

Turning a Winglock Duck Game Call

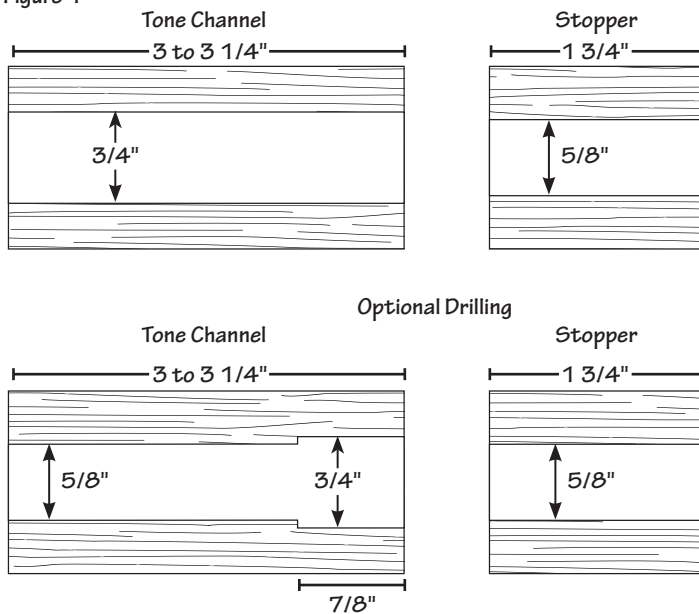
Supplies Needed

- 1 1/2" x 1 1/2" x 6" Blank
- No. 2 MT Turning Mandrel (Universal)
- Epoxy
- Sandpaper/Finish
- Drill or Drill Press
- Duck Drills: 5/8" & 3/4" Forstner
- Eye and Ear Protection

Wood Preparation

1. Select a blank 1 1/2" x 1 1/2" x 6". Mark the middle of the bank with a strong line about 3 inches long. This line will help you match the grain as you drill and turn the call.
2. Cut the blank to the sizes listed below (figure 1). Make sure that the ends are cut square to the sides of the blank.
3. Center mark the middle ends of the blank and drill as shown (figure 1). *Note: If you choose the optional drilling with the extra step, it will give you more design options as well as make the mouth piece hole smaller.*

Figure 1



Turning the Tone Channel and Stopper

1. Mount the tone channel between the # 2 MT turning mandrel as shown (figure 2) and remember how the grain will align when you turn the other piece.
2. Gently turn the blank in to cylinder. *Note: that the blank may occasionally stop spinning while turning, when this happens just slightly tighten the tailstock.*
3. Turn the blank to the desired shape, remembering to place a bead or groove where the two halves meet. This design feature will help hide the joint. *Note: make a 3/16" wide groove for the lanyard if so desired.*
4. Sand and finish all exposed surfaces of the turned part.
5. Repeat the above process for the stopper blank.

Assembly

1. Before gluing, test the fit of the call by inserting the ribbed end of the call assembly into the stopper. Next push the tone channel onto the O-ring end of the call assembly. Inspect the assembled call to make sure the joint looks good and you are happy with your design. *Note: The tone channel hole has been drilled slightly under sized for call fitting purposes. As a result, the stopper hole may need to be slightly enlarged. Wrap sandpaper around the end of a dowel and sand the hole until a proper fit is achieved.*
2. Once the parts have been tested line the inside of the stopper hole with small amount of glue and glue the outside of the ribbed area with glue and insert it into the stopper. Wipe off any excess glue from the inside or outside of the stopper and set it aside to dry.
3. Slide the tone chamber onto the O-ring end of the call to complete the call.

Figure 2

