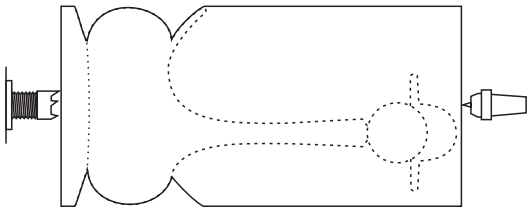


A DUCK

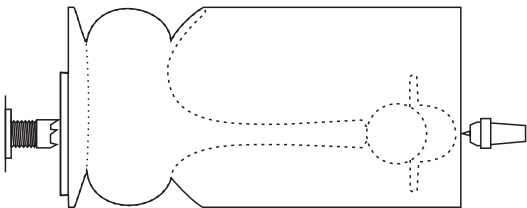
As demonstrated by Andrew Bright

A multi-centre spindle turning project to make a toy duck. There are several optional cuts in this project which will result in either a simple duck or one with a tail, or a hat, or both. This plan starts with a block 150 x 75 x 75 with the grain on the long axis but you may use other sizes of wood.

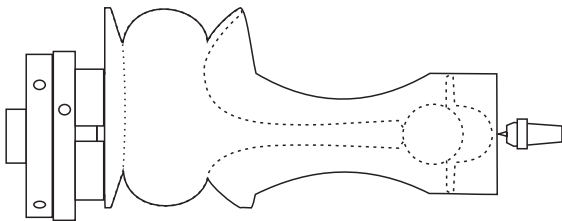


Mount the wood between centres and round it off.

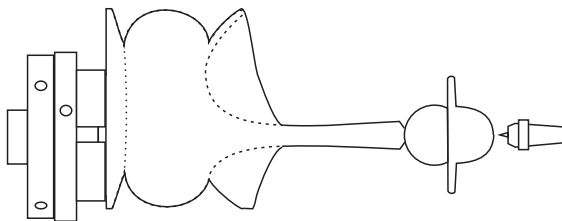
Cut the body shape of the duck. If you want your duck to have a tail, cut the underside of the tail. Sand and finish the body and underside of the tail.



Re-mount the wood between centres and 10mm off-centre. On the bottom of the duck cut a spigot for a chuck.

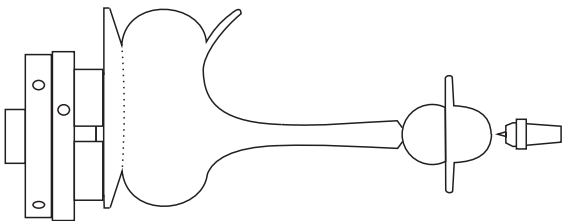


Re-mount the work in a chuck. Bring up the tailstock for added security. Turn the neck and head area down to the largest diameter needed for your design with or without a hat.



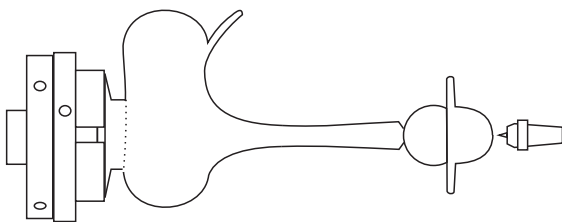
Turn the hat, head, and upper neck down to the finished size. You may keep a tiny connection to the tailstock for security and cut that off by hand later.

For a bowler hat keep a high dome. For a cap lower the dome and cut away the sides and back of the rim by hand later.



Continue to cut down the body and the upper surface of the tail.

Sand and finish. The upper surface of the tail will need hand sanding with the lathe stopped.



Part it off and hand sand the underside. Add a beak, and eyes if you wish.

