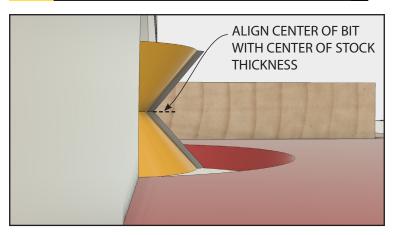
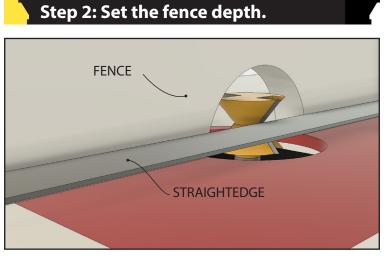
PROFESSIONAL ROUTER BITS

Create solid wood edge banding for plywood or MDF parts up to 1" thick. Follow these instructions for easy setup.

Step 1: Install the tonguecutting bit.

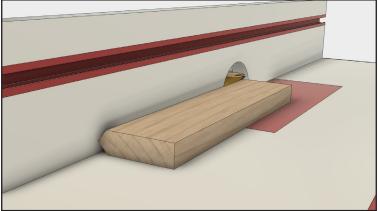


Set the tongue-cutter in your router table. Mark a piece of stock at the center of its thickness and set it on the table. Compare the mark with the point at the center of the bit. Move the bit up or down until the point is aligned with the mark.

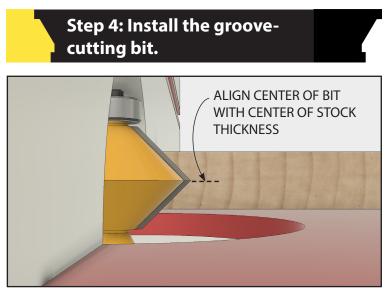


The fence needs to be flush with the center point of the router bit. Place a beveled or thin straightedge against the center of the bit and bring the fence forward until it's flush.

Step 3: Route the tongue.



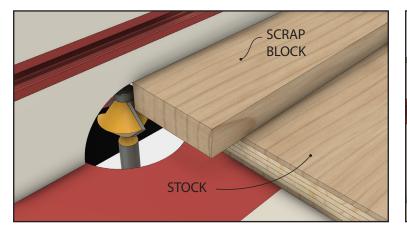
Make your stock wide enough to feed safely through the router table. To make multiple pieces of edge banding, cut a wide piece of stock and route both edges. You can cut two pieces of banding from the board after routing. Feed the solid stock through the router bit at a steady pace. Use a pair of feather boards to keep the material pressed flat against the table and fence.



Remove the tongue cutter and replace it with the groove-cutting bit. Set the fence height by marking a piece of stock in the center of its thickness. Place the stock on the table and move the bit up or down until the center of the bit aligns with the mark.

Step 5: Adjust the fence.

Step 6: Route the groove.



To set the fence depth, place a piece of stock on the router table with a scrap block on top. Slide the scrap block about an inch past the end of the stock. Butt the fence to the stock and move it in or out until the corner of the block just touches the bit. Lock the fence in place.



Cut the groove in your plywood or MDF parts. Feed the work at a slow and steady pace. Because the bit leaves sharp points at the top and bottom of the work piece, you may want to attach a guide block to the top of your material with double-sided tape. Any flat, straight piece of material will work and will give you a cleaner cut.