



THE DRIVERS

DISTANCE & FAIRWAY

MORE OVERSTABLE

MORE UNDERSTABLE

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.

XCALIBER

12	5
0	4

SCCE

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

DOMINATOR

13	5
-1	2

CBG

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

DESTROYER

12	5
-1	3

SMCBGEPPD

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

SHRYKE

13	6
-2	2

SCG

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

TEEDEVL

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

SCMCEBGEPPDD

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

ORC

10	4
-1	3

SCGPD

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

STARFIRE

10	4
0	3

SCGPD

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

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.

TEEBIRD

7	5
0	2

SCGEPPD

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

SCGEPPD

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

COLOSSUS

14	5
-2	3

SCG

A larger than life Speed 14 driver. A giant atop the flight charts.

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.

TERN

12	6
-3	2

SGCEP

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

ARCHON

11	5
-2	2

SCCGE

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

BEAST

10	5
-2	2

SCBGPDD

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

VALKYRIE

9	4
-2	2

SCCGEPDD

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

VULCAN

13	5
-4	2

SCGEP

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

WAHOO

12	6
-2	2

R

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

MYSTERE

11	6
-2	2

C

The Mystere is the answer for perfect glide, turn and fade.

DAEDALUS

13	6
-3	2

SCG

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

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.

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.

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 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

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