

Millennium(M) • Disc golf's original premium plastic. It combines precision grip with scuff resistance. Millennium plastic offers the durability required to withstand wear and tear out on the course for an affordable price.

Delta-T (DT) • This stiff, base-level plastic is great for players who like a firm feeling disc that can wear in over time.

SuperSoft (SS) • Designed for touch. SuperSoft offers a soft, sticky and grippy feel that will not let go of the chains. Durability that will last.

ExtraTack(ET) • This rendition of the Millennium Standard plastic has an extra tacky feel that provides a confident grip in all weather conditions. ET plastic is durable and wears in slowly, but what makes this plastic

blend so special is that it feels like a well-seasoned disc right out of the box. With unbelievable grip and durability it's either the best of both worlds, or it's from a different one entirely.

Quantum(Q) • The Quantum line is Millennium's most durable plastic. This blend allows the disc to hold the flight characteristics for a full disc life. Quantum plastic offers a smooth and solid feel in the hand with a translucent appearance.

Quantum Zero-G (ZG) • Short

for "Zero-Gravity," this name refers to the near weightlessness of this plastic. Starting with Quantum plastic, microbursts of air are injected during the molding process creating thousands of ultra-tiny bubbles within the plastic which result in disc weights as low as 130 and up to 164 grams.

Sirius(S)• Sirius plastic is the ultimate combination of grip and durability. Sirius plastic is where to go when you want both durability and superior grip. This plastic will last a long time and feels good in the hand.

Lunar (L) Glows in the dark. Lunar comes in SuperSoft, ET, and Quantum in limited models.

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Glide • Glide describes the disc's ability to maintain loft during flight. Discs with more glide are best for new players, and for producing maximum distance (especially downwind). Beginners looking for more distance should choose discs with more glide.



Speed • Refers to how fast a disc travels when compared to a different disc driven by the same amount of force. Discs are generally rated by speed, with putters at speed 1 and drivers ranging into the low double digits. Speed is not used to measure how far a disc travels.

Turn • When a disc travels in a direction that is with its rotation. Example: When a disc rotating clockwise veers to the right during flight. Negative ratings indicate how understable the disc is.

Fade • The tendency of a disc to fall away from the direction of its rotation. Example: When a disc rotating clockwise veers to the left during flight. The higher the fade, the more overstable the disc.