

Mr. Bill's Finish Regimen

- Turn your piece and sand to 400 grit minimum, 800 if you are of a mind to....the bottom line is that the finer the sanding the smoother the surface no matter what finish you apply.



- If you can, apply a coat of either Fornby's or Minwax's Tung Oil Finish to the piece while still on the lathe. Make it a good wet coat, and using the same paper towel/cloth remove any excess so that there are no runs.



- If you can't apply the finish while the piece is still on the lathe, or you need to remove it from your chuck to work on something else, that is okay, just takes a little extra work later in the process!
- Wait 24 hours for the finish to polymerize, then rev up the lathe and buff it with a 1000/2000 grit Abralon pad or 0000 steel wool. Do not press hard, just lightly rub the surface to remove the sheen from the finish and close any still open pores in the surface.



- Apply another coat of tung oil finish as before, just be more careful of runs. Let the piece set for 15 minutes, then rev up the lathe and buff with a clean dry paper towel/cloth with medium pressure. This will remove the fine streaking from the application.
- If you could not do the previous 2 steps on the lathe, you will need to hand rub the surface with the pad or steel wool between coats, and you may only be able to do one part at a time (inside, then outside; or top then bottom depending on the shape of the piece). Takes a little longer, but worth the effort for a good finish.
- Now, take the piece to the Beall Buffing System and buff with the red Tripoli wheel. When done, use a clean cloth to wipe down the surface and remove any rouge residue.



- Next, buff with the Carnauba wax wheel to your desired final shine.
- ** The White Diamond wheel can be used between the Tripoli and Carnauba applications if your wood is fully sealed with the tung oil finish and/or very close grained with no open areas.....otherwise it will leave white flicks in the surface that are impossible to get out without sanding down below that level and starting the finish process over!