

Multi-Sided Glue Joint Bits

Items #7838-7840

Figure 57

1) Adjust Bit Point Height to the proper setting using **Table 57A** below as a guide.

2) Adjust your router table fence so that the top edge of your stock (on bits #7838 for 6 sided object and #7839) is level with the height that the router bit intersects the fence face. This is easiest done by looking down the side of the fence and holding a straightedge along the top of your stock (see **Figure 57**). The bottom edge of your stock will contact the fence (on bits #7838 for 12 sided objects and bit #7840).

NOTE: By varying the bit point height, you can create objects that have a ribbed appearance vs. an aligned joint.

How Determine the Width of the Sides of Your Cylinder

After deciding upon the desired number of sides and diameter of your finished project, apply the appropriate formula below to determine the required **WIDTH** of each side.

- 6 Sided Object: Width = Outside Diameter / 1.7
- 8 Sided Object: Width = Outside Diameter / 2.4
- 12 Sided Object: Width = Outside Diameter / 3.7
- 16 Sided Object: Width = Outside Diameter / 5.0

You should cut each side a little bigger than needed (1/16" or so). This provides a margin of error and allows for finishing.

Table 57A

Bit #		1/2" Stock Thickness	3/4" Stock Thickness	Orientation
		Bit Point Height Settings	Bit Point Height Settings	
7838	6 sided object	15/64"	3/8"	Run Outer Face Up
7838	12 sided object	13/32"	11/16"	Run Inner Face Up
7839	8 sided object	1/8"	7/32"	Run Outer Face Up
7840	16 sided object	29/64"	23/32"	Run Inner Face Up

