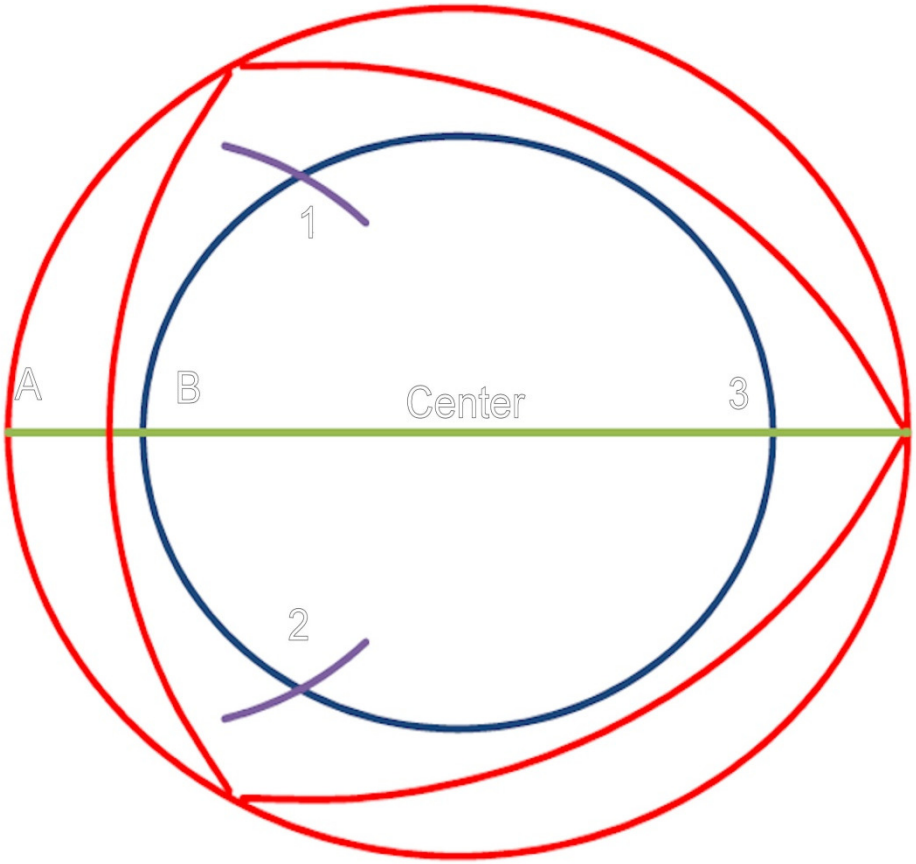
QUICK & DIRTY** THREE SIDED TURNING LAYOUT



1. Turn a cylinder.
2. Pick one side as a face. Using the toolrest as a guide draw a reference line on the cylinder from end to end in the middle of that side.
3. True the ends of the cylinder with a parting tool
4. From “A” where the reference line meets the end of the cylinder draw a line through the center across the end.
5. Set a compass ½” to 5/8” less than the radius of the cylinder end and draw a circle. (blue circle)
6. Keeping the same setting put the compass at point “B” and mark the arcs at “1” and “2”.
7. The three centers for turning the three sides are “1”, ”2”, ”3”.
8. Repeat this layout on the other end.
9. Turn each face so that the corners meet outside each of the tree centers (1,2,3)

** This method is not as accurate as using the lathe’s index wheel. It does yield surprisingly good results even though it relies on 1 digit of pi accuracy.