

## INNOVA PLASTIC TYPES

**DX - \$** - Grip: ★★★ - Life: ★★★  
Innova's grippiest and most affordable

**CHAMPION - \$\$\$** - Grip: ★★★ - Life: ★★★  
The original super-durable plastic

**PRO - \$\$** - Grip: ★★★ - Life: ★★★  
Durable yet grippy with increased glide

**STAR - \$\$\$\$** - Grip: ★★★ - Life: ★★★  
Champion durability with improved grip

## IT'S ALL IN THE NUMBERS

### Speed - in green

Speed is the ability of a disc to cut through the air. Speed ratings are from 1 to 12. Discs with higher numbers are faster, but require more power to achieve their true potential. Lower numbers offer better distance control.

### Glide - in red

A higher glide number means the disc can ride the air better. New players should look for discs with more glide. A disc rated 6 has the most glide. Choose low glide numbers for throwing into a headwind.

### Turn - High Speed

### Turn - in blue

The tendency of a disc to bank right (for RHBH\* throwers) early in the flight. A disc rated +1 is most resistant to turn over. A disc rated -4 will turn the easiest.

### Fade - Low Speed

### Fade - in yellow

All discs tail off in the same direction (left for RHBH\* shots), but some will "hook" harder than others. A disc rated zero will finish the straightest while a 5 will hook the hardest.

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Speed 11 & 12

<b>Max</b> Supremely overstable. Not for the faint of arm. Speed: 11, Turn: +3, Fade: 0, 5 Star	<b>XCaliber</b> A meaty Destroyer. For windy situations. Speed: 12, Turn: +5, Fade: 0, 4 Star	<b>TeeRex</b> A power driver for big arms or hyzers. Speed: 11, Turn: +4, Fade: 0, 4 Star	<b>Destroyer</b> A fast, stable power driver with lots of glide. Speed: 12, Turn: +5, Fade: -1, 4 Star, DX	<b>Wraith</b> An excellent all around driver for distance. Speed: 11, Turn: +5, Fade: -1, 3 Star, Pro, DX
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Speed 10

<b>Monster</b> A fast very overstable disc. Great for sidearms. Speed: 10, Turn: +3, Fade: 0, 5 Star, Champion	<b>Starfire</b> All around Distance Driver. Very accurate. Speed: 10, Turn: +4, Fade: 0, 3 Star, Champion, DX	<b>Orc</b> An easy-to-learn controllable distance disc. Speed: 10, Turn: +4, Fade: -1, 3 Star, Champion, DX	<b>SL</b> Easy to control. Maximizes distance. Speed: 10, Turn: +5, Fade: -1, 2 Star, Champion, DX	<b>Beast</b> A great first distance disc. Turns and glides. Speed: 10, Turn: +5, Fade: -2, 2 Star, Champion, Pro, DX
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Speed 9

<b>Firebird</b> A top overstable disc for pros. Very consistent. Speed: 9, Turn: +3, Fade: 0, 4 Star, Champion, DX	<b>FL</b> Headwind driver, great for sidearm shots too. Speed: 9, Turn: +3, Fade: 0, 2 Star, Pro	<b>Viking</b> Our straightest distance disc. Easy to learn. Speed: 9, Turn: +4, Fade: -1, 2 Champion, DX	<b>Valkyrie</b> World Record Holder at 820 ft. Great for all. Speed: 9, Turn: +4, Fade: -2, 2 Champion, DX	<b>Sidewinder</b> Great first driver and phenomenal roller. Speed: 9, Turn: +5, Fade: -3, 1 Star, Champion, Pro, DX	<b>Roadrunner</b> Beginner friendly driver. Great for rollers. Speed: 9, Turn: +5, Fade: -4, 1 Star, Champion
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Speed 7 & 8

<b>Banshee</b> Accurate overstable fairway shots. Speed: 7, Turn: +3, Fade: 0, 3 Champion, DX	<b>TeeBird</b> The choice of top pros for deadly accuracy. Speed: 7, Turn: +5, Fade: 0, 2 Star, Champion, DX	<b>TL</b> A smooth flying straight disc. Great first driver. Speed: 7, Turn: +5, Fade: 0, 1 Star, Champion, DX	<b>Eagle</b> Dependable for straight or turnover drives. Speed: 7, Turn: +4, Fade: -1, 3 Star	<b>Dragon</b> Floats in water. 150 grams. Nice beginner disc. Speed: 8, Turn: +5, Fade: -2, 2 Star, Champion, DX	<b>Archangel</b> Maximizes beginner drives. Lots of glide. Speed: 8, Turn: +6, Fade: -4, 1 DX
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Speed 5 & 6

<b>Viper</b> Overstable flex shot disc. Speed: 5, Turn: +4, Fade: +1, 5 DX	<b>Whippet</b> A proven wind fighter. Power shots. Big Hyzers. Speed: 6, Turn: +3, Fade: +1, 5 Pro, DX	<b>Gazelle</b> Great for beginners. Straight and simple. Speed: 6, Turn: +4, Fade: 0, 2 DX	<b>Cheetah</b> Finesse driver with solid fade. Speed: 6, Turn: +4, Fade: -2, 2 DX	<b>Leopard</b> Our best first driver for beginners. So straight. Speed: 6, Turn: +5, Fade: -2, 1 Star, Champion, Pro, DX
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**OVERSTABLE**  
FOR WIND & POWER

**STABLE (STRAIGHT)**  
GOOD FOR ALL PLAYERS

**UNDERSTABLE**  
BETTER FOR BEGINNERS

Distance Driver

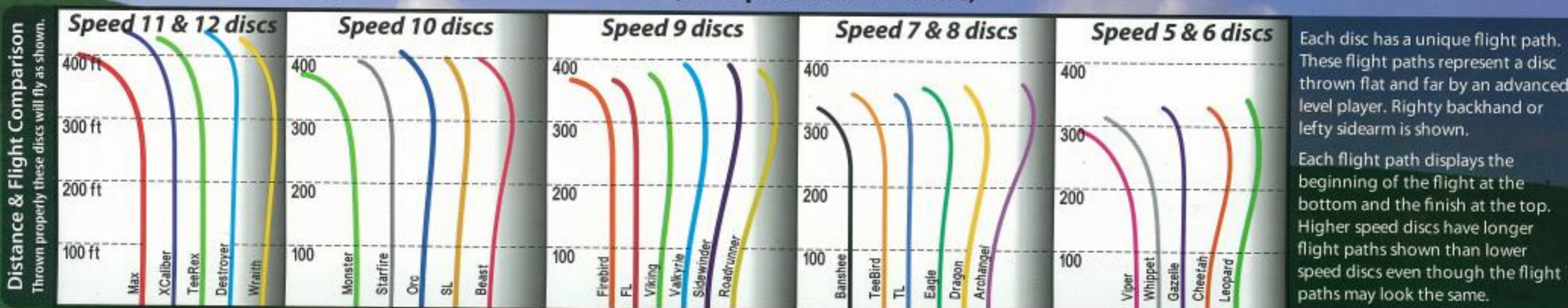
Distance Driver

Distance Driver

Fairway Driver

Fairway Driver

## FLIGHT PATHS - Quick reference chart (same path as seen on disc)



\* RightHand Back Hand throws