The minimum and maximum values refer to the value range in the debug menu.
Values outside of this range would theoretically be possible.

TurnResponse:
How quickly your pod can go between straight and MaxTurnRate (see below)
Higher values are faster
Minimum value: 10
Maximum value: 1000

MaxTurnRate:
How fast your pod can turn
Higher values result in a smaller "turn radius" in car terms
Minimum value: 10
Maximum value: 1000

Acceleration:
How fast your pod accelerates (without boost)
Lower values result in faster acceleration
Minimum value results in reaching max speed almost instantly
Maximum value results in painfully slow acceleration
Minimum value: 0.02
Maximum value: 10

MaxSpeed:
Your pod's maximum speed on level ground (without boost)
Appears to use the same units as the in-game speedometer
Minimum value: 100
Maximum value: 2000

AirbrakeInv:
How fast you slow down when you brake
Lower values let you stop faster
Minimum value stops you instantly when the brake is applied
Minimum value: 2
Maximum value: 1000

DecelInv:
How fast you slow down when you let go of the accelerator
Lower values stop you faster
Minimum value stops you instantly when you release the accelerator
Maximum value results in very slow deceleration

Minimum value: 2
Maximum value: 1000

BoostThrust:
The amount by which boosting increases the pod's maximum speed
So the pod's total maximum speed (on level ground) while boosting is active is MaxSpeed + BoostThrust
Also appears to use the same units as the in-game speedometer, just like MaxSpeed
Minimum value: 10
Maximum value: 1000

HeatRate:
How quickly your pod's engines heat up while boosting
Higher values result in the engines heating up faster
Minimum value: 0.1
Maximum value: 30

CoolRate:
How quickly your pod's engines cool off after boosting
Higher values result in faster cooling
Minimum value: 0.1
Maximum value: 20

HoverHeight:
How high your pod hovers off the ground
Higher values result in hovering higher
Minimum value: 3
Maximum value: 30
Values greater than 13.95 result in hovering at minimum height