Rear Toe Options

The toe angle of the car is the angle of the wheels when seen from above. The rear wheels should always be narrower at the front than the rear (toe in). Toe in aids with on power traction and stability along with affecting how the rear slides during cornering.

The JQ Racing Black Edition comes with a fixed 3deg rear toe block (D plate). This is a safe option for most track conditions and the inserts in this D plate are used to adjust anti squat or hinge pin height (see *thequagraine.com* for anti squat information).

Other toe plates are available for the Black Edition:

JQB0412 – 2.5 Degrees

JQB0413 – 2.75 Degrees

JQB0414 - 3 Degrees (stock)

JQB0415 – 3.25 Degrees

JQB0308 – Adjustable (between 1.5 and 3.5 degrees)

    - See separate sheet for information on square inserts

Always run toe in on the rear

Increased Rear Toe
✚ Easy to drive
✚ Increased rear traction
✚ Resistance to sliding (to a point)
━ Reduced corner speed
━ Reduced rotation in the corner
━ Rear can break away abruptly
Use on low traction tracks
Use on tracks with inconsistent traction
Use when high forward bite required

Reduced Rear Toe
✚ Increased corner speed
✚ Increased rotation in the corner
━ Can feel loose
━ Can be difficult for aggressive driving
Use on "open" tracks
Use on tracks with consistent traction

Note: Reducing toe angle increases the wheelbase. Check legality when running low toe angles.

Outboard Toe

The Black Edition comes with outboard toe adjustment in the rear hub insert. 0 inserts do not add further toe. 0.5 will increase toe by 0.5deg (for example 2.5deg toe plate, +0.5 insert gives 3deg total toe). Standard setup is stock D plate (3deg) with +1 inserts. Reduce to 0 insert to increase corner speed.

Note: The "+" on the insert should be on the inside for both sides to add toe in. Mixing this up will give uneven toe and be unpredictable.

Standard pin height used
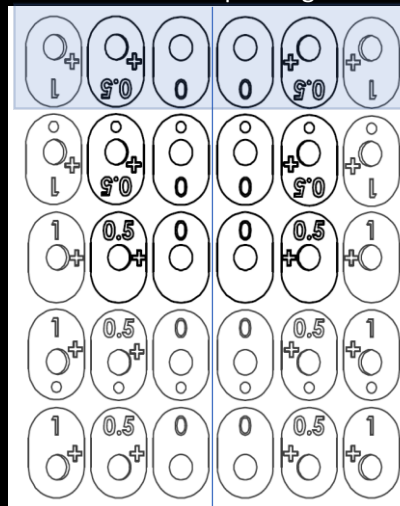
Left   Right

This is the wrong way to do it…. "+" is on the outside

The pin height can also be adjusted. Lowering the hole in the insert, raises the hub. This makes the car less edgy but can reduce rear traction; often used on high bite tracks. For most tracks, run with the hole at the top for the hub as low as possible; giving maximum rear traction (highlighted). The inserts with a dimple imply the hole is between central and the extreme positions.

Rear Toe Options

White Edition D Plate (JQB0308)

Rear toe angles below 2.5deg are achieved with the White Edition D plate (JQB0308) and square inserts (JQB0206). For years these square inserts have caused confusion with many wrongly setup cars as the marking and orientation makes very little logical sense.

This plate can be used to achieve 3.5deg-1.5deg inboard rear toe in 0.5deg steps; with anti squat adjustments the same as the stock plates. It is advised to only use JQB0308 for 2deg and 1.5deg setups. Use the Black Edition fixed toe plates for higher toe angles. The best method to determine the inserts required for JQB0308 is to lay the plate below the diagram in the black section of this sheet and follow the grid to decide the inserts.

Note: Insert for vehicle right (VR) will be on the left when you lay the plate below the diagram.

Lower rear toe on the JQRacing Black Edition increases corner speed, with 1.5deg rear toe a common option. Inspect and copy the below images for 1.5deg and 2deg rear toe inserts at all anti squat angles:

Only these inserts are needed to achieve all anti squat angles at 1.5deg and 2deg toe (remove all others to reduce mistakes)

Advanced Identification:

The setup sheet only gives the insert for the vehicle right (VR). The method to determine the insert for left is:

- Identify insert from setup sheet (assemble to VR hole)
- Maintain the row of setup sheet diagram for same anti squat
- Identify insert to sum toe angle to 5. Assemble in vehicle left hole.

Example:
- Blue insert is on setup sheet
- Blue insert in VR (1.5deg)
- Green insert in VL

Note: If you do not understand this method please revert to placing the plate below the diagram.

1.5deg Rear Toe	Anti Squat (0 in C plate)	2deg Rear Toe
	0	
	0.5	
	1	
	1.5	
	2	

Toe angle (degrees)

Anti Squat with 0 in C plate (Degrees)	3.5	3.0	2.5	2.0	1.5	1.5	2.0	2.5	3.0	3.5
0										
0.5										
1										
1.5										
2.0										

Vehicle Right — **Vehicle Left**

As seen on setup sheet, alongside left half of diagram

Toe-in R-R — Right