



PLATINUM PARALLEL IRONSTM

Redefining Performance for Iron Shafts

Available Now in a Premium Platinum Matte Finish

Through Select Dealers Worldwide. Maximizes

Benefits of Composite and Steel Performance

Proprietary, Patent Pending Metal Mesh Technology.



**MITSUBISHI
CHEMICAL
GROUP**

Mitsubishi Chemical America



METAL MESH
TECHNOLOGY

SPIN

MID

LAUNCH

MID

Designed to maximize the benefits of both composite and steel performance, our patent pending Metal Mesh Technology represents the very best of the Mitsubishi end-to-end manufacturing approach. As layers of pre-preg are stacked to build the shaft's core, a small section of unique Metal Mesh is integrated towards the tip. This Metal Mesh – made up of individually braided strands of 304 Stainless Steel – improves the density and stability of the shaft, while also allowing for thinner overall composite wall construction. Together this yields a finely tuned, highly responsive shaft that still provides the consistent launch and spin control needed for

THE MMT™ ORIGIN STORY

"It was an idea from our archery division along with 30 years of expertise in composite golf shafts that became the basis for MMT, an entirely new way to think about the possibilities for iron shaft performance..."

MMT™ PLATINUM PARALLEL IRON SPECS

PRODUCT	FLEX	LENGTH (IN)	WEIGHT (G)	TIP O.D. (IN)	TIP LENGTH (IN)	BUTT O.D. (IN)	TORQUE (°)	KICK PT.
MMT™ Iron 40	L	42	48	0.370	5.5	0.580	6.2	MID
MMT™ Iron 50	L	42	57	0.370	5.5	0.600	5.9	MID
MMT™ Iron 60	A	42	62	0.370	5.5	0.600	5.9	MID
MMT™ Iron 60	R	42	64	0.370	5.5	0.600	5.6	MID
MMT™ Iron 70	R	42	73	0.370	5.5	0.600	5.1	MID
MMT™ Iron 80	R	42	84	0.370	5.5	0.600	3.9	MID
MMT™ Iron 80	S	42	86	0.370	5.5	0.600	3.7	MID
MMT™ Iron 90	S	42	98	0.370	5.5	0.600	3.4	MID

MMT™ PLATINUM PARALLEL IRON FITTING GUIDE

Speed MPH/YDS	<80 MPH <210 YDS	81-90 MPH 210-239 YDS	91-105 MPH 240-259 YDS
MMT™ IRON 40	L		
MMT™ IRON 60	A		
MMT™ IRON 70		R	
MMT™ IRON 80		R	
MMT™ IRON 90			S

* Above are general guidelines for professional fitters; custom fittings may vary and are player dependent.

