

		OVERSTABLE		STABLE		UNDERSTABLE				
		+	+	-	-					
DISTANCE	DEFENDER		RAIDER		SHERIFF		CAPTAIN		FREEDOM	
	ENFORCER		SERGEANT		TRESPASS		RENEGADE			
	CRIMINAL		GETAWAY		CONVICT		ESCAPE		THIEF	
	FELON				EVADER		VANDAL		MAVERICK	
	JUSTICE		VERDICT		EMAC TRUTH		TRUTH		EVIDENCE	
					BOUNTY		WARRANT		PATROL	
	SLAMMER		EMAC JUDGE		MARSHAL		DEPUTY		GAVEL	
FAIRWAY										
SPEED										
MIDRANGE										
PUTTERS										



FLIGHT RATINGS



= SPEED



= GLIDE

Speed ratings are listed from 1 to 14. Discs with a higher speed cut through the air better.

Glide range is from 1 to 6. A disc with more glide is able to better maintain loft during flight.



= TURN



= FADE

High speed turn is between -5 and 1. A disc with low turn has a tendency to turn right when thrown backhand by a right-handed player.

Low speed fade is listed from 0 to 6. A disc with high fade has a tendency to tail off to the left at the end of the flight when thrown by a right-handed backhand player.

PLASTIC TYPES

PRIME

Classic

Classic

Classic

fuzion

LUCID

AIR

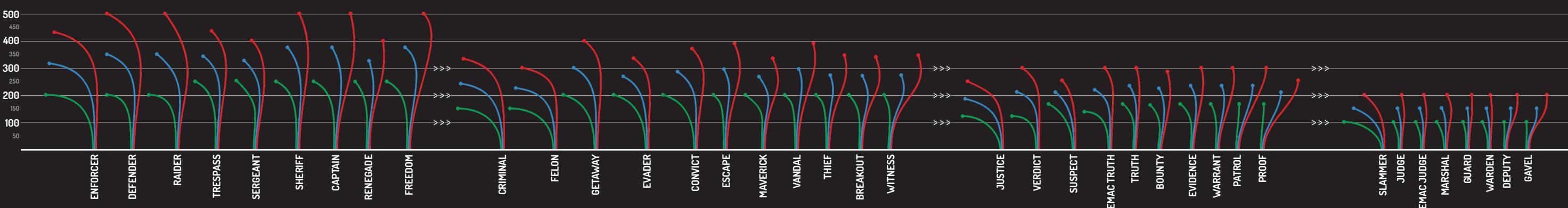
LUCID

MOONSHINE

B These discs are great for beginners or those with lower arm speeds

i More info on these discs can be found at www.DynamicDiscs.com

FLIGHT LINES



Flight lines are an estimate only and will differ depending on a players skill level, arm speed, and throwing style.

The above flight lines are representing a flat release from a right-handed, back-hand thrower.