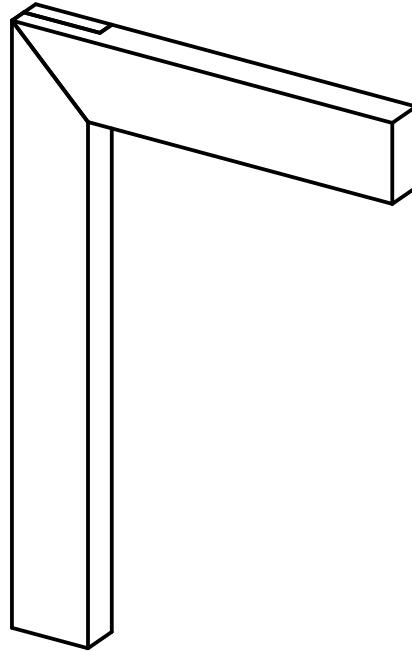


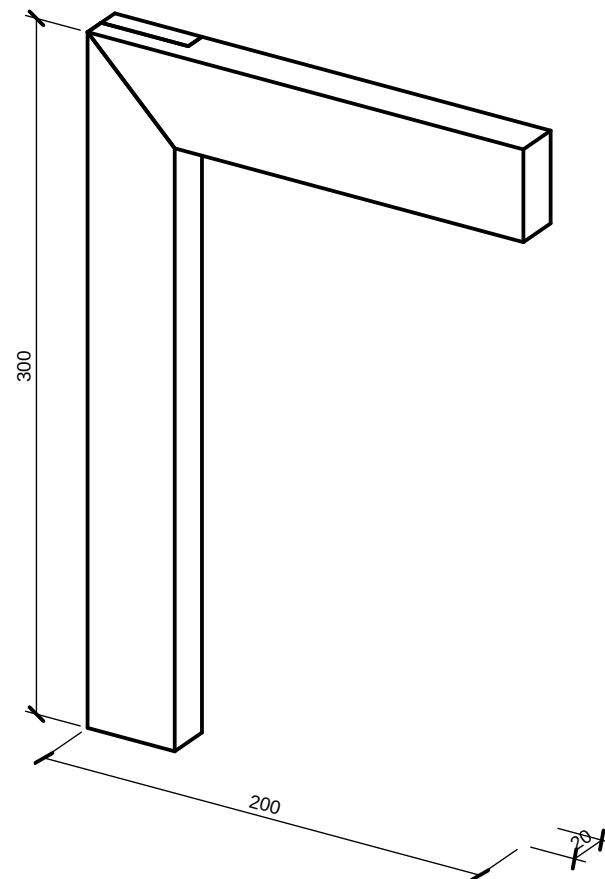
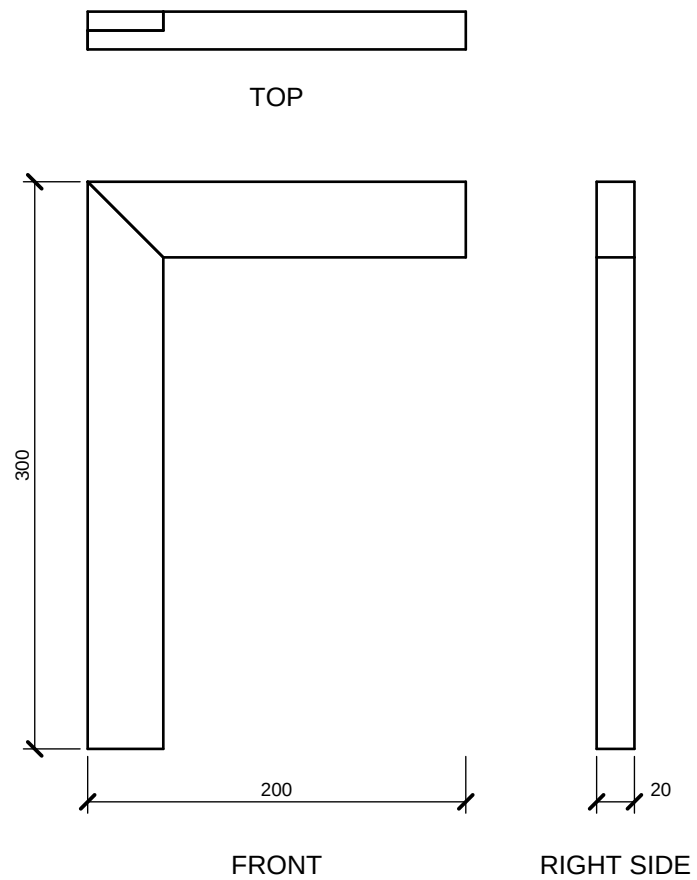
Mitred half lap



parts	2
overall	200 x 20 x 300 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

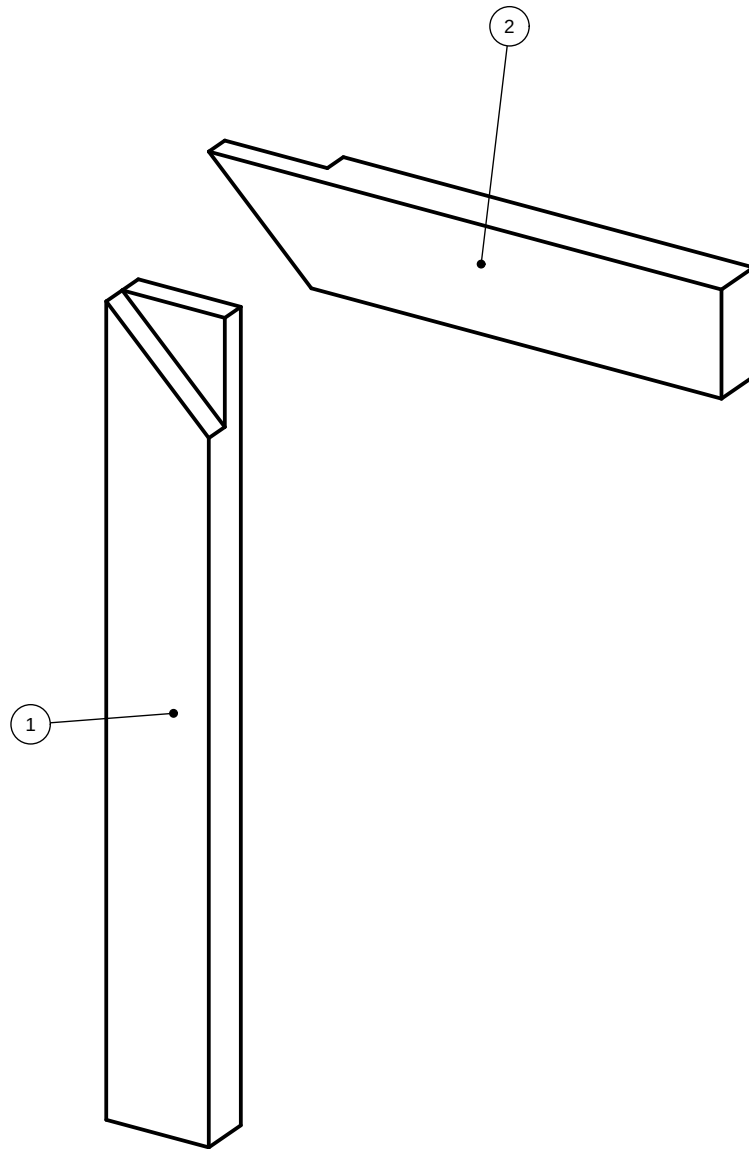
Contents

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1 stile	5
2 rail	6
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ISOMETRIC

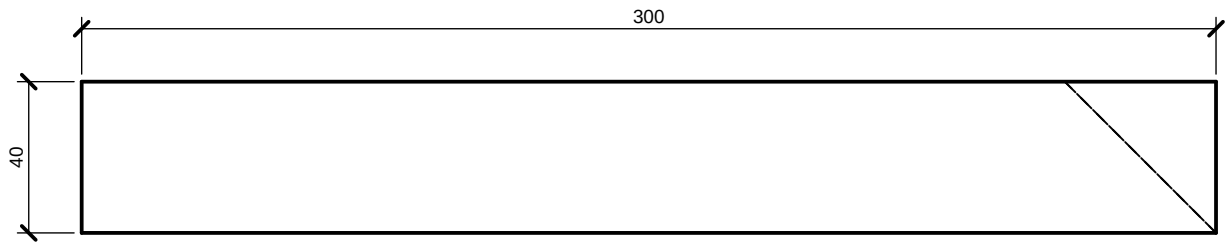
assembly	mitred_half_lap
parts	2
overall	200 x 20 x 300 (W x D x H)
material	oak
scale	1:4, mm



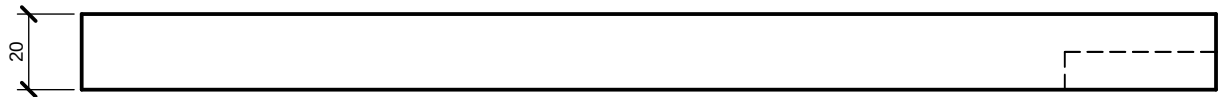
no.	part	qty	cut size (L x W x T)	material
1	stile	1	300 x 40 x 20	oak
2	rail	1	200 x 40 x 20	oak

EXPLODED

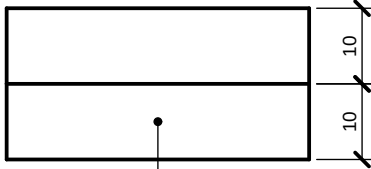
assembly	mitred_half_lap
parts	2
overall	200 x 20 x 300 (W x D x H)
material	oak
scale	not to scale, mm



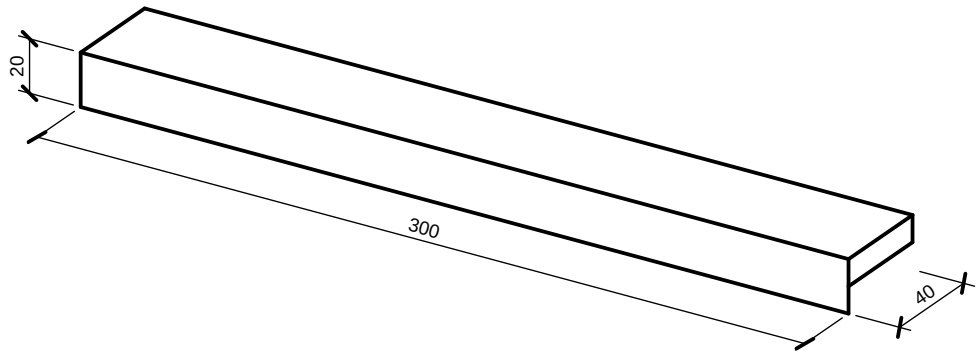
TOP FACE



FRONT EDGE



RIGHT END 1:1



ISOMETRIC

1 mitre 45 deg on right_end, back_edge inside, 10 deep from bottom_face

part	stile
of	mitred_half_lap
make	1
cut size	300 x 40 x 20
material	oak
scale	1:2, mm

Cut list

stile 300 x 40 x 20 mm oak
- mitre 45 deg on right_end, back_edge inside, 10 deep from bottom_face
rail 200 x 40 x 20 mm oak
- mitre 45 deg on left_end, back_edge inside, 10 deep from bottom_face
- end rabbet 40 mm, 10 deep, in top_face at 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.mitred_half_lap
```

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

```
def mitred_half_lap(
    stile_length: float = 300, rail_length: float = 200, width: float = 40, stock: Stock = OAK
) -> Assembly:
    """A frame corner mitred on the face and half-lapped behind: lengths to the outside.

    The front half of both parts is mitred, so the face towards the viewer
    looks like a mitre corner; at the back the stile keeps a lap across the
    whole corner, under the rail cut back by an end rabbet.
    """
    asm = Assembly("mitred_half_lap", root_location=STANDING)
    stile = asm.add(Board("stile", stock, length=stile_length, width=width))
    rail = asm.add(Board("rail", stock, length=rail_length, width=width))
    asm.join(
        MitredHalfLap(
            stile.right_end, rail.left_end, stile.back_edge, rail.back_edge, face=stile.bottom_face
        )
    )
    return asm
```