



7.63 MAUSER (30 MAUSER)

HANDGUN: .	C96 Mauser
BARREL:	5.5", 1 in 10" Twist
CASE:	Starline
PRIMER:	Winchester WSP

BULLET DIAMETER:	0.308"
MAXIMUM C.O.L.:	1.335"
MAX. CASE LENGTH:	0.990"
CASE TRIM LENGTH:	0.985"

Interestingly named, the 7.63mm Mauser, was designed by an American firearm designer named Hugo Borchardt. Borchardt introduced the cartridge in 1893 early in the heyday of high velocity smokeless cartridge design. Borchardt chambered the cartridge in a pistol that bore his name and was produced by the Berlin based firm of Ludwig Loewe & Company. After some design modifications the Borchardt pistol was reintroduced as the famous Luger pistol. As a point of interest one of the greatest high velocity smokeless cartridge designers in history, Paul Mauser, chose to chamber Borchardt's cartridge in his M1896 military pistol. Hence the name, 7.63mm or 30 Mauser.

The 7.63mm Mauser was the fastest pistol cartridge on the market until the 357 Magnum came along in 1935. The 7.63mm is too light for hunting anything but small game and varmints, but the 86 grain round nose bullet is designed specifically for the cartridge and will perform flawlessly, both in terms of function and terminal performance.

Many guns chambered for the 7.63mm have been imported recently and ammunition has been limited. Recently Hornady produced a run of ammunition at the request of Graf & Sons, a dealer based out of Mexico MO. Hornady will be supporting this run with diesets, component bullets and this reloading data.

Hornady намовоок

7.63 MAUSER (30 MAUSER)

86 GRAIN BULLETS

SECTIONAL DENSITY: 0.130 DIAMETER: 0.308"



#1522 RN SP

B.C.: 0.105 C.O.L.: 1.335"

	VELOCITY (FPS-feet per second)					
POWDER	1100	1200	1300	1400		
CLAYS UNIV		5.1 gr.	5.6 gr.			
VIHT N-340	5.0 gr.	5.6 gr.				
VIHT N-350	4.7 gr.	5.5 gr.	6.3 gr.			
WIN WAP	5.2 gr.	6.0 gr.	6.8 gr.			
POWER PIST	5.9 gr.	6.4 gr.	6.8 gr.	7.3 gr.		
IMR 800X		6.5 gr.	7.0 gr.	7.5 gr.		

Hornady Ballistics Tables are available at www.hornady.com/ballistics

indicates maximum load • use with caution