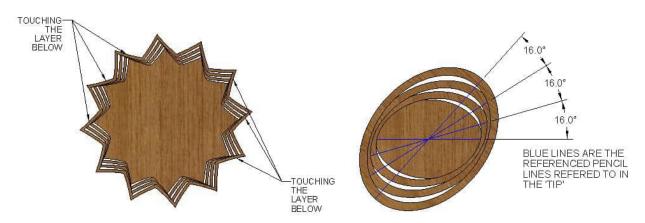


I please allow me to say thank you for your purchase of my twist bowl design.

this is the only way that the designs can be laid up. The twist that I show in my listings is just something that is pleasing to my eye. You can also experiment with other offset values to get a totally different appearance in your final product. I suggest that you do a dry-fit of all the parts to confirm that you have your parts laid up in a way that is pleasing to your eye before applying the glue.

- 1- Start with the center most part lying flat on a work surface.
- 2- Now take the next larger piece and twist it while keeping it centered over the first layer until two points on the larger layer align with two points on the smaller layer. (make sure that you are in a position to look straight down at the parts so that they stay centered)
- 3- Place a light pencil mark where the parts overlap as a reference for where you can apply the glue. (remember to keep the pencil lines light so you don't wind up with extra sanding)
- 4- Keep twisting and stacking your layers until you are out of pieces.



You can also do this whole process in reverse order if you like by starting with the largest piece first and working your way down to the smallest...totally personal preference on that.

That's all there is to it.

TIP: If it feels like it would help you may want to make a pencil line thru all of the points that align between the layers so that you don't have to feel like you're always searching for which points you are offsetting.

Remember...the finished product can be glued up into many different designs. You can glue up a butcher block design for your blank and twist that or you can offset the layers by a little more instead of stopping as soon as the layers touch...really just get creative and have fun.

I hope these instructions help you understand the basic steps of creating these twist bowls.

Remember if you have any questions please don't hesitate to contact me.

Have a blessed day,

Jim

JimmyDsWoodShopArt