

# Mid-Range / Putt & Approach Disc Selection Chart



SPEED 5

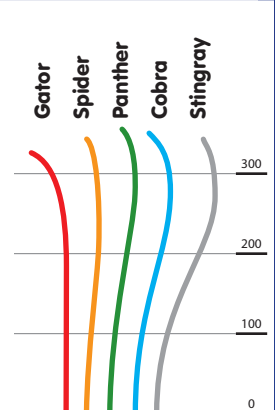
**Gator**  
 5 2  
 0 3  
 A powerful arm needs a solid Mid-Range. This is it.  
 DX CHAMPION

**Spider**  
 5 3  
 -1 1  
 An easy to control disc. Does what you want.  
 DX CHAMPION

**Panther**  
 5 3  
 -2 1  
 Straight flyer for less powerful players.  
 CHAMPION

**Cobra**  
 5 5  
 -2 2  
 A beginner friendly disc, suitable for kids on up.  
 DX PRO CHAMPION

**Stingray**  
 5 5  
 -5 1  
 A turning disc. Makes a good roller disc too.  
 DX STAR



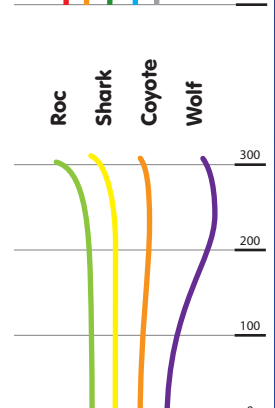
SPEED 4

**Roc**  
 4 4  
 0 3  
 Our most popular pro Mid-Range ever.  
 DX KC PRO

**Shark**  
 4 4  
 0 2  
 Easy to learn. An accurate, dependable disc.  
 DX PRO CHAMPION STAR

**Coyote**  
 4 5  
 -1 1  
 A straight flyer with excellent glide.  
 DX CHAMPION STAR

**Wolf**  
 4 3  
 -4 1  
 Ideal beginner Mid-Range. Thumtrac for sure grip.  
 DX



SPEED 3

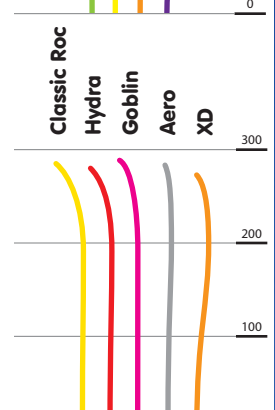
**Classic Roc**  
 3 3  
 0 2  
 Excellent for approaches and short drives.  
 DX CHAMPION

**Hydra**  
 3 3  
 0 2  
 Floats in water. Approach or putt, a versatile disc.  
 DX

**Goblin**  
 3 4  
 0 1  
 The best choice if you play with just one disc.  
 DX STAR

**Aero**  
 3 6  
 0 0  
 A classic. The first true golf disc, straight as an arrow.  
 DX STAR

**XD**  
 3 4  
 -1 1  
 Excellent for learning to drive. Forgiving flight.  
 DX



SPEED 2

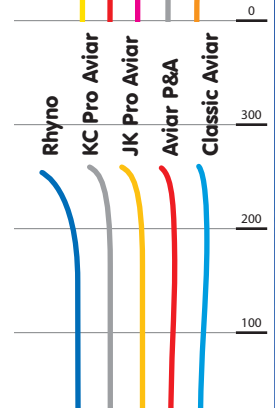
**Rhyno**  
 2 1  
 0 3  
 Power putter. Great for windy days and short drives.  
 DX PRO CHAMPION STAR

**KC Pro Aviar**  
 2 3  
 0 2  
 Ken Climo's putter of choice. Stable and stiff.  
 KC PRO

**JK Pro Aviar**  
 2 3  
 0 2  
 Juliana Korver's favorite putter. Grippy plastic.  
 SOFT PRO

**Aviar P&A**  
 2 3  
 0 1  
 The best selling golf disc ever. Easy to learn, true flyer.  
 DX STAR

**Classic Aviar**  
 2 3  
 0 0  
 Our straightest Aviar. Stiff feel for approaches and putts.  
 DX



SPEED 1

## FLIGHT PATHS

Each disc has a unique flight path as seen on the right side of the chart. These flight paths represent a disc thrown flat and far by an advanced level player. Righty backhand or lefty sidearm is shown.

Each flight path displays the beginning of the flight at the bottom and the finish at the top. Higher speed discs have longer flight paths shown than lower speed discs even though the flight paths may look the same.

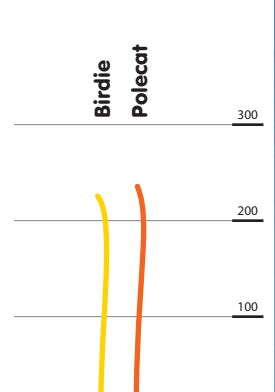


## Birdie

1 2  
 0 0  
 Our "Go for it" putter. Straight but stops quick.  
 DX

## Polecat

1 3  
 0 0  
 A putter for those who are comfortable with traditional Frisbees™.  
 DX



OVERSTABLE

STABLE

UNDERSTABLE

## How to use this chart

Each disc golfer's throw is unique. This chart will help determine the right INNOVA disc for your throw. Once you have thrown one of our discs, you can use this chart as a frame of reference to choose others.

This chart displays the least stable discs on the right, and the most overstable discs on the left. Mid-Range discs are great off the tee for holes in the 300 foot range, while Putt & Approach discs are primarily for putting and shots up to 250 ft. These distances are relative to a skilled player, so your distances may vary. The more you play, the farther you'll be able to throw.

- A few tips in selecting the disc to complement your game:
- If you are new to the game, the Goblin and Aero are great first discs. They are relatively neutral flyers that work for putting as well.
  - Light weight versions are best for kids. Look for discs that weigh less than 150 grams (the weight is written on the bottom of the disc). Heavy discs (175-180 grams) are recommended for more experienced players.
  - For sidearm throwers, the Gator and Rhyno make good choices. These discs will fight flipping over.
  - Aviars are our most popular disc. There's an Aviar plastic to suit everyone's tastes, from soft to hard.
  - Righty backhand and lefty sidearm shots naturally curve left at the end of flight. Lefty backhands and righty sidearm shots naturally curve right.

For more information on our discs, visit [www.innovadiscs.com](http://www.innovadiscs.com)

## The Numbers

**SPEED - in green**  
 Speed is the ability of the disc to cut through the air. Speed ratings are listed on the left side of the page. Discs with higher numbers are faster. Faster discs go farther with less effort. Discs designed for putting have speed ratings of 1 to 3.

**GLIDE - in orange**  
 Glide refers to the ability to maintain loft during flight. More glide is best for new players and for producing maximum distance, especially downwind. A disc rated 6 has the most glide. Beginners should choose discs with more glide.

**TURN - in blue**  
 High Speed Turn — The tendency of a disc to turn over or bank to the right (for RHBH\* throwers) early in the flight. A +1 rating is most resistant to turning over, while a -5 rating will turn the most. Discs rated -3 to -5 make good roller discs.

**FADE - in yellow**  
 Low Speed Fade — At the end of the flight, all discs tail off (hook) to the left (for RHBH\* throwers) but some will hook harder than others. A disc rated 0 will finish straightest, while a disc rated 3 will hook more at the end of the flight.



## Plastics

INNOVA offers four types of plastic. Each offers unique benefits.

- DX** - INNOVA's grippiest and most affordable.
- PRO** - Durable yet grippy with increased glide.
- CHAMPION** - The original super-durable plastic - ideal for drivers.
- STAR** - Our latest innovation. STAR offers the durability of Champion with improved grip. The pinnacle of plastics.

\* RHBH = Right Handed Back Hand throw

Mid-Range  
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 Putt & Approach  
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