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## Saturday/ October 1, 2022

## Roll Racing - Heads-Up Racing

 Index Glasses - Fun Runs

Class entry fees, rules and payout information on next page. Gates open at noon • Roll Racing Starts at 1pm Fun Runs and Class Racing after completion of Roll Racing Spectator Admission \$15 - Test \& Tune \$30
417-642-5599
www.mokandragway.com
30753 Baseline BLVD, Asbury, MO


# REDEMPTIDN <br> MOTORSPORTS 

## Saturday, October 1, 2022

## Unlimited Roll Racing Class

30 mph start at christmas tree; race ends at $1 / 4$ mile; timing system picks winner; 140+MPH; Car must have working lights, factory appearing interior, factory frame rails; No tube chassis; Any tire OK; Roll cage required for speeds above 135 mph per IHRA rules; Any transmission is permitted; Must meet IHRA safety requirements at tech; Cross the center line, you're out; Buy-In of $\$ 50$ collected at front gate (must buy T\&T card as well); $100 \%$ payback with $80 \%$ to winner and $20 \%$ to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.

## Wild Roll Racing Class

30 mph start at christmas tree; race ends at $1 / 4$ mile; timing system picks winner; 140 MPH max; Car must have working lights, registration, insurance, factory appearing interior, factory frame rails; No tube chassis; Roll cage required for speeds above 135 mph per IHRA rules; Any tire OK; Any transmission is permitted; Must meet IHRA safety requirements at tech; Cross the center line, you're out; Class limited to 140 mph top speed; MPH must increase as shown by $1 / 8,1000 \mathrm{ft}$ and $1 / 4$ mile clocks, or racer will be disqualified (sand baging); Buy-In of \$50 collected at front gate (must buy T\&T card as well); 100\% payback with 80\% to winner and 20\% to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.

## Street Roll Racing Class

30 mph start at christmas tree; race ends at $1 / 4$ mile; timing system picks winner; 125 MPH max; Car must have working lights, registration, insurance, factory appearing interior, factory frame rails; No tube chassis; Roll cage required for speeds above 135 mph per IHRA rules; Any tire OK; Any transmission is permitted; Must meet IHRA safety requirements at tech; Cross the center line, you're out; Class limited to 125 mph top speed; MPH must increase as shown by $1 / 8,1000 \mathrm{ft}$ and $1 / 4$ mile clocks, or racer will be disqualified (sand baging); Buy-In of $\$ 50$ collected at front gate (must buy T\&T card as well); $100 \%$ payback with $80 \%$ to winner and 20\% to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.

## Small Tire

1/8th mile; Instant Green Tree; No Times Shown or Announced; Time Slips cut in half; Heads Up; Must meet IHRA safety requirements for ETs run; 275 radials/ $28 \times 10.5$ permitted; Imports running a 4 cylinder or smaller $28 \times 10.5 \mathrm{~W}$ tire is permitted; No full tube chassis (back half ok, front half ok); All 6 cylinder, 4 cylinder and rotary engines can have dual power adders; V8 engines are limited to ONE power adder.; The car must retain its original appearance, profiles, and dimensions. Aftermarket fiberglass and/or carbon fiber replacement panels are allowed. All body panels must be factory style. Aftermarket wings and spoilers are permitted. Forward facing hood scoops/turbo or supercharger inlets are permitted. No complete carbon fiber or fiber glass aftermarket bodies; Buy-In of \$100 collected at front gate (must buy T\&T card as well); $100 \%$ payback with $80 \%$ to winner and $20 \%$ to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.

## Street Class

1/4 mile heads-up; 400 Pro Tree start; Must meet IHRA safety requirements for ETs run; Current insurance card and registration (will be checked at tech in); Working lights; Any size DOT tires and/or M/T Pros including R series. If running a 17 " or larger wheel ANYtire is OK!; Must complete a 25 mile cruise that will leave from the track at $X$ am; Fuel cannot be added during the cruise; You may fuel up when back at the track; No complete tube chassis; Clocks on/times shown; You must do the cruise on the same tires/wheels you race on; Buy-In of $\$ 100$ collected at front gate (must buy T\&T card as well); $100 \%$ payback with $80 \%$ to winner and $20 \%$ to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.

## Extreme Street - 10.00 Index

1/4 mile; 400 pro tree; Must meet IHRA safety requirements; Back half OK; No full tube chassis; Any Tire OK; Clocks will be on and times shown; Buy-In of \$50 collected at front gate (must buy T\&T card as well); 100\% payback with $80 \%$ to winner and $20 \%$ to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.

## Wild Street - 11.00 Index

1/4 mile; 400 pro tree; Must meet IHRA safety requirements; Factory frame rails required. (No back half); No full tube chassis; Any Tire OK; Clocks will be on and times shown; Buy-In of $\$ 50$ collected at front gate (must buy T\&T card as well); $100 \%$ payback with $80 \%$ to winner and $20 \%$ to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.

## Daily Driver - 12.00 Index

1/4 mile; 400 pro tree; Must meet IHRA safety requirements; Factory frame rails required. (No back half); No full tube chassis; Any Tire OK; Clocks will be on and times shown; Buy-In of $\$ 50$ collected at front gate (must buy T\&T card as well); $100 \%$ payback with $80 \%$ to winner and $20 \%$ to runner up; Pairings are done by poker chip drawing, then put on ladder for round 2.


