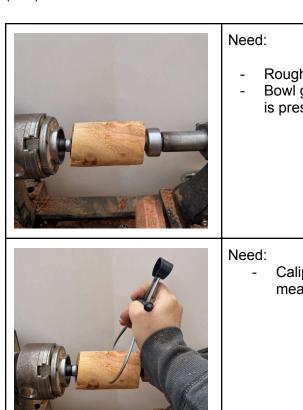
SPHERE TURNING Handout By Courtney Gale (505) 410-1678



- Roughing spindle gouge Bowl gouge (if end grain is present)

Step 1:

Take a spindle-oriented blank from rectangle to cylinder

Calipers/any way to measure diameter

Step 2:

Take the diameter of the middle most part of the blank



Need:

Pencil/pen

Step 3:

- Mark the center of your blank
- Take the measurement taken with calipers, divide that measurement by two, mark that distance on either side of the center line

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	Need:	Step 4:
	- Parting tool	 Using a parting tool, take down the wood on the outside of your marks *take less waste on the ends if needed
	Need:	Step 4:
	- Spindle gouge	 Using a spindle gouge, shape the cylinder into as close to a sphere as you are able to get. Be sure it is not too flat in the center near the center line Separate the waste ends off with a saw or snap them off if able
	Need:	Step 5:
	- Cup centers - Spindle gouge	 Tighten rough sphere between cup centers at the center line Use a spindle gouge to shape the rough sphere into as close to a true sphere as you can get. Rotate between this axis, and original axis for best results

TURNING CUP CENTERS

Center #1 - Headstock/Chuck		
	Need: - Roughing spindle gouge	Step 1: - Rough out a block of wood from a rectangle to a cylinder - Choose a wood that is relatively softer than the wood you will choose for a sphere so you do not indent the sphere easily
	Need: - Parting tool	Step 2: - Make a tenon on one side of the blank
	Need: - Chuck	Step 3: - Turn blank around and chuck up your blank - Support the left side with the tailstock

	Need:	Step 4:
	- Spindle gouge	 Shape your blank into a tapered end Don't create an end that is smaller than 1 inch in diameter
	Need:	Step 5:
	- Spindle gouge	 Remove the live center and carefully shape the end grain into a cupped shape If you have a sphere to test if the cup will hold the sphere properly A sphere should fit snugly in the cup without rocking
CENTER #2 - Tailstock/Live center		
	Need:	Step 1:
	- Roughing spindle gouge	 Rough out a block of wood from a rectangle to a cylinder Choose a wood that is relatively softer than the wood you will choose for a sphere so you do not indent the sphere easily

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Need: - Calipers	Step 2: - Be sure to not use/shape your blank to smaller than one inch bigger than the diameter of your live center
Need: - Parting tool	Step 3: - Make a tenon on each side of the blank - Keep your tenons as large as you are able
Need: - Chuck	Step 4: - Chuck your blank up in your chuck
Need: - Jacob's chuck - Forstner bit	Step 5 - Choose a forstner bit slightly smaller than the diameter of your live center

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Need:

- Jacob's chuck
- Forstner bit

Step 6

- Drill to a depth where the inside of your hole will create a shoulder for your live center to sit on
- Be sure you are not drilling a hole that will make your tenon too thin to use in the chuck



Need:

 Spindle gouge/skew/scraper

Step 7:

- Use one of these tools to shape the hole to fit the profile of your live center as tightly as possible. If there is too much wiggle room, you may need to start again
- Be sure to leave enough thickness so you can still use the tenon



Need:

- Chuck
- Spindle gouge

Step 8:

- Turn your blank around and carefully grip the drilled out end of your blank in the jaws of the chuck
- Do not over tighten and crush drilled out end
- Go to Step 3 of Center #1 for the rest