

Joe's Universal Flight Chart

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Descriptions of the Ratings

Range (RNG) refers to the relative distances that the disc should predictably fly. The values here are not meant to correspond to particular distances. For most players, a disc with a higher range rating should have greater distance potential than a disc with a lower range rating.

High speed stability (HSS) refers to the disc's flight characteristics during the first part of the disc's flight. A negative rating means the disc will fly understable at high speeds and turn to the right. A positive rating means the disc will fly overstable at high speeds and turn to the left.

Low speed stability (LSS) refers to the disc's flight characteristics during the end portion of the disc's flight. The higher the rating, the more a disc will try to fade to the left as it slows down.

Power Requirement (PWR) refers to the amount of power that must be generated during the throw to make the disc fly with its designed characteristics. Failing to meet the power requirement will generally result in the disc flying more overstable than intended. Exceeding the power requirement will generally result in the disc flying more understable than intended. While everyone throws differently, the chart below can be used as a general rule of thumb:

Power Requirement

1: less than 175' of power 2: 175-225' of power

3: 225-275' of power

4: 275-325' of power

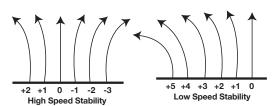
5: 325-375' of power 6: more than 375'

Plastic Types B = B as eline is the lowest grade of plastic in terms of price and durability.

M = Mid-grade is the medium grade of plastic in terms of price and durability.

P = Premium is the highest grade of plastic in terms of price and durability.

Discs in higher grades of plastic will generally fly more overstable than lower grades of plastic.



Additional Notes

*All references to fade and turn assume a right-handed backhand or left-handed forehand throw and should be reversed for right-handed forehand or left-handed backhand throws. For discs available in multiple grades of plastic, the ratings represent an average across the plastic types. Discs in premium plastic will generally fly slightly more overstable than rated. Discs in baseline plastic will generally fly slightly less overstable than rated. All ratings assume a clean release and nose down throw.



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B M P Model	RNG	HSS LSS PWR	в м		Model	RNG		LSS PWR	В	М		Model	RNG	HSS LSS PWR	
✓ ✓ D1 ✓ ✓ Force		0 3.5 6 0 4 6	V .	V	Crave Eagle		-0.5 -0.5	2.5 4		V	V	Roc3 Aurora MS		-0.5 3 2 -1 1 1	
✓ Blitz ✓ TeeRex ✓ Pulse		0 4 6 0 4 6 0 4 5		~	River Veteran Clash		-0.5 -0.5 -0.5	3 4 3 4 3 4	V			Buzzz SS Oracle Mission		-1 1.5 1 -1 1.5 1 -1 1.5 1	
V Scorpius V Sorcerer		-0.5 3 6 -0.5 3 6			Trident		-0.5 -1	4.5 5 2 4		_	V	Ibex M3		-1 1.5 1 -1 1.5 2	
V Jun V Slaidi		-0.5 3 6 -0.5 3 5		V	TL3 Mantis		-1 -1	2 4	~		V	Theory Spider		-1 1.5 2 -1 2 1	
V V Boss V PD2 Chaos		-0.5 3.5 6 -0.5 3.5 6	V (V	TeeBone Stag		-1 -1	2 4 2	V		V	Shark Buzzz		-1 2 1 -1 2 1	
DD Hysteria Quasar		-0.5 3.5 5 -0.5 3.5 6		V	XL Amp			2.5 3 2.5 4	V	V		Legacy Scout		-1 2 1 -1 2 1	
✓ ✓ Rampage ✓ Trespass		-0.5 3.5 6 -0.5 3.5 6		V /	Inspire Assassin		-1	2.5 4 2.5 5		V		M5 Wildfire (Up)		-1 2 2 -1 2 2	
✓ Ballista ✓ Halo		-0.5 3.5 6 -0.5 4 6		V	CD Craze Tracker		-1 -1	3 5 3 4	V		V	Axis Claymore		-1 2 2 -1 2 1	
Double D Krait		-0.5 4 6 -1 2.5 5		V	Savage Northman	4.5	-1 -1	3 5 3 4		V	V	King Cobra Fugitive	3	-1 2.5 2 -1 2.5 2	
Groove Dominator		-1 3 5 -1 3 6	V 1	V	Eagle-L (EL) Fury		-1.5 -1.5	2.5 3 2.5 4 2.5 3	V	V		Evidence Backbone		-1 2.5 2 -1 3 2	
D2 V Outlaw		-1 3 6 -1 3 6		V	Seer Breakout		-1.5 -1.5	2.5 3			V	Coyote MD2 Fiend		-1.5 1 1 -1.5 1 1	
✓ Kahu ✓ Grym		-1 3 6 -1 3 5	V		Patriot #2 Helix		-1.5 -1.5	2.5 4		~	V	Gauge Comet		-1.5 1 1 -1.5 1.5 1	
V V Wraith V V Surge V V Destroyer		-1 3.5 5 -1 3.5 5 -1 3.5 6	V V (V	Bandit Avenger SS TD Rush		-2 -2	1.5 4 2 4 2 3			V	recision use	-1.5 1.5 1 -1.5 1.5 1		
V V Destroyer V V Nuke Diablo DT		-1 3.5 6 -1 3.5 5		V	Laseri Dragon		-2 -2 -2	2 3 2.5 3			V	Hawk Mystic Piwakawaka		-1.5 2 1 -1.5 2.5 2 -2 1.5 1	
✓ Lace ✓ Chimera		-1 3.5 6 -1 3.5 6	V (V	JLS Witness	•	-2 -2	2.5 3 2.5 4	V			Wolf Meteor		-2 1.5 1 -2 2 1 -2 2 1	
✓ Raketen ✓ Teedevil	5.5	-1 3.5 6 -1.5 3 6		V	Virus Apache		-2 -2	2.5 3		V	V	Element M4		-2 2 1 -2 2 1	
V Surge SS V Crank		-1.5 3 5 -1.5 3 5	V		Epic Mongoose		-2 -2.5	4 5	V	_		#3 Flyer Wildfire (Down)		-2 2 1	
Sword Torrent		-1.5 3 5 -1.5 3 6		V	Hatchet Underworld		-2.5 -2.5	2 3 2.5 4			V	Glide Tursas		-2.5 0.5 1	
DD2 Frenzy Flow		-1.5 3.5 6 -1.5 3.5 5		<u> </u>	Defender Archangel		-3 -3	1.5 2 3 3	~		V	Antidote Optimizer		-2.5 1 1 -2.5 1 1 -3 0 1	
✓ ✓ Samurai ✓ Spectra		-1.5 3.5 6	V		XXX Viper		2 2	4 5 5 3	V		v	#2 Slice Pearl		-3 0.5 1 -3 2 1	
✓ Archon ✓ Wahoo		-2 3 5 -2 3 5		V V	X1 Banshee		1	4.5 5 4 4	V	~	V	Demon Drone		2 4 3 1 4 3	
✓ ✓ Nuke SS ✓ ✓ Roque		-2 3 5 -2 3 5	V	~	EXP1 Hellfire		0.5	4 4 3.5 4			V V	Bard Justice		0.5 3 2 0.5 3 2	
✓ ✓ Astra ✓ Aries		-2 3 5 -2 3 5		V /	Firebird F1		0.5 0.5	4 4 4		V	V	Mortar Chief		0.5 3 2 0 1.5 1	
✓ Inertia ✓ Classic Inferno		-2 3 5 -2 3 4	V 1	V V	FD2 F5		0	2 4 2.5 4	V	~		Warden Wings		0 2 1 0 2 1	
✓ Bolt ✓ Slayer		-2 3 5 -2 3 6		V /	Vein Spark		0	2.5 3 4			V	Suspect Verdict	2.5	0 2.5 2 0 3.5 2	
Cannon Cannon Bee Line	_	-2 3 6 -2 3 5	V		Notch #1 Helix		0	3 4 3	V		V .	Gator Zone		0 3 2 0 3 3	
V V D3		-2 3 6 -2 3 6		V	F2 Resistor		0	3 4 3		V		M1 Sharpshooter #2		0 3 2 0 3 3	
TD2 Fever Freedom	-	-2 3 5 -2 3 5	V (V	Respecti			3.5 4 3.5 4			V	Atom Shaman		-0.5 2 1 -1.5 1.5 1	
Quarter K II Hurricane	-	-2 3.5 4 -2 3.5 6	V (V	Monster Firebird-L (FL) Shock	4	0	4 5 4 4 4 5			V	Flashflight LED Midrange Wombat		-1.5 2 1 -2 0.5 1	
✓ King ✓ Renegade ✓ Terminator		-2 3.5 6 -2 3.5 6 -2 4.5 6		V	Solace Felon	4	Ö	4 5 4 5 4.5 4	V			Wedge XD Classic Roc		-2 1 1 -2 1 1 -2 2 1	
Terminator unLace Monarch		-2.5 2 4			Stalker		-0.5 -1	2 4 2 3	V		V	Foxbat Harp		-2.5 1 1 0.5 3 2	
✓ ✓ Katana ✓ Daedalus		-2.5 3 5 -2.5 3 5	5 Zombee		-1	2 3	V	~	V	Hunter Banger-GT		0.5 5 2 0 1 1 0 1.5 1			
V Havoc		-2.5 3 5 -2.5 3 6		V	Arch Cyclone		-1 2.5 4 -1 3 3	-1	2.5 4	V		V	P2 Psycho Sole		0 1.5 1 0 1.5 1
V Vulcan Mamba		-2.5 3.5 5 -3 2.5 4	V		#2 Driver F3				V	VVV	V V	Clutch		0 1.5 1 0 1.5 1	
✓ Tern ✓ Daedalus Proto		-3 3 5 -3 3 5	✓ Thief -1 3 ✓ Velocity -1.5 2		3 4 2 4	V	V		Aviar Big Bead		0 2 1				
✓ Ninja ✓ Flick		-3 3 4 1 4 5		V	Jade #1 Flyer		-1.5 -1.5	2 3 2.5 3		~	V	Challenger Wizard		0 2 1 0 2 1	
Scythe Giant		1 4 5 0.5 4 6	V V		#4 Driver #1 Roller		-1.5 -2	3 4 1 3	V	V		Hydra Voodoo		0 2 2 0	
✓ Enforcer ✓ Xcaliber		0.5 4 5 0.5 4.5 6	V 1	V	Xpress Polaris LS		-2 -2	1.5 3 2 3	V V			Steady Titanic		0 2 1 0 2 1	
✓ World ✓ Thunderbird		0.5 4.5 5 0 2.5 4			Diamond Maul		-2 -2	2 3	V	~	V	lon Clozer		0 2 1	
CD2 Boatman		0 2.5 4 0 2.5 5	V V		Cheetah #1 Driver		-2 -2	2.5 3 2.5 3	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	V		Mercy Macana		0 2 2 0 1	
Striker Wrath		0 3 5	V V		View #3 Driver		-2 2.5 3 vriver -2 3 3 3 vriver -2 3 3 3 vriver -2 4 4	2.5 3 3 3		~	V	P3 PA2		0 2 1 0 2 1	
✓		0 3 5 0 3.5 5		V	Flashflight LED Driver Undertow				✓ Tank ✓ Envy		0 2 1 0 2 1				
✓ Da'E ✓ Villain		0 3.5 5 0 3.5 6			F7 Maximizer		-2.5 -3	2 4 0.5 2		V		Gui Touch	2	0 2 1 0 2 1	
V Villain V O-Lace V Missilen		0 4 5 0 4 6 0 4.5 6	V		Helium Whippet		2	4 3		V V		Sinus Panzer-Tank PA3		0 2.5 2 0 2.5 1 0 2.5 1	
✓ Ape ✓ Nuke OS ✓ Orion LF		0 45 6			Blaze H1 Kaya		1 0	4.5 4 2.5 2 3 4	_	V	V :	Shield Rhyno		0 2.5 1 0 3 1	
V Genesis V Switch		-0.5 3 5 -0.5 3 5 -0.5 3 4	V	_	Sharpshooter #1 H3		0	3 4 3.5 4	~	V	V	PA1		0 3 1	
Photon Backdraft		-0.5 3 5 -0.5 3 5		V	H2 Truth		-0.5	4.5 4	V	V V		Dart Colt Nova		-0.5 1 1 -0.5 1.5 1 -0.5 1.5 1	
V V Avenger V Crush		-0.5 3.5 5 -0.5 3.5 6		/	Kaxe Z #1 Hookshot		-0.5 -0.5	2.5 2	_	V		Yeti Aviar Focus		-0.5 1.5 1 -0.5 1.5 1	
✓ ✓ Illusion ✓ Prometheus		-0.5 3.5 5 -0.5 3.5 6	V		#2 Hookshot Sabre		-0.5 -1	3 3	~	V V	_	P1x Warlock		-0.5 1.5 1 -0.5 1.5 1	
✓ Heat ✓ Trak	_	-1 2 3 -1 2 5	V .	V /	Warship Squall	3.5	-1 -1	1.5 1 1.5 2		~	V /	Omega Big Bead Magic		-0.5 1.5 1 -1 1 1	
PD Freak FD Jackal	5	-1 2.5 5 -1 2.5 4	V	V	Impact Condor		-1	2.5 2 3	V		V	#2 Upshot Anode		-1 1 1 -1 1 1	
Saint Beast (concave wing)		-1 2.5 4 -1 3 5	V V		#2 Roller #3 Slice		-1 -1.5	3 3 1 2	V	V	V /	Proxy Aviar Putter		-1 1 1 -1 1.5 1	
Starfire-L (SL) Inferno		-1 3 5 -1 3 5	VV	/	Panther Skeeter		-1.5	1.5 2 2	V	V		Colt Proto Magnet		-1 1.5 1 -1 1.5 1	
Scream Riot Total		-1 3 4 -1 3 5		/	GM Gremlin Flying Squirrel		-2	2.5 2			V	Pure Summit		-1 1.5 1 -1 1.5 1	
V Tesla V Valley		-1 3 5 -1 3 4	<i>V</i>		#1 Slice Cobra		-2 -2	1.5 2 3 2		V	V	Omega P1 Maniac		-1 1.5 1 -1 1.5 1	
V Viking V XS Sampo		-1.5 2.5 4 -1.5 2.5 4 -1.5 2.5 4	V V	v	#2 Flyer Kite		-2 -2 -2.5	3 1 3 1 1.5 1	V		V	Judge PA4 Crossfire		-1 1.5 1 -1 1.5 1 -1 2 1	
✓ Flash		-1.5 3 5	V .		Stingray Stratus		-2.5 -2.5 -3	1.5 1 2 1 1 1		V		Blunt		-1 2 1 -1 2 1 -1 2 1	
✓ ✓ Orion LS		-1.5 3 5	V	_	#2 Hyzer Tensor		-3 1 0.5	1 1 3 3 2		V		Blowfly Swan 2 Spike		-1.5 1 1	
Wave V V Orc		-1.5 3 4 -1.5 3 5 -1.5 3.5 5		~	Mako3 Mako		0.5	0.5 2 1.5 2	_	~		Swan 1 Reborn Zephyr		-1.5 2 1 -2 0.5 1 -2 1 2	
V V Beast (straight wing) Gamma Ray		-1.5 3.5 5 -2 2 4 -2 2 4		V	Pain Midari		0	2 2 2	~	V		Rock-It		-2 1 2 -2 1 1 -3 1 1	
V Vision Secret Weapon		-2 2.5 3 -2 2.5 4	V V (Roc Shark3		0	2.5 2 2.5 2		V		Pig Devil Hawk		1 3.5 3 0.5 3 2	
V V Valkyrie Wildcat		-2 3 4 -2 3 5		V	MD1 Vector		0	2.5 2 2.5 2	~	~		Dagger Ringer		0 1 1 0 2 1	
✓ Scream DT ✓ 100m Lazer		-2 3 4 -2 3 4		V	Obex Cro		0	2.5 2 3 2		V		War Spear Berg		0 2 2 0 0 2 1	
MX-1 Volt		-2 3 5 -2 3 5		V	Hornet Wasp		0	3 2 3			V	Flashflight LED Putter Breaker		0 2 1 0 2.5 2	
Voltanity Insanity Procul		-2 3 4 -2 3 5		V	Warrior Karma		0	3 2 3		~		Arrow Ridge	1.5	0 2.5 2 0 2.5 2	
Roadrunner Sidewinder		-2.5 1 3 -2.5 2 3		~	Aftershock #3 Hookshot		0	3 3 3	~		V	Money Putter Vp	1.0	0 2.5 2 0 3 2	
		-2.5 2 3 -2.5 2 4 -3 2.5 4	V (V V	Ghost Mace		0	3 3 3	V	V		Sharpshooter #3 Aero		0 3 2	
✓ Spirit		2 4 5 1 3 5		V	MD3 Yao	3	0	3 2 3	V		V	Juju Rubber Putter		-1 1 1 -1 1 1	
Scream Max Predator Stiletto		1 4 5 1 4.5 6		V V	Buzzz OS Sentinel MF		0	3.5 2	V	V	V	Relic Reef		-1 2 1 -2 1 1	
Rask V Teebird		0.5 4 6 0 2.5 4	V V		#1 Hyzer #3 Hyzer		0	4 4 4		V		Turbo Putt Wheel (flying)		-2.5 1.5 1 1 2 3	
Teebird3 Rival	4 -	0 2.5 4		V	MD Lycan		-0.5 -0.5	1 1 1.5 1	~	V		Polecat APX		-2 0 1 -2 0 1	
Raging Inferno Saint Pro	4.5	0 3 5 0 3 5	V (~	Atlas Buzzz-GT		-0.5	1.5 2 1.5 2	V			The Upshot Birdie		-2 0 1 -2 0.5 1	
Fireball Tsunami		0 3 5 0 3.5 5	V 3	V V	Alias VRoc		-0.5 -0.5	1.5 2 2 2	~	V		#2 Putter Powerdrive	1	-2 1 1 -2 1 1	
✓ Motion ✓ Servo		0 3.5 5 0 3.5 4		V V	San Marino Roc Super Stingray		-0.5 -0.5	2 2 2	~	~		Blowfly 2 10m Crossfire		-2 1 1 -2.5 1.5 1	
✓ Phase ✓ Speed Demon		0 3.5 5 0 4.5 5		V V	Core Tangent		-0.5 -0.5	2 2 2 2	~	~		Putt'r 10m Brick		-3 0 1 -3 0 1	
✓ Max ✓ Ascent		0 5 5 -0.5 2.5 4	V	~	Shockwave		-0.5	2.5 2 2.5 2	V			Sonic Rattler		-3 0.5 1 -3 1 1	
ht should succeed by Bloke Takking a Hadaha															