VMI Technical Inspection Checklist (2021)

1. Car classification must be in accordance with 2021 SCCA (Available:

https://www.armsinc.ca/wp-content/uploads/2021/03/CNSR_CNA R_Appendix_A_SCCA_Car_Index_20210306.pdf)

2. Tires – good condition, no exposed cords or cracks in sidewalls

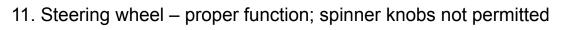
3. Wheel Lugs – tight, none missing

4. Drivetrain – wheel bearings, shocks, steering and suspension shall be properly functioning and in good operating condition

- 5. Remove all loose items from interior (including floor mats)
- 6. Seats must be secure and safely mounted

7. Cameras must be securely mounted (inside or outside) and not interfere with driver vision

- 8. Seat Belts good condition, lap belts minimum required
- 9. Brakes firm pedal, fluid levels sufficient
- 10. Pedals throttle return/spring properly functioning



- 12. Battery must be bolted in securely; terminals tightly secured
- 13. Fluids no fluid leaks from vehicle
- 14. Helmet must meet CNSR 2021 requirements

15. Fuel Tank – for fuel cells and/or fuel tank modification or replacement, the following requirements apply if the fuel tank/cell does not fit within the same area as the OE tank. No part of the fuel tank or fuel cell shall be closer than 6.0" to the ground unless enclosed within the bodywork and mounted above the floor pan. A metal bulkhead is required that provides total separation between the driver compartment and the compartment containing the fuel tank/cell and/or filler neck. Fuel filler doors in the driver compartment must be positively fastened (non- metallic fasteners are not allowed). For the purposes of these rules, a fuel tank consisting of a structure containing a fuel bladder is considered to be the entire fuel cell including the containing structure. The containing structure of a fuel cell does not qualify as a bulkhead. A separate metal bulkhead must isolate the fuel cell from the passenger compartment.



<u>NOTE</u>: VMI Tech Inspector has the right to refuse <u>any</u> vehicle from participating in an event

