

Better for power players
Better in the wind, harder to turn over

DISTANCE DRIVER DISCS

Good for all players

Better for players with less power
Easier to throw far, turn over or roll

SPEED 13

Ape *Champion*

NEW DISC

13/5/0/4

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

Boss *Echo Star, Star, Champion, Pro, R-Pro*

13/5/-1/3

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

Groove *Champion*

13/6/-2/2

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

SPEED 12

XCaliber *Echo Star, Star, Champion*

12/5/0/4

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

Destroyer *Echo Star, Star, Champion, Pro, DX*

12/5/-1/3

Transform your game. Maximum distance on the line you choose.

Katana *Star, Pro*

13/5/-3/3

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

Vulcan *Star, Pro*

NEW DISC

13/5/-4/2

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

SPEED 11

Max *Star*

11/3/0/5

MAXimize your game in the wind. For shots that must finish hard, every time.

TeeRex *Star, DX*

11/4/0/4

A power driver for big arms and smooth powerful sidearms. Handles power well.

Wraith *Echo Star, Star, Champion, Pro, DX*

11/5/-1/3

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

SPEED 10

Monster *Star, Champion*

10/3/0/5

Not for the faint of heart. Wicked fast with massive fade. The Monster fears no wind.

Starfire *Star, Champion, DX*

10/4/0/3

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

Orc *Star, Champion, Pro, DX*

10/4/-1/3

A skilled player can command this disc to obey his wishes. Battle long holes with the Orc.

SL *Star, Pro*

10/5/-1/2

A Straight Long shooter. Neutral flights for accurate distance. New player? Go Pro.

Beast *Star, Champion, Pro, Glow, DX*

10/5/-2/2

You can tame the Beast! A forgiving flyer provides max distance with generous glide.

Monarch *Champion*

10/5/-4/1

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

SPEED 9

Firebird *Star, Champion, DX*

9/3/0/4

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

FL *Star*

9/3/0/2

Flies Long. A control disc for Average Joes. Learn how to beat the wind.

Viking *Champion, DX*

9/4/-1/2

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

Valkyrie *Echo Star, Star, Glow Champion, Champion, Pro, DX*

9/4/-2/2

Distance for newer players, skilled players can master the flight. World Distance Record!

Sidewinder *Star, Champion, DX*

9/5/-3/1

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

Roadrunner *Echo Star, Star, Champion*

9/5/-4/1

In the air or on the ground: A beginner friendly driver that makes a great roller.

Better for power players
Better in the wind, harder to turn over

FAIRWAY DRIVER DISCS

Good for all players

Better for players with less power
Easier to throw far, turn over or roll

SPEED 7,8

Banshee *Champion, DX*

7/3/0/3

Make your opponents scream. She can handle power but fades... like a Banshee.

TeeBird *Echo Star, Star, Champion, Glow, DX*

7/5/0/2

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

Eagle *Star, Champion, DX*

7/4/-1/3

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

TL *Star*

7/5/0/1

Tight Lines. The TL was designed for them. A great disc for every player's bag.

Dragon *DX*

8/5/-2/2

Floats in water! A great beginner disc that is easy to throw far. Great grip. 150 grams.

Archangel *DX*

8/6/-4/1

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

SPEED 6

Viper *DX*

6/4/+1/5

The Viper takes muscle to master. Larger than other drivers. For wind and spike shots.

Whippet *DX*

6/3/+1/5

A power thrower's secret weapon. For long thumpers, crazy spike shots and flick rollers.

Gazelle *DX*

6/4/0/2

A leap ahead of Mid-Ranges. Flies straight and smooth and lands with authority.

Cheetah *DX*

6/4/-2/2

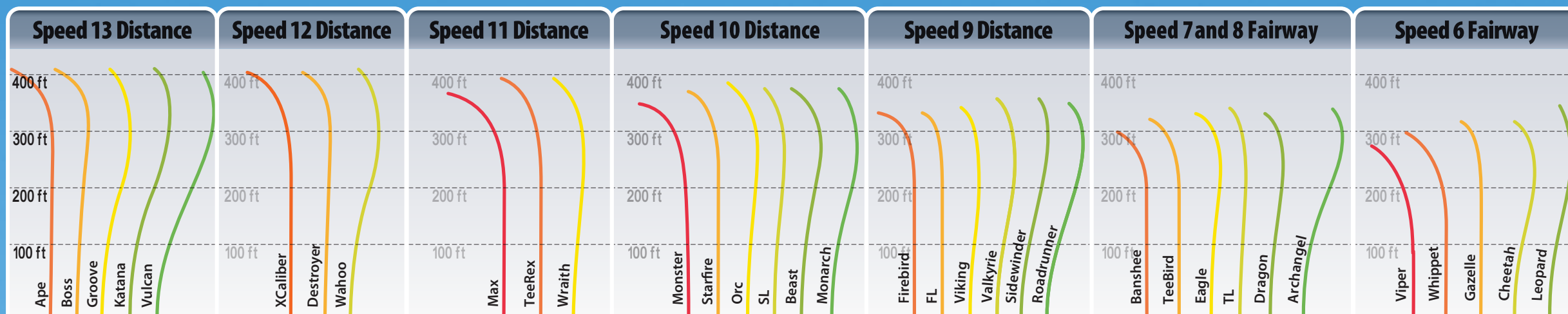
Want game? The Cheetah can catch it. A finesse driver with solid fade.

Leopard *Echo Star, Star, Champion, Pro, DX*

6/5/-2/1

A silent but deadly force in the woods. A great beginner disc, but pros love it too.

FLIGHT PATHS*



* Flight paths will vary based on skill, power, and throwing style. Disc flights represent a flat straight right hand backhand throw in calm conditions at ideal throwing speed.

Grip / Durability / Performance

Choose the combination that best fits your needs.

DX

Grip: [Progress Bar]

Durability: [Progress Bar]

Benefits: Good all-weather grip, Widest range of weights offered, Most affordable

R-PRO

Grip: [Progress Bar]

Durability: [Progress Bar]

Benefits: Good all-weather grip (best in wet weather), Lighter weights allow less powerful throws to fly farther, Best in cold weather

PRO

Grip: [Progress Bar]

Durability: [Progress Bar]

Benefits: Driver models tend to glide more than other plastics, Better grip than Champion and Star, Best choice for raw distance

CHAMPION

Grip: [Progress Bar]

Durability: [Progress Bar]

Benefits: Long lasting durability - made for years of use, Recommended for use by power throwers, Slowest to lose original flight characteristics

STAR

Grip: [Progress Bar]

Durability: [Progress Bar]

Benefits: Best combination of grip and durability, Pros prefer the long lasting performance, Grip and performance get better with age

ECHOSTAR

Grip: [Progress Bar]

Durability: [Progress Bar]

Benefits: Earth-friendly fusion of recycled and new plastics, Improved glide over regular Star or Champion, Better grip than regular Star

Recommended Uses

Disc	Beginner	Versatility	Sidearm	Windy play	Straight	Roller	Overhead	150 Class
Ape			★	★				
Archangel	●							✓
Banshee			●	●				✓
Beast	●	●						✓
Boss			★	●				✓
Cheetah	●	●						✓
Destroyer			●	●				✓
Dragon	●							✓
Eagle	●							✓
Firebird			★	★			★	✓
FL								✓
Gazelle	●							✓
Groove								✓
Katana								✓
Leopard	★				★			✓
Max				★				✓
Monarch	★					★		✓
Monster				★			★	✓
Orc								✓
Roadrunner	●					★		✓
Sidewinder						★		✓
SL	●				★			✓
Starfire		★						✓
TeeBird								✓
TeeRex								✓
TL	●					★		✓
Valkyrie	★					★		✓
Viking					★			✓
Viper								✓
Vulcan	●							✓
Wahoo								✓
Whippet					★		★	✓
Wraith	★							✓
XCaliber			★	★				✓

★ Highly Recommended ● Recommended 🌊 Floats

Choose a disc suited to you

CRUSHER	THROWER	FLINGER
375 feet on up	250 to 375 feet	up to 250 feet
We recommend heavier discs: 170-175 grams	We recommend mid-weight discs: 165-172 grams	We recommend lighter discs: 150-167 grams
Crushers will tend toward heavier weights for more accuracy and dependability in wind.	Skilled throwers that can control a variety of disc models will find uses for discs in different weights.	For less powerful and newer players, lighter discs go farther with less effort. Choose them before heavy discs.

IT'S ALL IN THE NUMBERS

9 4 -2 2

SPEED GLIDE TURN FADE

SPEED (first number) from 1 to 13
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.

GLIDE (second number) from 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.

TURN (third number) High Speed Turn | from -4 to +1
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 -4 will turn the easiest and is more suitable for newer players.

FADE (last number) Low Speed Fade | from 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.
* Right Hand Back Hand Throws