Knife Edge Sharpening & Honing

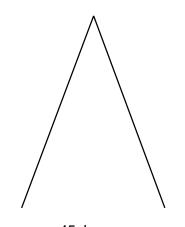
Having a Razor Sharp Edge on Every Knife is the ESSENTIAL First Step for any Leather Crafting.

Sharpening = Creating a Beveled Edge **Honing** = Polishing and Keeping the Edge Sharp

Different Blade Angles and Types of Knife Edge for different purposes.

These angles are "approximate" and can vary according to the individual preference.

This is an **End View** of 3 Basic **Blade Edge Angles** that are used for different types of tools.



45 degrees Wide Angle

Splitting

separating, like an axe for splitting firewood...



22 degrees

Medium Angle Slicing

cutting things apart, like a kitchen knife...



11 degrees

Narrow Angle Shaving

cutting or shaving for all leather projects...

Perfect

Angle

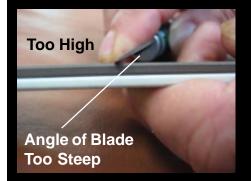
NOTE:

A Dull Knife Blade is Very Dangerous and Makes the Task of Cutting Leather Extremely Difficult.

Skiving Leather with a Dull Knife is NOT Possible

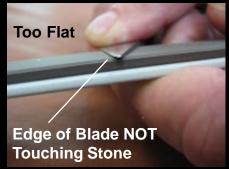


Side Views - Positioning the Knife Blade Edge on the Sharpening Stone



Angle of Blade Too Steep This will make the edge angle too broad.

Be Sure to: Flip the Knife Over to Sharpen Both Sides of the Blade.



Angle of Blade Too Low Blade is Flat on the sharpening stone and the cutting edge does not touch the stone.



11 degree
Edge of Blade Angle
Touching Stone

Angle of Blade is Perfect

11 degrees with the cutting edge of the knife touching the stone all the way across.

Perfect Angle = 11 degrees

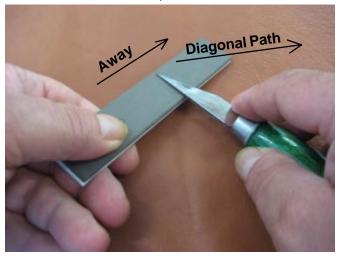
Edge of Blade Touching Stone All the Way Across

Knife Edge Sharpening & Honing - Motion Control

Move the Knife As If You Are Cutting the Sharpening Stone.



Step 1 - Hold the knife at a steady angle and PUSH it AWAY from yourself, on a DIAGONAL path.



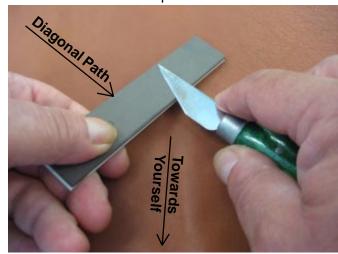
Step 2 - Continue to Push Away on Diagonal



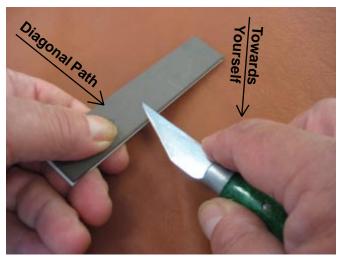
Step 3 - Push Away on Diagonal to End of Blade



Step 4 - Hold the knife at a steady angle and DRAW it TOWARDS yourself, on a DIAGONAL path.



Step 5 - Continue to Draw Towards Yourself



Step 6 - Draw Toward on Diagonal to End of Blade