

# DISTANCE DRIVERS

# THE MOST COMPLETE SELECTION IN DISC GOLF

SPEED	7	GLIDE	5
TURN	-2	FADE	1

## FLIGHT NUMBERS

**SPEED** (upper left) 1 to 14  
SPEED is the ability of a disc to cut through the air. Discs with higher numbers are faster, but require more power to achieve their true potential.

**GLIDE** (upper right) 1 to 6  
GLIDE measures the disc's ability to stay aloft at different speeds. Typically, more glide means more downwind distance. Higher glide allows discs to fly farther with less effort/power.

**TURN** (lower left) 1 to -5  
Also referred to as High Speed Turn. TURN is the tendency of a disc to turn right (for RHBH\* throwers) early in the flight. The least turn is 1, and the most is -5.

**FADE** (lower right) 0 to 5  
All discs tail off in the same direction (left for RHBH\* shots), but some will "hook" harder than others. A disc rated 0 is the straightest finishing while a disc rated 5 will hook the most.

## PLASTICS

**S STAR**  
(CHOICE OF PROS)

GRIP DURABILITY

**G GSTAR**  
(GRIP/FLEXIBLE)

GRIP DURABILITY

STAR FAMILY

**C CHAMPION**  
(EXTRA-DURABLE)

**M METALFLAKE**  
(SPARKLY & DURABLE)

**G GLOW CHAMPION**  
(GLOWS & DURABLE)

**B BLIZZARD**  
(LIGHTWEIGHT)

GRIP DURABILITY

CHAMPION FAMILY

**P PRO**  
(BEST GLIDE)

GRIP DURABILITY

**R R-PRO**  
(GRIP/FLEXIBLE)

GRIP DURABILITY

**X XT**  
(GRIP/FIRM)

GRIP DURABILITY

**K KC PRO**  
(FIRM)

GRIP DURABILITY

PRO FAMILY

**D DX**  
(GREAT GRIP)

**GLOW DX**  
(GLOWS AT NIGHT)

GRIP DURABILITY

DX FAMILY

## FIRESTORM

14 4  
-1 3

**SC**

Designed for the power throwers whether thrown sidearm or backhand.

## CORVETTE

14 6  
-1 2

**SCGP**

You might get a ticket when you lay on the throttle. But who cares, you're parked!

## COLOSSUS

14 5  
-1 3

**SCG**

A larger than life Speed 14 driver. Standing tall atop the flight charts.

## APE

13 5  
0 4

**SCBD**

Get primal! A disc for the knuckle draggers. Speed and stability to overpower wind.

## BOSS

13 5  
-1 3

**SCBBD**

Let the Boss work for you. Excellent control and range sidearm and backhand.

## CHARGER

13 5  
-1 2

**SCG**

Electrifying speed and performance. Juice it for long lasting glide.

## SHRYKE

13 6  
-2 1

**SCGPD**

A high-speed, max-glide driver that's perfect for pinning down tasty birds.

## KATANA

13 5  
-3 3

**SCBBD**

Sharpen your game. Achieve more distance. Superior glide and turn for most players.

## DAEDALUS

13 6  
-3 2

**SC**

Masterfully crafted, the Daedalus will have you soaring. Don't fly too close to the sun!

## WAHOO

12 6  
-2 2

**R**

A fast gliding driver for over water shots or just plain distance. Floats in water!

## TERN

12 6  
-3 2

**SCGPD**

Like the name, this disc has natural turn, big glide, and is designed for long shot-shaping.

## DESTROYER

12 5  
-1 3

**SCMBBD**

Transform your game. The best selling driver in disc golf. Play the long game.

## WRAITH

11 5  
-1 3

**SCBBD**

Grab hold of this versatile distance driver. The spirit of a champion and the drive to match.

## MYSTERE

11 6  
-2 2

**SC**

The Mystere is the answer for perfect glide, turn and fade.

## MAMBA

11 6  
-5 1

**SCBD**

Designed to give new players more distance with less effort. Or easy rollers.

## MONARCH

10 5  
-4 1

**C**

Glide for beginners, turn for power throwers. The king of long range rollers.

## XCALIBUR

12 5  
0 4

**SC**

Got ample power? Pull the XCaliber out for confidence in the wind. An eXcellent choice.

## ORC

10 4  
-1 3

**SCD**

Command the Orc to obey your bidding. Battle long holes with tenacity.

## BEAST

10 5  
-2 2

**SCBBD**

You can tame the Beast! Gives you max distance with generous glide.

## INVICTUS

10 4  
0 3

**SCG**

Thrown with moderate power, it will fade the entire flight. Be invincible in the wind.

## FIREBIRD

9 3  
0 4

**SCGD**

Got power? The Firebird can handle it. A pro's choice for wind and overhead shots.

## THUNDERBIRD

9 5  
0 2

**SCMBDD**

Thunderous applause. The Thunderbird gets it. Try one and you'll find out why.

## SAVANT

9 5  
-1 2

**SC**

With amazing precision, this disc is a really good driver. You can bet on that.

## VIKING

9 4  
-1 2

**D**

The Viking charges forward and doesn't stray far from its course. Victory is yours!

## VALKYRIE

9 4  
-2 2

**SCGDD**

Distance for new players. Skilled players can master tricky lines.

## SIDEWINDER

9 5  
-3 1

**SCGD**

Great first driver and a phenomenal roller. Easy to throw far, useful for pros too.

## ROADRUNNER

9 5  
-4 1

**SCG**

Boom it like Barsby: A beginner friendly driver that makes a great roller.

# FAIRWAY DRIVERS

## TEEBIRD3

8 4  
0 2

**SCMBD**

A faster TeeBird, because it's what people want. A little more stability for accuracy.

## TEEBIRD

7 5  
0 2

**SCMBD**

For players that demand accuracy and command placement. For ams and pros alike.

## EAGLE

7 4  
-1 3

**SCD**

An All-American no excuses Fairway Driver. Live free and fly hard.

## TL3

8 4  
-1 1

**SCGD**

Count on the TL3 to thread the needle. Made for blasting low line drives.

## TL

7 5  
-1 1

**SCD**

Tight Lines. The TL was designed for them. A perfect addition to any player's bag.

## HAWKEYE

7 5  
-1 1

**SCG**

Scrambling is over-rated. The Hawkeye is all about staying in the short grass.

## LEOPARD

6 5  
-2 1

**SCGPD**

A silent but deadly force in the woods. The best beginner driver, but pros love 'em.

## CHEETAH

6 4  
-2 2

**D**

Want game? The Cheetah can catch it. A finesse driver with solid fade.

Designates a disc that floats in water. No more tears.





# MID-RANGE DISCS

**CAIMAN**  

5.5	2
0	4

  
**SC**  
 Got snap? The Caiman will whip around corners to attack the green.

**GATOR**  

5	2
0	4

  
**SM D**  
 Quick and powerful, the Gator will wrestle the wind.

**ROC3**  

5	4
0	3.5

  
**SCCKXD**  
 Extra stable, extra reliable in all conditions. Power players will love the control.

**ROC**  

4	4
0	3

  
**SKDD**  
 A disc of mythical proportions. Legendary disc thrown by pros and mortals alike.

**PIG**  

4	1
0	3

  
**R**  
 When the wind kicks up, throw the Pig and bring home the bacon.

**TORO**  

4	2
1	3

  
**SC**  
 An overstable, headless Mid-Range that can handle bullish torque.

**AVATAR**  

5	4
0	2

  
**SCX**  
 Manifesting the best of Roc3, Lion, and Atlas – A formidable Mid-Range.

**ATLAS**  

5	4
0	1

  
**SCX**  
 The Atlas can guide you. Unique two-piece design for straight consistent flights.

**LION**  

5	4
0	2

  
**SCCKD**  
 The Lion attacks at any angle—hyzer, flat, or anhyzer. Get some big game.

**JAY**  

5	4
0	1

  
**SCD**  
 At home in the blue sky. A natural flyer that is made for control and placement.

**MAK03**  

5	5
0	0

  
**SCCKXD**  
 Built for straight shots to the pin with extra sweet glide on the side.

**COBRA**  

4	5
-2	2

  
**D**  
 Snake through the course. Smooth turn and fade for fabulous flights.

**WOMBAT3**  

5	6
-1	0

  
**SCD**  
 One disc, more twos. Wombat3. Smooth controlled flights. Can you dig it?

**STINGRAY**  

4	5
-3	1

  
**D**  
 For graceful gliding flights. Just add power for more turn.

**MANTA**  

5	5
-2	1

  
**D**  
 Smooth sailing to the pin with this straight Mid-Range with a gentle turn.

**WOLF**  

4	3
-4	1

  
**D**  
 The Wolf is on the hunt for birdies and can help you capture a lower score.

# PUTTERS & APPROACH DISCS

**AVIARX3**  

3	2
0	3

  
**SCCKD**  
 The Xtreme condition Aviar. Use it for windy days and risky greens.

**KC PRO AVIAR**  

2	3
0	2

  
**K**  
 Ken Climo's putter of choice. Stable and stiff. Good for windy approaches.

**RHYNO**  

2	1
0	3

  
**CRD**  
 Charge ahead of the competition. Ready to take on any headwind.

**ANIMAL**  

2	1
0	1

  
**SPX**  
 A Thumtack putter holds a line for control to keep YOU from going primal.

**HYDRA**  

3	3
0	2

  
**R**  
 Three heads are better than one. It floats, it putts and it approaches.

**BULLFROG**  

3	1
0	1

  
**X**  
 For players who putt with a tad more authority, the clean release delivers.

**AVIAR3**  

3	2
0	2

  
**SCXD**  
 Flat-topped and fierce like a Marine. Slammed flat for an ideal driving putter.

**WHALE**  

2	3
0	1

  
**CD**  
 A putter you can whale on. Throw it short or long. Whale don't give a flip.

**INVADER**  

3	2
0	1

  
**SCCKD**  
 Slaying upshots and making itself feel at home in the basket.

**AVIAR P&A**  

2	3
0	1

  
**SCCKXRD**  
 Our most popular disc. The choice of champions for over 35 years.

**XERO**  

2	3
0	0

  
**XRD**  
 Exactly what you need. A beaded putter with true straight flights on the tee or green.

**BIRDIE**  

1	2
0	0

  
**D**  
 When you drive close, you want a Birdie. Don't settle for par.

**DART**  

3	4
0	0

  
**CKXRD**  
 A smooth upshot disc in the game. A straight flyer that will hit the mark.

**COLT**  

3	4
-1	1

  
**KD**  
 The Colt is a straight shooter that performs well for sidearm throws and windy play.

**YETI PRO AVIAR**  

2	3
0	1

  
**X**  
 No more missing links. Stiff and grippy. Jay "Yeti" Reading's flatter Pro Aviar.

**NOVA**  

2	3
0	0

  
**X**  
 A stellar putter for straight shots. Catches chains and doesn't skip.

**POLECAT**  

1	3
0	0

  
**D**  
 Feel the line. Let it go and it flies straight to the pole.

**CLASSIC AVIAR**  

2	3
0	0

  
**D**  
 The straightest flying Aviar. Period. Stiffer feel and minimal fade.

**SONIC**  

1	2
-4	0

  
**D**  
 Collect that ringing sound of the chains with this beginner friendly disc.

**FLIGHT NUMBERS**  

SPEED	7
GLIDE	5
TURN	-2
FADE	1

**SPEED** (upper left) 1 to 14  
 SPEED is the ability of a disc to cut through the air. Discs with higher numbers are faster, but require more power to achieve their true potential.

**GLIDE** (upper right) 1 to 6  
 GLIDE measures the disc's ability to stay aloft at different speeds. Typically, more glide means more downwind distance. Higher Glide allows discs to fly farther with less effort/power.

**TURN** (lower left) 1 to -5  
 Also referred to as High Speed Turn. TURN is the tendency of a disc to turn right (for RHBH\* throwers) early in the flight. The least turn is 1, and the most is -5.

**FADE** (lower right) 0 to 5  
 All discs fall off in the same direction (left for RHBH\* shots), but some will "hook" harder than others. A disc rated 0 is the straightest finishing while a disc rated 5 will hook the most.

**DESIGNATES A DISC THAT FLOATS IN WATER. NO MORE TEARS.**

## PLASTICS

**S STAR**  
 (CHOICE OF PROS)  
 GRIP DURABILITY

**G GSTAR**  
 (GRIPPY, FLEXIBLE)  
 GRIP DURABILITY

**C CHAMPION**  
 (EXTRA-DURABLE)  
 GRIP DURABILITY

**M METALFLAKE**  
 (SPARKLY & DURABLE)  
 GRIP DURABILITY

**GLOW CHAMPION**  
 (GLOWS & DURABLE)  
 GRIP DURABILITY

**B BLIZZARD**  
 (LIGHTWEIGHT)  
 GRIP DURABILITY

**P PRO**  
 (BEST GLIDE)  
 GRIP DURABILITY

**R R-PRO**  
 (GRIPPY, SOFT)  
 GRIP DURABILITY

**X XT**  
 (GRIPPY, FIRM)  
 GRIP DURABILITY

**K KC PRO**  
 (FIRM)  
 GRIP DURABILITY

**D DX**  
 (GREAT GRIP)  
 GRIP DURABILITY

**GLOW DX**  
 (GLOWS AT NIGHT)  
 GRIP DURABILITY

# INNOVA

## DISC GOLF