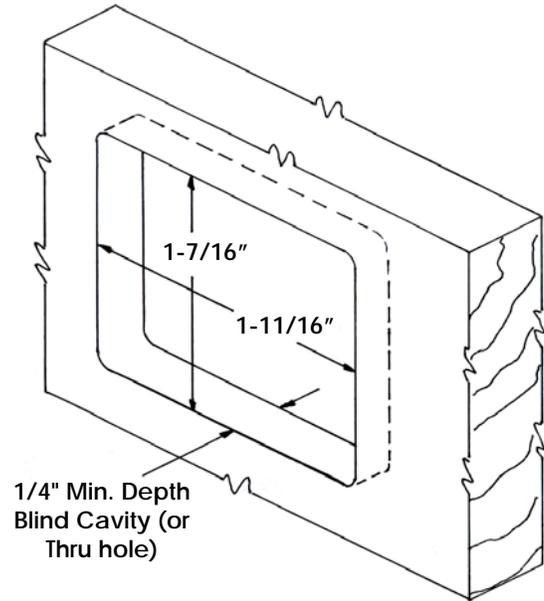


Mount Hole Specifications for Rectangle Inserts

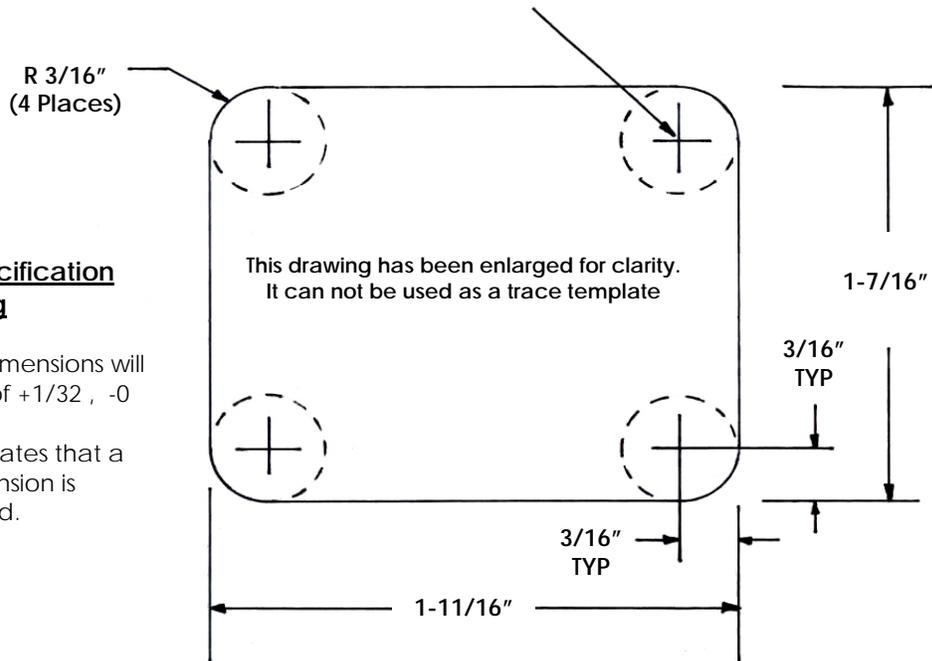
A rectangular mounting cavity will be required to accommodate the following inserts: #15681, #32284, #32285, #15001, #32013, & #32014. Note that this can be completely cut through the wood piece, or you can create a blind opening with a 3/8" diameter, solid carbide up-cut router bit and shop made guide template. You may use the dimensioned mount hole drawing (below) as a guide for either method. **NOTE: The drawing below is not to scale. It has been enlarged to best illustrate mount hole specifications.** If you wish to cut through the wood piece, you may use a 3/8" diameter drill bit to drill four "start" holes as depicted below. Once start holes are drilled, you may use a scroll or jig saw to remove the excess. Use a spindle sander (or drum sanding bit) to finish the mount hole. For blind mounting, you may create a shop made guide template from the dimensioned drawing below. Make certain to adjust dimensions for the guide collar which will run against the wood guide template cut-out(s). MDF is recommended for guide template material. Once the guide template has been completed, it can be secured to the wood piece by any method of preference



(screws, double stick carpet tape, paper bag and glue, etc). Secure both pieces to the work bench. With the guide template secured, begin to route out the mount cavity at incremental depths.

Important: For shop safety and bit longevity, it is highly recommended that you remove minimal depth material at a time and achieve the total depth of 1/4" (min) in a number of passes. Always remember to exercise proper shop safety when working with any type of woodworking equipment, as well as follow all rules and recommendations provided by the equipment manufacturer.

Center start point for drilling through
the wood piece (4 places)



Mount Hole Specification Drawing

Length and Width dimensions will have a tolerance of +1/32, -0

Note: "TYP" indicates that a certain dimension is repeated.