

State of Disc Golf Par 2024  
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This is a look at how appropriately par was set for tournaments in 2024. The metric is the number of tournament pars that are equal to pars from the refined Par by Scoring Distribution method. The data includes over 3 million scores and pars from most of the B-Tier and above events.

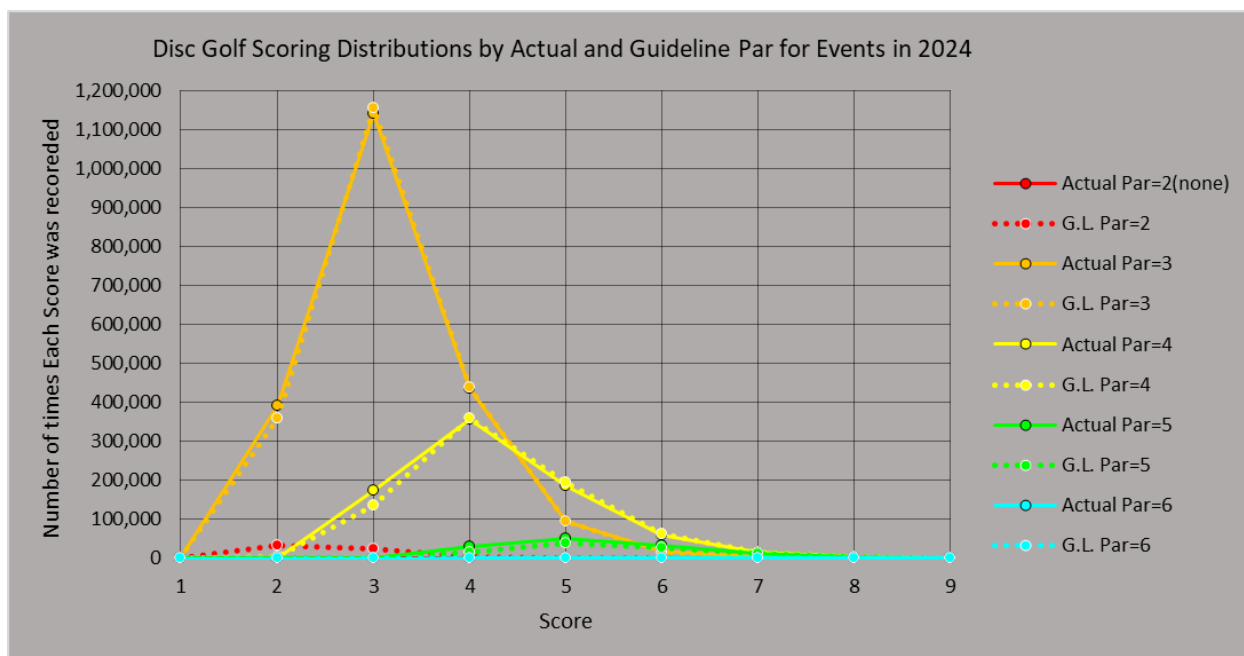
The bulk of pars were set appropriately for the bulk of players. These are players at the Blue and White skill levels. Most pars (about 69%) were 3, for both Actual and Guideline.

The following chart shows the scoring distributions around the assigned pars compared to the scoring distributions around guideline pars.

On the holes with actual par of 3, the scoring distribution was 18.9%/54.6%/26.5% under/at/over par.

On the holes where the guideline par would have been 3, the scoring distribution would be 17.4%/55.8%/26.8% under/at/over par.

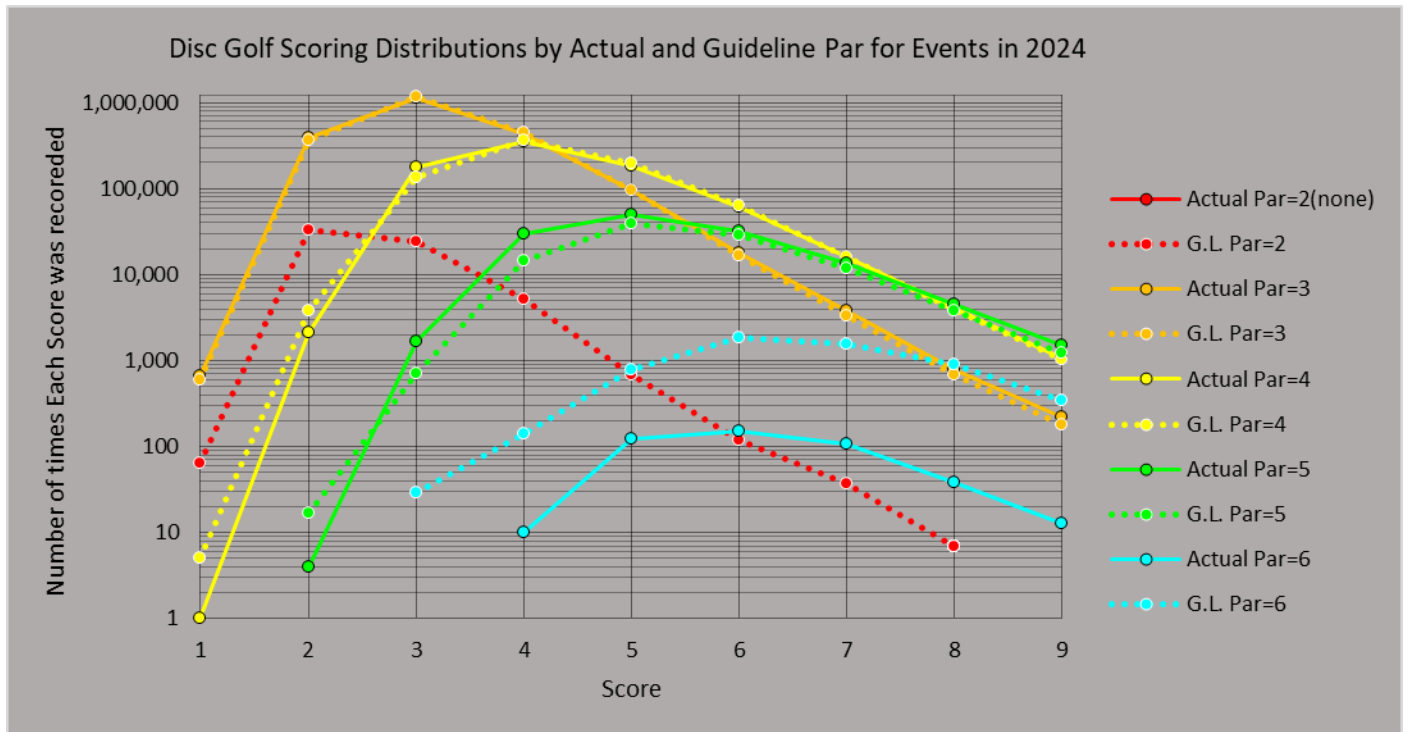
The chart shows there are a few par 4s that would be par 3 under the guidelines, and some par 3s that would be par 2 under the guidelines.



The following is the same chart with the y-axis on a logarithmic scale. This shows more detail for the rarer scores. A lot of the differences between distributions around actual vs. guideline pars are due to lower-skilled players on courses that were not designed for them.

A lot of the high scores on the holes where guideline par would be 2 are from players who chose to play the same course as MPO players. (Because they had no interest in getting more stuff, I'd guess.)

There would be ten times as many par 6s under the guidelines. This is because many lower-skilled players do not get to play against pars that were set for their skill level.

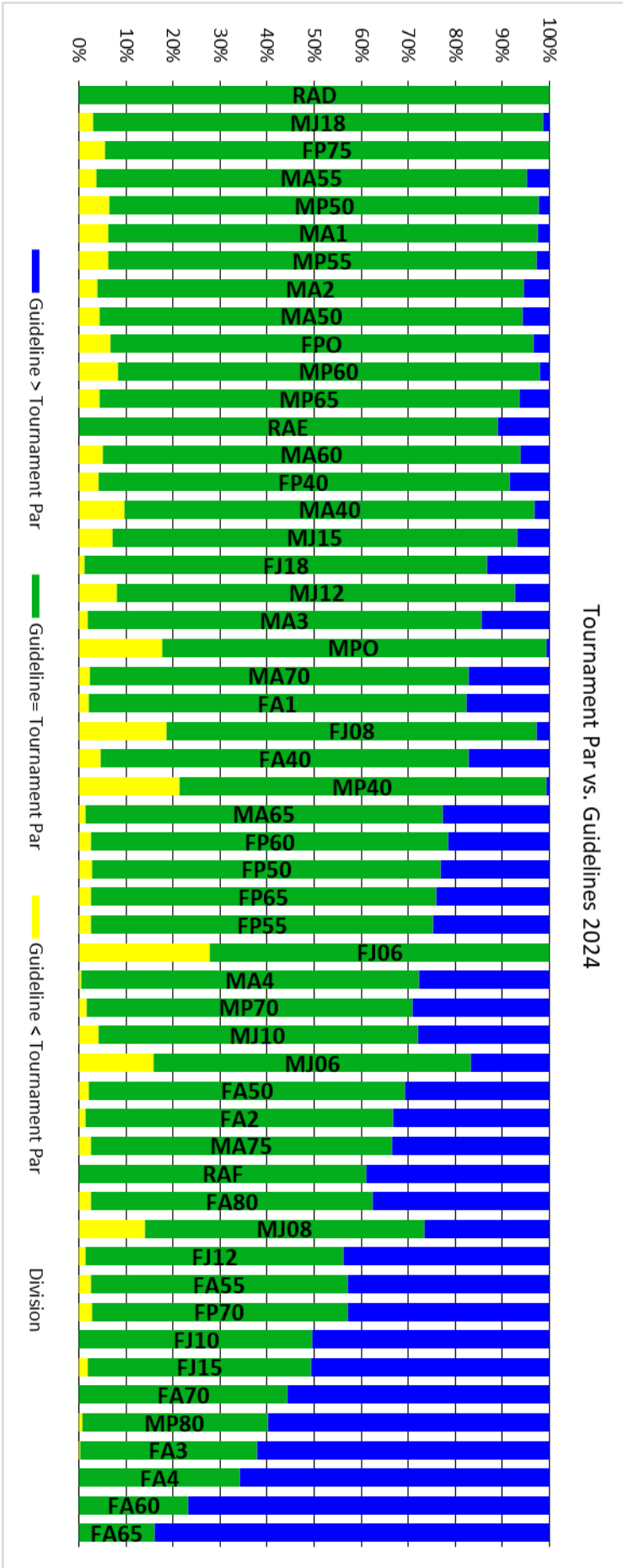


The chart on the next page breaks things down by division.

The green middle band shows how frequently the actual tournament pars were the same as guideline pars.

The yellow band to the left shows how often the guideline par would be lower than the tournament par. In other words, where tournament pars were too soft.

The blue band to the right shows how often the guideline par would be higher than the tournament par. In other words, where tournament pars were too tough.



The most well-served division was RAD, which is the White <935 ratings-based division. All of the players in this rarely-offered division got appropriate pars on all the holes they played during 2024.

FPO pars were more appropriate than MPO pars.

FPO players saw a larger percent of holes with appropriate par (compared to MPO), and there was a balance between holes with pars that were too low or too high.

MPO saw a smaller majority of pars that were appropriate, and nearly all of the pars that were not appropriate were too high (too easy).

The FJ06 data was all from one event with unprecedentedly short holes and pars that were set quite generously.

FA65 is the division that was least well-served. A large majority of players saw pars that were too hard for them.

### **Suggestions**

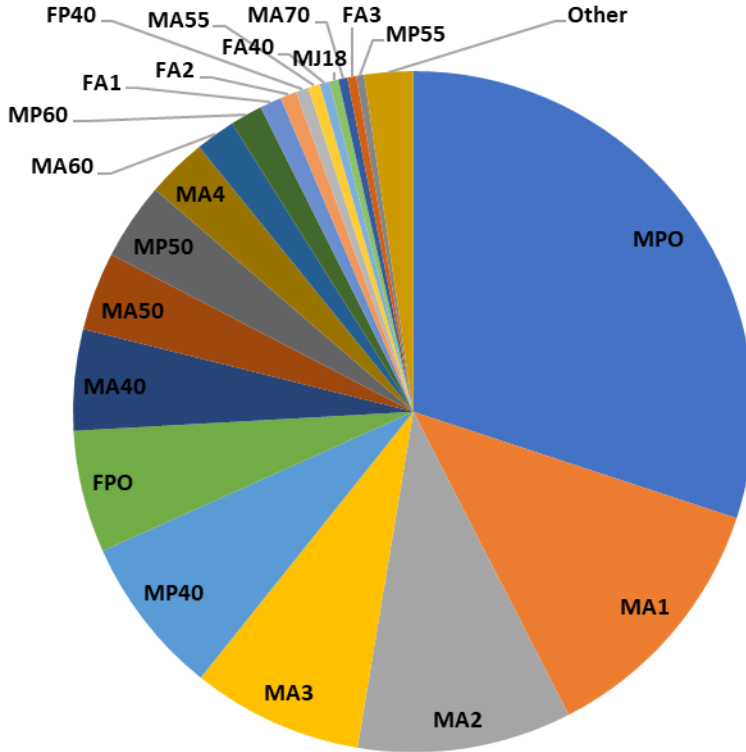
1. New divisions for MP under 970 and FP under 875 should be offered. MPO and FPO pars have generally been set at a level appropriate for these players anyway. Which means pars are too soft for the players who might actually win. Splitting the no-chancers out would allow for setting tougher, more appropriate, pars for the best players while keeping the comfortable pars for everyone else who would like to play for cash.

2. Par should be separated from the description of the course layout. Players who play the same physical layout at the same time should be combined for ratings calculations - even if the pars are set differently for different divisions who played that layout. However, currently the system will not combine two layouts with different pars. Therefore, tournament directors are reluctant to create wholly separate layouts to fine-tune the pars by division. This leads to pars that are too hard for all but the top division playing any layout.

3. When par is set appropriately, a greater percentage of players will score even-par on lower-scoring holes than on higher-scoring holes. For example, only a fraction of players will get a six on a par 6, even if six is the expected score with errorless play. Lower-skill divisions need not just appropriate par, but courses where the appropriate par would be around 63 for a round of 18 holes.

## Appendix

The following chart shows how much data was included by division.



The following Chart shows how much data was included by rating.

