average Curve Speed
SIMin	Minimum Slider Speed
SIMax	Maximimum Slider Speed
SITot	Total Slider Speed
SICnt	Slider Speed Count
SIAvg	Average Slider Speed
CtMin	Minimum Cutter Speed
CtMax	Maximimum Cutter Speed
CtTot	Total Cutter Speed
CtCnt	Cutter Speed Count
CtAvg	Average Cutter Speed
ChMin	Minimum Change Speed
ChMax	Maximimum Change Speed
ChTot	Total Change Speed
ChCnt	Change Speed Count
ChAvg	Average Change Speed
SpMin	Minimum Splitter Speed
SpMax	Maximimum Splitter Speed
SpTot	Total Splitter Speed
SpCnt	Splitter Speed Count
SpAvg	Average Splitter Speed
KnMin	Minimum Knuckle Speed
KnMax	Maximimum Knuckle Speed
KnTot	Total Knuckle Speed
KnCnt	Knuckle Speed Count
KnAvg	Average Knuckle Speed
DpMin	Minimum Dropball Speed
DpMax	Maximimum Dropball Speed
DpTot	Total Dropball Speed
DpCnt	Dropball Speed Count
DpAvg	Average Dropball Speed
RsMin	Minimum Riseball Speed
RsMax	Maximimum Riseball Speed
RsTot	Total Riseball Speed

RsCnt Riseball Speed Count RsAvg Average Riseball Speed SwMin Minimum Screwball Speed SwMax Maximimum Screwball Speed SwCnt Total Screwball Speed SwCnt Screwball Speed Count SwAvg Average Screwball Speed DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcTot Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrMore Speed Count DcAvg Average Dropcurve Speed OrTot Total Other Speed OrTot Total Other Speed OrCnt Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TOO Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Strikes S%01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Negative Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome		
RSAVg SwMin Minimum Screwball Speed SwMax Maximimum Screwball Speed SwCnt Total Screwball Speed SwCnt Screwball Speed Count SwAvg Average Screwball Speed DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed OrOn Total 0-0 Counts S00 0-0 Count Strikes Sw00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) Total 0-1 Counts S01 0-1 Count Strikes Sw01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Strikes Sw02 0-2 Strike Percentage E02+ 0-2 Count Strikes Sw02 0-2 Strike Percentage E02+ 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome Total 1-0 Counts	Code	Description
SwMin Minimum Screwball Speed SwMax Maximimum Screwball Speed SwTot Total Screwball Speed SwCnt Screwball Speed Count SwAvg Average Screwball Speed DcMin Minimum Dropcurve Speed DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMin Minimum Other Speed OrTot Total Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TOO Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Negative Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Neutral Outcome (SAC, SF, CI, etc) Total 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Neutral Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome	RsCnt	Riseball Speed Count
SwMax Maximimum Screwball Speed SwTot Total Screwball Speed SwCnt Screwball Speed Count SwAvg Average Screwball Speed DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcCnt Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TOO Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome	RsAvg	Average Riseball Speed
SwTot Screwball Speed Count SwAvg Average Screwball Speed DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcTot Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrMore Speed Count OrAvg Average Dropcurve Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TOO Total 0-0 Counts SOO 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, Cl, etc) TO1 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome	SwMin	Minimum Screwball Speed
SwCnt Screwball Speed Count SwAvg Average Screwball Speed DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcTot Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrMax Maximimum Other Speed OrCnt Other Speed Count OrAvg Average Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TOO Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) TO1 Total 0-1 Counts S01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome	SwMax	Maximimum Screwball Speed
SwAvg Average Screwball Speed DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcCnt Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrCnt Other Speed Count OrAvg Average Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TO0 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Neutral Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome	SwTot	Total Screwball Speed
DcMin Minimum Dropcurve Speed DcMax Maximimum Dropcurve Speed DcCnt Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TO0 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Neutral Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome	SwCnt	Screwball Speed Count
DcMax Maximimum Dropcurve Speed DcTot Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TOO Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Negative Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Neutral Outcome (SAC, SF, CI, etc) TO1 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome	SwAvg	Average Screwball Speed
DcTot Total Dropcurve Speed DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed To0 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, Cl, etc) To1 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome	DcMin	Minimum Dropcurve Speed
DcCnt Dropcurve Speed Count DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed T00 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, Cl, etc) T01 Total 0-1 Counts S01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Neutral Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome	DcMax	Maximimum Dropcurve Speed
DcAvg Average Dropcurve Speed OrMin Minimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed T00 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, Cl, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01- 0-1 Count Negative Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome	DcTot	Total Dropcurve Speed
OrMin Minimum Other Speed OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TO0 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome T00 Total 1-0 Counts	DcCnt	Dropcurve Speed Count
OrMax Maximimum Other Speed OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TO0 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Strike Percentage E02+ 0-2 Count Neutral Outcome E02- 0-2 Count Neutral Outcome	DcAvg	Average Dropcurve Speed
OrTot Total Other Speed OrCnt Other Speed Count OrAvg Average Other Speed TOO Total 0-0 Counts SOO 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) TO1 Total 0-1 Counts SO1 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome E01- 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Neutral Outcome T10 Total 1-0 Counts	OrMin	Minimum Other Speed
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OrAvg Average Other Speed T00 Total 0-0 Counts S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Neutral Outcome	OrTot	Total Other Speed
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S00 0-0 Count Strikes S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, Cl, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01- 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Neutral Outcome T10 Total 1-0 Counts	OrAvg	Average Other Speed
S%00 0-0 Strike Percentage E00+ 0-0 Count Positive Outcome (Out, K, DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Neutral Outcome T10 Total 1-0 Counts	T00	Total 0-0 Counts
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DT, Err, FC) E00- 0-0 Count Negative Outcome (Hit, BB, HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Neutral Outcome E02- 0-2 Count Strikes T02 Total 0-2 Count Strikes	S%00	0-0 Strike Percentage
HBP) E00* 0-0 Count Neutral Outcome (SAC, SF, CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome T10 Total 1-0 Counts	E00+	. , ,
CI, etc) T01 Total 0-1 Counts S01 0-1 Count Strikes \$%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes \$%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Negative Outcome T10 Total 1-0 Counts	E00-	• • • • • • • • • • • • • • • • • • • •
S01 0-1 Count Strikes S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02- 0-2 Count Neutral Outcome T10 Total 1-0 Counts	E00*	• • • •
S%01 0-1 Strike Percentage E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	T01	Total 0-1 Counts
E01+ 0-1 Count Positive Outcome E01- 0-1 Count Negative Outcome E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	S01	0-1 Count Strikes
E01- 0-1 Count Negative Outcome E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	S%01	0-1 Strike Percentage
E01* 0-1 Count Neutral Outcome T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	E01+	0-1 Count Positive Outcome
T02 Total 0-2 Counts S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	E01-	0-1 Count Negative Outcome
S02 0-2 Count Strikes S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	E01*	0-1 Count Neutral Outcome
S%02 0-2 Strike Percentage E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	T02	Total 0-2 Counts
E02+ 0-2 Count Positive Outcome E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	S02	0-2 Count Strikes
E02- 0-2 Count Negative Outcome E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	S%02	0-2 Strike Percentage
E02* 0-2 Count Neutral Outcome T10 Total 1-0 Counts	E02+	0-2 Count Positive Outcome
T10 Total 1-0 Counts	E02-	0-2 Count Negative Outcome
	E02*	0-2 Count Neutral Outcome
	T10	Total 1-0 Counts
S10 1-0 Count Strikes	S10	1-0 Count Strikes
S%10 1-0 Strike Percentage	S%10	1-0 Strike Percentage
E10+ 1-0 Count Positive Outcome	E10+	1-0 Count Positive Outcome
E10- 1-0 Count Negative Outcome	E10-	1-0 Count Negative Outcome
E10* 1-0 Count Neutral Outcome	E10*	1-0 Count Neutral Outcome

Code	Description
T11	Total 1-1 Counts
S11	1-1 Count Strikes
S%11	1-1 Strike Percentage
E11+	1-1 Count Positive Outcome
E11-	1-1 Count Negative Outcome
E11*	1-1 Count Neutral Outcome
T12	Total 1-2 Counts
S12	1-2 Count Strikes
S%12	1-2 Strike Percentage
E12+	1-2 Count Positive Outcome
E12-	1-2 Count Negative Outcome
E12*	1-2 Count Neutral Outcome
T20	Total 2-0 Counts
S20	2-0 Count Strikes
S%20	2-0 Strike Percentage
E20+	2-0 Count Positive Outcome
E20-	2-0 Count Negative Outcome
E20*	2-0 Count Neutral Outcome
T21	Total 2-1 Counts
S21	2-1 Count Strikes
S%21	2-1 Strike Percentage
E21+	2-1 Count Positive Outcome
E21-	2-1 Count Negative Outcome
E21*	2-1 Count Neutral Outcome
T22	Total 2-2 Counts
S22	2-2 Count Strikes
S%22	2-2 Strike Percentage
E22+	2-2 Count Positive Outcome
E22-	2-2 Count Negative Outcome
E22*	2-2 Count Neutral Outcome
T30	Total 3-0 Counts
S30	3-0 Count Strikes
S%30	3-0 Strike Percentage
E30+	3-0 Count Positive Outcome
E30-	3-0 Count Negative Outcome
E30*	3-0 Count Neutral Outcome
T31	Total 3-1 Counts
S31	3-1 Count Strikes
S%31	3-1 Strike Percentage
E31+	3-1 Count Positive Outcome
E31-	3-1 Count Negative Outcome
E31*	3-1 Count Neutral Outcome
T32	Total 3-2 Counts

Code	Description
S32	3-2 Count Strikes
S%32	3-2 Strike Percentage
E32+	3-2 Count Positive Outcome
E32-	3-2 Count Negative Outcome
E32*	3-2 Count Neutral Outcome

Legend - Fielding

Code	Description
G	Fielding Games
ST	Games Started
Et	Throwing Errors
Ef	Fielding Errors
ERR	Errors
PO	Putouts
Α	Assists
SBA	Stolen Bases Allowed
cs	Caught Stealing
DP	Double Plays
TP	Triple Plays
РВ	Passes Balls
PKF	Pickoff Failed
PK	Pickoff Succeeded
ОР	Outs Played
FP	Fielding Percentage
FP1	Fielding Percentage at Pitcher
FP2	Fielding Percentage at Catcher
FP3	Fielding Percentage at First
FP4	Fielding Percentage at Second
FP5	Fielding Percentage at Third
FP6	Fielding Percentage at Shortstop
FP7	Fielding Percentage at Left Field
FP8	Fielding Percentage at Center Field
FP9	Fielding Percentage at Right Field
FP10	Fielding Percentage at Other Field
IP	Innings Played
AP	Innings Appeared
PO1	Putouts at Pitcher
A1	Assists at Pitcher
Et1	Throwing Errors at Pitcher
Ef1	Fielding Errors at Pitcher
AP1	Innings Appeared at Pitcher
OP1	Out Played at Pitcher
PO2	Putouts at Catcher
A2	Assists at Catcher
Et2	Throwing Errors at Catcher
Ef2	Fielding Errors at Catcher
AP2	Innings Appeared at Catcher
OP2	Out Played at Catcher
PO3	Putouts at First

Code	Description
A3	Assists at First
Et3	Throwing Errors at First
Ef3	Fielding Errors at First
AP3	Innings Appeared at First
OP3	Out Played at First
PO4	Putouts at Second
A4	Assists at Second
Et4	Throwing Errors at Second
Ef4	Fielding Errors at Second
AP4	Innings Appeared at Second
OP4	Out Played at Second
PO5	Putouts at Third
A5	Assists at Third
Et5	Throwing Errors at Third
Ef5	Fielding Errors at Third
AP5	Innings Appeared at Third
OP5	Out Played at Third
PO6	Putouts at Shortstop
A6	Assists at Shortstop
Et6	Throwing Errors at Shortstop
Ef6	Fielding Errors at Shortstop
AP6	Innings Appeared at Shortstop
OP6	Out Played at Shortstop
PO7	Putouts at Left Field
A7	Assists at Left Field
Et7	Throwing Errors at Left Field
Ef7	Fielding Errors at Left Field
AP7	Innings Appeared at Left Field
OP7	Out Played at Left Field
PO8	Putouts at Center Field
A8	Assists at Center Field
Et8	Throwing Errors at Center Field
Ef8	Fielding Errors at Center Field
AP8	Innings Appeared at Center Field
OP8	Out Played at Center Field
PO9	Putouts at Right Field
A9	Assists at Right Field
Et9	Throwing Errors at Right Field
Ef9	Fielding Errors at Right Field
AP9	Innings Appeared at Right Field
OP9	Out Played at Right Field

Code	Description
PO10	Putouts at Other Field
A10	Assists at Other Field
Et10	Throwing Errors at Other Field
Ef10	Fielding Errors at Other Field
AP10	Innings Appeared at Other Field
OP10	Out Played at Other Field