

DISTANCE DRIVERS



SPEED
14



FIRESTORM
[14 | 4 | -1 | 3]
C



CORVETTE
[14 | 6 | -1 -2 | 2]
S C G P



COLOSSUS
[14 | 5 | -1 -2 | 3]
S C

Flight Numbers Explained

Innova invented the 4-Number Flight Number system used throughout the disc golf world. Each of our discs achieves a specific flight, and the flight numbers help guide you to the model to throw your best. Remember that Glide, Turn, and Fade numbers are relative only to the discs within a given row, and some plastics produce different flight numbers shown (in red).


example: Gorgon
[10 | 6 | -2 -3 | 2]

SPEED	Rim width is the main variant for Speed. Wider rims = less drag ... FASTER!	TURN	At speed, discs can twist in the air, changing direction. Negative #'s turn right.
GLIDE	As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.	FADE	Gravity eventually wins. With that, discs dive to the left. Higher #'s move more.

SPEED
13



APE
[13 | 5 | 0 | 4]
S C D



BOSS
[13 | 5 | -1 0 | 3]
H S C G P G



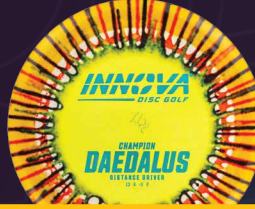
CHARGER
[13 | 5 | -1 | 2]
S G



SHRYKE
[13 | 6 | -2 -1 | 2]
H S C G P



KATANA
[13 | 5 | -3 -2 | 3]
S C P D



DAEDALUS
[13 | 6 | -3 | 2]
S C

Learn About
Flight Numbers
With Nate Sexton
on our Youtube channel



SPEED
12



XCALIBER
[12 | 5 | 0 | 4]
S C



DESTROYER
[12 | 5 | -1 | 3]
H S C G P D



RACER
[12 | 6 | -1 | 2]
S G



TERN
[12 | 6 | -3 -2 | 2]
H S C G D



WAHOO
[12 | 6 | -2 | 2]
P

SPEED
11



WRAITH
[11 | 5 | -1 | 3]
H S C G P D



MYSTERE
[11 | 6 | -2 | 2]
H S C G



MAMBA
[11 | 6 | -5 | 1]
H S C G D

SPEED
10



INVICTUS
[10 | 4 5 | 0 -1 | 3 2]
S C G



ORC
[10 | 4 | -1 | 3]
S C D



BEAST
[10 | 5 | -2 | 2]
H S C G P D



GORGON
[10 | 6 | -2 -3 | 1]
S C G P

Regarding Plastic Stability:

⌘⌘ Different plastics affect flight ratings, especially for drivers. Generally, Halo and Champion will turn the least, followed by Star. GStar and Pro are typically the plastics that are easier to turn. ⌘⌘

PLASTIC LEGEND (RED FOR DIFFERENT NUMBERS)

H HALO STAR S STAR C CHAMPION G GSTAR P PRO D DX

✓ Best for Beginners ★ Fan Favorite

ALWAYS MADE IN USA

FAIRWAY DRIVERS

INNOVA[®]
THROW YOUR BEST

SPEED
9

★




FIREBIRD
[9 | 3 | 0 | 4]
H S C G D



THUNDERBIRD
[9 | 5 | 0 | 2]
H S C G P D




SAVANT
[9 | 5 | -1 | 2]
H S C



VALKYRIE
[9 | 4 | -2 | 2]
H S C G P D

✓



SIDEWINDER
[9 | 5 | -3 | 1]
H S C G D

★

✓



ROADRUNNER
[9 | 5 | -4 | 1]
H S C G

SPEED
8

**Learn About
Flight Numbers
With Nate Sexton**
on our Youtube channel



★



TEEBIRD3
[8 | 4 | 0 | 2]
S C G D



TL3
[8 | 4 | -1 | 1]
H S C G D

✓



DRAGON
[8 | 5 | -2 | 2]
D

✓



ARCHANGEL
[8 | 6 | -4 | 1]
D

SPEED
7

★



TEEBIRD
[7 | 5 | 0 | 2]
S C G D



EAGLE
[7 | 4 | -1 | 3]
S C D



TL
[7 | 5 | -1 | 1]
S C D



HAWKEYE
[7 | 5 | -1 | 1]
S C G


★

✓



LEOPARD3
[7 | 5 | -2 | 1]
H S C G D

✓



IT
[7 | 6 | -2 | 1]
S C G D

SPEED
6

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example: Savant
[9 | 5 | -1 | 2]

SPEED	Rim width is the main variant for Speed. Wider rims = less drag ... FASTER!	TURN	At speed, discs can twist in the air, changing direction. Negative #'s turn right.
GLIDE	As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.	FADE	Gravity eventually wins. With that, discs dive to the left. Higher #'s move more.



CHEETAH
[6 | 4 | -2 | 2]
D

✓



LEOPARD
[6 | 5 | -2 | 1]
S C G P D

Regarding Plastic Stability:

“ Different plastics affect flight ratings, especially for drivers. Generally, Halo and Champion will turn the least, followed by Star. GStar and Pro are typically the plastics that are easier to turn. ”

MID-RANGE DISCS

INNOVA[®]
THROW YOUR BEST

SPEED
5



CAIMAN

[5.5 | 2 | 0 | 4]

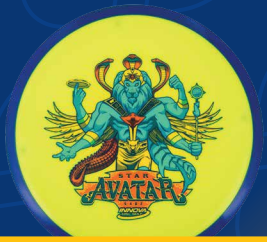
SC



GATOR

[5 | 2 | 0 | 4]

SCD



AVATAR

[5 | 4 | 0 | 2]

SX



ATLAS

[5 | 4 | 0 | 1]

SCX



SKEETER

[5 | 5 | -1 | 1]

D



PANTHER

[5 | 4 | -2 | 1]

C



ROLLO

[5 | 6 | -4 | 1]

HSCD

SPEED
5



ROCX3

[5 | 4 | 0 | 3.5]

SCXD



ROC3

[5 | 4 | 0 | 3]

HSCD



LION

[5 | 4 | 0 | 2]

SCXD



JAY

[5 | 4 | 0 | 1]

SCD



MAK03

[5 | 5 | 0 | 0]

HSCGD



WOMBAT3

[5 | 6 | -1 | 0]

SCD



MANTA

[5 | 5 | -2 | 1]

D

SPEED
4



ROC

[4 | 4 | 0 | 3]

SKD



SHARK

[4 | 4 | 0 | 2]

SD



CONDOR

[4 | 6 | 0 | 2]

D



COBRA

[4 | 5 | -2 | 2]

D



STINGRAY

[4 | 5 | -3 | 1]

D



WOLF

[4 | 3 | -4 | 1]

D

SPEED
4



TORO

[4 | 2 | 1 | 3]

SC



PIG

[4 | 1 | 0 | 3]

R



RAT

[4 | 2 | 0 | 2]

S



ALIEN

[4 | 2 | 0 | 1]

SND

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example: Wombat

[5 | 6 | -1 | 0]

SPEED

Rim width is the main variant for Speed. Wider rims = less drag ... **FASTER!**

GLIDE

As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.

TURN

At speed, discs can twist in the air, changing direction. Negative #s turn right.

FADE

Gravity eventually wins. With that, discs dive to the left. Higher #s move more.

PLASTIC LEGEND

H HALO STAR

S STAR

C CHAMPION

G GSTAR

X XT

N NEXUS

K KC PRO

R R-PRO

D DX

✓ Best for Beginners

★ Fan Favorite

ALWAYS MADE IN USA

PUTT & APPROACH DISCS



SPEED
3



HYDRA
[3 | 3 | 0 | 2]

R



BULLFROG
[3 | 1 | 0 | 1]

X



INVADER
[3 | 2 | 0 | 1]

H S C X D



AERO
[3 | 6 | 0 | 0]

H



DART
[3 | 4 | 0 | 0]

C X R D



COLT
[3 | 4 | -1 | 1]

S X D



MIRAGE
[3 | 4 | -3 | 0]

S D

SPEED
3



AVIARX3
[3 | 2 | 0 | 3]

S C D



AVIAR3
[3 | 2 | 0 | 2]

S X D

SPEED
2



KC AVIAR
[2 | 3 | 0 | 2]

K



JK AVIAR-X
[2 | 3 | 0 | 2]

J



AVIAR P6A
[2 | 3 | 0 | 1]

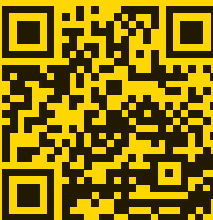
H S C G X N R D



YETI AVIAR
[2 | 3 | 0 | 1]

Y

Learn About
Flight Numbers
With Nate Sexton
on our Youtube channel



SPEED
2



RHYNO
[2 | 1 | 0 | 3]

C R D



ANIMAL
[2 | 1 | 0 | 1]

S X K



WHALE
[2 | 3 | 0 | 1]

X K D



NOVA
[2 | 3 | 0 | 0]

X



XERO
[2 | 3 | 0 | 0]

X R D

SPEED
1

Flight Numbers Explained

Innova invented the 4-Number Flight Number system used throughout the disc golf world. Each of our discs achieves a specific flight, and the flight numbers help guide you to the model to throw your best. Remember that Glide, Turn, and Fade numbers are relative only to the discs within a given row.

example: Aviar P6A
[2 | 3 | 0 | 1]

GLIDE SPEED

Rim width is the main variant for Speed. Wider rims = less drag ... **FASTER!**

As a wing lifts a plane, the rim lifts a disc. Higher numbers fly with less effort.

FADE TURN

At speed, discs can twist in the air, changing direction. Negative #'s turn right.

Gravity eventually wins. With that, discs dive to the left. Higher #'s move more.



BIRDIE
[1 | 2 | 0 | 0]

D



POLECAT
[1 | 3 | 0 | 0]

D



SONIC
[1 | 2 | -4 | 0]

D

PLASTIC LEGEND H HALO STAR S STAR C CHAMPION G GSTAR X XT N NEXUS K KC PRO Y YETI PRO J JK PRO R R-PRO D DX

Best for Beginners Fan Favorite

ALWAYS MADE IN USA