

September, 2010



SOUTHERN HIGHLANDS WOODIES GROUP INC.

# Woodchips



2010  
Excellence Award  
P Brett

## Highlights of July Meeting

On this chilly Saturday morning 23 members arrived with great anticipation to observe the renowned artistic turner Andrew Gittos entertain us with his unique talent. Andrew uses few tools and no gadgets.



Andrew commenced with a slide show of some impressive work that is displayed all over America in various art galleries. The slides took us through a progression of his maturing as an artistic turner. His preference is to work with green timber at speed and he applies heat for surface drying before sanding down to only 400 grid.



Andrew demonstrated turning a Myrtle bowl down to 3 mm thick while explaining the intricateness of achieving the desired result. The next item was a Myrtle hollow form decorated with beads to the half finished state.

After lunch Andrew continued by turning a tapered



hollow form with three legs carved from the same piece of Casurina wood. We were amazed to see him use a skew to clear the center before switching to his Stuart deep hollowing tool with a center and depth control point. Turning down the outside was an interesting observation, the top to bottom taper has to

cont p5

## What's Happening

25 September	Hands On, Your Favourite Finish Annual General Meeting
23 October	John Harris & Bill Shean (and anyone else with an interesting chuck) Chucks and Chucking
6-7 November	Southern Highlands Arts Trail
21 November	Corbett Gardens Stall. Need volunteers and goods for sale
27 November	TBA Joan Armstrong—Rainbow of the Southern Highlands. Toys needed.
11 December	Christmas Party. Mittagong RSL Club

## Show & Tell - July Meeting

Project for July was a Cutting Board



**Paul Bruce:** Bowl, leylandia pine



**Ron South:** Cup & Saucer, camphor laurel



**Bill Bailey:** Cup, Saucer & Spoon, black wattle & ash



**Col Hayman:** Cup, Saucer & Spoon, huon & ginkgo



**Paul Bruce:** Bowl, silky oak



**Paul Bruce:** Lidded Bowl, silky oak & ceramic



**Max Donato:** Music Boxes, River Red Gum



**Peter Jackson:** Cup, Saucer & Spoon, huon and radiata



**John Crisp:** Lidded Bowl, eucalypt burl

## Arts Trail 6-7 November

The Arts Trail is fast approaching. We need goods for sale with lots of variety. Some of the things that we could do that we did not have last year are:

<b>Honey dippers</b>	<b>Candle sticks and holder</b>	<b>Ear ring stands</b>	<b>Necklace and chain stands</b>
<b>Bird houses</b>	<b>Wall hangings</b>	<b>Picture frames</b>	<b>Ring stands</b>
<b>Teaspoons</b>	<b>Butter knives</b>	<b>Lamps</b>	<b>Needle Cases</b>
<b>Breadboards</b>	<b>Keyrings</b>	<b>Clocks</b>	<b>Pedestal bowls</b>
			<b>Spartles</b>
			<b>Dibbers</b>
			<b>Cake knives</b>
			<b>Sugar bowls</b>



## Show & Tell - July Meeting

Project for July was a cutting board.



**Roger Wilson:** Bowl, false cypress & Bowl, leylandia pine



**Ian Pye:** Platter, Kauri



**Ian Pye:** Platter, Kauri



**John Harris:** Lidded Bowl (lid is an extra bowl, ginkgo biloba & Bowl, thuyra



**Graeme Webb:** Chopping Board, Tas blackwood & Tas oak



**Ian Pye:** Inside out turned Lamp, oregon



**John Harris:** Multi-centred bowl, PNG walnut



**Graeme Webb:** Cup, Saucer & Spoon- huon, WR cedar & Fiji mahogany, Lidded Bowl-Aust hardwood



**John Harris:** Cloak pins, Qld flooring boards



**Graeme Webb:** Wine bottle coaster, Aust h'wood



**John Harris:** Natural Edge Bowl, beena

## Show & Tell - July Meeting

Project for July was a cutting board.



**John Harris:** Ma & Pa Kettl, oregon



**Les Dunn:** Bowl, avocado

### October President's Challenge

The Challenge in October is a toy or game. Hopefully, any toys and games presented will be handed over to Joan Armstrong at our November meeting.

I remembered that in the first year or so of 'Woodturning', the English magazine, Robbie Bell had provided plans and instructions for building a number of board games.

So pages 8-14 have 6 different projects you could work on for the October meeting. Ed.

### Great Truths That Adults Have Learned:

1. Raising teenagers is like nailing jelly to a tree.
2. Wrinkles don't hurt.
3. Families are like fudge.....mostly sweet, with a few nuts.
4. Today's mighty oak is just yesterday's nut that held it's ground.
5. Laughing is good exercise....it's like jogging on the inside.
6. Middle age is when you choose your cereal for the fiber, not the toy.

### The Four Stages of Life

1. You believe in Santa Claus.
2. You don't believe in Santa Claus.
3. You are Santa Claus.
4. You look like Santa Claus.

## President's Report

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Our display in the Council Chambers has been finalized with a total of \$400 collected from the sale of items.



As we are pleased with this result I have booked the cabinet for the same time in August next year.

As there has been some interest in holding Basic Skill Days to give some help to members, this is a reminder to those who are interested that the first of these will be held on Saturday 11<sup>th</sup> September. We are planning a second one in January, and will continue to hold them at approximately three monthly intervals.

We are starting to plan next year's program, and are looking for ideas for items

to be made for the President's Challenge for Show and Tell. Please add your ideas to the list at the back of the hall.

Our next meeting on 25<sup>th</sup> September, will be the AGM followed by the normal monthly meeting. As Pam Harris is resigning as the librarian we are looking for someone to fill this easy position. Pam has introduced an excellent labeling and card system and has things well set up. Thank you Pam for all your work, you have made things really easy for your successor.

So there you are members, please give some thought to becoming our next Librarian and let me know if you can help us.

Keep those chips flying,

John.

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## Treasurer's Report

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I am pleased to present the Annual Financial Report for the Group for the year ended 30 June, 2010.

Total revenue for the year was \$13,033.41 and outgoings \$11,626.31 providing a surplus of \$1,407.10. We started the year with a credit balance of \$3,286.75 and finished with \$4,693.85. Within the final balance we identify the Equipment Fund which had a balance of \$1,391.17 leaving general funds of \$3,302.68.

Attendance fees amounted to \$2,171 similar to the \$2,156 of the previous year. We also had a net income of \$381.10 from raffles, \$334.40 from commissions on sales and were ahead by \$245.23 on the bus trip to the Sydney Working With Wood Show.



Three fund raising BBQs at Bunnings store in Braemar yielded net income of \$1,379.80. Most of this was channelled to our Equipment Fund. Members' annual equipment levies and the sale of unwanted items of equipment amounted to \$1,175. We also received a Grant of \$2,400 from Wingecarribee Shire Council so we were able to spend a total of \$3,991.04 on equipment during the year. Major items purchased were new Woodfast Midi lathe, 3 chucks, 2 variable speed motors and 3 steel lathe stands. We also spent \$413 on the shed and setting up of the dust extractor and \$99 on a new white board.



## Treasurer's Annual Report ....cont

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Membership fees of \$25 per member were again received and passed on to the Sydney Woodturners Guild. We continue to benefit from this arrangement by having insurance cover provided by the Guild, by receiving the Guild newsletter "By Hand and Eye" and by accessing other Guild activities.

Electricity costs are rising but regular expenditure for our rented premises, maintenance and running costs have remained at very reasonable levels thus helping us to achieve the increased surplus. Costs of printing Wood Chips were high because of ink prices but changes have been made which will reduce these in the next year.

The Group's financial situation is rather better than in previous years and there is no need for substantial change in charges to members. We have, however altered the weekly attendance fee to \$2 per head for one or two days attendance.

Thank you all again for your friendship and co – operation both of which make the Treasurer 's life a pleasant one. Thanks especially to Bob Miller for helping on Saturdays and for handling the money when I have been away.

Ian Pye

Treasurer

1 September, 2010.

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## August Highlights ....cont

be correctly aligned but the center ring of wood has to be left so that the three legs can be carved from it. The important part is to get the top and side angles of the wood left in the middle correct for the legs to stand straight at the desired angle .

He marked out the leg spacing and drilled a 6 mm deep hole for each leg . The unit was put back onto the lathe ensuring it matched up with the mark before it was removed and Andrew proceeded to carve away the redundant wood with his Arbortec .

Andrew stressed the point of having very sharp tools to carve around the three leg sections . He super sharpens , firstly with a diamond stone then a 5000 grid stone followed by a leather strop.



After carving around the leg area and some sanding he had a very smooth surface . We had afternoon tea and Andrew conducted show and tell . Andrew was impressed by a lot of very good work and finishes . We

closed for the day at 4.15 pm.



Text: Fred Schffarczyk

Photos: D Kennard



### SOUTHERN HIGHLANDS WOODIES GROUP INC.

#### Meetings:

4th Sat each month, 10.00am – 4.30pm

Every Friday, 9.30am-12.30pm

**President:** John Powell, 48 712 714

**Vice-Pres:** Roger Wilson, 48 623 175

**Secretary:** Peter Brett, 48 713 104

**Treasurer:** Ian Pye, 48 623 750

**Guild Rep:** Fred Schffarczyk, 48 894 316

**Mail : PO Box 336  
Mittagong NSW 2575**

**We're on the web  
Sydneywoodturners.com.au**

### Club Shirts, Jumpers, Jackets

See John Harris. You can have logo made which you sew onto your own shirt, or he can organize a shirt or jacket or jumper.

Pay when ordering.

### Old Editions of Woodchips.

Did you know that our Woodchips can be found in full colour on the Guild's web-site. I just sent the last few month's worth to go up on the web. So the missing editions should be there.

#### Editor

Bill Shean 49 970 562

sheans@bigpond.net.au

### Library

Check it out.

Jimmy Clewes DVDs bought at the Show.

Book, videos and DVDs.

Small fee for a month's viewing or reading.

### Presidents Challenge 2010

**January:** Turned picture frame

**February:** Bowl with 3 feet

**March:** Pr duplicate candlesticks

**April:** Deep hollowed vessel

**May:** Bowl with "??"

**June:** Reassembled wall hanging

**July:** Cutting board

**August:** Cup, saucer and tea spoon

**September:** Dinner plate

**October:** Turned toy or game

**November:** Ernie Newman Doll

**December:** Christmas Ornaments

These are the projects for the theme of Show & Tell for each of the 2010 meetings. This should also produce a range of items in the Excellence Award.

## John Page & Excellence Awards

Got any ideas for 2011 President's Challenge?

### John Page Awards Nominations

Nominations for July Show and Tell were:

**Bill Bailey** 1 nomination

**Keith Buchanan** 2 nominations

**Col Hayman** 3 nominations

### Excellence Award

Nominations for July Show and Tell were:

**Max Donato:** Lidded box, River Red Gum

**Col Hayman:** Spheres, Radiata & Huon

**Ken Sullivan:** Breadboard, Jarrah & Ash & Cedar

**Roger Wilson:** Bowl, Rosewood

### My Favourite Finish.....Bill Shean

As I will not be present at the September meeting, I thought I'd cover my favourite finish in Woodchips.

By far and away, I use Danish Oil the majority of the time. I prefer Rustins when I can get it but will happily use Cabot's (which you can get at Bunnings).

My preferred method is to put 3-4 coats on, depending on how hungry the wood is. Cedar is one where 4 is a must and maybe 5 might be better. The first coat goes on using that formula of 'put it on as if someone else is paying for it'. That is, flood it on—have the piece look really wet with oil. Just keep rubbing it round and round with your cloth until the piece is uniformly and well coated.

Five minutes or so later, I use paper towel and wipe off all the excess. 24 hours (at least) later, I buff it on a buffing wheel mounted on an old bench grinder. I use an unstitched 10in mop, as I find this softer on the finish compared to a stitched mop.

And then do that whole process 2 or 3 more times until you have the patina and sheen that you want.





Canadian-born Robbie Bell was a consultant plastic surgeon for 30 years before retiring 11 years ago. Although he left Canada for Britain in 1928 he remains a Canadian citizen. His lifelong interest in woodwork began as a child in British Columbia. While serving in the RCAF as a medical officer during the war he became interested in turning and in board games and their history. He has since written 10 books on the subject. Mr Bell still enjoys turning as a hobby at his home in Newcastle.

Photo 6 The finished game with playing pieces.

# Fun from a Lathe

ROBBIE BELL

**In the 11th of his series on simple lathe-turned table and board games made just for fun, Robbie Bell shows how to make Ringo, a version of Cops and Robbers.**

**T**he origin of Ringo, an interesting version of Cops and Robbers, is uncertain, although one authority ascribes it to Germany.

The robbers try to break into the centre vault and if two pieces achieve this, the game is over and they have won. If the cops or guards reduce the robbers to one piece, they are the winners.

One of the eight segments of the board, distinctively coloured, is a neutral zone where capture

is not allowed.

**Pieces.** One player starts with seven robbers on the open spaces of the outermost ring. There are no pieces in the neutral zone. The other player has four guards arranged around the vault (see FIG 1).

Only one piece may occupy a space, except for the vault at the moment of a robber's victory (see rule seven below).

**Objectives.** The attacker tries to get two of his pieces into the vault, while the defender must capture six of the opposing pieces.

## RULES

- Robbers can only move one space towards the centre of the board, or one space sideways around a ring. They cannot move backwards. But guards are allowed to move one space backwards.

Some players permit a guard to move any number of vacant spaces around a ring, but not to cross the neutral zone in this 'long move'. This rule is optional. No piece can move diagonally.

- Pieces capture by jumping over an opposing piece in an adjacent space onto an empty space beyond. Only one piece can be captured in any turn of play. Capturing is not compulsory and there is no huffing.

- Robbers have the first move and after that the players move one piece alternately.

- A guard cannot enter the vault, but may jump over it if there is a robber in it and the space immediately opposite is empty. On making such a jump the robber within is captured and removed from the board.

A guard in the neutral zone is not permitted to capture a robber in the vault, but must move into an ordinary space first.

- A capture can be made by a piece jumping over an opposing piece to land on an empty space in the neutral zone, but not by jumping from the neutral over a piece in the adjacent zone. No leaps or captures can be made within the neutral zone.

- Pieces can move freely in or out of the neutral zone and are safe from attack within it, but there may be as many robbers in the zone as there are guards left on the board. A robber can move from the neutral zone into the vault.

- Victory for the attack is when two robbers are in the vault, and for the defence when only one robber is left on the board.



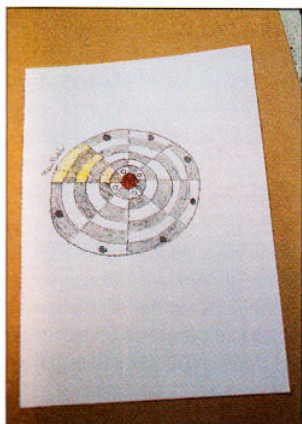


## Making the equipment:

**FIG 1** Make a rough preparatory sketch so you do not make mistakes on the board itself.

Four pieces of American ash are glued together to make a board just over 305mm 12" square, with eight concentric circles drawn 20mm  $\frac{3}{4}$ " apart, and eight radii at 45 DEG (Photo 1).

The surface of the board is trued (removing the pencilled radii). The central vault of 38mm  $1\frac{1}{2}$ " DIA is excavated, the board made round and the edge rebated. Six circular cuts 20mm  $\frac{3}{4}$ " apart are inscribed between the vault and the edge of the board (Photo 2).



**FIG 1** Draw out the board on paper first.



**Photo 1** Four pieces of ash are glued together and marked out.

The radii are redrawn with a protractor, ruler and felt-tipped pen. Only the first two radii had been drawn when Photo 3 was taken.

The board has six circles inscribed and the eight radii drawn (Photo 4). Note the rebate at the edge of the board.

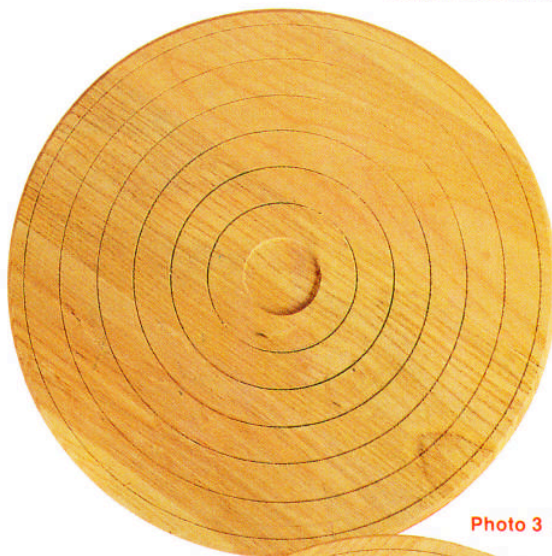
Three spaces of the neutral zone are painted yellow, and three alternating spaces of an adjacent zone, blue (Photo 5). Humbrol enamel was used for colouring.

The finished board, with seven robbers of boxwood (yellow) and four guards of ebony (black) in position to begin a game is seen in Photo 6. The neutral zone is empty. The robbers have first move.

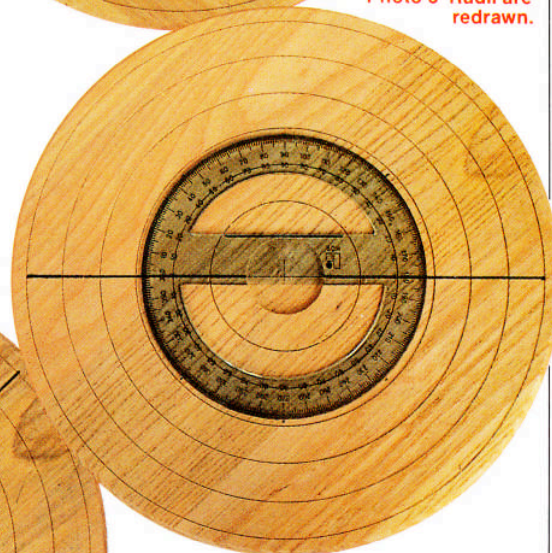
Make the pieces in the same way as described for Muslim chessmen in Issue 16.

The measurements are: board 305mm 12" DIA, vault 38mm  $1\frac{1}{2}$ " DIA, distance between the rings 20mm  $\frac{3}{4}$ ". ■

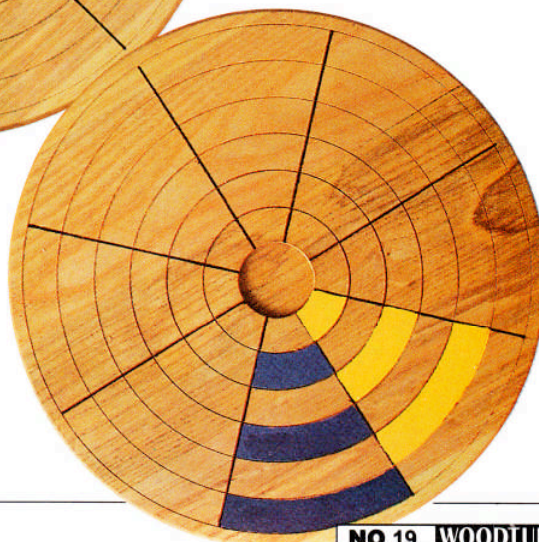
**Photo 2** Surface trued and central vault cut out.



**Photo 3** Radii are redrawn.



**Photo 4** Circles inscribed and rebate cut on the board edge.



**Photo 5** Painting the sections.





Canadian-born Robbie Bell was a consultant plastic surgeon for 30 years before retiring 11 years ago. Although he left Canada for Britain in 1928 he remains a Canadian citizen.

His lifelong interest in woodwork began as a child in British Columbia. While serving in the RCAF as a medical officer during the war he became interested in turning and in board games and their history. He has since written 10 books on the subject.

Mr Bell still enjoys turning as a hobby at his home in Newcastle.

# Fun from a Lathe

## ROBBIE BELL

**In the ninth of his series on simple lathe-turned table and board games made just for fun, Robbie Bell shows how to make the Victorian game of Squails.**

**T**he early Victorian game of Squails is a marriage of shove-halfpenny and bowls, each player having to 'shove' his four wooden discs towards a centre-table target.

After all 16 pieces have been propelled, the one furthest from the target scores one point and the nearest, 16. The player, or the team, with the most points wins the round. If any piece falls off the table the player responsible has five points deducted from his score. If the target is struck and moved more than 150mm 6" it is returned to its original position.

Each squail looks like an upturned bowl, with a 40mm 1 5/8" DIA base, curving to a 25mm 1" top and is 10mm 3/8" high.

Turn a cylinder of holly to the correct diameter (Photo 1). Then mark it into 12mm 1/2" bands with a pencil, while revolving. Partially separate with a 3mm 1/8" parting tool, the central core being 25mm 1" in diameter (Photo 2).

After cutting the cambers (Photo 3) separate the squails with a bandsaw. The last three present a problem in holding the wood so near the blade, but if you glue them to a waste block of wood the separation can be safely made (Photo 4).

After sandpapering smooth on a revolving disc, the finished pile (Photo 5) of 17 squails — one spare — are coloured with acrylic paints: yellow, red, green and blue (Photo 6).

When the painting is finished, leave the squails for an hour or two to dry and then apply a coat of clear gloss varnish. I play on a square 1,065mm 3' 6" table (Photo 7) with a tape measure to settle disputes but, within reason, the bigger the table the better the game, and a round table is slightly better than a square. ■



Photo 4 Glue the last three squails to a wood block.



Photo 5 The finished pile of squails.



Photo 6 Use acrylic paints straight from the tube.



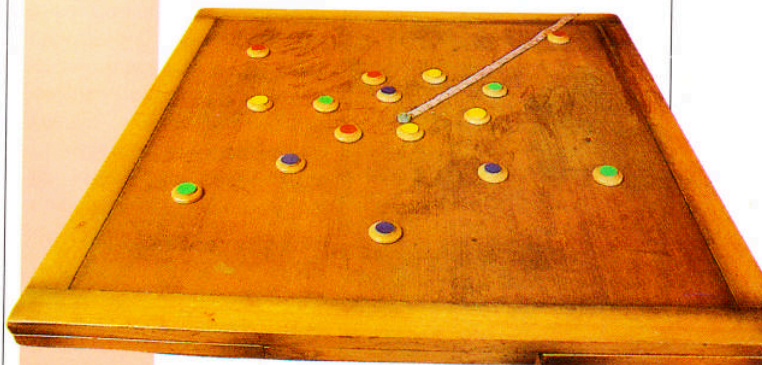
Photo 1 A cylinder of holly is turned to the correct diameter.



Photo 2 Pencil mark and cut into 12mm 1/2" bands.



Photo 3 The cambers have been cut.



**The bigger the table the better**





Canadian-born Robbie Bell was a consultant plastic surgeon for 30 years before retiring 11 years ago. Although he left Canada for Britain in 1928 he remains a Canadian citizen.

His lifelong interest in woodwork began as a child in British Columbia. While serving in the RCAF as a medical officer during the war he became interested in turning and in board games and their history. He has since written 10 books on the subject.

Mr Bell still enjoys turning as a hobby at his home in Newcastle.

An elaborate inlaid 19th Century Indian Asalto (Officers and Sepoys) game board made from ivory, ebony and other exotic woods.

Replica early 19th Century or late 18th Century board. It is larger than normal with 67 points — rules for play unknown.

# Fun from a Lathe

R. C. BELL

**In the sixth of his series on simple lathe-turned table and board games made just for fun, R. C. Bell shows how to make Fox and Geese.**

**T**he Fox Game (Hala-Tafl) dates back some 700 years and is the basis for our modern game of Fox and Geese (for two players) and the solo variant of Solitaire.

There are two variants of Fox and Geese. The traditional game is played on a board with 13 geese and one fox (FIG 1). All pieces can move one space vertically or horizontally.

The fox 'eats' or takes a goose by jumping over it to a vacant spot beyond and removing it from the board. The fox can take two or more geese in a turn

by a series of jumps. If he eats all the geese he wins.

The geese cannot jump over the fox but can crowd him in. If the fox is immobilised the geese player wins.

In the second variation four extra geese were added, two at each end of the board (FIG 2) but they were not allowed to move backwards.

In the Solitaire version pieces are placed on every point except the centre. The player jumps and removes pieces in turn. To win he must finish with only one piece left on the board, preferably in the centre.

Around the time of the Indian Mutiny (1857/8) a new variety of Fox and Geese appeared called Officers and Sepoys. Diagonal lines were added, and one square outlined to become a fort, occupied by the two officers (FIG 3).

Again, all pieces can move one space along any line, but the 24 sepoy must always move towards the fort. Officers take sepoy by jumping over them, but can themselves be removed from the board if they fail to take a sepoy when possible.

The sepoy win if they capture every point in the fort or immobilise the officers anywhere on the board. If they get too depleted to do so, the officers win.

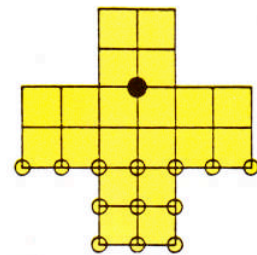


FIG 1

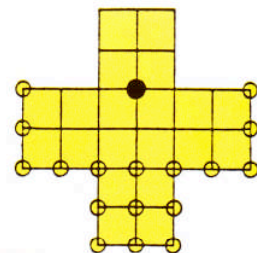


FIG 2

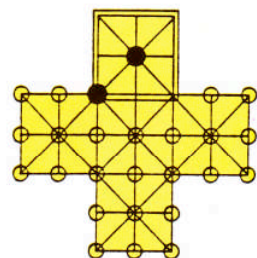


FIG 3

## Making the equipment:

Boards may be square or circular, but a circular groove of the right size needs to be turned round the outside edge for the playing pieces that have been taken. Pieces are marbles.

The large board in the photograph was turned from an old mahogany bedhead and is 345mm 13½" DIA x 20mm ¾" thick.

I drilled the cups for the marbles with a 10mm ⅜" morse bit and inscribed the lines between the cups with a high-speed Dremel miniature drill and an old dentist's bit. You could use a V-tool and chisel, or simply draw the lines on with a felt-tip pen.

In place of marbles you could use turned playing pieces with peg ends or dowels to fit in the holes. ■

A square 19th Century Officers and Sepoys board set up for play, and a replica antique board.





## PROJECT



Canadian-born Robbie Bell was a consultant plastic surgeon for 30 years before retiring 11 years ago. Although he left Canada for Britain in 1928 he remains a Canadian citizen.

His lifelong interest in woodwork began as a child in British Columbia. While serving in the RCAF as a medical officer during the war he became interested in turning and in board games and their history. He has since written 10 books on the subject.

Mr Bell still enjoys turning as a hobby at his home in Newcastle.



Game with 72 squares from 1780.



Antique board said to have come from a sailing ship's crew's quarters.

# Fun from a Lathe

R. C. BELL

**In the seventh of his series on simple lathe-turned table and board games made just for fun, R. C. Bell shows how to make Snakes and Ladders.**

**T**he Game of Knowledge (Gyan Chaupar) comes from India where it was popular in the 18th and 19th centuries and before. It is where our game of Snakes and Ladders originates.

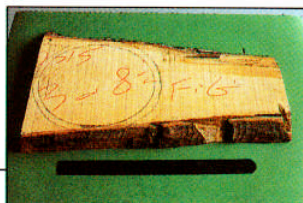
Early games were made of cloth or paper so few survive. They could be square or round, and different versions had between 81 and 360 spaces. The earliest English version is circular, about 200mm 8" DIA, with a spiral track of 100 spaces, and dates back to 1892.

In the game, players set out on a journey through life, moving their markers at the throw of a dice. Players can advance rapidly up ladders or fall down snakes. Other symbols were also used according to the religion of the maker and players. Players must throw an exact number to finish.

### Making the equipment:

My board was made from an odd length of sycamore (Photo 1). After cutting out the

Photo 1 The rough piece of sycamore.



blank disc I glued it to a scrap disc with a piece of paper in between (Photo 2). The scrap disc was then screwed to the lathe faceplate.



Photo 2 Fixing the blank to the scrap disc and faceplate.

I turned the top surface of the board with a slight recess to receive the paper playing surface (Photo 3). This was modelled on



Photo 3 Turning the top with a recess.

the first English version, but with connecting concentric circles instead of the more difficult spiral of the original (Photo 4).



Photo 4 New board with the original 1892 version.

The radii of the circles are 25mm 1", 45mm 1 3/4", 63mm 2 1/2", 85mm 3 1/4", and 100mm 4". The spaces are 15mm 5/8" long, but adapted at the junctions of the circles.

The playing pieces were turned 30mm 1 1/8" long x 20mm 3/4" DIA from a piece of holly, and shaped to represent women (Photo 5). Before cutting them



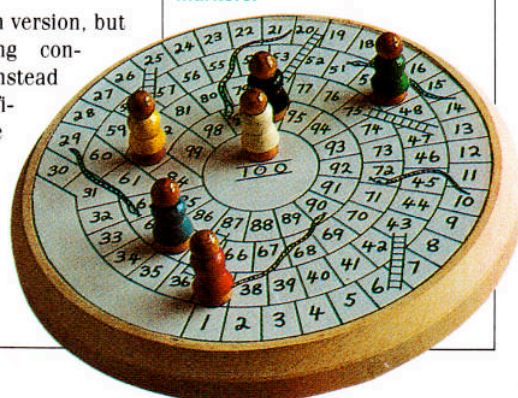
Photo 5 Playing pieces turned from a piece of holly.

off, the dresses were painted with acrylic paint and sealed with clear varnish (Photo 6). After separation the heads were shaped using a knife and abrasive paper. ■



Photo 6 Pieces painted before separation.

The finished game with markers.





## PROJECT



Canadian-born Robbie Bell MB FRCS (ret'd) was a consultant plastic surgeon for 30 years before he retired from the NHS 10 years ago. Although he left Canada for Britain in 1928 he remains a Canadian citizen and served with the Royal Canadian Air Force in the war as a medical officer.

His lifelong interest in woodwork began as a child in British Columbia and progressed from making model boats to furniture and household repairs.

While serving in the RCAF in Goose Bay, Labrador, he became interested in turning and in board games and their history. He has written 10 books on the subject, the first, *Board And Table Games From Many Civilisations*, was published in 1960 and is still available in paperback from Dover Publications (USA) and Constable (UK). His latest book, *Board Games Round The World*, was co-written by Michael Cornelius and published in 1988 by the Cambridge University Press.

Mr. Bell still enjoys turning as a hobby at his home in Newcastle.



**The finished game**

# Fun from a Lathe

R. C. BELL

**In the second of his series on simple lathe-turned indoor, table and board games made just for fun, R. C. Bell shows how to make table quoits.**

**T**his game of table quoits is derived from the outdoor version in which two individual players or teams hurl four iron quoits measuring nearly 190mm 7½" DIA and weighing nearly 3lb 6oz to an iron peg, or hob, driven into the ground some 18 to 20 yards away.

For table quoits each player or team has four mahogany quoits measuring 75mm 3" inside DIA and 95mm 3¾" outside DIA. The hob is a 125mm 5" length of laburnum fixed into a heavy mahogany base with a maximum diameter of 120mm 4¾".

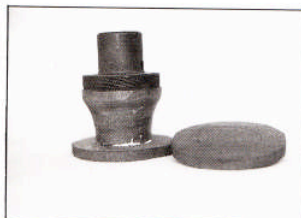
In play, each quoit landing over the peg is called a ringer and scores one point. A game is 15 or 25 points.

### Making the equipment:

Mark out the eight quoit blanks with a compass on 6mm

¼" thick mahogany and cut them out. A bandsaw is best for this but you can use a coping or bow saw.

Screw a block of waste wood to a faceplate and turn it to form a truncated cone, the outer, small diameter of which should be just under 75mm 3".

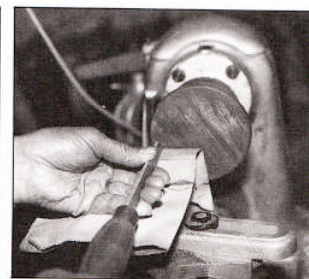


**Photo 1. A blank is glued to the cone on the faceplate.**

Glue a blank to the cone with a piece of brown paper in between (Photo 1). When the glue is dry, round and smooth the edge of the blank with a gouge, scraper and abrasive paper (Photo 2).

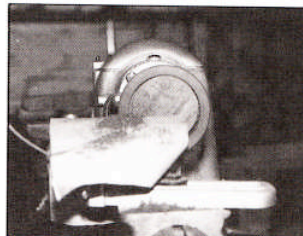


**Photo 2. Smoothing the edge of the blank.**



**Photo 3. Cutting a groove on the outer face of the blank.**

Move the toolrest across the bed of the lathe and use a parting tool to cut a groove on the face of the blank about 20mm ¾" in from the edge (Photo 3). Cut the groove half



**Photos 4 and 5. Parting off the quoit.**

way through the thickness of the blank, then cut a similar groove from the headstock side until the quoit is parted off the blank (Photo 4 and 5).



**Photo 6. The remainder of the blank is turned into a coaster.**

Smooth the inside of the quoit with a fine rasp and abrasive paper. The central piece of the blank still on the lathe can be turned to make a coaster before it is separated from the cone (Photo 6). ■





Canadian-born Robbie Bell MB FRCS (ret'd) was a consultant plastic surgeon for 30 years before he retired from the NHS 10 years ago. Although he left Canada for Britain in 1928 he remains a Canadian citizen and served with the Royal Canadian Air Force in the war as a medical officer.

His lifelong interest in woodwork began as a child in British Columbia and progressed from making model boats to furniture and household repairs.

While serving in the RCAF in Goose Bay, Labrador, he became interested in turning and in board games and their history. He has written 10 books on the subject, the first, *Board And Table Games From Many Civilisations*, was published in 1960 and is still available in paperback from Dover Publications (USA) and Constable (UK). His latest book, *Board Games Round The World*, was co-written by Michael Cornelius and published in 1988 by the Cambridge University Press.

Mr. Bell still enjoys turning as a hobby at his home in Newcastle.



## PROJECT

Photo 1. Six of the finished skittles, with three billets waiting to be turned.

A line was drawn on the revolving cylinder and further lines 38mm 1½" away on either side of it. With a parting tool cuts were made into the cylinder at these lines to isolate a central cylinder 75mm 3" long x 75mm 3" DIA (Photo 3).

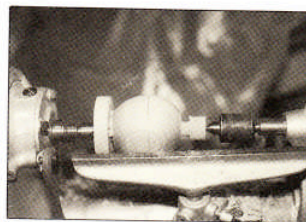


Photo 3. The cylinder is turned 75mm 3" DIA and long.

Using a cardboard template of a semicircle with 75mm 3" DIA the ball was shaped by a mixture of eye, guesswork and template (Photo 4). After

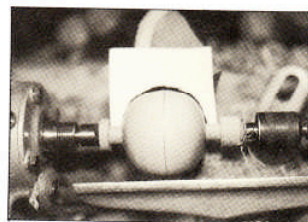


Photo 4. A card template helps shape the ball.

separation of the ball from protruding spindles, final shaping was achieved by placing it in a vice (Photo 5) and smoothing away the remaining ridges with a fine rasp and glasspaper.

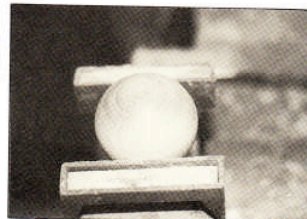


Photo 5. After parting off, the final shaping of the ball is done in a vice.

The balls vary slightly in size and none are truly spherical, giving them a will of their own, and adding to the fun of the game. ■

# Fun from a Lathe

R. C. BELL

**Even a beginner can make simple projects for fun. In the first of a series on making indoor, table and board games, R. C. Bell shows how to make skittles or ninepins.**

**A**rticles of perfection by master craftsmen can be discouraging to amateurs using mediocre equipment in makeshift workplaces, where woodworking shares space with car repairing, garden tools and the overflow from a potting shed.

I enjoy working with wood, but imperfections are evident in the illustrations, and none of these pieces would have any chance of winning in a competition. The items have been made for fun, and to make fun for others. They should be well within the capabilities of most lathe users.

### Making the equipment:

Four years ago a laburnum tree was cut down in my neighbourhood and I stored a few slices of the trunk. While seasoning, splits appeared preventing them being used for bowls, but when converted into billets with a steel wedge and sledgehammer,

and a few loose shakes trimmed off with a hatchet, the wood was ready for turning on the lathe.

The contrast of the heart and sapwood of this attractive timber made some delightful skittles (Photo 1), each about 200mm 8" long.

The three balls were made from a local beech tree which had been blown down in a storm and cut up for firewood. A few pieces were rescued and stored for future use. Billets split off with wedge and sledgehammer were turned into a cylinder of 75mm 3" DIA (Photo 2).

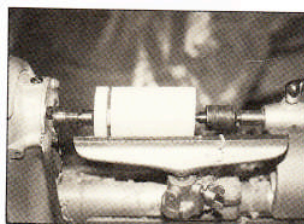


Photo 2. A 75mm 3" DIA cylinder of beech is turned for a ball.