



### PLASTIC BLENDS

CHOOSE WHAT FITS YOUR NEEDS

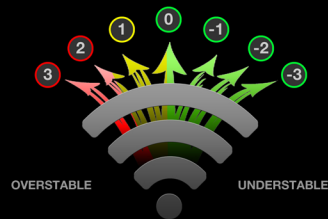
<b>T</b> Titanium looks & performance DURABILITY GRIP	<b>B</b> Big Z maximum durability DURABILITY GRIP
<b>E</b> ESP pro caliber plastic DURABILITY GRIP	<b>G</b> Z Glo glows in the dark DURABILITY GRIP
<b>Z</b> Z maximum durability DURABILITY GRIP	<b>J</b> Jawbreaker looks & grip DURABILITY GRIP
<b>F</b> Z FLX all weather blend DURABILITY GRIP	<b>X</b> X grip and value DURABILITY GRIP
<b>L</b> Z Lite lowest weights DURABILITY GRIP	<b>D</b> Pro D best grip, best value DURABILITY GRIP



### STABILITY RATING

DISCRAFT QUICK REFERENCE SYSTEM

The stability of a disc refers to a left or right track during its flight. A disc that flies straight when thrown flat and with enough spin has a 0 stability rating. The numbers 1 to 3 indicate an "overstable" disc that will pull or turn to the left (RHBH\*), with 1 being less turn and 3 being a hard turn.



\*All stability ratings are for Right Handed, Back Hand throws at moderate to high speed. The chart is reversed for left handed, back hand throws.



### FLIGHT NUMBERS

MORE DETAILED FLIGHT SPECS

**SPEED** (range: 1 to 14)  
Higher numbers indicate a faster disc with more distance potential, but may require more power to achieve full performance.

**GLIDE** (range: 1 to 6)  
Glide indicates how well the disc will continue to stay aloft as it slows in flight. Higher number = more glide and will be easier for new players to control.

**TURN** (range: -5 to +1)  
How easily a disc will turn over early in flight (turn right for RHBH throwers). Discs rated +1 will resist turn the most, new players should select negatives.

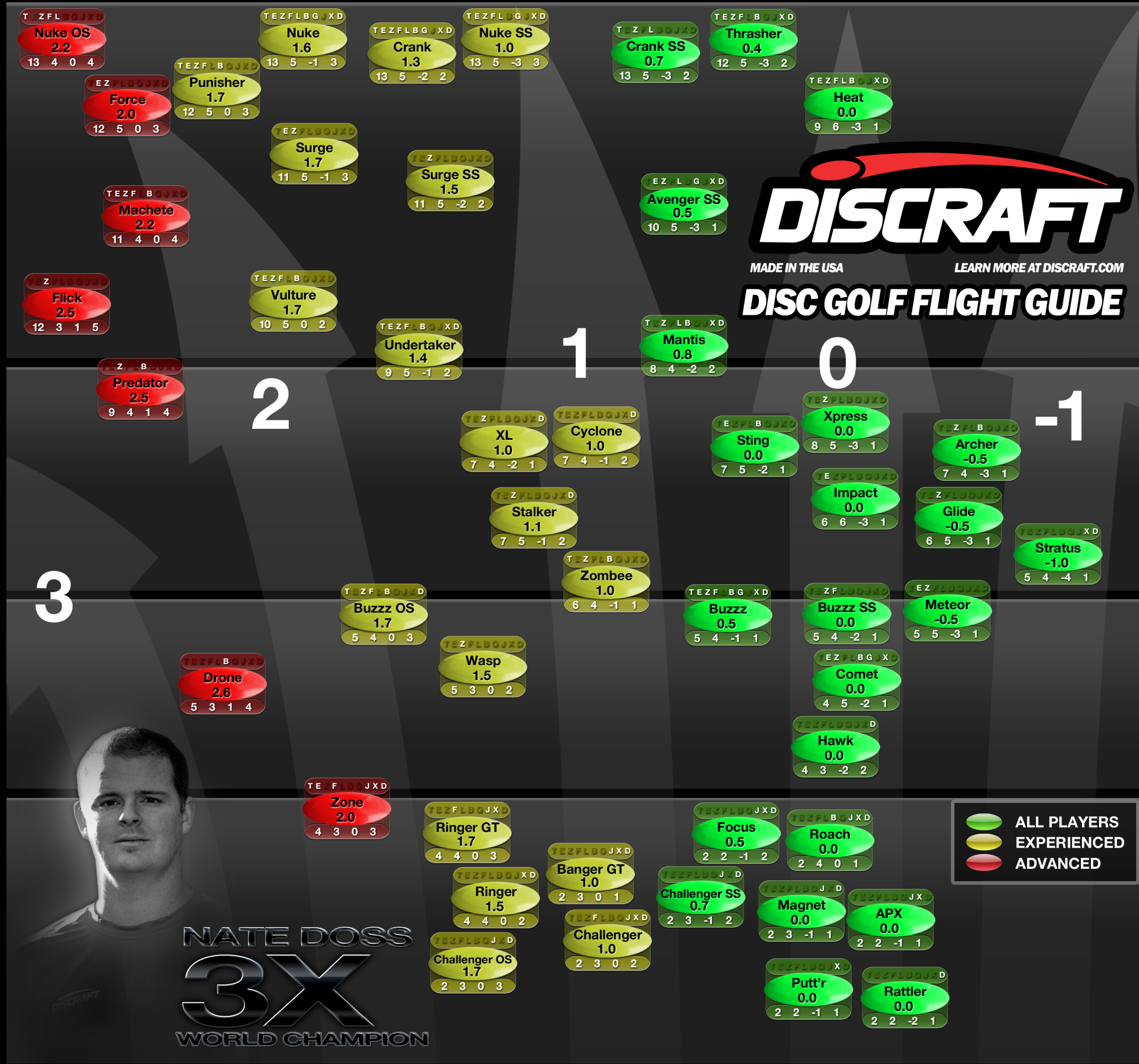
**FADE** (range: 0 to 5)  
Shows how hard a disc will curve near the end of flight (left for RHBH shots). A disc rated 5 will fade the hardest, 0 will finish straight.

DISTANCE DRIVERS

DRIVERS

MID-RANGE

PUTT AND APPROACH



- ALL PLAYERS (Green)
- EXPERIENCED (Yellow)
- ADVANCED (Red)