

was marked out. At both ends the true centres were "hammered in" with his patented device and the off-centre points were marked at 5/8 ins (17 mm) from the centre point making sure that the off-centre marks were off-centre in opposite directions to each other at the two ends. One final marking out job was to take a leg that Pete had made previously, and mark on the blank the important cutting points. A bead on the foot; a half bead at the top; the top and bottom of the square unturned part at the top; and the peg or spigot at the top that will eventually go into a hole

in the table top. Each of the other three legs was marked similarly using the previously made leg. All this was done with the blanks between centres and done using a pencil that had a neat magnetic attachment so that could be parked on any suitable metal part of the lathe. He suggested that all legs should be made with the same orientation, that is, the foot will always be in the headstock end of the lathe. That way you get used to shaping with the same cutting movements.

Leg number one was then replaced between true centres held by step centres, and then the shavings began to fly. The blank was trued round with a 1 ¼ in roughing gouge (ground at 30 degrees, a la Jan Marot) and then the major cutting points were made with a ¾ in skew chisel that had a curved cutting edge. The cuts were opened expertly to make the large bead that would become the foot, and then the half-bead that draws the foot into the main off-centre curve. At the top, just below the square part, the vee was blended down into the main off-centre curve. As this was the first leg, Pete checked the



overall length and shape (so-far) with his previously made master. He also removed some, but not all of the material for the peg at the top, and at the bottom he removed some below the foot where parting off would finally take place.

First Off-centre. The first off-centre adjustment was made at the foot, which was put out by the 5/8 ins (17 mm).May 2016www.dublinwoodturner.comPage 1

Who was winning 10 years ago?

Pictures of Competition winners ten years ago this month. Recognise any of them? April's answers - Page 8.







Beginners

Here, Pete stressed an important rule for any off-centre turning – before the power is turned on and having made sure that the piece is firmly held, always turn the piece by hand and test that it does not hit the toolrest or any other stationary stuff. That done, he began to remove material, explaining that the toolrest should be positioned as close as possible to the work to give as much support to the tool as possible. The roughing gouge was then used to remove material in the centre area of the curve. The depth of the cuts were made from experience of his previous work making these legs, and always watching the shadow caused by the offcentre. Using a combination spindle/bowl gouge (he could not remember where he bought it), Pete then shaped the foot where the bead flowed into the off-centre curve. He suggested holding the gouge handle against the body and moving the body to make the curved cut, rather than remaining stationary and making the curve with arm movements alone. He continued until he was satisfied with the shape and finish and then sanded the work done so far. Slowing the lathe, he reminded us that this reduces the heat produced by sanding and also increases the time that the sand paper is in



contact with the wood. He also explained that this type of piece would benefit from some length-wise sanding, done stationary with the grain, in additional to sanding while rotating. Pete had his sandpaper standing in a handy rack (a simple piece of 2 x 2 x 4 in) that had slots for each of the different grits for easy storage and access.

Second Off-centre. Remounting the foot on its true centre, the top was then placed offcentre by the 5/8 in. Again the roughing gouge was used to remove material from the central area of the curve. Pete stressed that you always look down on the shadows, otherwise a false impression may be given as to where the edges of the curved piece are. When he was happy with the curve, he again sanded the worked areas as before, working up through the grits, and making sure to remove any dust with his sleeve. At this point leg number one was put aside, and legs two, three and four were made in the same way. However, because they were a set, there was more checking to ensure that sizes

and shapes were the same as those on number one.

Pete then produced and makeshift table top (part of a wardrobe!) that had four holes drilled in it near the corners.

These would accommodate the pegs at the top of the legs and simulate a small table. The first leg was placed between true centres on the lathe again and measuring one of the four holes, Pete turned the peg at the top of the leg to the required diameter checking with his callipers. Having done this, the material that accommodated the off-centre centre of this piece was gone, so there was no going back. Finally, the beads and coves were finished with a beading/parting tool, a tool he described as quite forgiving compared to a skew. Still on the lathe, the leg was parted off below the foot and fitted into the May 2016



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Newsletter: Mike Sims 087 989 8793 DWT.Newsletter@gmail.com table top removing and rough end of the peg with a penknife. Legs two, three and four were completed in the same fashion, additionally checking that their lengths were correct against leg number one.

Having completed all of this, the pegs protruded from the table top holes, but it was only a simulation and Pete had his four off-centre table legs made. A difficult demo that Pete completed with ease. With lots of stories and information we look forward to his next trip to Dublin.

Thanks Pete, until the next time.

Mike Sims.



Trade Stands at the Saturday Meetings for remainder of 2016.

Apr. The woodshed

- May. The Carpentry Store and The Hut. Oct. The Hut Jun. The Carpentry Store Nov. The Woo
- Jul. The Hut
- Aug. The Woodshed
- Sept The Carpentry StoreOct. The HutNov. The WoodshedDec. The HutJan. The Woodshed

Seminar Masterslass Update.

Sunday 8th May - Masterclass given by Jason Breach. Attendees should bring the following items: -

Wood: 1. One piece of Ash ,beech, or sycamore 8x2x2 ins.

2. One piece of ash beech, or sycamore 3 inch square by 4 1/2" length. Tools: Selection of roughing gouges, bowl gouges, spindle gouges, parting skews, beading tools and scapers.

Others: Dust masks, smock, face protection, abrasives.

The organizers hope to provide a lathe per 2 attendees, but your help is needed. Bring your own lathe, or lend yours for the day. Please contact the committee. A communal grinder will be available.



Here's what you need the next time someone asks for "just a half a bowl" of something.



April's Wednesday demo was given by Noel White who revealed the making of a box.





May 2016

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Demonstrators 2016

Saturday

May - Jason Breach June - Tom Murphy July - Kriston Doherty August - Francis Corr September - Pat Walsh October - Charlie Ryan November - tbc (AGM) December - Joe O'Neill

Wednesday

May - Paul Murtagh June - Willie Reville July - Pat Walsh August - Sean McMurrow September - Tony Hartney October - Vincent Whelan November - J. Wigham December - Joe O'Neill

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Useful Links - Interesting and useful items related to wood.

Ash dieback disease spreading

The Irish Independent have reported that Chalara, the ash dieback disease, has now been found in over 50 sites in Ireland.

Read about it at : - http://www.nativewoodlandtrust.ie/en/news

April Competition Entrants



Beginners





native -

Experienced



Artistic



www.dublinwoodturner.com

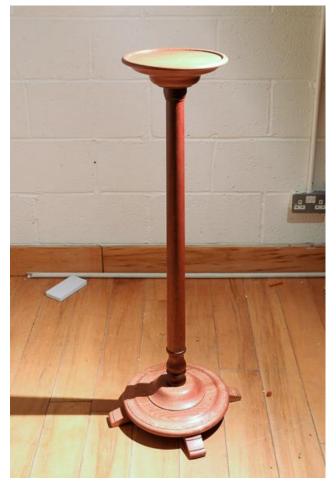
Competitions 2016

MAY - Open JUN - Bowl JUL - Lamp AUG - Out of 60x60x200 SEP - Clock OCT - Laminated/Seg'd NOV - AGM DEC - Christmas Item

April Competition Winners

Michael Fay - Artistic





David Sweeney - Advanced





Jack Wright - Beginners

Overall Competition Results

					Competition 2016.								
Advanced													Total
NAME	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Points
Bob Finley	0	15	15	11	13	Ividy	Juii	Jui	Aug	Seb	OCL	INOV	54
Cecil Barron	0	13	5	13	9								40
Seamus O'Reilly	0	11	5	13	1								11
Paddy Finn	0	9		5	7								21
	U	7		3	/								7
Henry East		6											
Frank McCarthy			-	-	-								6
Paul Murtagh		5	5	6	6								22
Sean Ryan		5	5	5									15
loe O Neill			13										13
Pat Walsh [big]			11	12									11
Jonathan Wigham			9	9									18
David Sweeney			7	15	15								37
Willie Edwards			6	7									13
Pat Walsh [ennisk]			5										5
Pacallie O Rourke			5	5									10
Tony Lally			5										5
Adrian Finley				5									5
John Earls				5									5
Seamus Carter					11								11
Experience	bd												
Experience	su												Total
NAME	dec	jan	feb	mar	apr	may	june	july	aug	sept	oct	nov	Points
Martin Boyle	15	15	15	13	15								73
Willie Edwards	13												13
Kevin McCormack	11	7	13	15									46
Frank Maguire		13	6	6	9								34
John Earls		11											11
George Madden		9	9	9	13								40
Pat Costigan			11	11									22
John Ownes			7										7
Irine Christie				7									7
Kevin Milton					11								11
Beginners													Total
NAME	dec	jan	feb	mar	anr	may	june	july	aug	sept	oct	nov	Points
Ruth Wallace		Jan	ieu	IIIdi	apr	may	June	July	aug	sept	UCL	1104	
Jack Wright	15	15	13	15	15								15 58
		13	13	12	CT CT								
Michael Colclough		13	45	10									13
Ronnie Butler			15	13									28
Jim Cashin			11	2011									11
Dicey Reilly			9	11									20
Vincent Whelan				9									9
Robbie Dowdall				7									7
Artistic													Total
NAME	dec	jan	feb	mar	apr	may	june	july	aug	sept	oct	nov	Points
Michael Fay	15	15	13	15	apr 15	indy	June	July	aug	sept	out	nov	73
Cecil Barron	13	13	15	6	9								56
Martin Boyle	11	7	11	11	11								51
Seamus O'Reilly	9	6											15
Fom Leonard	7												7
Kevin McCormack	6												6
Paul Murtagh	5	9	9	13	13								49
George Madden		11	7										18
Bob Finley		5											5
Sean Ryan				9									9
Fony Lally				7									7
				5									5
Ronnie Butler				5									5
				2									5
Ronnie Butler John Ownes Dicey Reilly				5									5

The following article appeared in the Irish Times 15th March 2016. Teens escape their medical reality with a little creativity - Sylvia Thompson.

"Art projects help teenagers at Temple Street Children's University and Cork University Hospitals alter their reality".

Spending time in hospital alters your reality because your routines, contacts with people, and feelings about yourself all change significantly when you are having tests, receiving treatment or recovering from surgery.

How teenagers in hospitals react is now being explored in two art projects touring venues across Ireland. They explore how teenagers in hospitals alter their realities by creating artworks. Entitled, Cloudlands, teenagers at Temple Street Children's University Hospital and Cork University Hospital are working with artist Rachel Tynan and theatre maker Eszter Nemethi to explore the themes of escape and fantasy.

"Most of the teenagers in hospital are so creative. They are craving to do something and my role is to collaborate with them without being directional or prescriptive," explains Tynan, who worked with Helium Arts on the Cloudlands project for three years.

Tynan spent one day a week working with teenagers in the wards and those having kidney dialysis at the renal clinic at Temple Street hospital. "Each day, I brought in a blue suitcase which explodes with materials. I also had my iPad, my camera and sound-recording equipment."

"I was terrified when I first went into the hospital; that sense of arriving in to teenagers in a vulnerable position and asking them to do crazy things. But it's about building up trust through a working relationship."

Outside medical conditions

Tynan says being outside the medical profession is the key to giving teenagers in hospital time to focus on things outside their medical conditions.

"It's different each day; we could be writing a book, making a film, building an ice castle or hiding dolls around the hospital."

Titans are a series of storytelling wooden figures created by the teenagers at Temple Street hospital.

The teenagers created characters such as a star lady who can take a star from the sky and put it on a wound to make it better or an ocean fairy who comes out of the sea to explore land.

This fairy character was further developed into an interactive performance by a dancer who moved through the hospital, encountering patients, visitors and staff on her journey.



The teenagers involved in the project at Temple Street hospital have commented on their experiences. One teenager said, "It helps me chill and work out the thoughts in my head and afterwards my head isn't fuzzy anymore."

"It takes my mind off stuff I don't like," said another. "You don't have to be just one person, you can be anything," said another teen.

Interactive game

Tynan says the teenagers who take part in the artworks are very proud of their work and thrilled that it is going on tour. The Radio/Silence interactive game was created by teens working with Eszter Nemethi at Cork University Hospital. "Games emerged quite quickly as something to do and then we had to figure out how to collaborate with people in other rooms without the internet so we broadcast the game on Cork University Hospital radio station at the start."

The material for the game came from stories the teenagers created with Nemethi. "Themes of adventure run through it with strong characters and a sense of another world. The idea of creating silence was key because a hospital is a very noisy place. Using mobile phones, participants in the game can help the characters save the world from an evil doctor intent on spreading silence.

As an artist in residence at Cork University Hospital, Nemethi says she is the only person who doesn't have a medical function.

"I have the time to stay longer or the flexibility to come back and do something with them that has nothing to do with their health.

"It allows these teenagers to step away from everything in a creative way."

On tour: Teenagers' art explained

The artworks created by teenagers in Temple Street Children's University Hospital and Cork University Hospital are touring art venues in Ireland.

Titans is a series of storytelling wooden figures, like large Russian dolls. When placed on a podium connected to a sound system, the stories inside the dolls are activated. The public will be able to listen to the stories created by the teenagers and look at the symbolic art works inside these wooden dolls, beautifully carved by the Dublin Woodturners' Association.

The second project, called Radio/Silence, is an interactive radio game, developed to offer teenagers in hospital an alternative reality to the medical environment.

The public will be able to call 076 6801819 – and take part in the game, reminding us all how we can always create

alternative realities wherever we are.

Cloudlands is at the Galway Arts Centre, Galway city until March 19th; at the Garter Lane Arts Centre, Waterford city from March 31st to April 9th; the Atrium in Cork City Hall from April 22nd-28th and in the Art Box Gallery, James Joyce St, Dublin 1 from May 19th-June 2nd.

Radio/Silence will also tour hospitals throughout Ireland, offering teenagers a chance to play the interactive game on their mobile phones. *helium.ie*

Who were the winners 10 years ago - April 2006?



Adv - Martin O'Halloran



Exp - John Holmes



Beg - Brendan Bourke

East Central Chapter Seminar - Thanks to everybody from the Dublin chapter who supported our recent seminar. Their numbers made a difference to its success. Francis Corr - chairman.

