



**Run Order: Mod, Top, Motorcycle, Sportsman, Junior, Teen**

**Wednesday – Sept 23**

Early Arrival Parking 4 pm – 9:30 pm

**Thursday – Sept 24**

Gates Open & Parking 8:30 am – 9:30 pm  
 Registration & Membership Open 9 am – 9:30 pm  
 Test & Tune 1pm – 7pm  
 Race Of Champions TT (1) & Eliminations 7 pm  
 Team Captain’s Race 7:30 pm

**Friday – Sept 25**

Gates Open 9 am – End Of Competition  
 Registration & Membership Open 9 am  
 Time Run (1) 9 am  
 Gamblers Race After Time Run  
 Late arrival time run (1) After Gamblers Race  
 Track Operator Meeting After Gamblers Race

**Saturday – Sept 26 – No Time Runs**

Gates Open 8:30 am – End Of Competition  
 Church Service 8:30 am  
 Team Pictures 9 am  
 Main Event Eliminations (to completion) 10 am

**Sunday – Sept 27 –**

Used only if necessary to finish the main event

***SCHEDULE SUBJECT TO CHANGE.***

In case of weather delay, event will be completed on first available day.



**Radio Station 90.3 FM | Renegade Fuel | Track Phone: 706-741-1305**

## TRACK CODES

Montgomery International Dragway	M
Alabama International Dragway	A
Gulfport Dragway	G
Rocket City Dragway	R
Brainerd Motorsports Park	B
Holiday Raceway	H
North Florida Motorplex	N
Brainerd Motorsports Park #2	R
I-22 Motorsports Park	I
Baileyton Drag Strip	Y
Immokalee Regional Raceway	K
Sand Mountain Dragway	S
Mobile International Dragway	E
Cottonwood Motorsports Park	C

## ENTRY FEES: No refunds if and days are rained out

Main Event Car & Driver (all classes)	\$80
Teen Racing	FREE

Crew/Adult (Event)	\$50	No one-day admission until Sunday
Crew/Adult (Saturday Only)	\$20	
Child (12 & Under)	FREE	

Race Of Champions                      Optional \$50 Buy In (100% payback) & ROC Trophy

## GAMBLERS

Top/Mod/Bike/Sportsman	\$80	(1st round buyback - \$40)
Junior	\$50	(1st round buyback - \$20)
Teen Gamblers	\$20	(1st round buyback - \$10)

## MAIN EVENT CLASSES:

TOP:	(0 – 9.00)
MOD:	(All Run) dragsters & center steer altered prohibited
SPORTSMAN:	7.40 & slower 1/8 mile & full bodied entries only
MOTORCYCLE:	(All Run)
JUNIORS:	(All Run) Must dial to the license level
TEEN RACING:	(9.00 & slower) Per the IHRA Rulebook

IHRA License: Required. Any **new licenses must be done PRIOR to event.** Renewal of an existing IHRA license only is available on site.

**STREAMING LIVE ON**



**PURSES & PAYOUT: IHRA** and Montgomery International Dragway will not be involved in any split of monies.

**GAMBLERS RACES (weather permitting)** No double entries in same class (see Racer Information below).

- **FRIDAY (ALL CLASSES)** If a buyback round is run, purse will be 70% Of Entry
  - Paid to Win, R/U & Semi, Qtr
  - Purse paid to actual number of entries remaining in each position and does not roll over due to an odd number of cars

**MAIN EVENT CLASSES: IHRA Iron Man to all main event champions**

	<b>TOP</b>
Winner	\$6,000 & IHRA Gold Card
Runner Up	\$1,500
Semi Finalists	\$500
6th Round	\$300
5th Round	\$200
4th Round	\$100

	<b>MOD</b>
Winner	\$6,000 & IHRA Gold Card
Runner Up	\$1,500
Semi Finalists	\$500
6th Round	\$300
5th Round	\$200
4th Round	\$100

	<b>SPORTSMAN</b>
Winner	\$4,000 & IHRA Gold Card
Runner Up	\$1,000
Semi Finals	\$500
6th Round	\$300
5th Round	\$200
4th Round	\$100

	<b>MOTORCYCLE</b>
Winner	\$3,000 & IHRA Gold Card
Runner Up	\$1,000
Semi Finalists	\$500
6th Round	\$300
5th Round	\$200
4th Round	\$100

	<b>JUNIOR DRAGSTER</b>
Winner	\$3,000 & IHRA Gold Card
Runner Up	\$1,000
Semi Finals	\$500
6th Round	\$300
5th Round	\$200
4th Round	\$100

	<b>TEEN</b>
Winner	IHRA Iron Man

**TEAM INFORMATION:**

- TRACK: will be responsible for collecting and paying IHRA the car & driver entry fees for their team. This must be done on or before Sept 26th, 2026.
- TEAMS: 40 roster spots may be divided among all contested classes in whatever manner the track determines. Additionally, tracks may bring 1 Teen Racing entry. No alternates. TEEN RACERS: Main event round wins will not count towards overall team points.
- DRIVER ELIGIBILITY: Must be entered in track points and have run at least 3 points races or 50% of available points races. Tracks may be asked to prove eligibility.
- TEAM CAPTAIN: Each track will provide a track owner/operator or manager to serve as Team Captain for their team. Team Captain needs to be present at the opening of Racer Registration on Thursday. Track operators may run in the main event (if their team is not full) and participate in the gamblers race but choosing to participate makes them ineligible for the Team Captain's Race.
- TEAM CAPTAIN RACE (7.40 & Slower): Will be open to track owners, operators or track workers not on the roster only. No substitutions. They are limited to non-competition, licensed street legal vehicles only with DOT tires and mufflers. No electronics of any kind will be allowed. 1 point will be awarded for each entry that stages first round.
- RACE OF CHAMPIONS: Each team will designate a track champion for each class on their roster (including TEEN). This special race will not have any team points attached to it. Optional buy in with 100% payback winner take all and ROC Trophy.
- PARKING: All team spots will be assigned. Track Operator or team captain must be on the grounds on opening day to park their team. Your team WILL NOT be allowed to park without a team captain present.
- TECH INSPECTION: Is the responsibility of each track prior to the event for racers on a team roster. The track operator will then issue a track signed tech card to the participating racer. Random inspection will be performed by IHRA at the event.
- SPECIAL AWARDS: Best Appearing Full Bodied, Open Bodied & Junior; Best Decorated Grandstand, Best Appearing Team and Best Team Spirit.
- TEAM CHAMPIONSHIP: Will be determined by a points system with one (1) point being awarded to the winner of each round. In the case of a tie, the tied teams will each choose a participant in the BOX class to runoff to determine the winning team. Winning track is responsible for the purchasing and distribution of awards as determined by the track.

**RACER INFORMATION:**

- No racer may enter any races without being on a team roster.
- No racer may represent more than one track and may not change teams once on a roster.
- Two racers may not drive the same vehicle
- Racers may not drive 2 entries in the same class.
- A racer may enter a max of 2 classes in the main event with the same vehicle (must be listed on roster for both classes) or bonus races provided the car meets the criteria for both classes.
- Motorcycle racers may compete in Top/Mod as well as Motorcycle.
- Box must be removed in classes where it's not allowed.

## **EVENT REGULATIONS:**

**LICENSING** - Each participant must be a current licensed member of IHRA. **NEW licenses will not be issued at the Team Finals.** Existing IHRA licenses may be renewed on site.

**PIT VEHICLES** – A race car permanent number must be displayed on all such vehicles. No Joy Riding Permitted. All drivers must have a valid state driver's license. Track operators will be responsible for enforcing this rule. Violators may lose team points for violation. Track operators will share responsibility. Curfew is one hour after race completion or Midnight.

**RACE PROCEDURE AND RULES** – All IHRA race procedure and safety rules will be in effect unless stated otherwise in this agreement.

**TIME TRIALS** - Will be run in sessions and by class. Racers should not come to the staging lanes until their class is called. Large classes may be split.

**TRACK CODE & PERMANENT NUMBERS** –Each participant must have a track code and a number properly displayed.

**WRIST BANDS** – Team members, alternates, team captains, track employees and crew members must wear the gate entry wristband at all times throughout the weekend.

## **CLASS RULES:**

**ELECTRONICS** - Note: The penalty for “intentional non-compliance” will result in a five (5)-point reduction for the team, and a one (1) year suspension from all competition for the racer.

All Classes - Stutter boxes, timed down track throttle stops, and wheel pickup sensing devices are prohibited.

- **TOP** - Delay boxes, trans brakes, two steps, playback tachs and air throttles used as launch control devices are allowed. Factory (OEM) installed computers will be permitted. Laptop computers are not allowed while in competition.
- **MOD** – No Delay boxes permitted in the vehicle. The use of Delay Boxes and starting line enhancers is prohibited. Electric and or pneumatic shifters are allowed. Single stage line locks, two steps and trans brakes are permitted.
- **SPORTSMAN (7.40 & Slower, Door Cars Only)**: Delay boxes, air throttles, starting line enhancers, trans brakes, two steps, buttons on the steering wheel and nitrous are prohibited. Slicks, headers and line locks in the burnout process only permitted. Throttle must be manually operated by the driver's foot. Electronics, pneumatics, hydraulics or any other device may in no way affect the throttle operation. A fixed stop under carburetor or gas pedal is permitted. Automated shifter is prohibited unless OEM.
- **MOTORCYCLE** – Delay boxes, two steps, playback tachometers and nitrous are permitted. Air throttles, used as launch control devices, are permitted. Factory (OEM) installed computers will be permitted, but laptop computers are not allowed while in competition.

## **RACE PROCEDURES:**

**AUTOSTART:** IHRA Auto Start settings per the rulebook will be used.

**BUYBACKS (Gamblers Races):** Buybacks in the gambler's races are 1<sup>st</sup> round only. Gambler's racers will buyback into the second round of the race.

**BYE RUNS:** Gamblers random for first round. Main event 1<sup>st</sup> round will be the winner of the Friday gamblers race (or random if not completed). After Rd 1, the best reaction time will determine the bye. In the case of a tie, the racer who runs closer to their dial in (excluding a breakout) will receive the bye. If a tie still exists, the first to accomplish. A racer is eligible to be selected each round for a bye until used. Once a racer makes a bye, they are not eligible to be selected until everyone else in the class has made a bye run. A new bye is selected every round there are no carry overs. This takes precedent over the team rule. Note: If the racer selected for a bye is mistakenly missed and runs in competition, the run will stand. The bye run will receive lane choice if paired.

**CHRISTMAS TREE:** The tree will be separated with a blinder. LED bulbs will be used with cones. Crosstalk will be used in BOX and may not be turned off.

**COURTESY STAGING:** Mandatory. A car that accidently lights both bulbs will be allowed to back up and re-stage if time allows. If the autostart system activates the tree and the entry is not re-staged the entry may be eliminated.

**DEEP STAGING:** Deep staging is allowed in all classes except TOP. "DEEP" must be marked on all 4 sides. Courtesy staging rule is in effect with the exception of a race in which there is a car marked DEEP. DEEP staging is allowed but not guaranteed.

**GAMBLER'S RACES:** If a gamblers race is not completed on the scheduled day, the event will be split based on actual round car counts. Track operators may compete in a race vehicle in the gamblers race.

**LANE CHOICE:** Racers should pull into the designated lane they wish. If all remaining racers want the same lane, a IHRA official will determine lane choice using playing cards. Team member separation will take precedent to lane choice when the situation arises.

**TEAM MEMBER vs. TEAM MEMBER:** Racers from the same team will not run each other, even in a run-off situation, unless they are the only ones left in competition. It is the tracks responsibility to help assure that racers from the same team do not run each other. Racers are responsible for NOT coming to the lanes together. If racers from the same team running each other should become the only alternative, the cars will run each other and the runs will stand. Note: the only exception to this is in a bye run situation.

**WEATHER:** If weather delays the main event, it will be completed on Sunday.

**QUESTIONS? [Frank@ihra.com](mailto:Frank@ihra.com)**