

## Printing Innova Placards

You can print our placards one at a time or as a complete batch.

To print individually, print the pages that correspond to the placard you want. In print options there are options for "ALL" or a text field to fill in the pages you want. Cutting guides are added on inside and outside of edges. These will hide behind the placard lip.

Choose the pages you would like to print, separated by comma. For example:

2-14, 19, 20, 23, 27, 28, 32, 34, 37

### Mid-Range

#### 2-5 Speed 5 (Small Diameter)

- 2 Panther
- 3 Skeeter
- 4 Gator
- 5 Caiman

#### 6-14 Speed 5 (Large Diam.)

- 6 Manta
- 7 Wombat3
- 8 Mako3
- 9 Jay
- 10 Atlas
- 11 Avatar
- 12 Lion
- 13 Roc3
- 14 RocX3

#### 15-23 Speed 4

- 15 Wolf
- 16 Stingray
- 17 Cobra
- 18 VRoc
- 19 Shark
- 20 Roc
- 21 Pig
- 22 Rat
- 23 Toro

### Putt & Approach Discs

#### 24-30 Speed 3

- 24 Mirage
- 25 Colt

- 26 Dart
- 27 Bullfrog
- 28 Invader
- 29 Hydra
- 30 Stud

#### 31-37 Aviars

- 31 Classic Aviar
- 32 Yeti Pro Aviar
- 33 Aviar P6A
- 34 Aviar3
- 35 JK Pro Aviar
- 36 KC Pro Aviar
- 37 AviarX3

#### 38-42 Speed 2

- 38 Nova
- 39 Xero
- 40 Whale
- 41 Animal
- 42 Rhyno

#### 43-45 Speed 1

- 43 Sonic
- 44 Polecat
- 45 Birdie

## PANTHER

5	4
-2	1



**C**

A sleek hunter for wooded courses.  
Sneaky smooth for low, flat drives.



SPEED  
**5**

MID-RANGE  
DISC

## PANTHER

5	4
-2	1



**C**

A sleek hunter for wooded courses.  
Sneaky smooth for low, flat drives.



SPEED  
**5**

MID-RANGE  
DISC

## PANTHER

5	4
-2	1



**C**

A sleek hunter for wooded courses.  
Sneaky smooth for low, flat drives.



SPEED  
**5**

MID-RANGE  
DISC

# SKEETER

5	5
-1	1



**D**

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



SPEED  
**5**

MID-RANGE  
DISC

# SKEETER

5	5
-1	1



**D**

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



SPEED  
**5**

MID-RANGE  
DISC

# SKEETER

5	5
-1	1



**D**

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



SPEED  
**5**

MID-RANGE  
DISC

# GATOR

5	2
0	4



**S M D**

Quick and powerful, the Gator will wrestle the wind.



SPEED  
**5**

MID-RANGE  
DISC

# GATOR

5	2
0	4



**S M D**

Quick and powerful, the Gator will wrestle the wind.



SPEED  
**5**

MID-RANGE  
DISC

# GATOR

5	2
0	4



**S M D**

Quick and powerful, the Gator will wrestle the wind.



SPEED  
**5**

MID-RANGE  
DISC

# CAIMAN

5.5	2
0	4



**S C**

If you've got solid snap, the Caiman will whip around corners to attack the



SPEED  
**5.5**

MID-RANGE  
DISC

# CAIMAN

5.5	2
0	4



**S C**

If you've got solid snap, the Caiman will whip around corners to attack the



SPEED  
**5.5**

MID-RANGE  
DISC

# CAIMAN

5.5	2
0	4



**S C**

If you've got solid snap, the Caiman will whip around corners to attack the



SPEED  
**5.5**

MID-RANGE  
DISC

# MANTA

5	5
-2	1



**D**

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



SPEED  
**5**

MID-RANGE  
DISC

# MANTA

5	5
-2	1



**D**

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



SPEED  
**5**

MID-RANGE  
DISC

# MANTA

5	5
-2	1



**D**

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



SPEED  
**5**

MID-RANGE  
DISC

# WOMBAT3

5	6
-1	0



**S C D**

One disc, more twos. Wombat3.  
Smooth controlled flights. Can you dig



SPEED  
**5**

MID-RANGE  
DISC

# WOMBAT3

5	6
-1	0



**S C D**

One disc, more twos. Wombat3.  
Smooth controlled flights. Can you dig



SPEED  
**5**

MID-RANGE  
DISC

# WOMBAT3

5	6
-1	0



**S C D**

One disc, more twos. Wombat3.  
Smooth controlled flights. Can you dig



SPEED  
**5**

MID-RANGE  
DISC

# MAK03

5	5
0	0

**S G C X**

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



SPEED  
**5**

MID-RANGE  
DISC

# MAK03

5	5
0	0

**S G C X**

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



SPEED  
**5**

MID-RANGE  
DISC

# MAK03

5	5
0	0

**S G C X**

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



SPEED  
**5**

MID-RANGE  
DISC



# JAY

5	4
0	1



**S C**

The Jay is at home in the blue sky. A natural flyer that is made for control and



SPEED  
**5**

MID-RANGE  
DISC

# JAY

5	4
0	1



**S C**

The Jay is at home in the blue sky. A natural flyer that is made for control and



SPEED  
**5**

MID-RANGE  
DISC

# JAY

5	4
0	1



**S C**

The Jay is at home in the blue sky. A natural flyer that is made for control and



SPEED  
**5**

MID-RANGE  
DISC

# ATLAS

5	4
0	1

**S C X**

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



SPEED

5

MID-RANGE

DISC

# ATLAS

5	4
0	1

**S C X**

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



SPEED

5

MID-RANGE

DISC

# ATLAS

5	4
0	1

**S C X**

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



SPEED

5

MID-RANGE

DISC

# AVATAR

5	4
0	2



**S**

Manifesting the best of Roc3, Lion, and Atlas makes this a formidable



SPEED  
**5**

MID-RANGE  
DISC

# AVATAR

5	4
0	2



**S**

Manifesting the best of Roc3, Lion, and Atlas makes this a formidable



SPEED  
**5**

MID-RANGE  
DISC

# AVATAR

5	4
0	2



**S**

Manifesting the best of Roc3, Lion, and Atlas makes this a formidable



SPEED  
**5**

MID-RANGE  
DISC

# LION

5	4
0	2



**S C K D**

The Lion will attack at any angle—hyzer, flat, or anhyzer. Get



SPEED  
**5**

MID-RANGE  
DISC

# LION

5	4
0	2



**S C K D**

The Lion will attack at any angle—hyzer, flat, or anhyzer. Get



SPEED  
**5**

MID-RANGE  
DISC

# LION

5	4
0	2



**S C K D**

The Lion will attack at any angle—hyzer, flat, or anhyzer. Get



SPEED  
**5**

MID-RANGE  
DISC

# ROC3

5	4
0	3



**S M C D**

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



SPEED  
**5**

**MID-RANGE  
DISC**

# ROC3

5	4
0	3



**S M C D**

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



SPEED  
**5**

**MID-RANGE  
DISC**

# ROC3

5	4
0	3



**S M C D**

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



SPEED  
**5**

**MID-RANGE  
DISC**

## ROCX3

5	4
0	3.5



**S C X D**

Extra stable, extra reliable in all conditions.  
Power players will love the control.



SPEED  
**5**

MID-RANGE  
DISC

## ROCX3

5	4
0	3.5



**S C X D**

Extra stable, extra reliable in all conditions.  
Power players will love the control.



SPEED  
**5**

MID-RANGE  
DISC

## ROCX3

5	4
0	3.5



**S C X D**

Extra stable, extra reliable in all conditions.  
Power players will love the control.



SPEED  
**5**

MID-RANGE  
DISC

## WOLF

4	3
-4	1



**D**

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



SPEED

4

MID-RANGE

DISC

## WOLF

4	3
-4	1



**D**

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



SPEED

4

MID-RANGE

DISC

## WOLF

4	3
-4	1



**D**

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



SPEED

4

MID-RANGE

DISC

# STINGRAY

4	5
-3	1



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# STINGRAY

4	5
-3	1



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# STINGRAY

4	5
-3	1



**D**

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



SPEED  
**4**

MID-RANGE  
DISC



# COBRA

4	5
-2	2



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# COBRA

4	5
-2	2



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# COBRA

4	5
-2	2



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# VROC

4	4
0	1



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# VROC

4	4
0	1



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# VROC

4	4
0	1



**D**

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



SPEED  
**4**

MID-RANGE  
DISC

# SHARK

4	4
0	2



**S D**

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



SPEED  
**4**

MID-RANGE  
DISC

# SHARK

4	4
0	2



**S D**

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



SPEED  
**4**

MID-RANGE  
DISC

# SHARK

4	4
0	2



**S D**

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



SPEED  
**4**

MID-RANGE  
DISC

# ROC

4	4
0	3

**S** **K** **D** **D**

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



SPEED  
**4**

**MID-RANGE  
DISC**

# ROC

4	4
0	3

**S** **K** **D** **D**

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



SPEED  
**4**

**MID-RANGE  
DISC**

# ROC

4	4
0	3

**S** **K** **D** **D**

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



SPEED  
**4**

**MID-RANGE  
DISC**

# PIG

4	1
0	3



**R**

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



SPEED  
**4**

**MID-RANGE  
DISC**

# PIG

4	1
0	3



**R**

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



SPEED  
**4**

**MID-RANGE  
DISC**

# PIG

4	1
0	3



**R**

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



SPEED  
**4**

**MID-RANGE  
DISC**

# RAT

4	2
0	3



**S**

When you're trapped, the Rat can find the perfect way out. Sidearm it!



SPEED  
**4**

MID-RANGE  
DISC

# RAT

4	2
0	3



**S**

When you're trapped, the Rat can find the perfect way out. Sidearm it!



SPEED  
**4**

MID-RANGE  
DISC

# RAT

4	2
0	3



**S**

When you're trapped, the Rat can find the perfect way out. Sidearm it!



SPEED  
**4**

MID-RANGE  
DISC

# TORO

4	2
0	4



**S C**

An overstable, beadless Mid-Range that can handle bullish torque.



SPEED

4

MID-RANGE

DISC

# TORO

4	2
0	4



**S C**

An overstable, beadless Mid-Range that can handle bullish torque.



SPEED

4

MID-RANGE

DISC

# TORO

4	2
0	4



**S C**

An overstable, beadless Mid-Range that can handle bullish torque.



SPEED

4

MID-RANGE

DISC

# MIRAGE

3	4
-3	0



**SD**

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



SPEED  
**3**

**PUTT &  
APPROACH**

# MIRAGE

3	4
-3	0



**SD**

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



SPEED  
**3**

**PUTT &  
APPROACH**

# MIRAGE

3	4
-3	0



**SD**

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



SPEED  
**3**

**PUTT &  
APPROACH**



## COLT

3	4
-1	1



**X D**

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



SPEED  
**3**

PUTT &  
APPROACH

## COLT

3	4
-1	1



**X D**

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



SPEED  
**3**

PUTT &  
APPROACH

## COLT

3	4
-1	1



**X D**

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



SPEED  
**3**

PUTT &  
APPROACH

## DART

3	4
0	0



**C X R D**

Possibly the best smooth upshot disc in the game. A straight flyer that will hit



SPEED  
**3**

PUTT &  
APPROACH

## DART

3	4
0	0



**C X R D**

Possibly the best smooth upshot disc in the game. A straight flyer that will hit



SPEED  
**3**

PUTT &  
APPROACH

## DART

3	4
0	0



**C X R D**

Possibly the best smooth upshot disc in the game. A straight flyer that will hit



SPEED  
**3**

PUTT &  
APPROACH

# BULLFROG

3	1
0	1



**X**

For players who putt with a tad more authority, the clean release delivers.



SPEED  
**3**

PUTT &  
APPROACH

# BULLFROG

3	1
0	1



**X**

For players who putt with a tad more authority, the clean release delivers.



SPEED  
**3**

PUTT &  
APPROACH

# BULLFROG

3	1
0	1



**X**

For players who putt with a tad more authority, the clean release delivers.



SPEED  
**3**

PUTT &  
APPROACH

# INVADER

3	2
0	1



**S C X D**

Slaying upshots and making itself feel at home in the basket.



SPEED  
**3**

**PUTT &  
APPROACH**

# INVADER

3	2
0	1



**S C X D**

Slaying upshots and making itself feel at home in the basket.



SPEED  
**3**

**PUTT &  
APPROACH**

# INVADER

3	2
0	1



**S C X D**

Slaying upshots and making itself feel at home in the basket.



SPEED  
**3**

**PUTT &  
APPROACH**

# HYDRA

3	3
0	2



**R**

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



SPEED  
**3**

PUTT &  
APPROACH

# HYDRA

3	3
0	2



**R**

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



SPEED  
**3**

PUTT &  
APPROACH

# HYDRA

3	3
0	2



**R**

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



SPEED  
**3**

PUTT &  
APPROACH

# STUD

3	3
0	2



**S X D**

Beef up your approach game.  
Maintains a straight flight with mild



SPEED  
**3**

**PUTT &  
APPROACH**

# STUD

3	3
0	2



**S X D**

Beef up your approach game.  
Maintains a straight flight with mild



SPEED  
**3**

**PUTT &  
APPROACH**

# STUD

3	3
0	2



**S X D**

Beef up your approach game.  
Maintains a straight flight with mild



SPEED  
**3**

**PUTT &  
APPROACH**

## CLASSIC AVIAR

2	3
0	0



**D**

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



SPEED  
**2**

PUTT &  
APPROACH

## CLASSIC AVIAR

2	3
0	0



**D**

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



SPEED  
**2**

PUTT &  
APPROACH

## CLASSIC AVIAR

2	3
0	0



**D**

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



SPEED  
**2**

PUTT &  
APPROACH

# YETI PRO AVIAR

2	3
0	1



**X**

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



SPEED  
**2**

PUTT &  
APPROACH

# YETI PRO AVIAR

2	3
0	1



**X**

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



SPEED  
**2**

PUTT &  
APPROACH

# YETI PRO AVIAR

2	3
0	1



**X**

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



SPEED  
**2**

PUTT &  
APPROACH



## AVIAR P&A

2	3
0	1



**S G C X R D D**

Our most popular disc. The choice of champions for over 35 years.



SPEED  
**2**

PUTT &  
APPROACH

## AVIAR P&A

2	3
0	1



**S G C X R D D**

Our most popular disc. The choice of champions for over 35 years.



SPEED  
**2**

PUTT &  
APPROACH

## AVIAR P&A

2	3
0	1



**S G C X R D D**

Our most popular disc. The choice of champions for over 35 years.



SPEED  
**2**

PUTT &  
APPROACH

# AVIAR3

3	2
0	2



**S X D**

Flat-topped and fierce like a Marine.  
Slammed flat for an ideal driving



SPEED  
**3**

**PUTT &  
APPROACH**

# AVIAR3

3	2
0	2



**S X D**

Flat-topped and fierce like a Marine.  
Slammed flat for an ideal driving



SPEED  
**3**

**PUTT &  
APPROACH**

# AVIAR3

3	2
0	2



**S X D**

Flat-topped and fierce like a Marine.  
Slammed flat for an ideal driving



SPEED  
**3**

**PUTT &  
APPROACH**

## JK PRO AVIAR-X

2	3
0	2



**R**

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



SPEED  
**2**

PUTT &  
APPROACH

## JK PRO AVIAR-X

2	3
0	2



**R**

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



SPEED  
**2**

PUTT &  
APPROACH

## JK PRO AVIAR-X

2	3
0	2



**R**

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



SPEED  
**2**

PUTT &  
APPROACH

## KC PRO AVIAR

2	3
0	2



**K**

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



SPEED

2

PUTT &  
APPROACH

## KC PRO AVIAR

2	3
0	2



**K**

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



SPEED

2

PUTT &  
APPROACH

## KC PRO AVIAR

2	3
0	2



**K**

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



SPEED

2

PUTT &  
APPROACH

# AVIARX3

3	2
0	3



**S C X D**

The Xtreme condition Aviar. Use it for windy days and risky greens.



SPEED  
**3**

**PUTT &  
APPROACH**

# AVIARX3

3	2
0	3



**S C X D**

The Xtreme condition Aviar. Use it for windy days and risky greens.



SPEED  
**3**

**PUTT &  
APPROACH**

# AVIARX3

3	2
0	3



**S C X D**

The Xtreme condition Aviar. Use it for windy days and risky greens.



SPEED  
**3**

**PUTT &  
APPROACH**

# NOVA

2	3
0	0



**X**

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



SPEED  
**2**

PUTT &  
APPROACH

# NOVA

2	3
0	0



**X**

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



SPEED  
**2**

PUTT &  
APPROACH

# NOVA

2	3
0	0



**X**

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



SPEED  
**2**

PUTT &  
APPROACH

# XERO

2	3
0	0



**X | D**

Exactly what you need. A beaded putter with true straight flights on the tee or green.



SPEED  
**2**

**PUTT &  
APPROACH**

# XERO

2	3
0	0



**X | D**

Exactly what you need. A beaded putter with true straight flights on the tee or green.



SPEED  
**2**

**PUTT &  
APPROACH**

# XERO

2	3
0	0



**X | D**

Exactly what you need. A beaded putter with true straight flights on the tee or green.



SPEED  
**2**

**PUTT &  
APPROACH**

# WHALE

2	3
0	1



**C D**

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



SPEED  
**2**

PUTT &  
APPROACH

# WHALE

2	3
0	1



**C D**

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



SPEED  
**2**

PUTT &  
APPROACH

# WHALE

2	3
0	1



**C D**

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



SPEED  
**2**

PUTT &  
APPROACH



# ANIMAL

2	1
0	1



**S P X**

This Thumtrac putter holds a line for controlled upshots to keep YOU from going



SPEED  
**2**

**PUTT &  
APPROACH**

# ANIMAL

2	1
0	1



**S P X**

This Thumtrac putter holds a line for controlled upshots to keep YOU from going



SPEED  
**2**

**PUTT &  
APPROACH**

# ANIMAL

2	1
0	1



**S P X**

This Thumtrac putter holds a line for controlled upshots to keep YOU from going



SPEED  
**2**

**PUTT &  
APPROACH**

# RHYNO

2	1
0	3



**CRD**

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



SPEED  
**2**

**PUTT &  
APPROACH**

# RHYNO

2	1
0	3



**CRD**

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



SPEED  
**2**

**PUTT &  
APPROACH**

# RHYNO

2	1
0	3



**CRD**

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



SPEED  
**2**

**PUTT &  
APPROACH**

# SONIC

1	2
-4	0



**D**

Collect that ringing sound of the chains with this beginner friendly disc.



SPEED  
**1**

PUTT &  
APPROACH

# SONIC

1	2
-4	0



**D**

Collect that ringing sound of the chains with this beginner friendly disc.



SPEED  
**1**

PUTT &  
APPROACH

# SONIC

1	2
-4	0



**D**

Collect that ringing sound of the chains with this beginner friendly disc.



SPEED  
**1**

PUTT &  
APPROACH

# POLECAT

1	3
0	0



**D**

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



SPEED  
**1**

**PUTT &  
APPROACH**

# POLECAT

1	3
0	0



**D**

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



SPEED  
**1**

**PUTT &  
APPROACH**

# POLECAT

1	3
0	0



**D**

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



SPEED  
**1**

**PUTT &  
APPROACH**

# BIRDIE

1	2
0	0



**D**

When you drive close, you want a Birdie.



SPEED  
**1**

**PUTT &  
APPROACH**

# BIRDIE

1	2
0	0



**D**

When you drive close, you want a Birdie.



SPEED  
**1**

**PUTT &  
APPROACH**

# BIRDIE

1	2
0	0



**D**

When you drive close, you want a Birdie.



SPEED  
**1**

**PUTT &  
APPROACH**