

Rogue ST MAX OS Irons

Product Name: Rogue ST MAX OS Irons

Product One-liner: Our Fastest Iron Ever

Product Intro:

Callaway are the #1 Irons in Golf because of our groundbreaking innovations that benefit golfers of all abilities. The new Rogue ST Irons are no exception. We're breaking new ground through a high strength 450 A.I. Face Cup that's never been seen before in the golf industry. We've also continued to push innovation through our patented Urethane Microspheres and have massively increased our precision tungsten weighting.

Rogue ST MAX OS Irons provide a refined game-improvement shaping, with high launch, wide soles, and enhanced offset. They're specifically designed for mid-to-high handicap golfers looking to get the most out of their irons.

Features & Benefits

More Ball Speed from the all-new High Strength 450 A.I. Designed Flash Face Cup

An industry-first, we combined high strength 450 steel with our A.I. designed Flash Face Cup. This delivers more ball speed and better ball speed consistency.

New A.I. Face Optimization for Speed, Launch and Spin

We've applied our new A.I. Face Optimization to Rogue ST MAX OS. It's unique for each model and loft to create spin rate consistency across the face. This delivers high launch and COR plus a more controlled landing angle to help hold greens.

Precision Tungsten Weighting for Optimal Launch

Our new precision tungsten weighting features up to 49g of high-density tungsten, a 188% increase over MAVRIK. It provides improved launch conditions and maximizes speed across the face.

Patented Urethane Microspheres for Pure Feel

Our patented urethane microspheres are now pushed further up the face in Rogue ST irons (up to the 6th groove) to enhance sound and deliver pure feel while maintaining fast ball speeds.

MAX OS for Enhanced Confidence and Forgiveness

Rogue ST MAX OS irons are built with wide soles, enhanced offset, and a thicker topline vs. Rogue ST MAX. This provides confidence, high launch, and forgiveness for mid-to-high handicap players.