Is it common practice to use the same Node structure for Stack and Queue Nodes as well as BST node? So instead of having a Node struct and a BSTNode struct, just have one struct that has everything for all three data structures? Example:

typedef struct Node{
   // data
   struct Node *next;
   struct Node *previous;
   struct Node *left;
   struct Node *right;
   struct Node *parent;
}Node;

It seems like it would be a bit more efficient than having another structure dedicated to a BSTNode.

Not really, but I was lazy, so I did what you suggest. You can be lazy, too.