

# Joints + Gases

Square drift only  
with drift in straight hole using vice

mostly use punch + drift

Square stock on Dismans

Picture holding forged end

5160

coil

spring

one heat punched

one better than

making a punch: Hexagon end is best  
don't grind off the little tip

Multiple heat

never hit same spot twice

1/2 hammer face blows on the end only

scrap the piece off not a complete cut

octagon to round

hitting twice kills your heat on that  
section it may cause bit 4 times from  
other side

move up slowly

turn 1 bit turn 1 bit

(Don't remove lip

topen comed off the annel  
square then change form

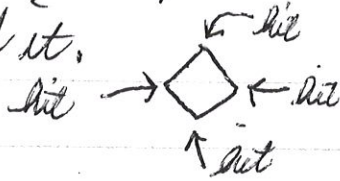
Planish last

Grind off lumps

not hit it hot with hammer

Hexagon on Back end of Punch

Make a knife hit the points  
to spread it.



Rounding hammer

allows you to  
hit less metal  
against stock

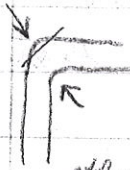


Bends without  
marking in a vise

allows  
infinite  
variable Ping

use your tips to hit  
harder like SCA Combat

puller to increase



amount  
of material

otherwise it weakens

making it

smaller  
makes it  
weaker

+ thud on the bend.

world championship  
Blacksmith LLC  
Shreveport LA  
October yearly

see flattened picture  
of anvil work

you can make a post  
auger 1 heat per twisted  
Bend

Manufacture \$ 20  
crossed

Book by Fritz Koon  
German

Picture Frames

Minors

Flat punches mushroom slot

Punch holes should  
be done in production  
in a single heat  
use overwhelming force

At cost Double ought  
1.50 per pair  
Sell \$15

Texian Market  
Days  
George Ranch

Riveting cut a little  
longer than needed

Shaper should be  
drilled slightly longer  
than the stock

the end not the  
Head should be cooled  
in the water just enough  
material you would use  
to make the head on the  
other side

Due to hot metal expanding

Southern Oklahoma  
Cool it slightly  
Better than Pocahontas

Snap off Rivet when  
Hot in your shaper

Santa Fe 40 subaraw  
Borden

Give time + weight it