

The 3,7 7,3 IPSC Match

Class:

Production Class mandatory.

Minor Power Factor of 125K, or if the ammunition specs cannot be provided by the shooter.

Summary:

1. This is a 2-stage event of 30 rounds total, shot within a fixed time frame using the turning targets. This match is specifically designed for semi-autos, to practice and exercise the shooters holster and mag change skills under a fixed-time pressure, and to test the reliability of the gun and ammo.
2. This event may be shot by non-holster qualified shooters starting from the ready position, but will be scored as a separate group and will not be eligible for the winning prize.
3. The event may be shot twice (optional), with the best score of the two taken. A total of 60 rounds will therefore be required.

Targets:

5 x NRA D1 Targets on the 10m range target turners, shot from the 25 metres line.

Two groups of 5 targets will be set up and the stages shot by two shooters simultaneously.

Match Rules:

1. *The 3,7 stage:*

The targets will turn and face for 3 seconds then turn away for 7 seconds, and will do this 5 times. Starting from the loaded and holstered ready position, when the targets turn to face, draw and engage a double-tap of two rounds on the first target.

When the targets turn away for 7 seconds apply the safety, re-holster and await the next facing of the targets in the ready position. Repeat the above engaging a double-tap of two rounds on each of the remaining 4 targets.

Reload if required at any time.

Total of 10 shots fired, with 2 shots per target required.

After the last target is engaged, the RO will instruct the shooters to reload and make ready, and commence the next stage when shooters have assumed the ready position.

2. *The 7,3 stage:*

The targets will face for 7 seconds, then turn away for 3 seconds, then re-face for another 7 seconds. Starting from the loaded and holstered ready position, when the targets turn and face, draw and engage a double-tap of two rounds on each of the 5 targets within the 7 seconds before they turn away.

The targets will turn away for 3 seconds, shooters will reload and await the second facing of the targets, and repeat as above. Guns do not have to be re-holstered whilst waiting for the second facing of the targets.

Total of 20 shots fired for this stage, with 4 shots per target required.

Guns will be cleared, and the Range will be closed and the targets marked and patched/changed.
Maximum of 6 shots per target.

Disqualification:

Failing to apply the safety catch when holstering.
Covering any part of the body with the muzzle.
Any breaches of safe gun handling requirements.
Ammunition overloaded above powder manufacturer's maximum spec.

Penalties:

10 points for each shot fired where the shooter steps over the 25m firing line.
Skid shots greater than 1.5 times the bullet diameter will not be scored.
If more than the required number of shots are found on any given target then the target will be scored using the two lowest scoring shots on that target.

Winners Prize:

The winner of the event will be the shooter with the highest score and shall receive a mystery prize announced on the day prior to the match.

Production Division

- 1 Minimum power factor for Major = Not applicable
- 2 Minimum power factor for Minor = 125
- 3 Minimum bullet weight = No
- 4 Minimum bullet caliber / cartridge case length = 9mm (0.354") / 19mm (0.748")
- 5 Minimum bullet caliber for Major = Not applicable
- 6 Minimum trigger pull = 2.27 kg (5lbs) for first shot
- 7 Maximum handgun size Maximum barrel length = 139mm (5.5")
- 8 Maximum magazine length - Yes.
- 9 Maximum ammunition capacity = No
- 10 Max. distance of handgun and mags/speed loaders from torso = 50mm
- 11 Rule 5.2.3.1 applies = Yes
- 12 Restriction on position of holster and other equipment = Yes, see below.
- 13 Optical/electronic sights permitted = No
- 14 Compensators, sound and/or flash suppressors permitted = No
- 15 Ports permitted = No