

# Player & Course Rating System Terminology and Calculations

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Players are used to thinking in terms of round scores. However, all ratings calculations must be made using “per hole” values because not all PDGA rounds are 18 holes. The terms are listed alphabetically.

**ACE:** Asymptotic Convergence Effect is a “per hole” factor used to adjust for score compression the easier a course is. For example, two players whose scores average 10 throws apart on a difficult course may average only 7 throws apart on an easier course because the better player cannot typically shoot better than 36 no matter how easy the course is.

**AHS:** The Average Hole Score is the average score per hole thrown by a player in one round. It is the actual round score divided by the number of holes played in the round.

**DPH:** The Differential Per Hole is the difference between the SHS determined for the course configuration and the player’s AHS thrown for the round and adjusted with the ACE factor.

**PHI:** The Player Hole Index is the average of a player’s best set of DPH rounds. It is their best 85% of DPH values in PDGA rounds during the prior 12 months (or up to prior 24 months if less than 20 valid rounds have been played).

**PPR:** The PDGA Player Rating is a simple 3 or 4-digit number mathematically converted from a player’s PHI so players don’t have to deal with decimal or negative numbers. The formula is 100 times the result of 10 minus 1.8 times the player’s PHI. Any players who can maintain a PR of 1000 or higher are shooting scores at tournaments that are equal to or better than the average WCP at the courses they played. Every 10 points in the PR is equivalent to a skill difference of one throw on a typical championship 18-hole course with a WCP near 50.

**Propagator:** Starting in 2002, a propagator is a player who has a PR greater than 799 AND at least 10 rounds have been included in their PHI/PR calculation). Only the scores of propagators can be used to calculate ratings for courses and players.

**Round:** A PDGA round can be officially used for ratings calculations if it is at least 14 holes and enough propagators completed the holes. Did Not Finish (DNF) rounds are not considered completed if the player left before finishing all holes. They are excluded from a player’s total rounds played to calculate or update a rating. Round 1 can be shown as R1.

**RR:** Round Rating is what rating level a player shoots during a specific round. A player's rating for an event is sometimes referred to as their Event Rating (ER).

**SHS:** Scratch Hole Score is the average score per hole if thrown by a hypothetical scratch player who is someone rated 1000. It is calculated from the round scores of propagators playing the configuration in a PDGA tournament.

**SSA:** Scratch Scoring Average for a course is the average score expected on a course configuration by players rated 1000. The SSA for any course configuration is the number of holes times the SHS. It is normally shown to one decimal place for the course and two decimals for each hole.

**WCP:** World Class Par is the par for each hole based on rounding off the SSA values to the nearest whole number for each hole. The hole-by-hole WCP values are adjusted where needed so that the total of all hole WCP values is no more than the total SSA value rounded up to the next whole number (i.e. if SSA = 51.1 then make WCP = 52).

## **Terms Not Active**

**AHA:** The **A**way-**H**ome **A**djustment factor is not currently being used. It would be added to the **AHS** of players playing their home course(s) since they should play these courses relatively better than all other courses. There are several challenges to using this factor in practice.