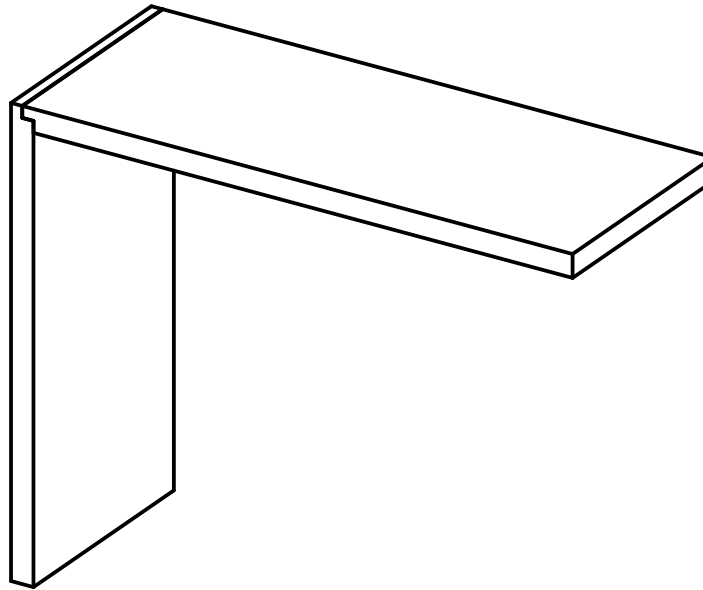


Interlocking rabbit corner



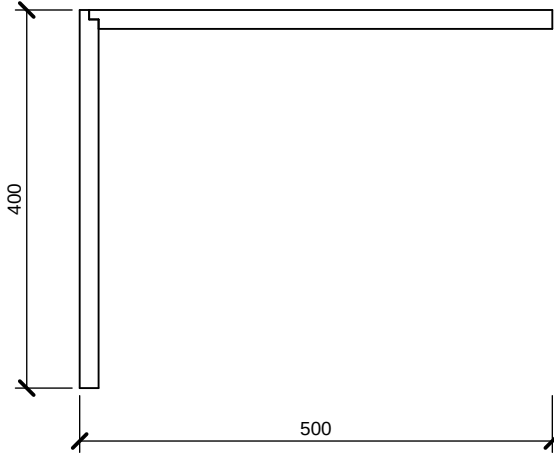
parts	2
overall	500 x 200 x 400 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

Contents

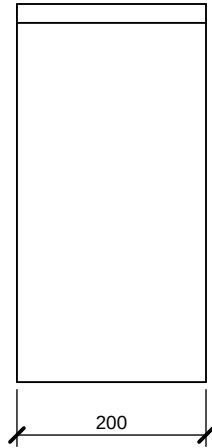
Drawings	3
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1 side	5
2 top	6
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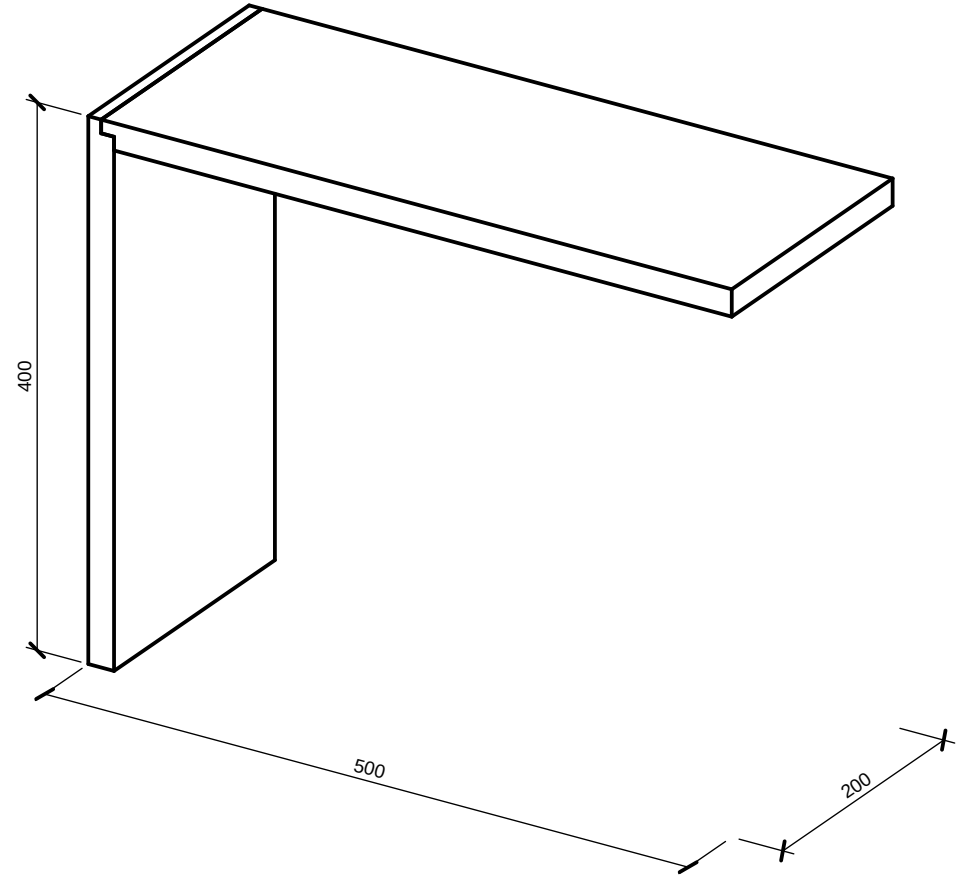
TOP



FRONT

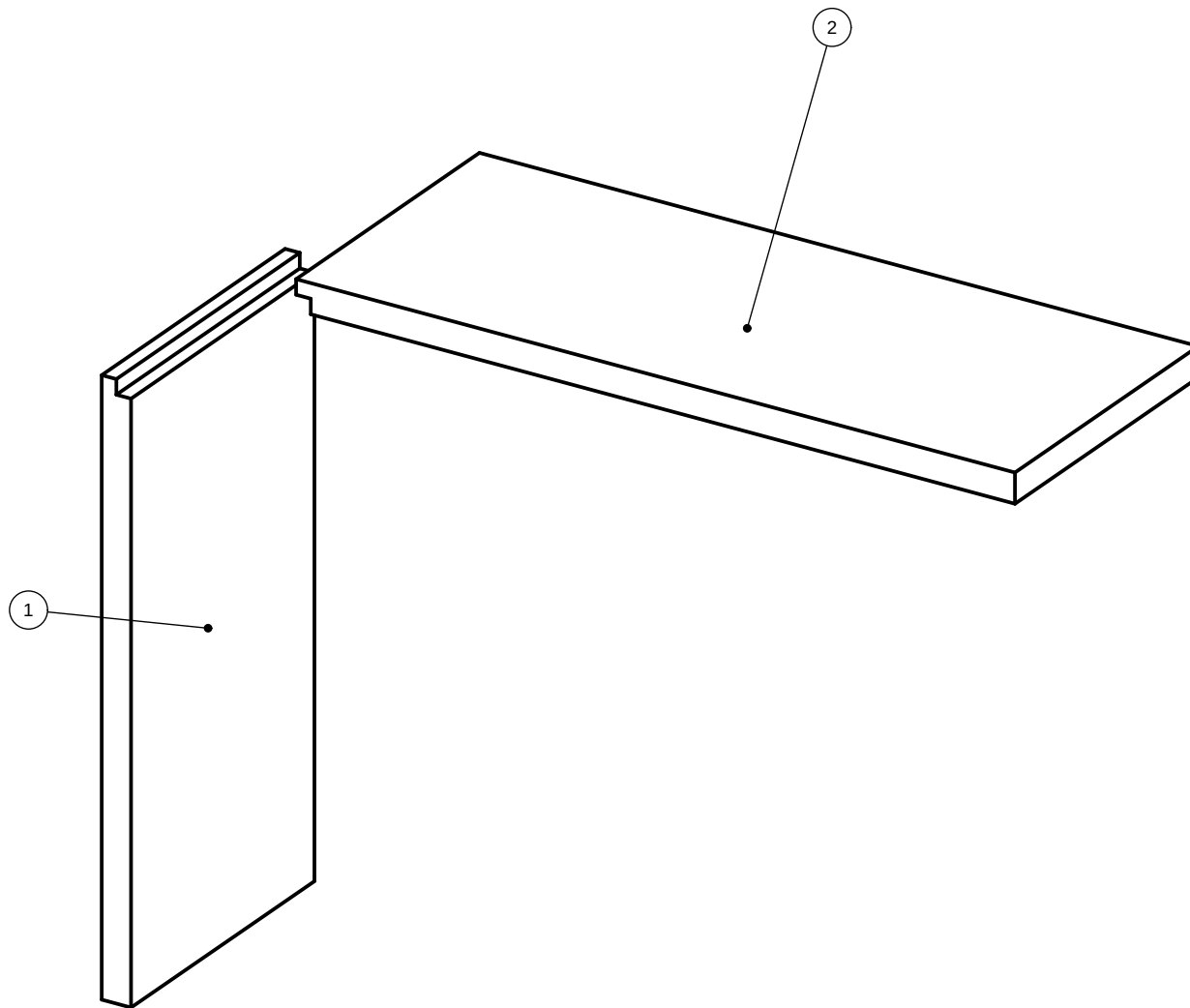


RIGHT SIDE



ISOMETRIC

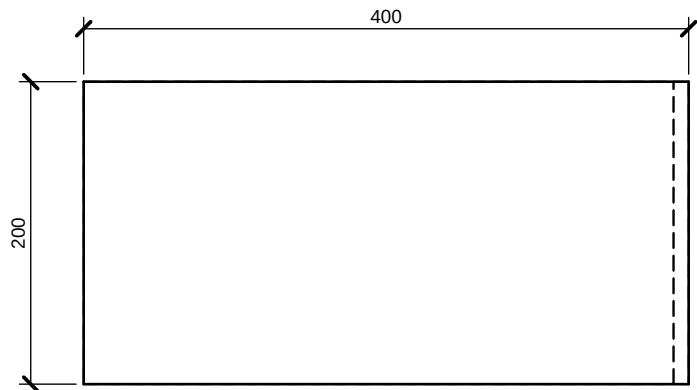
assembly	interlocking_rabbet_corner
parts	2
overall	500 x 200 x 400 (W x D x H)
material	oak
scale	1:8, mm



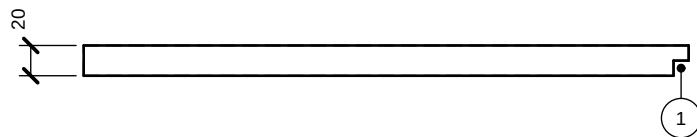
no.	part	qty	cut size (L x W x T)	material
1	side	1	400 x 200 x 20	oak
2	top	1	490 x 200 x 20	oak

EXPLODED

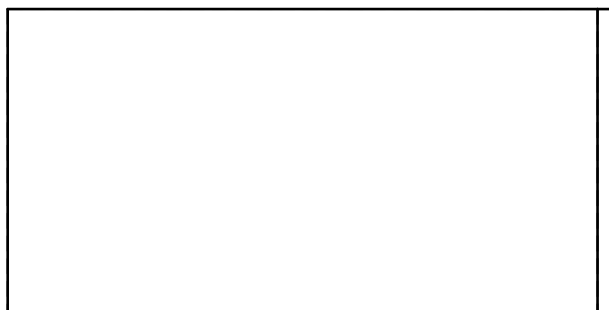
assembly	interlocking_rabbet_corner
parts	2
overall	500 x 200 x 400 (W x D x H)
material	oak
scale	not to scale, mm



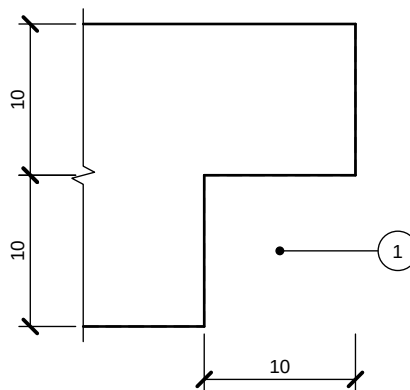
TOP FACE



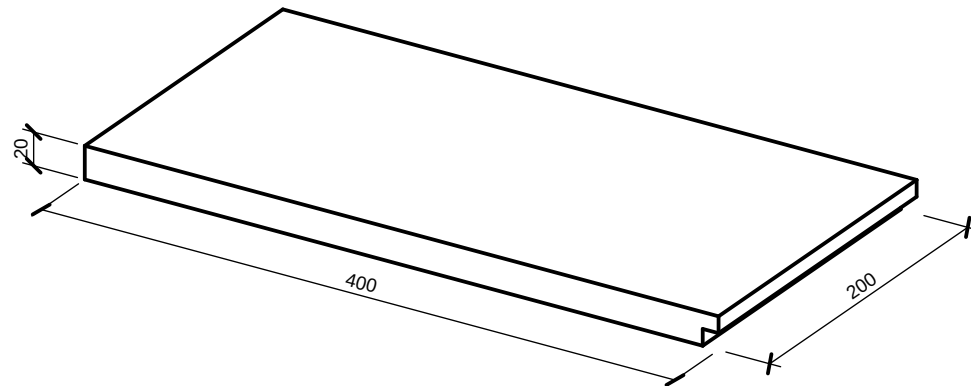
FRONT EDGE



BOTTOM FACE



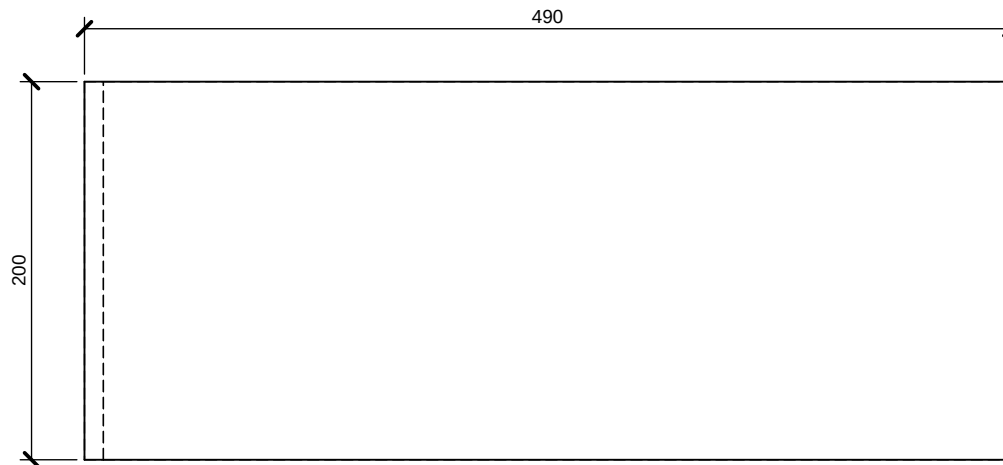
FRONT EDGE: 1 2:1



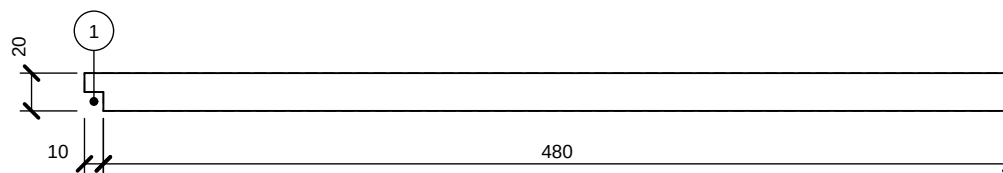
ISOMETRIC

1 end rabbet 10 mm, 10 deep, in bottom_face at right_end

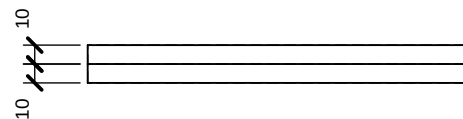
part	side
of	interlocking_rabbet_corner
make	1
cut size	400 x 200 x 20
material	oak
scale	1:5, mm



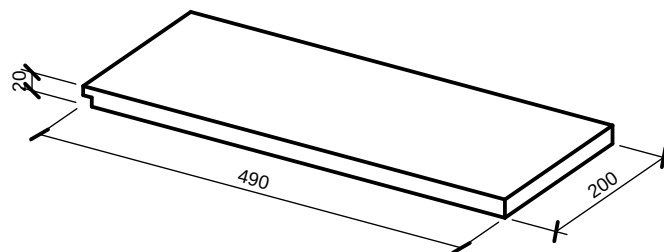
TOP FACE



FRONT EDGE



LEFT END



ISOMETRIC

1 lap 10 mm thick, 10 long, on left_end

part	top
of	interlocking_rabbet_corner
make	1
cut size	490 x 200 x 20
material	oak
scale	1:4, mm

Cut list

side 400 x 200 x 20 mm oak
- end rabbet 10 mm, 10 deep, in bottom_face at right_end
top 490 x 200 x 20 mm oak
- lap 10 mm thick, 10 long, on left_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 joints.interlocking_rabbit_corner
```

joints.interlocking_rabbit_corner, in woodwright/examples/joints.py

```
def interlocking_rabbit_corner(
    side_height: float = 400, top_length: float = 500, depth: float = 200, stock: Stock = OAK
) -> Assembly:
    """A carcass corner with two interlocking rabbits: a lip of the top in a rabbit of the side.

    The side's outer lip covers the top's end grain. The top's length is
    between the sides, the side's height is overall.
    """
    asm = Assembly("interlocking_rabbit_corner", root_location=CASE_SIDE)
    side = asm.add(Board("side", stock, length=side_height, width=depth))
    top = asm.add(Board("top", stock, length=top_length - stock.thickness, width=depth))
    asm.join(
        RabbitJoint(
            rabbit=side.bottom_face,
            end=top.left_end,
            at=side.right_end,
            lap=stock.thickness / 2,
        )
    )
    return asm
```