



# STABLE (STRAIGHTEST)

# UNDERSTABLE

# OVERSTABLE

# FAIRWAY DRIVERS

## PLASTICS

**S STAR**  
(CHOICE OF PROS)  
GRIP DURABILITY

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

STAR FAMILY

**C CHAMPION**  
(EXTRA-DURABLE)  
GRIP DURABILITY

**M METALFLAKE**  
(SPARKLY & DURABLE)  
GRIP DURABILITY

**GLOW CHAMPION**  
(GLOWS & DURABLE)  
GRIP DURABILITY

**B BLIZZARD**  
(LIGHTWEIGHT)  
GRIP DURABILITY

CHAMPION FAMILY

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

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

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

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

PRO FAMILY

**DX**  
(GREAT GRIP)  
GRIP DURABILITY

**DX GLOW**  
(GLOWS AT NIGHT)  
GRIP DURABILITY

DX FAMILY

**FIRESTORM**  
14 4  
-1 3  
G  
Designed for the power throwers whether thrown sidearm or backhand.

**CORVETTE**  
14 6  
-1 2  
S C G  
You might get a ticket when you lay on the throttle. But who cares, you're parked!

**COLOSSUS**  
14 5  
-2 3  
S C G  
A larger than life Speed 14 driver. Standing tall atop the flight charts.

**APE**  
13 5  
0 4  
S C B D  
Get primal! A disc for the knuckle draggers. Speed and stability to overpower wind.

**BOSS**  
13 5  
-1 0 3  
S C B G P R D  
Let the Boss work for you. Excellent control and range sidearm and backhand.

**DOMINATOR**  
13 5  
-1 2  
C B G  
Be the master. A fast control driver to conquer the course.

**XCALIBUR**  
12 5  
0 4  
S C  
Got power? Pull the Xcalibur out for confidence in the wind. An eXcellent choice.

**DESTRUCTOR**  
12 5  
-1 3  
S C M B G P D  
Transform your game. The best selling driver in disc golf. Wysocki sig. model.

**TEEDEVIL**  
12 5  
-1 2  
B  
Designed to attack the course with speed and utmost precision. You'll go wild over it.

**WRAITH**  
11 5  
-1 3  
S C B G P D  
Grab hold of this versatile distance driver. The spirit of a champion and the drive to match.

**KRAIT**  
11 5  
-1 2  
C B G  
Sidearm or backhand, shapes long range lines without flipping. A great power roller.

**ARCHON**  
11 5  
-2 2  
S C G  
This neutral driver has the finesse you need when the course throws curves at you.

**INVICTUS**  
10 4  
0 3 2  
S G  
Don't let a little wind get between you and the basket. Conquer it!

**STARFIRE**  
10 4  
0 3 2  
S C G P D  
Launch this disc if you want distance and placement. Low drives will flare at the finish.

**ORC**  
10 4  
-1 3  
S C G P D  
A skilled player can command the Orc to obey their bidding. Battle long holes with the Orc.

**FIREBIRD**  
9 3  
0 4  
S C G D  
Got power? The Firebird can handle it. A pro's choice for wind and overhead shots.

**THUNDERBIRD**  
9 5  
0 2  
S C M G P D  
Thunderous applause. The Thunderbird is receiving it. Try one and you'll find out why.

**SAVANT**  
9 5  
-1 2  
S C  
With amazing precision, this disc is a really good driver. You can bet on that.

**TEEBIRD3**  
8 4  
0 2  
S C M G D  
A faster TeeBird, because it's what people want. A little more stability for accuracy.

**BANSHEE**  
7 3  
0 3  
C D  
Make your opponents scream. She can handle power but fades... Like a Banshee.

**TEEBIRD**  
7 5  
0 2  
S C M G D  
For players that demand accuracy and command placement. For ams and pros alike.

**VIPER**  
6 4  
+1 5  
D  
The Viper takes muscle to master. Larger than other drivers. For wind and spike shots.

**EAGLE**  
7 4  
-1 3  
S C D  
An All-American no excuses Fairway Driver. Live free and fly hard.

**TL3**  
8 4  
-1 1  
S C G D  
A driver you can count on for threading the needle. Very neutral at high and low speed.

**TL**  
7 5  
-1 1  
S C D  
Tight Lines. The TL was designed for them. A perfect addition to any player's bag.

**KATANA**  
13 5  
-2 3  
S C C M B G P D  
Sharpen your game. Achieve more distance. Superior glide and turn for most players.

**VULCAN**  
13 5  
-4 2  
S C B G P  
The logical choice for warp speed drives. Maximum roller for power throwers.

**DAEDALUS**  
13 6  
-3 2  
S C G  
Masterfully crafted, the Daedalus will have you soaring. Don't fly too close to the sun!

**TERN**  
12 6  
-3 2  
S C C G P  
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!

**MAMBA**  
11 6  
-5 1  
S C G  
A driver designed to give new players more distance with less effort. Or easy rollers.

**BEAST**  
10 5  
-2 2  
S C B G P D D  
You can tame the Beast! A forgiving flyer provides max distance with generous glide.

**MONARCH**  
10 5  
-4 1  
C  
Glide for beginners, turn for power throwers. The king of long range rollers.

**VALKYRIE**  
9 4  
-2 2  
S C C G P D  
Distance for new players. Skilled players can master tricky lines.

**SIDEWINDER**  
9 5  
-3 1  
S C G D  
Great first driver and a phenomenal roller. Easy to throw far, useful for pros too.

**ROADRUNNER**  
9 5  
-4 1  
S C G  
Boom it like Barsby: A beginner friendly driver that makes a great roller.

**DRAGON**  
8 5  
-2 2  
D  
Floats in water! A great beginner disc that is easy to throw far. Great grip. 150 grams.

**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.

**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.

**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.

**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

Designates a disc that floats in water. No more tears.

THE CHOICE OF CHAMPIONS SINCE 1983

THE MOST COMPLETE SELECTION IN DISC GOLF