

WWW.DYNAMICDISCS.COM

DISTANCE DRIVERS



FREEDOM
HIGH-SPEED UNDERSTABLE
DISTANCE DRIVER

14 5 -3 3



DEFENDERHIGH-SPEED OVERSTABLE
DISTANCE DRIVER

13 5 0 3



SHERIFF HIGH-SPEED DISTA

13 5 -1 2



CAPTAIN HIGH-SPEED UNDE DISTANCE DRIVER

13 5 -2 2



ENFORCER

12 4 0.5 4

FAIRWAY DRIVERS



TRESPASS HIGH-SPEED DISTANCE

12 5 -0.5



RENEGADE UNDERSTABLE DISTANCE

11 5 -1.5 2.5



CRIMINAL

10 3 1 4



FELON WIND-FIGHTING, OVERSTABLE FAIRWAY DRIVER



CONVICT STABLE COMPLEMENT TO THE FELON

4 -0.5



GETAWAY

9 5 -0.5 3

ESCAPE

ESCAPE

FAIRWAY DRIVER WITH A TRUE & CONSISTENT FLIGHT



WITNESS

8 6 -3 1



THIEF

8 5 -1.5 2



MAVERICK SLIGHTLY UNDERSTABLE FAIRWAY DRIVER

7 4 -1.5 2

MIDRANGE



JUSTICE EXTREMELY OVERSTABLE 2015 DISC OF THE YEAR

1 0.5 4



VERDICT

MBLE, OVERSTABLE COMPLEMENT TO THE EMAC TRUTH

5 4 0 3.5



EMAC TRUTH

SIGNATURE DISC OF ERIC MCCABE

5 5 0 2



TRUTH STABLE MIDRAN

5 | 5 | -1 | 1



EVIDENCE

5 | 5 | -1 | 0 |

TERS



WARRANT

5 5 -2 0



PATROL

5 5 -3 1



SUSPECT SLIGHTLY OVERSTABLE MIDRANGE

4 3 0 3



SLAMMER OVERSTABLE PUTTER

3 2 0 3



MARSHAL OVERSTABLE PUTTER

3 4 0 1

EBUCA

DEPUTY

3 4 -1.5 0



JUDGE

BEADED, STRAIGHT-FLYING PUTTER

2013 DISC OF THE YEAR

4 2 0 1



WARDEN

2 4 0 0.5





ULTIMATE

AVIATOR

EASY TO THROW



BREAKOUT EASY TO THROW FAIRWADRIVER FOR BEGINNERS

B 8 5 -1 1.5



PROOF
EASY TO THROW MIDRANGE
FOR BEGINNERS

B 5 6 -3 1



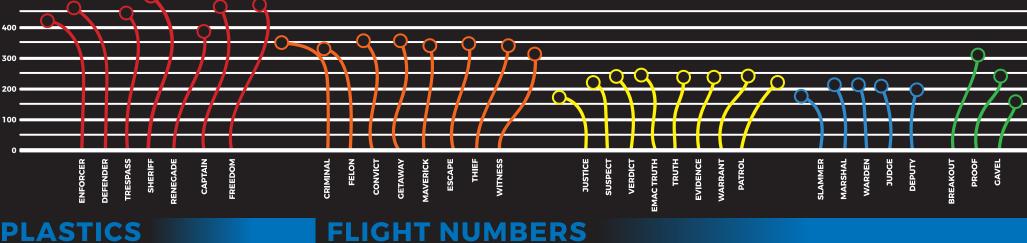
GAVEL EASY TO THRO BEGINNERS W PUTTER FOR

3 5 -2 0.5

 \mathbf{B} THESE DISCS ARE GREAT FOR BEGINNERS WITH LOWER ARM SPEEDS

FLIGHT PATHS ARE BASED ON RIGHT-HANDED BACKHAND THROWS

MORE INFO ON THESE DISCS CAN BE FOUND AT WWW.DYNAMICDISCS.COM



PLASTICS

PRIME Classic Classic LUCIO

FLUID

fuzion Lava

Classic Classic fuzion MOONSHINE

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

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

flight.

= TURN 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.

= FADE 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.

