

## HELPFUL GUIDE TO UNDERSTANDING LUMBER TERMS

### **ROUGH (RGH)**

RGH is short for rough lumber. These boards come straight from the lumber mill with no dimensions. Rough lumber is the least expensive lumber you can purchase but it requires more work to produce the final S4S boards. The amount of work involved to mill these boards is significant, and unless you have the proper equipment may not be the best choice for you. You should buy rough lumber only if you have the time, a planer, jointer and table saw.

### **S2S SLR1E and (S3S)**

S2S is short for surfaced two sides. This board has been milled to a uniform thickness with parallel faces and two rough edges. S2S lumber requires the use of a jointer or a straight-line rip jig for a table saw to properly produce a straight clean edge.

SLR1E is short for straight line rip one edge. By having the lumber straight line ripped, you are able to maximize the time needed to edge joint a board using a table saw or jointer.

S3S is short for surfaced three sides. This board has been dimensioned to uniform thickness with one straight edge and one rough edge. This board requires the use of a table saw to rip boards to the desired width.

You should buy S2S SLR1E (S3S) if you have a table saw in your workshop. S3S will give you the ability to rip lumber to the desired width and is more cost effective than S4S.

### **S4S**

S4S is short for surfaced four sides. This board has been dimensioned to uniform thickness and width. It will have two parallel faces and two straight parallel edges. We run our S4S boards through a moulder to achieve a top-quality precision finish. This allows you to go directly to cutting your parts for your woodworking project. You will only need to lightly touch sand to complete your project.

You should buy S4S lumber if you have a limited amount of time or do not have the tools such as a planer, jointer or table saw.

### **Be sure to properly store all lumber.**

#### Other Lumber Abbreviations

LF = Linear Feet

BF = Board Feet

KD = Kiln Dried

RL = Random Lengths

RW = Random Widths

RWL = Random Widths and Lengths