

		OVERSTABLE +		STABLE -		UNDERSTABLE -	
DISTANCE	+	DEFENDER 13 5 0 3	RAIDER 13 5 -0.5 3	SHERIFF 13 5 -1 2	CAPTAIN 13 5 -2 2	FREEDOM 14 5 -3 3	
	+	ENFORCER 12 4 0.5 4	SERGEANT 11 4 0 2.5	TRESPASS 12 5 -0.5 3	RENEGADE 11 5 -1.5 2.5		
FAIRWAY	+	CRIMINAL 10 3 1 3	GETAWAY 9 5 -0.5 3	CONVICT 9 4 -0.5 3	ESCAPE 9 5 -1 2	THIEF 8 5 -1.5 2	WITNESS 8 6 -3 1
	+	FELON 9 3 0.5 4		EVADER 7 4 0 2.5	VANDAL 9 5 -1.5 2	MAVERICK 7 4 -1.5 2	BREAKOUT 8 5 -1 1.5
MIDRANGE	-	JUSTICE 5 1 0.5 4	VERDICT 5 4 0 3.5	EMAC TRUTH 5 5 0 2	TRUTH 5 5 -1 1	EVIDENCE 5 5 -1 0	PATROL 5 5 -3 1
	-		SUSPECT 4 3 0 3		BOUNTY 4 5 -1.5 0.5	WARRANT 5 5 -2 0	PROOF 5 6 -3 1
PUTTERS	-	SLAMMER 3 2 0 3		EMAC JUDGE 2 4 0 1	MARSHAL 3 4 0 1	DEPUTY 3 4 -1.5 0	GAVEL 3 5 -2 0.5
	-		JUDGE 2 4 0 1	GUARD 3 5 0 0.5	WARDEN 2 4 0 0.5		



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 tail off to the left at the end of the flight when thrown by a right-handed backhand player.

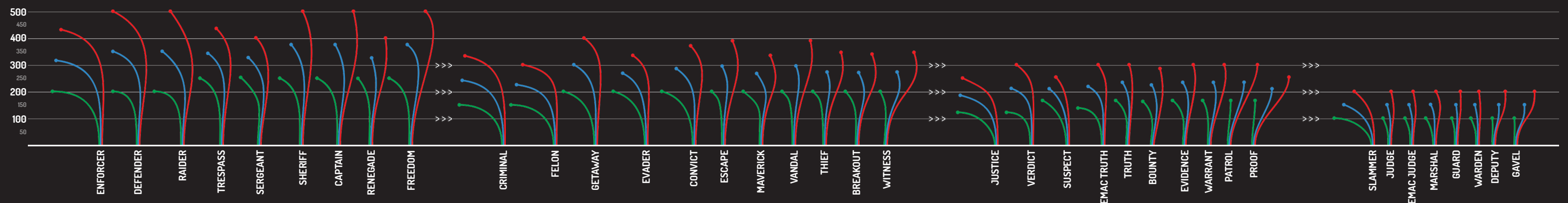
PLASTIC TYPES



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

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.