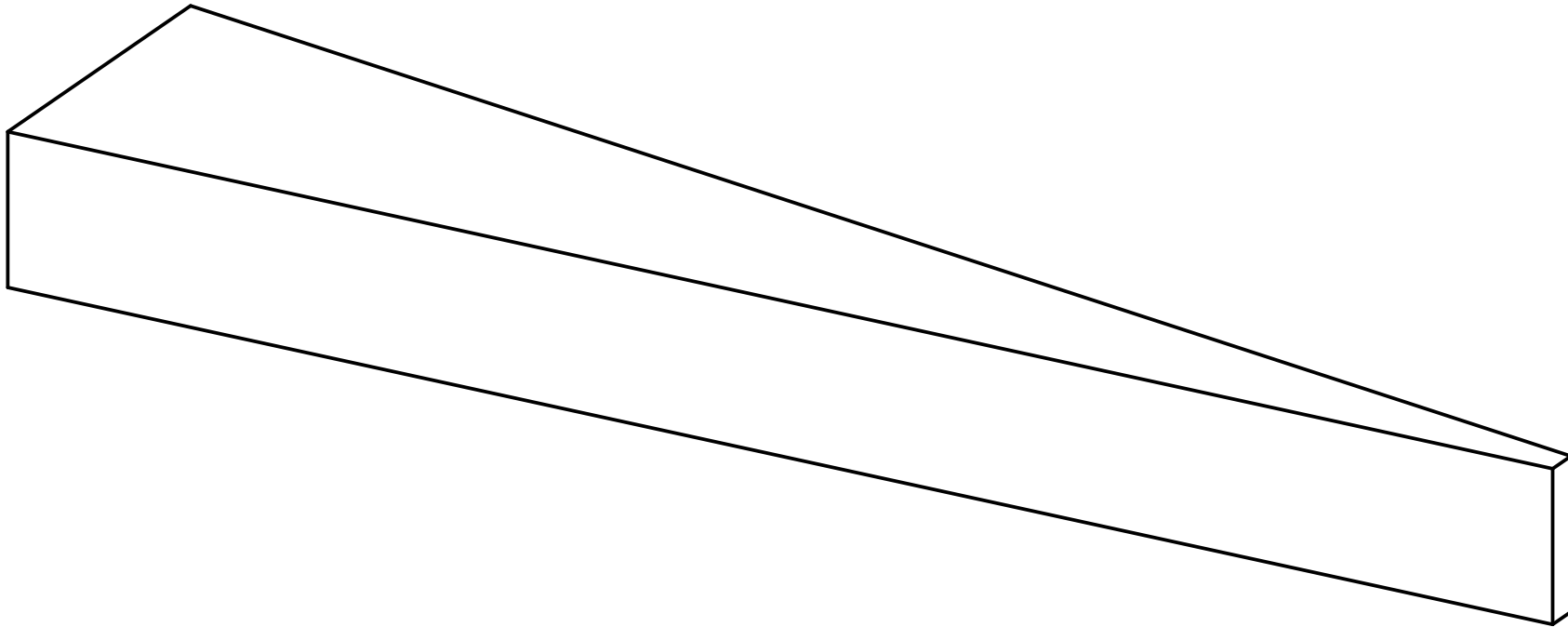


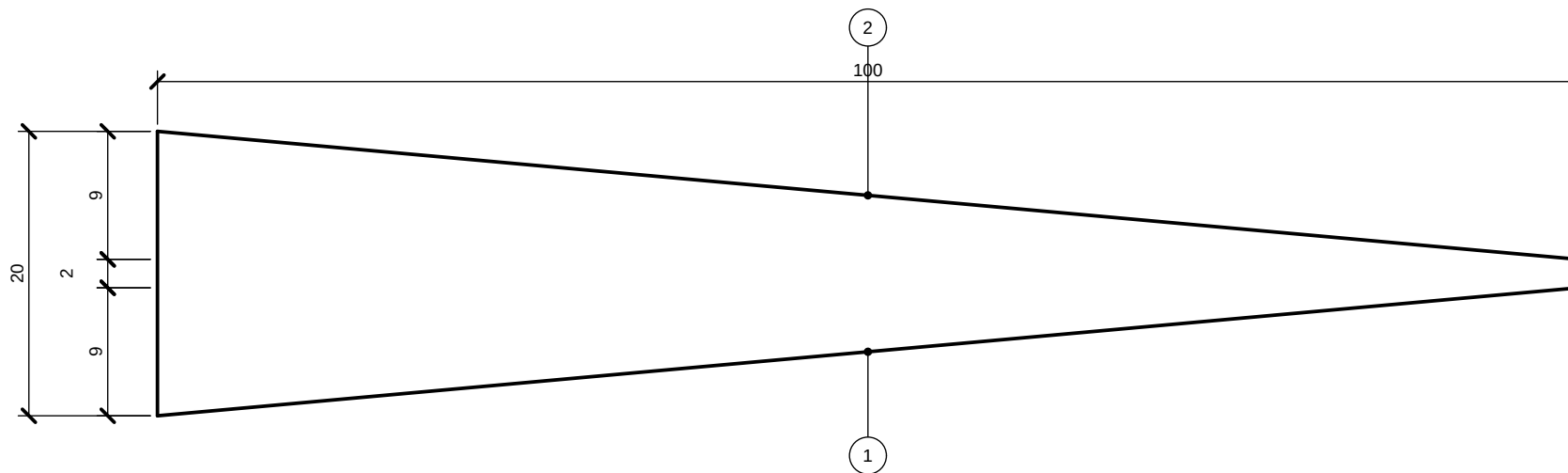
Wedge



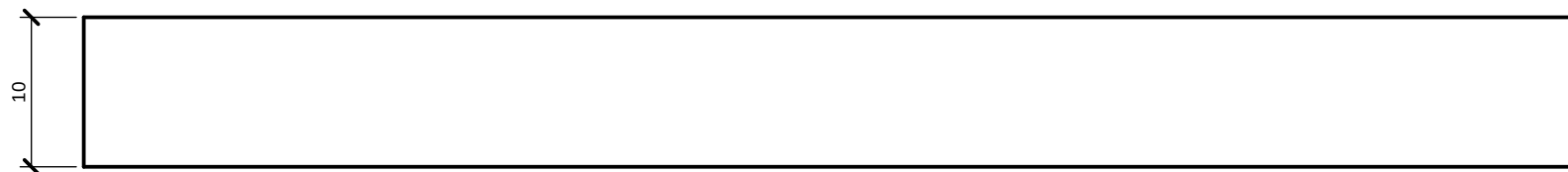
parts	1
overall	100 x 20 x 10 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

Contents

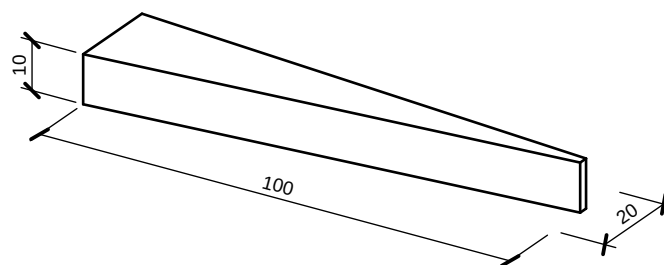
Drawings	3
1 board	3
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TOP FACE



FRONT EDGE



ISOMETRIC

- 1 taper 9 mm on front_edge towards right_end
- 2 taper 9 mm on back_edge towards right_end

part	board
of	wedge
make	1
cut size	100 x 20 x 10
material	oak
scale	2:1, mm

Cut list

board 100 x 20 x 10 mm oak
- taper 9 mm on front_edge towards right_end
- taper 9 mm on back_edge towards right_end

Appendix: source

Made with woodwright 0.9.0, build123d 0.13.0, Python 3.14.4.

To make these plans again:

```
uvx --python 3.14 woodwright==0.9.0 export cuts.wedge
```

cuts.wedge, in woodwright/examples/cuts.py

```
def wedge(
    length: float = 100, width: float = 20, tip: float = 2, stock: Stock = THIN_OAK
) -> Assembly:
    """A wedge, e.g. for a wedged tenon: both edges tapered towards the right end."""
    asm, board = _board("wedge", stock, length=length, width=width)
    for edge in (board.front_edge, board.back_edge):
        board.cut(Taper(edge, end=board.right_end, amount=(width - tip) / 2))
    return asm
```