

FAIRWAY AND DISTANCE DRIVERS

Choose the right discs for your game

DISTANCE DRIVERS

Better for power players

Better in the wind, harder to turn over

Better for players with less power

Easier to throw far, turn over or roll

SPEED
13

SPEED
12

SPEED
11

SPEED
10

SPEED
9

Ape 13/5/0/4 C B Get primal! A disc for the knuckle draggers. Speed and stability to overpower wind.	Boss 13/5/1/3 13/5/0/3 S G L E C B P D Let the Boss work for you. Excellent control and range sidearm or backhand.	Dominator 13/5/1/2 G C B Be the master. A fast control driver to conquer the course.	Groove 13/6/2/2 C Maximum glide for long drives off the tee. Unique rim for lighter weights.	Katana 13/5/3/3 13/5/2/3 S E C B C P Sharpen your game. Achieve more distance. Superior glide and turn for most players.	Vulcan 13/5/4/2 13/5/3/2 S C B P The logical choice for warp speed drives. Maximum roller for power throwers.	Daedalus NEW DISC 13/6/4/2 G Masterfully crafted, the Daedalus will have you soaring. Don't fly too close to the sun!
	XCaliber 12/5/0/4 S E C Got ample power? Pull the XCaliber out for confidence in the wind. An xCellent choice.	Destroyer 12/5/1/3 S G E C B P D Transform your game. Maximum distance on the line you choose.	TeeDevil 12/5/1/2 S B Designed to attack the course with speed and utmost precision. You'll go wild over it.	Tern 12/6/3/2 12/6/2/2 S G L E C 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!	
Max 11/3/0/5 S MAXimize your game in the wind. For shots that must finish hard, every time.	TeeRex 11/4/0/4 S A power driver for big arms and smooth powerful sidearms. Handles power well.		Wraith 11/5/1/3 S G L E C B P D Grab hold of this versatile distance driver. The spirit of a champion and the drive to match.	Krait 11/5/1/2 G C B Side arm or backhand, shapes long range lines without flipping. A great power roller.	Archon 11/5/2/2 S E C This neutral driver has the finesse you need when the course throws you curves.	Mamba 11/6/5/1 S G L E C A driver designed to give new players more distance with less effort. Or easy rollers.
Monster 10/3/0/5 S C Not for the faint of heart. Wicked fast with massive fade. The Monster fears no wind.		Starfire 10/4/0/3 10/5/1/2 S C 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 P D A skilled player can command this disc to obey his wishes. Battle long holes with the Orc.		Beast 10/5/2/2 S G C B 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.
	Firebird 9/3/0/4 S C D Got power? The Firebird can handle it. A pro's choice for wind and overhead shots.		Viking 9/4/1/2 C D The Viking charges forward and doesn't stray far from its course. Victory is yours!	Valkyrie 9/4/2/2 S G L E C C P D D Distance for newer players. Skilled players can master tricky lines.	Sidewinder 9/5/3/1 S G L C D Great first driver and a phenomenal roller. Easy to throw far, useful for pros too.	Roadrunner 9/5/4/1 S G L E C C In the air or on the ground: A beginner friendly driver that makes a great roller.

FAIRWAY DRIVERS

Better for power players

Better in the wind, harder to turn over

Better for players with less power

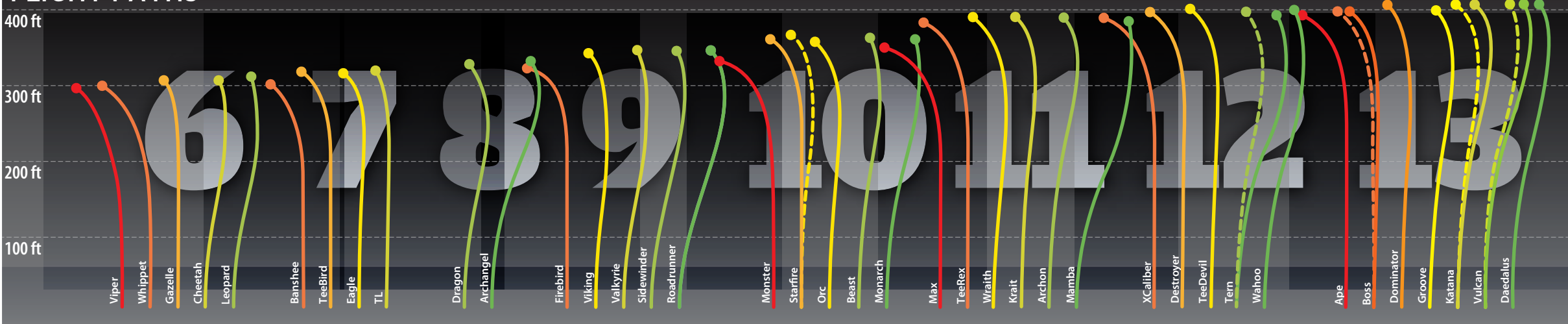
Easier to throw far, turn over or roll

SPEED
7,8

SPEED
6

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 G L E C D D For players that demand accuracy and command placement. For ams and pros alike.	Eagle 7/4/1/3 S C D An All-American no excuses Fairway Driver. Live free and fly hard.	TL 7/5/0/1 S C Tight Lines. The TL was designed for them. A great disc for every player's bag.	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.
Viper 6/4/1/5 D The Viper takes muscle to master. Larger than other drivers. For wind and spike shots.	Whippet 6/3/1/5 D A power thrower's secret weapon. For long thumbers, crazy spike shots and flick rollers.	Gazelle 6/4/0/2 D A leap ahead of Mid-Ranges. Flies straight and smooth and lands with authority.	Cheetah 6/4/2/2 D Want game? The Cheetah can catch it. A finesse driver with solid fade.	Leopard 6/5/2/1 S G E C P D A silent but deadly force in the woods. A great beginner disc, but pros love it too.	

FLIGHT PATHS*



* Flight paths will vary based on skill, power and throwing style. Disc flights represent a flat straight right hand backhand throw in calm conditions at ideal throwing speed. Dashed flight lines are for RED flight numbers on discs with multiple numbers.

IT'S ALL IN THE NUMBERS

9/4-2/2

SPEED GLIDE TURN FADE

SPEED (first number) from 1 to 13
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 (second number) from 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 (third number) High Speed Turn | from -5 to +1
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 (last number) Low Speed Fade | from 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



© Copyright 2014 Innova Disc Golf

Grip/Durability/Performance

Choose the combination that best fits your needs.

D DX Grip Durability	Benefits • Good all-weather grip • Widest range of weights offered • Most affordable • D Glow DX is great for night play!
P PRO Grip Durability	Benefits • Models tend to glide more than other plastics • Better grip than Champion and Star • Best choice for raw distance • R R-Pro has all-weather grip (best in the wet)
B BLIZZARD Grip Durability	Benefits • Lighter weights allow players more distance with less effort • Great for beginners, tailwinds and calm days • Weights under 140 grams float in water!
C CHAMPION Grip Durability	Benefits • Long lasting durability - made for years of use • Recommended for use by power throwers • Slowest to lose original flight characteristics • C Glow Champion is great for night play!
G GSTAR Grip Durability	Benefits • A softer more grippy Star plastic • Great looking pearly surface that shimmers • Flexibility in hot or cold weather
S STAR Grip Durability	Benefits • Best combination of grip and durability • Pros prefer the long lasting performance • E EchoStar recycled plastics feel great • L StarLite offers lighter weights

Recommended Uses

Disc	Beginner	Versatility	Sidearm	Windy play	Straight	Roller	Overhand	150 Class
Ape			★	★				✓
Archangel	•					•		✓
Archon	•	★						✓
Banshee			•	•			•	✓
Beast	•				•	•		✓
Boss			★	•				✓
Cheetah	•	•			•			✓
Daedalus	★					★		✓
Destroyer		•	•	•				✓
Dominator			•	•				✓
Dragon	•							✓
Eagle	•	•			•			✓
Firebird			★	★			★	✓
Gazelle	•	•			•			✓
Groove		•						✓
Katana		•	•					✓
Krait		•	•		•	•		✓
Leopard	★	•			★	•		✓
Mamba	★	★			•	★		✓
Max			•	★				✓
Monarch	★					★		✓
Monster		•	•	★			★	✓
Orc								✓
Roadrunner	•	•			•	★		✓
Sidewinder	•				•	★		✓
Starfire		★	•					✓
TeeBird		•	•					✓
TeeDevil		•	•					✓
TeeRex						•		✓
Tern	•	•			•			✓
TL	•	•			★			✓
Valkyrie	★	•			•	★		✓
Viking					★			✓
Viper		•	•	•			•	✓
Vulcan	•				•	★		✓
Wahoo		•						✓
Whippet			•	★			★	✓
Wraith		★			•			✓
XCaliber			★	★				✓

★ Highly Recommended • Recommended • Floats

Choose a disc suited to you

CRUSHER 375 feet on up We recommend heavier discs: 170 grams to max Crushers choose heavier weights for better accuracy. Heavier discs will challenge the wind.	THROWER 250 to 375 feet We recommend mid-weight discs: 150-170 grams Skilled throwers that can control a variety of disc models will find uses for discs in different weights.	FLINGER up to 250 feet We recommend lighter discs: 130-165 grams For less powerful and newer players, lighter discs go farther with less effort. Choose them before heavy discs.
---	--	--