

The PGA TOUR radar Launch detail export is designed to produce a semicolon delimited text files suitable for use with most common spreadsheets and databases. The information is presented at the shot level where the shot was captured by radar for each tournament and players selected.

Note - radar shots are taken on only one or two holes per round. They are taken on par fours and par fives only.

1. Tour	29. Actual Range
2. Tour Description	30. Actual Side
3. Tournament Year	31. Actual Height
4. Tournament Schedule Number	32. Valid Flat
5. Permanent Tournament Number	33. Flat Flight Time
6. Tournament Name	34. Flat Landing Angle
7. Player Number	35. Flat Landing Speed
8. Player First Name	36. Flat Range
9. Player Last Name	37. Flat Side
10. Round	38. X of Impact
11. Hole Number	39. Y of Impact
12. Hole Sequence Number	40. Z of Impact
13. Shot Sequence Number	41. Distance of Impact
14. Club head speed	42. Course Number
15. Ball speed	43. Course Name
16. Smash factor	44. Valid Calculated Drive
17. Vertical launch angle	45. Valid Stored Drive
18. Horizontal launch angle	46. Club used
19. Valid Launch Spin	47. Total Distance
20. Launch spin	48. Ending Location Code
21. Valid Apex	49. Ending Location Description
22. Apex range	50. Weather
23. Apex side	51. Trajectory Seq#
24. Apex height	52. Trajectory X Coordinate
25. Valid Actual	53. Trajectory Y Coordinate
26. Actual Flight Time	54. Trajectory Z Coordinate
27. Actual Landing Angle	55. Trajectory Time
28. Actual Landing Speed	56. Extrapolated

Detailed Definitions

Tour (1 character code)

R – PGA TOUR
S – Champions TOUR
H – Nationwide tour

Tour Description (text)

“PGA TOUR”, “Champions TOUR”, “Nationwide Tour”

Tournament Year (4 digit numeric)

Four digit year of the event

Tournament Schedule # (3 digit numeric)

The tournament 3 digit sequence number of the particular event. Events are sequenced in the order of the tournament schedule for a given year. Sequence numbers are normally in increments of 10.

Permanent Tournament # (3 digit numeric)

The unique 3 digit number assigned to each tournament. This number remains consistent with a tournament from year to year, whereas the tournament schedule number will vary based on the sequence of tournaments played.

Tournament Name (text)

The full name of the Tournament Played

Player Number (5 digit numeric)

A unique 4 or 5 digit number assigned to each player

Player First Name (text)

The player's full first name

Player Last Name (text)

The player's full last name

Round (1 digit numeric)

The Round number 1 – 6. Most PGA TOUR and Nationwide Tour events are 4 round events. Most Champions Tour events are 3 rounds.

Hole Number (2 digit numeric)

Hole number, 1 – 18, on which the shot occurred

Hole Sequence Number (2 digit numeric)

The sequential number in which the hole was played in the players round.

Shot Sequence Number

For the hole - the players shot sequence the measurement was taken on.

Club Head Speed (6 digits with 3 decimal places)

Speed in which the club had impacts the ball (measured in mph)

Ball Speed (6 digits with 3 decimal places)

Ball speed at launch (measured in mph)

Smash Factor (4 digits with 3 decimal places)

Ratio of Ball speed to Club head speed (Ball speed/Club head speed)

Vertical Launch Angle (6 digits with 3 decimal places)

Vertical launch angle of the ball immediately after leaving the club (measured in degrees)

Horizontal Launch Angle (6 digits with 3 decimal places)

Horizontal launch angle of the ball immediately after leaving the club (measured in degrees)

Valid Launch spin (1 char)

Y/N flag indicating if the Spin data captured is valid.

Launch Spin (5 digits)

RPM's of the golf ball immediately after leaving the club where a valid radar measurement was taken

Valid Apex

Y/N flag indicating if the Apex data captured is valid.

Apex Range (6 digits with 3 decimal places)

Distance (measured in feet) from the Tee to the apex point where a valid radar measurement was taken

Apex Side (6 digits with 3 decimal places)

This side deviation relative to the center of the fairway of the apex point when a valid radar measurement was taken (measured in feet).

Apex Height (6 digits with 3 decimal places)

Highest point of the shot (measured in feet) relative to the tee where a valid radar measurement was taken

Valid Actual

Y/N flag indicating if the "Actual" data captured is valid.

Actual Flight Time (7 digits with 3 decimal places)

Elapsed time (measured in milliseconds) from launch to the point of ground impact where a valid radar measurement was taken

Actual Landing Angle (6 digits with 3 decimal places)

Angle of the golf ball trajectory relative to horizontal as it impacts the ground (Measured in degrees) where a valid radar measurement was taken

Actual Landing Speed (6 digits with 3 decimal places)

Speed of the golf ball as it impacts the ground (measured in mph) where a valid radar measurement was taken.

Actual Range (6 digits with 3 decimal places)

Distance (measured in feet) from the tee to the last measured point where a valid radar measurement is taken.

Actual Side (6 digits with 3 decimal places)

Side deviation relative to the center of the fairway (measured in feet) or a valid radar measurement is taken.

Valid Flat

Y/N flag indicating if the Flat data captured is valid to.

Flat Flight Time (7 digits with 3 decimal places)

Elapsed time (measured in milliseconds) from launch to ball return to tee height. (When a valid radar measurement is taken.)

Flat Landing Angle (6 digits with 3 decimal places)

Angle of the golf ball trajectory measured in degrees) relative to horizontal when the ball returned to tee height (when a valid radar measurement is taken)

Flat Landing speed (6 digits with 3 decimal places)

Speed of the golf ball (measured in mph) when the ball returned to tee height (when a valid radar measurement is taken)

Flat Range (6 digits with 3 decimal places)

Distance from tee (measured in feet) to win the ball returned to tee height. (When a valid radar measurement is taken)

Flat Side (6 digits with 3 decimal places)

Side deviation (measured in feet) of the ball relative to the center of the fairway when the ball returned to tee height. (When a valid radar measurement was taken)

X of impact (8 digits with 3 decimal places)

X-coordinate when the ball impacts the ground

Y of impact (8 digits with 3 decimal places)

Y-coordinate when the ball impacts the ground

Z of impact (8 digits with 3 decimal places)

Z-coordinate when the ball impacts the ground

Distance of Impact (7 digit with 2 decimal places)

The distance in inches from the start shot location to where the ball first impacts the ground.

Course # (3 digit numeric)

A unique 3 digit number assigned to each course (Note: courses played in more than one event will receive a number for each event. i.e. Pebble Beach Golf Links has been played for both the AT&T Pebble beach Pro Am and the US Open in the same year and has two unique course numbers assigned.)

Course Name (text)

The full name of the Course on which the shot was played

Valid Calculated Drive (text, 1 char)

Y/N flag – Indicates if the shot meets the evaluation criteria indicating a driver was used and the shot was used in YTD Radar stat calculations.

Valid Stored Drive (text, 1 char)

Y/N flag – Indicating the walking scorer has marked the club used as a Driver. This value and the calculated valid drive value must both be Y for the stat to be used in radar stats

Club Used (text, 3 char)

Three char code indication what club was used for the shot. Only values from 2012 and forward should be considered accurate.

Total Distance (5 digit)

Total Shot Distance measured in inches. (Shot Starting point to Shot Ending point)

Ending Location Code (3 char)

Three char shot ending location code.

Ending location description (Char)

Description of the shot ending location

Weather (Char)

Wind direction and speed.

Trajectory Seq# (2 digit)

The trajectory data point sequence number – Typically there are between 30 and 50 captured trajectory data points per shot.

Trajectory X Coordinate (7 digit, 2 decimal places)

X coordinate of the trajectory Point

Trajectory Y Coordinate (7 digit, 2 decimal places)

Y coordinate of the trajectory Point

Trajectory Z Coordinate (7 digit, 2 decimal places)

Z coordinate of the trajectory Point

Trajectory Time (10 char time)

HH:MM:SS the trajectory data point was captured

Extrapolated (1 char)

Y/N flag indication if the data point was captured or extrapolated