ECED REGULAR POLYGON PREFORMS

NUMBER OF SIDES	GEAR	INDEX (Bearings)	Remarks
	120	120 - 40 - 80	An equilateral TRIANGLE
3	96	96 - 32 - 64	
	72	72 - 24 - 48	
	60	60 - 20 - 40	
	120	120 - 30 - 60 - 90	A SQUARE
4	96	96 - 24 - 48 - 72	
	80	80 - 20 - 40 - 60	
	72	72 - 18 - 36 - 54	
	64	64 - 16 - 32 - 48	
	60	60 - 15 - 30 - 45	
	120	120 - 24 - 48 - 72 - 96	A PENTAGON
5	80	80 - 16 - 32 - 48 - 64	
	60	60 - 12 - 24 - 36 - 48	
	120	120 - 20 - 40 - 60 - 80 - 100	A HEXAGON
6	96	96 - 16 - 32 - 48 - 64 - 80	
	72	72 - 12 - 24 - 36 - 48 - 60	
	60	60 - 10 - 20 - 30 - 40 - 50	
7	**	**********	See Note 1/ A HEPTAGON
	120	120 - 15 - 30 - 45 - 60 - 75 - 90 - 105	An OCTAGON
8	96	96 - 12 - 24 - 36 - 48 - 60 - 72 - 84	
	80	80 - 10 - 20 - 30 - 40 - 50 - 60 - 70	
	72	72 - 09 - 18 - 27 - 36 - 45 - 54 - 63	
	64	64 - 08 - 16 - 24 - 32 - 40 - 48 - 56	
9	72	72 - 08 - 16 - 24 - 32 - 40 - 48 - 56 - 72	A NONAGON
	120	120 - 12 - 24 - 36 - 48 - 60 - 72 - 84 - 96 - 108	A DECAGON
10	80	80 - 08 - 16 - 24 - 32 - 40 - 48 - 56 - 64 - 72	
	60	60 - 06 - 12 - 18 - 24 - 30 - 36 - 42 - 48 - 54	
11	**	**********	See Note 1/ An UNDECAGON
	120	120 - 10 - 20 - 30 - 40 - 50 - 60 - 70 - 80 - 90 - 100 - 110	A DODECAGON
12	96	96 - 08 - 16 - 24 - 32 - 40 - 48 - 56 - 64 - 72 - 80 - 88	
	72	72 - 06 - 12 - 18 - 24 - 30 - 36 - 42 - 48 - 54 - 60 - 66	
	60	60 - 05 - 10 - 15 - 20 - 25 - 30 - 35 - 40 - 45 - 50 - 55	

Note 1/ All regular polygons with more than 12 sides are arbritrarily considered "ROUND" because it takes a very large stone to distinquish individual girdle segments. None of the standard index gear machines can cut a "HEPTAGON" or an"UNDECAGON" without using fractional gear settings (cheater).