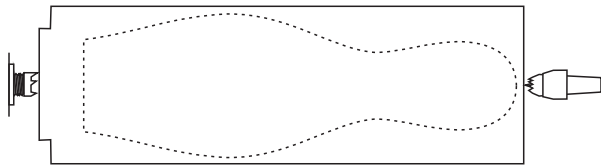


Skittles

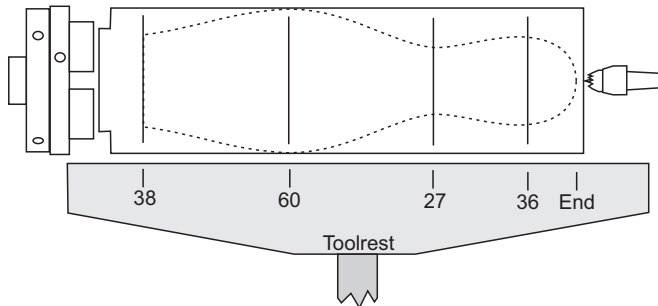
This project is drawn from a set of six skittles 180mm tall and a ball 80mm in diameter. You may change these skittle numbers and sizes to suit your needs.

To make the 80mm diameter ball start with wood 90 x 90 x 120mm and turn it using the Sphere by Ghosting Method shown in the Sphere Project on www.sawg.org.nz or use a sphere making jig.

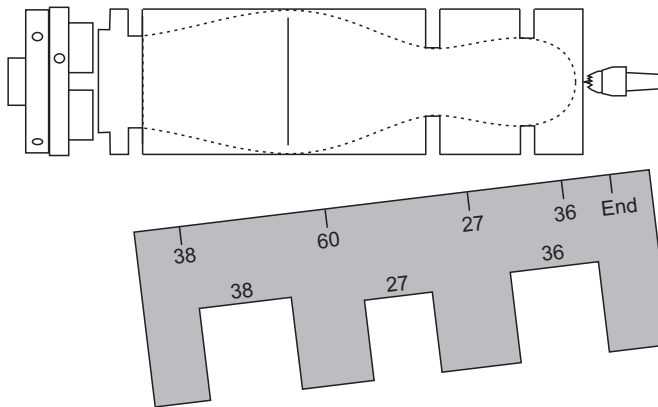
For each 180 tall by 60mm diameter skittle you will need wood 200mm long and 65mm square. A set will be six or ten skittles and they should all be a similar size. For this copy turning you may work from a Spindle Story Board, as in Tips & Jigs on www.sawg.org.nz, or write reference points and measurements on the face of the toolrest, below the contact area for your chisels, or make a combined template and calipers as detailed below.



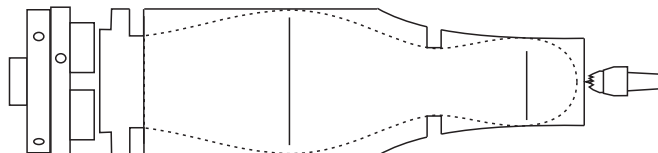
Mount the wood between centres. Make it almost round and cut a spigot for a chuck on one end.



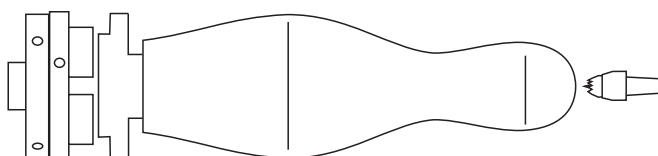
Mount the wood in a chuck. Bring up the tailstock for added security. Cut the wood to 60mm diameter. Mark the places for the diameters. Note that the fattest and narrowest are at thirds of the length. The one for the width of the head is at one third of the length of the head.



Cut to the diameters required. This will require three pairs of curly calipers as you should not be resetting them, possibly a little different, for each skittle. Or, make yourself a combined template and calipers from a bit of hardboard or ply as shown. The caliper widths do not have to be perfect - it is more important that they be the same for every skittle.



Turn the head end of the skittle down to the previous diameter cut. Put the pencil mark back at this point. This head diameter and the central body diameter mark should not be cut away with a chisel.



Turn the body of the skittle to shape. Remove the tailstock and cut the curve around the head. Start the parting cut at the foot. Sand all surfaces. Now the pencil marks should go.