



FLIGHT NUMBERS EXPLAINED IN DETAIL

**Speed** = SPEED (1-15)  
 Speed ratings are listed from 1 to 15. Discs with a higher speed cut through the air better.

**Glide** = GLIDE (1-7)  
 Glide range from 1 to 7. A disc with more glide is able to better maintain loft during flight.

**Turn** = TURN (-5 to 1)  
 High speed turn is between -5 and 1. A disc with low turn has a tendency to turn right when thrown backhanded by a right-handed player.

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

**DISTANCE DRIVERS**

<b>MISSILEN</b> HEX PATTERN, VERY FAST OVERSTABLE DISTANCE DRIVER 15 3 0.5 4.5	<b>RAKETEN</b> HEX PATTERN, VERY FAST OVERSTABLE DISTANCE DRIVER 15 3 -1.5 3.5	<b>KNIGHT</b> UNDERSTABLE HIGH SPEED DISTANCE DRIVER 14 4 -1 4	<b>BALLISTA</b> STABLE HIGH SPEED DISTANCE DRIVER 14 4 -0.5 4	<b>CUTLASS</b> OVERSTABLE HIGH SPEED DISTANCE DRIVER 13 5 0 3	<b>GLADIATOR</b> OVERSTABLE HIGH SPEED DISTANCE DRIVER 13 5 0 3	<b>HALO</b> STABLE HIGH SPEED DISTANCE DRIVER 13 5 -0.5 3	<b>HAVOC</b> UNDERSTABLE HIGH SPEED DISTANCE DRIVER 13 5 -1 3	<b>BOLT</b> UNDERSTABLE HIGH SPEED DISTANCE DRIVER 13 6 -2 3
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**DISTANCE DRIVERS**

<b>STILETTO</b> SUPER OVERSTABLE HIGH SPEED DISTANCE DRIVER 13 2 1 6	<b>SCYTHE</b> OVERSTABLE DISTANCE DRIVER 12 3 0 4	<b>FLOW</b> STABLE DISTANCE DRIVER WITH VERY GOOD GLIDE 11 6 -1 2
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**FAIRWAY DRIVERS**

<b>SAINT</b> STABLE FAIRWAY DRIVER 9 7 -1 2	<b>FALCHION</b> STABLE FAIRWAY DRIVER 9 6 -1 2	<b>FURY</b> UNDERSTABLE FAIRWAY DRIVER 9 6 -2 2	<b>STRIKER</b> STABLE FAIRWAY DRIVER 9 5 0 2	<b>CULVERIN</b> OVERSTABLE FAIRWAY DRIVER 9 5 0 3	<b>SAINT PRO</b> OVERSTABLE FAIRWAY DRIVER 8 6 0 3
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**FAIRWAY DRIVERS**

<b>SPARK</b> OVERSTABLE FAIRWAY DRIVER 7 4 0 3	<b>XXX</b> EXTRA OVERSTABLE FAIRWAY DRIVER 7 2 0 5	<b>RIVER</b> UNDERSTABLE FAIRWAY DRIVER, VERY GOOD GLIDE 7 7 -1 1
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**MIDRANGE**

<b>MAUL</b> UNDERSTABLE FAIRWAY DRIVER 7 7 -2 1	<b>CORE</b> STABLE MIDRANGE WITH NEUTRAL FLIGHT, GOOD GLIDE 5 5 -0.5 2	<b>FUSE</b> UNDERSTABLE MIDRANGE WITH VERY GOOD GLIDE 5 6 -2 1	<b>MACE</b> OVERSTABLE MIDRANGE 5 5 0 2	<b>ANCHOR</b> OVERSTABLE MIDRANGE 5 4 0 3	<b>CLAYMORE</b> STABLE MIDRANGE 5 5 -1 1
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**MIDRANGE PUTTERS**

<b>COMPASS</b> VERSATILE MIDRANGE WITH NEUTRAL FLIGHT 5 5 0 1	<b>SPIKE</b> BEADLESS PUTTER 4 2 -1 2	<b>PURE</b> STABLE BEADLESS PUTTER 3 3 0 1	<b>SINUS</b> OVERSTABLE PUTTER 2 1 0 3	<b>MERCY</b> BEADED, STRAIGHT FLYING PUTTER 2 4 0 1	<b>DAGGER</b> STABLE DEEP DISH BEADED PUTTER 2 4 0 2	<b>MACANA</b> STABLE DEEP DISH BEADED PUTTER 2 5 0 1	<b>GAUNTLET</b> STABLE BEADED PUTTER 2 5 0 1	<b>CALTROP</b> OVERSTABLE PUTT & APPROACH, RAISED THUMBGRIP 2 2 0 2
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**EASY TO USE**

<b>JADE</b> LIGHT EASY TO USE DRIVER FOR BEGINNERS 9 6 -2 1	<b>DIAMOND</b> LIGHT EASY TO USE DRIVER FOR BEGINNERS 9 6 -3 1	<b>PEARL</b> LIGHT EASY TO USE MIDRANGE FOR BEGINNERS 4 6 -4 1	<b>RUBY</b> LIGHT EASY TO USE PUTTER FOR BEGINNERS 3 5 -3 1
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**UTILITY DISC**

<b>BITE</b> UTILITY DISC WITH EXTREME GLIDE 1 7 -1 0
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IDEAL DISCS FOR BEGINNERS WITH LOWER ARM SPEED

**PLASTIC TYPES**



500 (P) = PRO FLIGHT (A) = AMATEUR FLIGHT (B) = BEGINNER FLIGHT

(i) FLIGHT PATHS IS BASED ON A RIGHT HANDED PLAYER THROWING BACKHAND

(i) MORE INFO ON DISC CHARACTERISTICS CAN BE FOUND ON WWW.LATITUDE64.SE

