

		OVERSTABLE +		STABLE -		UNDERSTABLE -	
+ DISTANCE	DEFENDER	RAIDER	SHERIFF	CAPTAIN	FREEDOM		
	ENFORCER	SERGEANT	TRESPASS	RENEGADE			
+ FAIRWAY	CRIMINAL	GETAWAY	CONVICT	ESCAPE	THIEF	WITNESS	
	FELON			VANDAL	MAVERICK	BREAKOUT	
- MIDRANGE	JUSTICE	VERDICT	EMAC TRUTH	TRUTH	EVIDENCE	PATROL	
	SUSPECT				BOUNTY	WARRANT	PROOF
- PUTTERS	SLAMMER			MARSHAL	DEPUTY	GAVEL	
			JUDGE	GUARD	WARDEN		



### FLIGHT RATINGS

= SPEED    = GLIDE

Speed ratings are listed from 1 to 14. Discs with a higher speed cut through the air better.    Glide range is from 1 to 6. A disc with more glide is able to better maintain loft during flight.

= TURN    = FADE

High speed turn is between -5 and 1. A disc with low turn has a tendency to turn right when thrown backhand by a right-handed player.    Low speed fade is listed from 0 to 6. A disc with high fade has a tendency to call off to the left at the end of the flight when thrown by a right-handed backhand player.

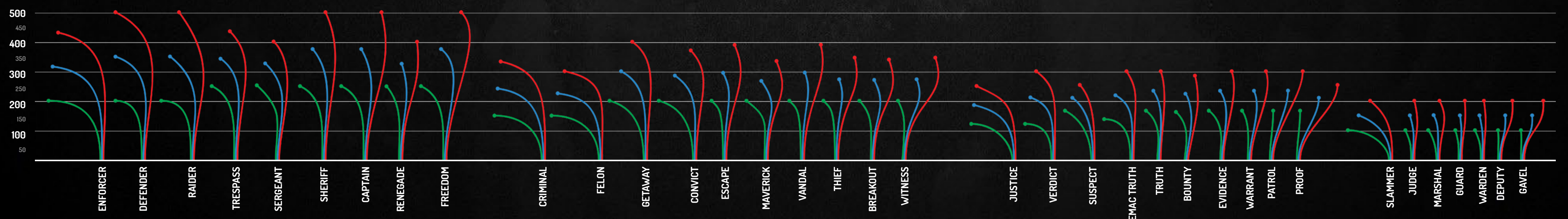
### PLASTIC TYPES



**B** These discs are great for beginners or those with lower arm speeds

**i** More info on these discs can be found at [www.DynamicDiscs.com](http://www.DynamicDiscs.com)

### FLIGHT LINES



Flight lines are an estimate only and will differ depending on a player's skill level, arm speed, and throwing style. The above flight lines are representing a flat release from a right-handed, back-hand thrower.