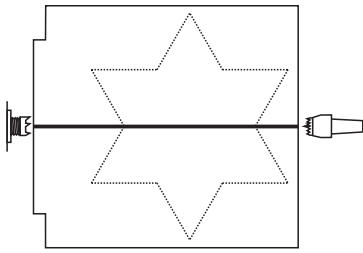
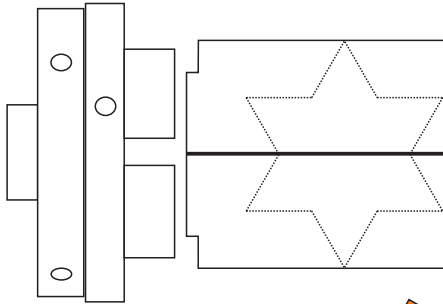


## 6 Point Star Streptohedron (Valleys)

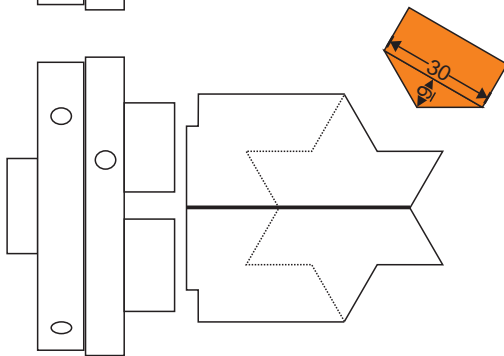
From David Springett in his books Woodturning Wizardry and Woodturning Full Circle.



Start with a block that is two halves of a 70 mm cube cut and rejoined with a paper or double-sided tape joint at the centre. Mount this accurately between centres with the joint perfectly on centre and in line with the lathe drive. Turn the wood to be round and cut a spigot for mounting the wood in a 50 mm chuck on one end.

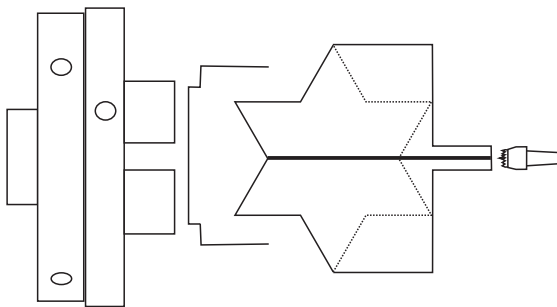


Mount the wood in a chuck and turn it to be exactly 60 mm diameter. Dress the tailstock end of the wood to be perfectly flat. Put a pencil dot at the exact centre of the end and a line at 30 mm diameter on the end of the wood. Draw a line around the wood 26 mm from the tailstock end.

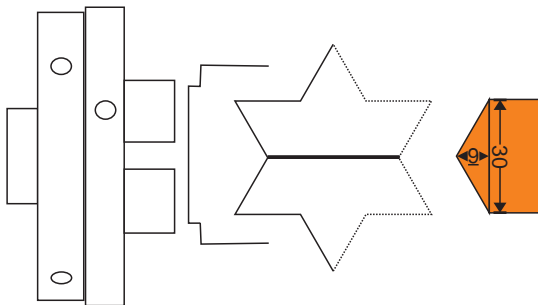


Make a template which is a triangle 30 mm wide at the base and 9 mm to the peak with a handle attached.

Cut into the end of the wood, inside the 30 mm diameter line, to the shape of the template. Then cut the same shape to fit the template between the 26 mm line and the 30 mm diameter line. Sand these areas.



Turn the work around and mount it in a jam chuck. A hot melt glue attachment is recommended that does not cover the 26 mm line. Draw another line on the wood that is 26 mm towards the tailstock from the previous 26 mm line. From that line cut the end of the wood perfectly flat. You may leave a lump for the tailstock to push on if you wish. Draw a 30 mm dia circle on the end of the wood.



Cut the shape to fit the template between the 26 mm line and the 30 mm diameter line. Cut into the end of the wood, inside the 30 mm diameter line, to the shape of the template. Sand these areas.

Remove the wood from the lathe. Split the joint and ensure the two faces of the wood are clean and smooth. Rotate one of the two parts through 60 degrees and glue the wood together. Sand and finish.

