

**EUGENE MINERAL SOCIETY  
CRAFTSMAN COMPENATION  
CUBE GRINDING SPECIFICATION  
AND SCORING**

Object of this completion to improve hand-grinding skills. The exercise should be relative easy to complete, even for beginners and create problem solving on methods to achieve desired results.

Project is: Cut and grind a cube of any rock or mineral to 1" dimension on all sides, with 90 degree corners. Polish of faces will inhance the appearance of the piece, and improve on the overall score.

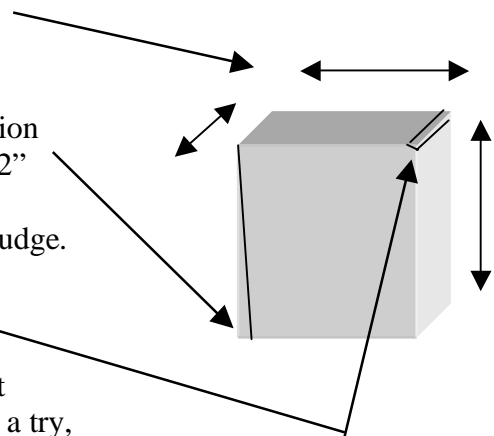
Scoring: 1" inch in all dimensions for 60 points. Subtracting 1 point for each .001 inches in any dimension that the piece is over or under in excess of .002".

Parallelism: 20 point for perfect cube with 1 point deduction for each .001 inches taper on any surface in excess of .002"

Polish: 3 points per surface subtracted at desecration of judge.

Bevel edges: 2 points. Maximum bevel 1/16", (.064")

Participant will be judged in relation to experience so that Old timers will not be competing with beginners. Give it a try, as it is more challenging than you think.



Scoring	Dimensions	Parallelism	Polish	Bevel edges
Tolerance	1.00"±.002"	±.002	Objective	Maximum .064"
Possible	-1 point/.001" 60 points	-1 point/.001" 20 points	-0 to 3 points 20 points	-0 to 2 points 2 points
Surface A				
Surface B				
Surface C				
Surface D				
Surface E				
Surface F				
TOTALS				