

MORE UNDERSTABLE

MORE OVERSTABLE

### APE

13	5
0	4

SCBD

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



### BOSS

13	5
-1	3

SCBGERPD

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



### DOMINATOR

13	5
-1	2

CBG

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



### SHRYKE

13	6
-2	2

SCG

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



### GROOVE

13	6
-2	2

C

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



### KATANA

13	5
-3	3

SCMCBGEPPD

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



### VULCAN

13	5
-4	2

SCGEP

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!



### XCALIBUR

12	5
0	4

SCCE

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



### DESTROYER

12	5
-1	3

SMCBBGEPPD

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



### TEEDEVIL

12	5
-1	2

SB

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




### WRAITH

11	5
-1	3

SCMCCBGEPPDD

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



### TERN

12	6
-3	2

SGCEP

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!



This disc floats in water. No more tears.

### PLASTICS

**S** STAR (SUPER-DURABLE)  
GRIP DURABILITY

**G** GSTAR (GRIPPY, FLEXIBLE)  
GRIP DURABILITY

**E** ECHOSTAR (RECYCLED PLASTIC)  
GRIP DURABILITY

STAR FAMILY

**C** GLOW CHAMPION  
**M** METALFLAKE  
**C** CHAMPION (EXTRA-DURABLE)  
**B** BLIZZARD (LIGHTWEIGHT)  
GRIP DURABILITY

CHAMPION FAMILY

**K** KC PRO (FIRM)  
GRIP DURABILITY

**X** XT (GRIPPY, FIRM)  
GRIP DURABILITY

**R** R-PRO (GRIPPY, SOFT)  
GRIP DURABILITY

**P** PRO (BEST GLIDE)  
GRIP DURABILITY

PRO FAMILY

**D** DX GLOW  
**D** DX (AFFORDABLE)  
GRIP DURABILITY

DX FAMILY

### VIPER

6	4
+1	5

D

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



### COMMANDER

6	3
0	4

S

A lean, mean hyzer machine. Ready for windy days. That's the facts Jack!



### 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

SMCGPD

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



### TEEBIRD3

8	4
0	2

MG

A faster TeeBird, because it's what people want. A little more stability for accuracy.



### BANSHEE

7	3
0	3

CD

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



### TEEBIRD

7	5
0	2

SCGEPDD

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



### EAGLE

7	4
-1	3

SCD

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



### TL

7	5
0	1

SC

Tight Lines. The TL was designed for them. A perfect addition to any player's bag.



### CHEETAH

6	4
-2	2

D

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



### LEOPARD3

7	5
-2	1

SCG

The Leopard3 is designed to hit the spot. With quickness and target tracking glide.



### LEOPARD

6	5
-2	1

SCGEPD

A silent but deadly force in the woods. The best beginner driver, but pros love 'em too.



### 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!



### TL3

8	4
0	1

G

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



### VALKYRIE

9	4
-2	2

SCCGEPDD

Distance for new players. Skilled players can master tricky lines.



### BEAST

10	5
-2	2

SCBGPDD

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



### ARCHON

11	5
-2	2

SCCGE

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



### SIDEWINDER

9	5
-3	1

SCGD

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



### DRAGON

8	5
-2	2

D

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



### ROADRUNNER

9	5
-4	1

SCCGE

In the air or on the ground: 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.



### MAMBA

11	6
-5	1

SMCGE

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.



### 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\* throws) 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	11	GLIDE	5
TURN	-1	FADE	2