

# DISTANCE DRIVERS



## Flight Numbers Explained

Innova invented the 4-Number Flight Number system used throughout the disc golf world. Each of our discs achieves a specific flight, and the flight numbers help guide you to the model to throw your best. Remember that Glide, Turn, and Fade numbers are relative only to the discs within a given row, *and some plastics produce different flight numbers shown (in red).*

example: Gorgon  
[10 | 6 | -2 -3 | 2]

<b>SPEED</b>	Rim width is the main variant for Speed. Wider rims = less drag ... <b>FASTER!</b>	<b>TURN</b>	At speed, discs can twist in the air, changing direction. Negative #s turn right.
<b>GLIDE</b>	As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.	<b>FADE</b>	Gravity eventually wins. With that, discs dive to the left. Higher #s move more.

SPEED  
14

**FIRESTORM**  
[14 | 4 | -1 | 3]  
**C**

**CORVETTE**  
[14 | 6 | -1 -2 | 2]  
**S C G P**

**COLOSSUS**  
[14 | 5 | -1 -2 | 3]  
**S G**

SPEED  
13

**APE**  
[13 | 5 | 0 | 4]  
**S C D**

**BOSS**  
[13 | 5 | -1 0 | 3]  
**H S C G P G**

**CHARGER**  
[13 | 5 | -1 | 2]  
**S G**

**SHRYKE**  
[13 | 6 | -2 -1 | 2]  
**H S C G P**

**KATANA**  
[13 | 5 | -3 -2 | 3]  
**S C P D**

**DAEDALUS**  
[13 | 6 | -3 | 2]  
**S C**

Learn About Flight Numbers With Nate Sexton on our Youtube channel

SPEED  
12

**XCALIBER**  
[12 | 5 | 0 | 4]  
**S C**

**DESTROYER**  
[12 | 5 | -1 | 3]  
**H S C G P D**

**RACER**  
[12 | 6 | -1 | 2]  
**S G**

**TERN**  
[12 | 6 | -3 -2 | 2]  
**H S C G P**

**WAHOO**  
[12 | 6 | -2 | 2]  
**P**

SPEED  
11

**WRAITH**  
[11 | 5 | -1 | 3]  
**H S C G P D**

**MYSTERE**  
[11 | 6 | -2 | 2]  
**H S C G**

**MAMBA**  
[11 | 6 | -5 | 1]  
**H S C G D**

SPEED  
10

**INVICTUS**  
[10 | 4 5 | 0 -1 | 3 2]  
**S C G**

Regarding Plastic Stability:   
Different plastics affect flight ratings, especially for drivers. Generally, Halo and Champion will turn the least, followed by Star. GStar and Pro are typically the plastics that are easier to turn.

**ORC**  
[10 | 4 | -1 | 3]  
**S C D**

**BEAST**  
[10 | 5 | -2 | 2]  
**H S C G P D**

**GORGON**  
[10 | 6 | -2 -3 | 1]  
**S C G P**



# FAIRWAY DRIVERS



SPEED  
9

★

**FIREBIRD**  
[9 | 3 | 0 | 4]  
H S C G D

**THUNDERBIRD**  
[9 | 5 | 0 | 2]  
H S C G P D

**SAVANT**  
[9 | 5 | -1 | 2]  
H S C

**VALKYRIE**  
[9 | 4 | -2 | 2]  
H S C G P D

✓

**SIDEWINDER**  
[9 | 5 | -3 | 1]  
H S C G D

★

✓

**ROADRUNNER**  
[9 | 5 | -4 | 1]  
H S C G

SPEED  
8

★

**TEEBIRD3**  
[8 | 4 | 0 | 2]  
S C G D

**TL3**  
[8 | 4 | -1 | 1]  
H S C G D

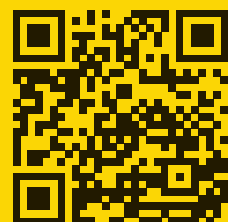
✓

**DRAGON**  
[8 | 5 | -2 | 2]  
D

✓

**ARCHANGEL**  
[8 | 6 | -4 | 1]  
D

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SPEED  
7

★

**TEEBIRD**  
[7 | 5 | 0 | 2]  
S C G D

**EAGLE**  
[7 | 4 | -1 | 3]  
S C D

**TL**  
[7 | 5 | -1 | 1]  
S C D

**HAWKEYE**  
[7 | 5 | -1 | 1]  
S C G

★

✓

**LEOPARD3**  
[7 | 5 | -2 | 1]  
H S C G D

✓

**IT**  
[7 | 6 | -2 | 1]  
S C G D

SPEED  
6

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**example: Savant**  
[9 | 5 | -1 | 2]

**GLIDE SPEED** Rim width is the main variant for Speed. Wider rims = less drag ... *FASTER!*

**GLIDE** As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.

**FADE TURN** At speed, discs can twist in the air, changing direction. Negative #'s turn right.

**FADE** Gravity eventually wins. With that, discs dive to the left. Higher #'s move more.

**CHEETAH**  
[6 | 4 | -2 | 2]  
D

✓

**LEOPARD**  
[6 | 5 | -2 | 1]  
S C G P D

### Regarding Plastic Stability:

“ Different plastics affect flight ratings, especially for drivers. Generally, Halo and Champion will turn the least, followed by Star. GStar and Pro are typically the plastics that are easier to turn. ”

PLASTIC LEGEND

H HALO STAR

S STAR

C CHAMPION

G GSTAR

P PRO

D DX

✓ Best for Beginners

★ Fan Favorite

ALWAYS MADE IN USA





# MID-RANGE DISCS

SPEED  
5



**CAIMAN**  
[5.5 | 2 | 0 | 4]

**S C**



**GATOR**  
[5 | 2 | 0 | 4]

**S C D**



**AVATAR**  
[5 | 4 | 0 | 2]

**S X**



**ATLAS**  
[5 | 4 | 0 | 1]

**S C X**



**SKEETER**  
[5 | 5 | -1 | 1]

**D**



**PANTHER**  
[5 | 4 | -2 | 1]

**C**



**ROLLO**  
[5 | 6 | -4 | 1]

**H S C D**

SPEED  
5



**ROCK3**  
[5 | 4 | 0 | 3.5]

**S C X D**



**ROCK3**  
[5 | 4 | 0 | 3]

**H S C D**



**LION**  
[5 | 4 | 0 | 2]

**S C X D**



**JAY**  
[5 | 4 | 0 | 1]

**S C D**



**MAKO3**  
[5 | 5 | 0 | 0]

**H S C G D**



**WOMBAT3**  
[5 | 6 | -1 | 0]

**S C D**



**MANTA**  
[5 | 5 | -2 | 1]

**D**

SPEED  
4



**ROC**  
[4 | 4 | 0 | 3]

**S K D**



**SHARK**  
[4 | 4 | 0 | 2]

**S D**



**CONDOR**  
[4 | 6 | 0 | 2]

**D**



**COBRA**  
[4 | 5 | -2 | 2]

**D**



**STINGRAY**  
[4 | 5 | -3 | 1]

**D**



**WOLF**  
[4 | 3 | -4 | 1]

**D**

SPEED  
4



**TORO**  
[4 | 2 | 1 | 3]

**S C**



**PIG**  
[4 | 1 | 0 | 3]

**R**



**RAT**  
[4 | 2 | 0 | 2]

**S**



**ALIEN**  
[4 | 2 | 0 | 1]

**S N D**

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example: Wombat  
[5 | 6 | -1 | 0]

<b>SPEED</b>	Rim width is the main variant for Speed. Wider rims = less drag ... <b>FASTER!</b>
<b>GLIDE</b>	As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.
<b>TURN</b>	At speed, discs can twist in the air, changing direction. Negative #'s turn right.
<b>FADE</b>	Gravity eventually wins. With that, discs dive to the left. Higher #'s move more.



# PUTT & APPROACH DISCS

THROW YOUR BEST

SPEED  
3



**HYDRA**  
[3 | 3 | 0 | 2]  
**R**



**BULLFROG**  
[3 | 1 | 0 | 1]  
**X**



**INVADER**  
[3 | 2 | 0 | 1]  
**H S C X D**



**AERO**  
[3 | 6 | 0 | 0]  
**H**



**DART**  
[3 | 4 | 0 | 0]  
**C X R D**



**COLT**  
[3 | 4 | -1 | 1]  
**S X D**



**MIRAGE**  
[3 | 4 | -3 | 0]  
**S D**

SPEED  
3



**AVIARX3**  
[3 | 2 | 0 | 3]  
**S C D**



**AVIAR3**  
[3 | 2 | 0 | 2]  
**S X D**

SPEED  
2



**KC AVIAR**  
[2 | 3 | 0 | 2]  
**K**



**JK AVIAR-X**  
[2 | 3 | 0 | 2]  
**J**



**AVIAR P6A**  
[2 | 3 | 0 | 1]  
**H S C G X N R D**



**YETI AVIAR**  
[2 | 3 | 0 | 1]  
**Y**

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SPEED  
2



**RHYN0**  
[2 | 1 | 0 | 3]  
**C R D**



**ANIMAL**  
[2 | 1 | 0 | 1]  
**S X K**



**WHALE**  
[2 | 3 | 0 | 1]  
**X K D**



**NOVA**  
[2 | 3 | 0 | 0]  
**X**



**XERO**  
[2 | 3 | 0 | 0]  
**X R D**

SPEED  
1

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example: Aviar P6A  
[2 | 3 | 0 | 1]

<b>GLIDE SPEED</b>	Rim width is the main variant for Speed. Wider rims = less drag ... <b>FASTER!</b>	<b>FADE TURN</b>	At speed, discs can twist in the air, changing direction. Negative #'s turn right.
<b>GLIDE</b>	As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.	<b>FADE</b>	Gravity eventually wins. With that, discs dive to the left. Higher #'s move more.



**BIRDIE**  
[1 | 2 | 0 | 0]  
**D**



**POLECAT**  
[1 | 3 | 0 | 0]  
**D**



**SONIC**  
[1 | 2 | -4 | 0]  
**D**