

Decorative Door Headers, Header Caps and Bead Moulding

Decorate your doorway with a Decorative Header that is installed right above the door. They are used in place of a regular casing header above a door, and are usually much larger and more decorative.

Installing a Header is basically the same as installing a casing above a door. Exception being, a Decorative Header is not joined with the side casing legs (or surround) with a 45-degree miter cut. The Header is cut straight on both ends, and so are the casing legs. The casing will then run from the ground, up the wall and into the bottom of the Header, on each side of the door.

1. Measure the width of the door, add 2X the width of the casing being used for the sides (or legs), plus 1/2". This is the measurement to cut your Header.
2. Center the Header above the Doorway, approximately 1/8" above the opening. Nail into position. (for a more decorative look, read #5 thru # first)
3. Measure from the bottom of the Header to 1/8" above the floor. This is the measurement for the casing leg. Make sure you measure each side of the opening for each casing leg. (They will not always be exactly the same)
4. Butt the casing up against the bottom of the Header, running down the wall to the floor, and 1/8" away from the opening of the door. Nail into place. Install leg on the other side of the opening in the same manner.

FOR A MORE DECORATIVE AND DETAIL LOOK, ADD A BEAD MOULD AND HEADER CAP

5. Before installing the Header, install the Bead moulding below. Cut the bead moulding the same size as the Header. Center it over the door, 1/8" above the opening. Nail into position.
6. Center the Header over the Bead Moulding. Nail into Position.
7. The Header cap can be cut the same size as the Header, centered and installed above the Header. Another option for the Header Cap is to miter both ends back into the wall for a mantel effect. (see making a mantel with crown moulding)
8. Putty all nail holes, caulk edges and paint or stain. (depending on the type of wood used)