Disc Golf

Disc golf is a rapidly growing sport where players attempt to throw a disc from a teeing area to a basket in as few strokes as possible. Similarly to golf, the main types of throwing are driving and putting, and players need many different shots to complete each hole efficiently.

The DGPT data set has statistics with variables for throwing statistics and performance statistics. These include driving statistics (Parked, Circle 1 in Regulation, Circle 2 in Regulation, Fairways hit, Total Strokes Gained Tee to Green), putting statistics (Circle 1X Putting, Circle 2 Putting, Total Strokes Gained Putting), and performance statistics (Wins, Podiums, Top 10s, Top 20s, Average Place, Total Earnings). There are also other statistics which do not fall specifically into these categories like birdies per round, bogeys per round, OB shots per round, Scramble percentage, and Total Strokes.

Between Fairways Hit and Strokes Gained Tee to Green, which is a better predictor of Total Earnings? Of Top 10 finishes?

Is there a stronger correlation between Total Earnings, and Circle 1X putting or Circle 2 putting?