

TEZFLBGJXD

Buzzz

0.5

5 4 -1 1

PLASTIC BLENDS

CHOOSE WHAT FITS YOUR NEEDS

T

Titanium

looks & performance

GRIP

DURABILITY

E

ESP

pro caliber plastic

GRIP

DURABILITY

Z

Z

maximum durability

GRIP

DURABILITY

F

Z FLX

all weather blend

GRIP

DURABILITY

L

Z Lite

lowest weights

GRIP

DURABILITY

B

Big Z

maximum durability

GRIP

DURABILITY

G

Z Glo

glows in the dark

GRIP

DURABILITY

J

Jawbreaker

looks & grip

GRIP

DURABILITY

X

X

grip & value

GRIP

DURABILITY

D

Pro D

best grip & value

GRIP

DURABILITY

TEZFLBGJXD

Buzzz

0.5

5 4 -1 1

STABILITY RATING

DISCRAFT 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.



TEZFLBGJXD

Buzzz

0.5

5 4 -1 1

FLIGHT NUMBERS

MORE DETAILED FLIGHT SPECS

SPEED

5 4 -1 1

SPEED (range 1 to 14)

High numbers indicate a faster disc with more distance potential, but may require more power to achieve full performance

GLIDE

5 4 -1 1

GLIDE (range 1 to 6)

Indicates how well a disc will continue to stay aloft as it slows in flight. Higher numbers equal more glide and are easier to control.

TURN

5 4 -1 1

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 use negatives

FADE

5 4 -1 1

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 POTENTIAL

DISTANCE DRIVERS

DRIVERS

MID-RANGE

PUTT & APPROACH

