



**MORE UNDERSTABLE**

**MORE OVERSTABLE**

**APE**

13	5
0	4

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

**XCALIBER**

12	5
0	4

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

**BOSS**

13	5
-1	3

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

**DESTROYER**

12	5
-1	3

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

**DOMINATOR**

13	5
-1	2

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

**TEEDEVIL**

12	5
-1	2

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

**GROOVE**

13	6
-2	2

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

**KATANA**

13	5
-3	3

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

**VULCAN**

13	5
-4	2

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

**DAEDALUS**

13	6
-3	2

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

**WAHOO**

12	6
-2	2

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

**TERN**

12	6
-3	2

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

**MAMBA**

11	6
-5	1

A driver designed to give new players more distance with less effort. Or easy rollers.

**ARCHON**

11	5
-2	2

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

**MONARCH**

10	5
-4	1

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

**KRAIT**

11	5
-1	2

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

**BEAST**

10	5
-2	2

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

**WRAITH**

11	5
-1	3

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

**ORC**

10	4
-1	3

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

**SIDEWINDER**

9	5
-3	1

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

**ROADRUNNER**

9	5
-4	1

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

**STARFIRE**

10	4
0	3

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

**VIKING**

9	4
-1	2

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

**VALKYRIE**

9	4
-2	2

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

**FIREBIRD**

9	3
0	4

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

**THUNDERBIRD**

9	5
0	2

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

**TL3**

8	4
0	1

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

**TL**

7	5
0	1

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

**LEOPARD3**

7	5
-2	1

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

**ARCHANGEL**

8	6
-4	1

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

**TEEBIRD3**

8	4
0	2

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

**EAGLE**

7	4
-1	3

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

**CHEETAH**

6	4
-2	2

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

**LEOPARD**

6	5
-2	1

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

**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 rated 0 is the straightest finishing while a disc rated 5 will hook the most.  
\* Right Hand Back Hand throws

SPEED	GLIDE
7	5
TURN	FADE
-2	1

**PLASTICS**

STAR

GRIP DURABILITY

GSTAR

GRIP DURABILITY

ECHOSTAR (RECYCLED PLASTIC)

STAR FAMILY

CHAMPION

METALFLAKE

BLIZZARD

GLOW CHAMPION

GRIP DURABILITY

CHAMPION FAMILY

R-PRO

GRIP DURABILITY

XT

GRIP DURABILITY

KC PRO

GRIP DURABILITY

PRO

GRIP DURABILITY

PRO FAMILY

DX

DX GLOW

GRIP DURABILITY

DX FAMILY

**VIPER**

6	4
+1	5



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

Designates that disc floats in water. No more tears.

**THE DRIVERS** DISTANCE & FAIRWAY

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**MORE UNDERSTABLE**

**MORE OVERSTABLE**

# MID-RANGE

**GATOR**

5	2
0	3

Quick and powerful, the Gator will wrestle the wind.

**ROC3**

5	4
0	3

The Roc for people who love to throw farther down the fairway.

**ROC**

4	4
0	3

A disc of mythical proportions. Legendary disc thrown by pros and mortals alike.

**SHARK3**

5	4
0	2

Swims smoothly down the fairway. Fast and sleek like its namesake.

**SHARK**

4	4
0	2

No target is safe from the Shark. Smooth flights with bite at the end.

**SPIDER**

5	3
0	1

Weave your way to the target with this versatile Mid-Range.

**ATLAS**

5	4
0	1

Let the Atlas guide you there. Unique two-piece design results in straight consistent flights.

**VROC**

4	4
0	1

Versatile Roc with added glide and a gentle fade. The VROC handles torque well.

**SKEETER**

5	5
-1	1

Bitten by the disc golf bug? The Skeeter will repel bogeys.

**MAKO3**

5	5
0	0

Built for straight shots to the pin with extra sweet glide on the side.

**MAKO**

4	5
0	0

Take a bite out of your score with the Mako. Bring your score down under.

**VCOBRA**

5	5
-1	2

The Cobra with less action. Figure it out and you will command the course.

**COBRA**

4	5
-2	2

Snake through the course. Smooth turn and fade for fabulous flights.

**PANTHER**

5	4
-2	1

A sleek hunter for wooded courses. For low, flat drives. Dab on em!

**WOMBAT**

5	6
-1	0

So straight, it will burrow its way into your bag. Get "down under" par.

**STINGRAY**

4	5
-3	1

For graceful gliding flights. Just add power for more turn.

**KITE**

5	6
-3	1

Blurring the lines between Mid-Range and Driver. A smooth turnover disc.

**MANTA**

5	5
-3	1

Smooth sailing to the pin with this straight Mid-Range with a gentle turn

**WOLF**

4	3
-4	1

The Wolf is on the hunt for birdies and can help you capture a lower score.

# PUTT & APPROACH

**PIG**

3	1
0	3

When the wind kicks up, throw the Pig and bring home the bacon.

**RHYNO**

2	1
0	3

Charge ahead of the competition. Ready to take on any headwind.

**HYDRA**

3	3
0	2

Three heads are better than one. It floats, it putts and it approaches.

**KC PRO AVIAR**

2	3
0	2

Ken Climo's putter of choice. Stable and stiff. Good for windy approaches.

**STUD**

3	3
0	2

Beef up your putting game. Maintains a straight flight with mild fade.

**JK PRO AVIAR-X**

2	3
0	2

Five Time World Champion Juliana Korver's favorite putter. Soft and grippy.

**DART**

3	4
0	0

Zero in on the target. A straight flyer that will hit the mark.

**WHALE**

2	3
0	1

A putter you can whale on. Throw it short or long, Whale don't give a flip.

**AERO**

3	6
0	0

First in flight. The original golf disc is still the straightest.

**NOVA**

2	3
0	0

A stellar putter for straight shots. Catches chains and doesn't skip.

**BIRDIE**

1	2
0	0

When you drive close, you want a Birdie. Don't settle for par.

**COLT**

3	4
-1	1

The Colt is a straight shooter that performs well for sidearm throws and windy play.

**AVIAR P&A**

2	3
0	1

Our most popular disc. The choice of champions for over 30 years.

**POLECAT**

1	3
0	0

Feel the line. Let it go and it flies straight to the pole.

**MIRAGE**

3	4
-3	0

Seeing is believing. An all around disc for new players and one disc rounds.

**YETI PRO AVIAR**

2	3
0	1

No more missing links. Stiff and grippy. Jay "Yeti" Reading's flatter Pro Aviar.

**WEDGE**

3½	3
-3	1

Gain an edge with the Wedge. Open the door to lower scores.

**CLASSIC AVIAR**

2	3
0	0

The straightest flying Aviar. Period. Stiffer feel and minimal fade.

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\* Right Hand Back Hand throws

<b>SPEED</b>	<b>GLIDE</b>
7	5
<b>TURN</b>	<b>FADE</b>
-2	1

## PLASTICS

**STAR FAMILY**

- STAR
- GRIP DURABILITY
- GSTAR
- GRIP DURABILITY
- ECHOSTAR (RECYCLED PLASTIC)

**CHAMPION FAMILY**

- CHAMPION
- METALFLAKE
- BLIZZARD
- GLOW CHAMPION
- GRIP DURABILITY

**PRO FAMILY**

- R-PRO
- GRIP DURABILITY
- XT
- GRIP DURABILITY
- KC PRO
- GRIP DURABILITY
- PRO
- GRIP DURABILITY

**DX FAMILY**

- DX
- DX GLOW
- GRIP DURABILITY

Designates that disc floats in water. No more tears.

# THE MOST COMPLETE SELECTION IN DISC GOLF

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