



# DISC INFO

## TYPE

**Distance Drivers:** Fastest and most difficult to throw. Fly the farthest with the greatest arm speed and skill.

**Fairway Drivers:** Easiest type of driver to control. A good driver for a beginner.

**Midrange:** Rounded and aerodynamic. These discs fly straight and allow for maximum control and accuracy.

**Putters:** Slowest flying discs. Used closer to the basket for putt and approach. Fly straight, no fade at the end of flight.

## PLASTICS

**Basic** (wears down fast)

**Middle grade** (still can scratch)

**Ultra-Durable** (clear, hard, smooth)

**Ultra-Light** (flies farther, less control)

**Premium** (Durable, grippy)

## FLIGHT #'S

**1st #** - SPEED (higher the number, throw faster)

**2nd #** - GLIDE (length of flight, low glide to fight wind, high glide stays airborne longer)

**3rd #** - TURN (tendency to turn over to right)

**4th #** - FADE (tendency to hook left)

## CUSTOMERS

**Beginner/Novice Players:** Stick to midrange and putters. Fairway drivers with lower speed # and high glide # are preferred.

**Experienced Players:** A mix of discs for a variety of course scenarios is preferred. Low glide to fight wind. A turn of -2 through -5 makes a good roller.

