SUNY Geneseo Dr. Pogo Department of Physics and Astronomy Office: ISC 228D

Class: MW 10:30 -11:15am; Q lot (Court St.)

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You must buy the following discs and bring them to every class. You can buy them anywhere, but I'm providing some online purchasing suggestions to save you the effort. Additionally, the sporting goods store near Wegman's in Geneseo carries some discs (against the back wall).

### 1. At least one mini-marker disc.

See, for example:

http://www.discgolfcenter.com/main\_displayProductList.php?s=4&type=7

(starting at \$1.99)

http://www.wrightlife.com/search.php?search\_query=mini

(starting at \$1.75)

# 2. At least one putter.

See, for example:

http://www.discgolfcenter.com/main\_displayProductList.php?s=4&type=6&st=4

(starting at \$7.99)

or

http://www.wrightlife.com/search.php?search\_query=putter

(starting at \$7.99)

The Challenger, Magnet, Aviar, and "Aviar Putt and Approach (P & A)" are popular discs in this category.

## 3. At least one "approach" or "midrange" disc.

See, for example:

http://www.discgolfcenter.com/main\_displayProductList.php?s=4&type=6&st=3

(starting at \$7.99)

http://www.wrightlife.com/disc-golf-approach-discs/

(starting at \$7.99)

Note that some discs listed here are actually putters. So, don't get an approach disc that has the word "putter" in its description.

Starting with the most beginner-friendly, the Shark, Roc, and "Buzzz" are all popular choices in this category.

**4.** At least one driver disc. However, I recommend that you get two... one for "straight" ("fairway") throws, and one for turning ("distance") throws.

For examples of "straight" or "fairway" drivers, see:

http://www.discgolfcenter.com/main\_displayProductList.php?s=4&type=6&st=2

(starting at \$7.99)

http://www.wrightlife.com/disc-golf-approach-discs/

(starting at \$6.74)

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Starting with the most beginner-friendly, the Cheetah, Eagle, Cyclone, JLS, Beast, Orc, and Flash and are all popular products in this category. If you're a beginner, and you're only getting one driver, get something from this list instead of the next list. Also, be aware that as the semester progresses, your skill level will improve, and you will slowly become dissatisfied with discs that are too beginner-friendly.

For examples of "distance" drivers, see:

http://www.discgolfcenter.com/main\_displayProductList.php?s=4&type=6&st=1 (starting at \$7.99)

OI

http://www.wrightlife.com/disc-golf-distance-drivers/(starting at \$7.99)

Starting with the most beginner-friendly, the Valkyrie, Avenger, Surge, Crush, and Nuke are all popular products in this category.

As your skills improve, you'll discover that your "straight" disc becomes less and less "straight" for you, because the primary factor that influences straightness is not really the disc, but rather how fast you throw it.

## What's the difference between a more expensive disc and a less expensive one?

Some discs are "collector's items" that are expensive for no good reason. But mostly, the difference in cost reflects the material it is made from. "D" or "DX" type plastics are cheap, but get ruined pretty quickly as the disc impacts trees, rocks, and roads. The "Z" or "Champion" type plastics are very durable, but more expensive.

For more details about materials, see:

https://store-yt68tfv9.mybigcommerce.com/plastic-types-and-descriptions/

### **More Help with Disc Ratings**

At Discgolfcenter, each disc is rated in 5 categories. Here's my take on what they mean:

- a. <u>Difficulty (orange)</u>. A number from 1 to 6, where 1 means that the disc's performance is relatively consistent for a variety of throwing speeds and grips, and a 6 means that only fast throwers with exceptional control can get it to behave as intended.
- b. <u>Speed (purple)</u>. A number from 1 to 10, where 1 means it slows down a lot due to air resistance after it is released, and a 10 means it keeps its speed for a long time after it's released.
- c. <u>Glide (yellow)</u>. A number from 1 to 6, where a 1 means that the disc falls to the earth more quickly, and a 6 means it stays in the air longer, even at slower speeds.
- d. <u>High Speed Stability (green)</u>. A number from -5 to +5. For a disc thrown at pro-level speed, this number describes how straight the disc will go. A zero means that a very fast throw is straight. A negative number means that for a right-handed backhand thrower ("RHBH", which is most people), the disc will go to the right when thrown fast. A positive number means that it will go to

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the left. For lefties, switch the left/right part. Also, for forehand throws, switch the left/right part again.

e. <u>Low Speed Stability (blue)</u>. A number from -5 to +5. This is the same as the previous category, except that it describes the disc's behavior when thrown at half the speed that a pro could throw. Note that no matter which disc you look at, all the ratings become more positive at slower speeds. In other words, no matter what disc you throw, a disc thrown more slowly always turns more to the left for an RHBH thrower.