

# MG INTERNATIONAL 2026

## OFFICIAL ROCKER COVER RACER RULES

These are the OFFICIAL RULES - Local, Regional or Club rules will not be accepted

### The Course

- The course shall consist of a launch incline eight feet long, followed by a level run of twenty feet.
- The launch incline shall be divided into two lanes, each 18-24 inches wide. The incline shall be two feet high at the rearmost part and level with the course at the front edge.
- The front edge shall be mitered so as to provide a smooth transition from the incline to the run out area.
- The official "Starting Line" shall be two feet from the rear edge of the incline. A mechanized starting gate may be provided.
- The run out section of the course shall consist of two lanes, each three feet wide. The lanes shall be clearly marked.
- The finish line shall be marked twenty feet from the front edge of the launch incline.

### The Cars

- The cars shall have no power source. All motive force is provided by gravity.
- Cars shall be based on an actual rocker cover from a British automobile engine.
- Wheelbase shall be no more than twenty-four inches.
- The car's wheelbase must fit within the starting gate and the ramp's rear-edge (24" TOTAL)
- The cars body may "hang-over" the front starting gate or rear-edge of the ramp, but the wheels must fit within the starting area of the track
- Wheel track shall be no more than fourteen inches.
- Cars must have four wheels, each no more than six inches in diameter and all wheels must be in contact with the ground.
- A car may not "jettison" any type of object onto the ramp on its descent.

### The Races

- As practical, Awards will be presented in a "Kids Class" (16 and under) and an Adult Class
- Cars will be run in heats of two cars each.
- One alignment run down the course will be allowed prior to each heat.
- The cars are to be launched with their front wheels on the starting gate. The first car to have its front wheels cross the finish line is the winner of that race. If neither car makes it to the finish line, the car going the furthest in its lane wins.
- If the wheels of a car should touch the lane markers, or cross over the lane marker, the car shall be disqualified. The competing car immediately becomes the winner for that race.
- The car that wins two out of three races in that heat will be declared the winner and will advance to the next round until all are eliminated except one car.
- Decision of the judges is final. No electronic mode of race outcome will be permitted.