

DISTANCE AND

FAIRWAY DRIVERS

OVERSTABLE

PLASTICS

S STAR (CHOICE OF PROS)

GRIP DURABILITY

G GSTAR (GRIPPY, FLEXIBLE)

GRIP DURABILITY

STAR FAMILY

C CHAMPION (EXTRA-DURABLE)

GRIP DURABILITY

M METALFLAKE (SPARKLY & DURABLE)

GRIP DURABILITY

B BLIZZARD (LIGHTWEIGHT)

GRIP DURABILITY

CHAMPION FAMILY

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

PRO FAMILY

D DX (GREAT GRIP)

GRIP DURABILITY

DX GLOW (GLOWS AT NIGHT)

GRIP DURABILITY

DX FAMILY

APE

13 5
0 4

SCBDB

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



BOSS

13 5
-1 0 3

SCBGPDR

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



XCALIBER

12 5
0 4

SC

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



FIRESTORM

14 4
-1 3

C

Designed for the power throwers whether thrown sidearm or backhand.



CORVETTE

14 6
-1 2 2

SG

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



COLOSSUS

14 5
-2 1 3

SCG

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



DOMINATOR

13 5
-1 2

CBG

Be the master. A fast control driver to conquer the course.



SHRYKE

13 6
-2 1 2

SCCGP

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



GROOVE

13 6
-2 2

C

Maximum glide for long drives off the tee. Unique rim allows for lighter weights.



KATANA

13 5
-3 2 3

SCMBGPDP

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



VULCAN

13 5
-4 3 2

SCBGP

The logical choice for warp speed drives. Maximum roller for power throwers.



DAEDALUS

13 6
-3 2

SCG

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



TERN

12 6
-3 2

SCCGP

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



WAHOO

12 6
-2 2

R

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



TEEDEVIL

12 5
-1 2

B

Designed to attack the course with speed and utmost precision. You'll go wild over it.



WRAITH

11 5
-1 3

SCBGPDP

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



KRAIT

11 5
-1 2

CBG

Sidearm or backhand, shapes long range lines without flipping. A great power roller.



ARCHON

11 5
-2 2

SCG

This neutral driver has the finesse you need when the course throws curves at you.



MYSTERE

11 6
-2 3 2

SCG

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



MAMBA

11 6
-5 1

SCG

A driver 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.



STARFIRE

10 4
0 1 3 2

SCGPD

Launch this disc if you want distance and placement. Low drives will flare at the finish.



ORC

10 4
-1 3

SCGPD

A skilled player can command the Orc to obey their bidding. Battle long holes with the Orc.



VIKING

9 4
-1 2

CD

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



SAVANT

9 5
-1 2

SC

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



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

SCMGPDP

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



TL3

8 4
-1 1

SCG

A driver you can count on for threading the needle. Very neutral at high and low speed.



VALKYRIE

9 4
-2 2

SCGPD

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.



ARCHANGEL

8 6
-4 1

D

Just learning? This is your savior. An excellent choice for high altitude drives.



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. Typically, a higher speed number means more upwind distance.

TURN (lower left) -5 to +1

Also referred to as High Speed Turn. TURN is the tendency of a disc to turn right (for RHBH* throwers) early in the flight. A disc rated +1 is most resistant to turn. A disc rated -5 will turn the easiest and is more suitable for newer players.

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. Newer players should look for discs with more glide. A disc rated 6 has the most glide.

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. * Right Hand Back Hand throws

SPEED 7
TURN -2

GLIDE 5
FADE 1

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

THE CHOICE OF CHAMPIONS SINCE 1983

THE MOST COMPLETE SELECTION IN DISC GOLF