

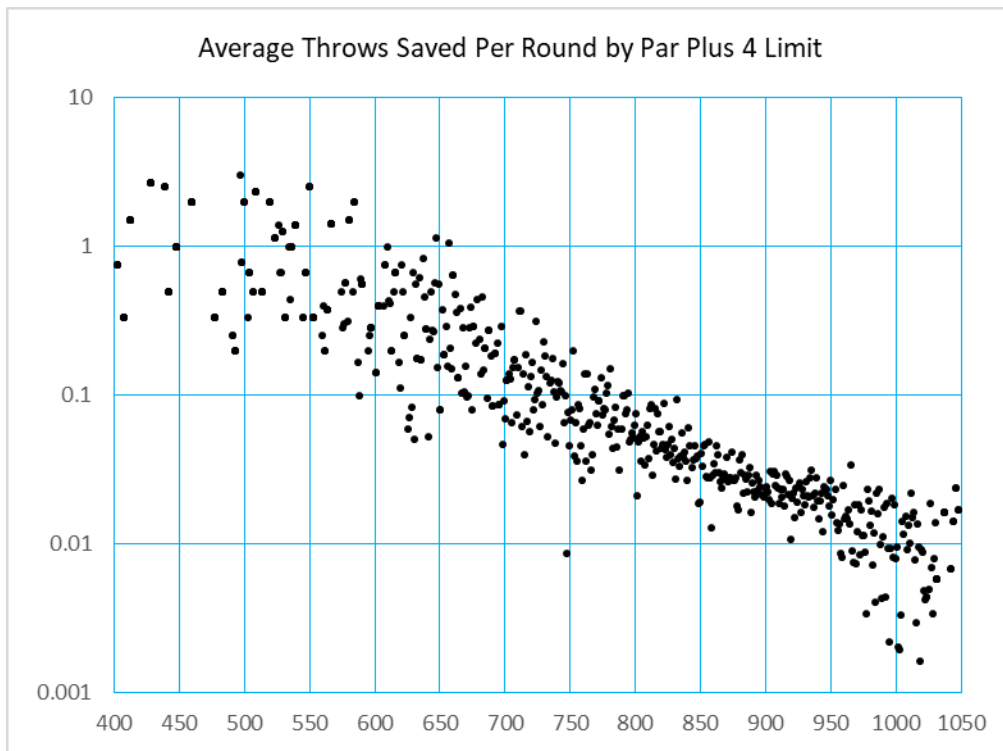
# Impact on Disc Golf Scores if Par+4 was Always an Option

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October 18, 2024

Using hole-by-hole scores from almost 300,000 player-rounds, I replaced any score that was higher than Par+4 with a score of Par+4. I recorded the difference this made in the total score for each round for each player.

Compiling all this, I found the average change in score by player rating. The following chart shows the results:



Note that the probabilities are on a logarithmic scale. A 1000-rated player would benefit by about 1 throw per 100 rounds, a 750-rated player about one throw per 10 rounds, and a 500-rated player about 1 throw per round.

The scattering reflects the limited amount of data per player rating; results from different ratings were not amalgamated.

I also looked at how the scores and prize money would have changed had the Par+4 option been in place for the finalists at USDGC and Throw Pink.

For Throw Pink, none of the scores would have changed.

For USDGC, only 4 of the 54 players would have had their scores impacted, for a total of five throws.

However, because this would have changed finishing positions, the prize money for 20 of the players would have changed. In total, about \$577 of the \$132,172 in prize money (or 0.44%) would have been shifted around. The four players whose scores would have been changed would have gotten an average of \$70 more each. The changes would have cost 14 other players about \$21 each. Another two players would have gotten another \$4 due to tie creation or breaking.

| Player            | Score Diff. | Prize Diff. |
|-------------------|-------------|-------------|
| Ezra Aderhold     | -1          | \$120       |
| Robert Burrridge  | -1          | 64          |
| Emerson Keith     | -2          | 62          |
| Ezra Robinson     | -1          | 37          |
| Joel Freeman      | 0           | 4           |
| Silas Schultz     | 0           | 4           |
| Daniel Davidsson  | 0           | -6          |
| Andrew Miranda    | 0           | -7          |
| Chris Dickerson   | 0           | -7          |
| Benjamin Callaway | 0           | -13         |
| Casey White       | 0           | -18         |
| Connor Rock       | 0           | -18         |
| Luke Taylor       | 0           | -18         |
| Mason Ford        | 0           | -24         |
| Nikko Locastro    | 0           | -24         |
| Zach Arlinghaus   | 0           | -24         |
| Scott Withers     | 0           | -24         |
| Eetu Tuominen     | 0           | -35         |
| Simon Lizotte     | 0           | -35         |
| Ty Love           | 0           | -35         |

Par+4 seems arbitrary, so I looked at other rules for setting the maximum possible score on a hole. Par+Zero is simply wiping away all bogeys and higher. Par+2 is equivalent to regular Stapleford scoring.

The following chart shows the expected impact for the rules from Par+Zero to Par+9. Data from adjacent player ratings were combined so that each data point represents about 32 cases of a score change.

