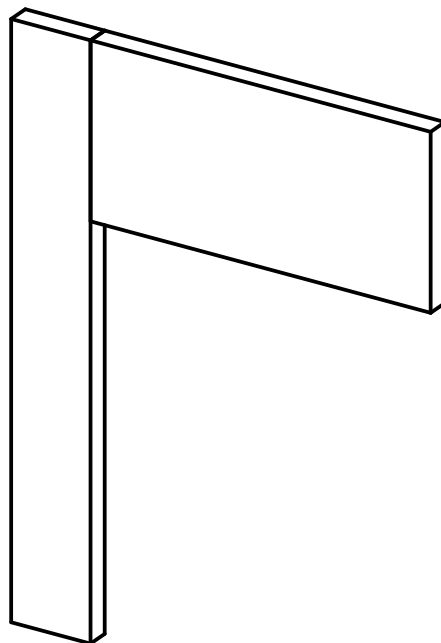


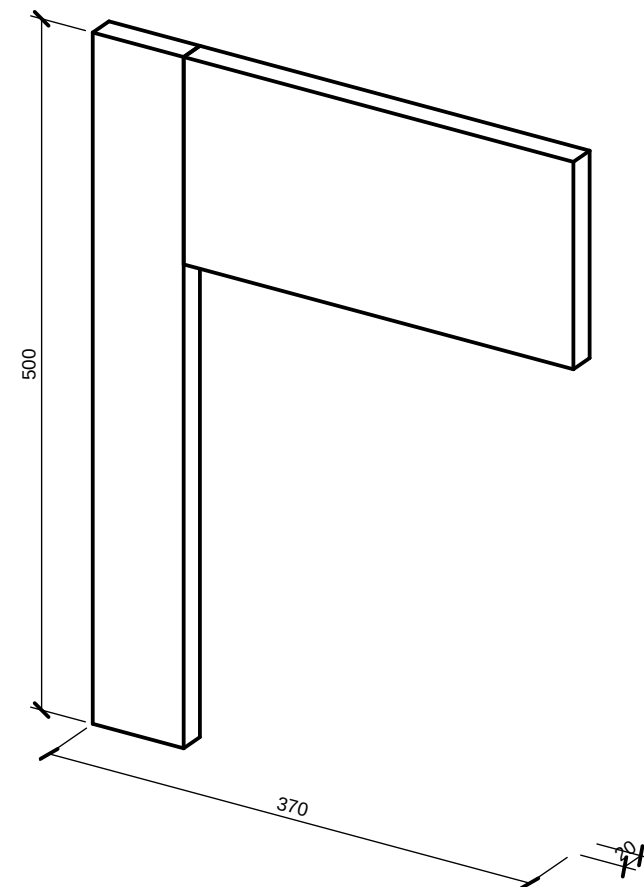
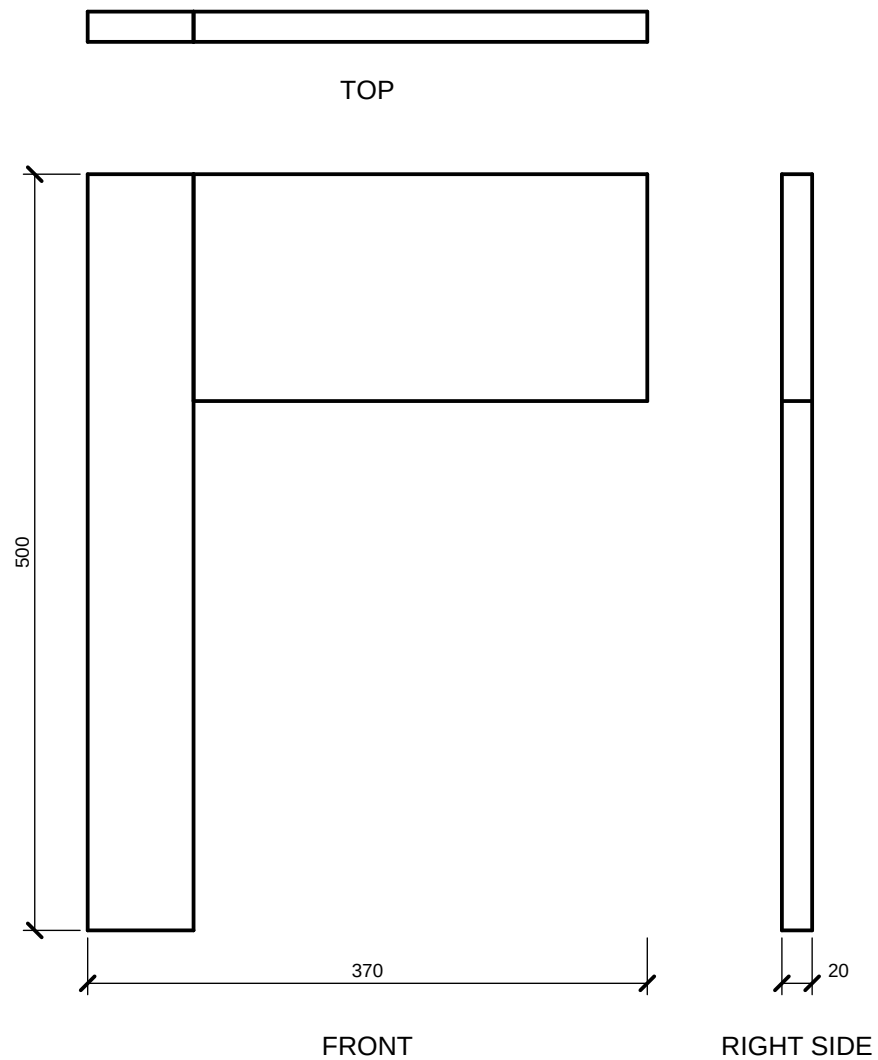
Twin tenon corner



parts	2
overall	370 x 20 x 500 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

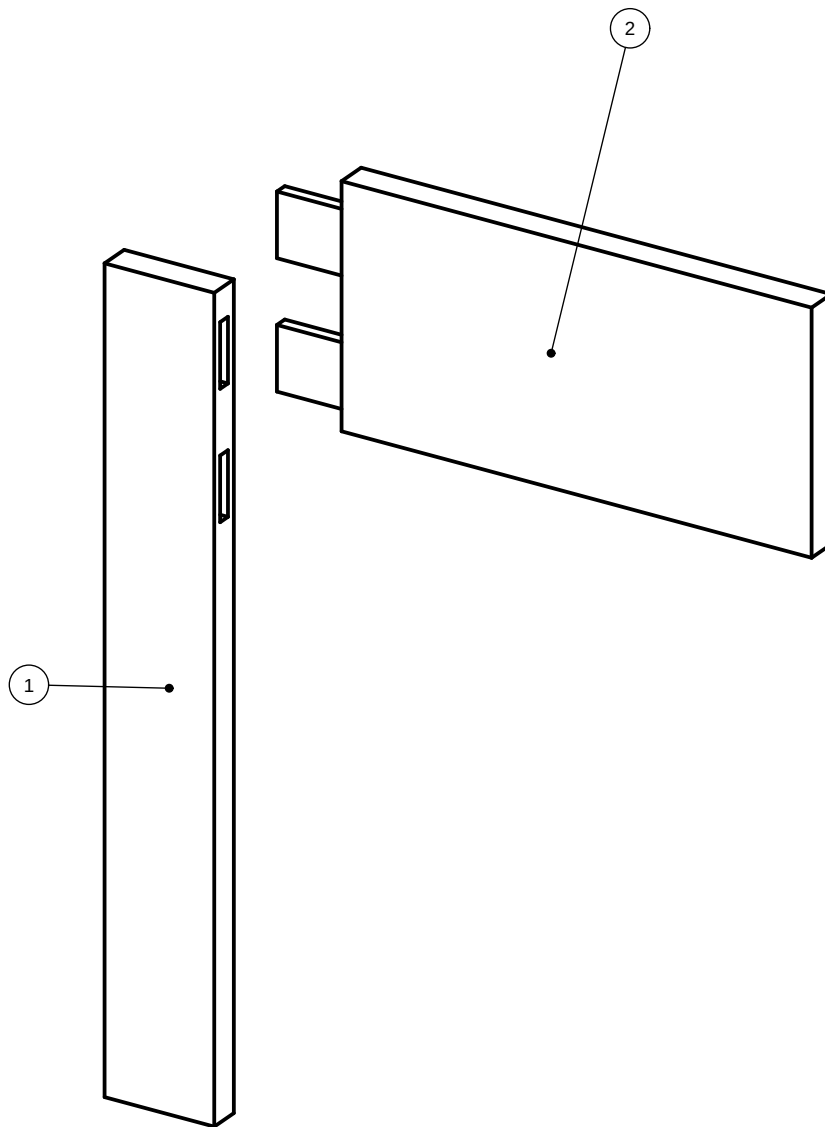
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ISOMETRIC

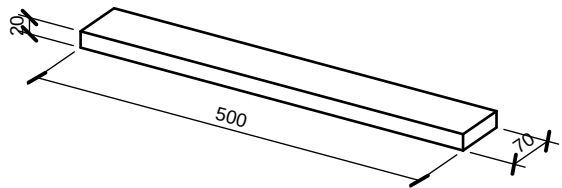
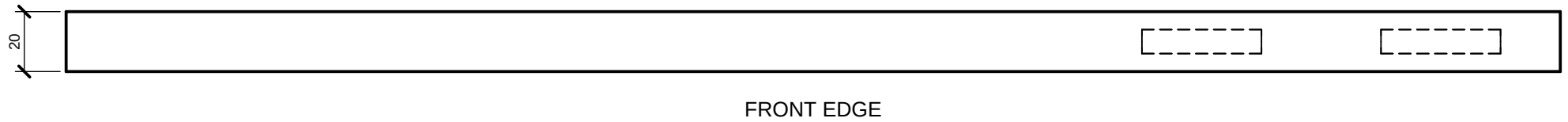
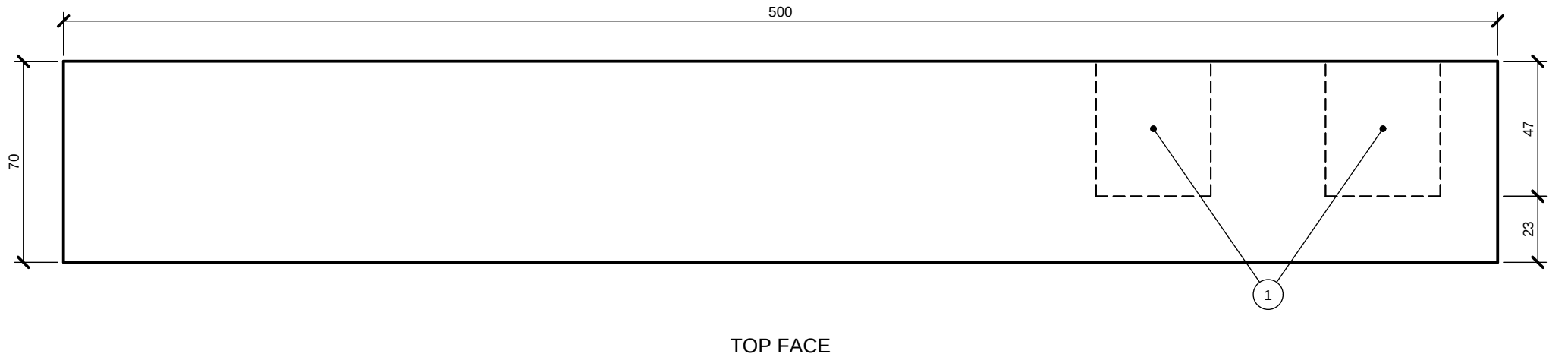
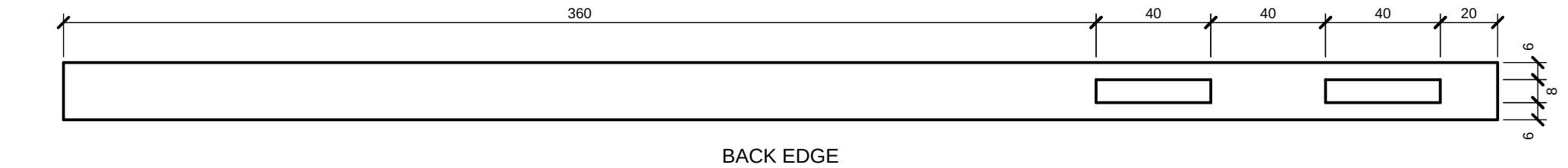
assembly	twin_tenon_corner
parts	2
overall	370 x 20 x 500 (W x D x H)
material	oak
scale	1:5, mm



no.	part	qty	cut size (L x W x T)	material
1	stile	1	500 x 70 x 20	oak
2	rail	1	345 x 150 x 20	oak

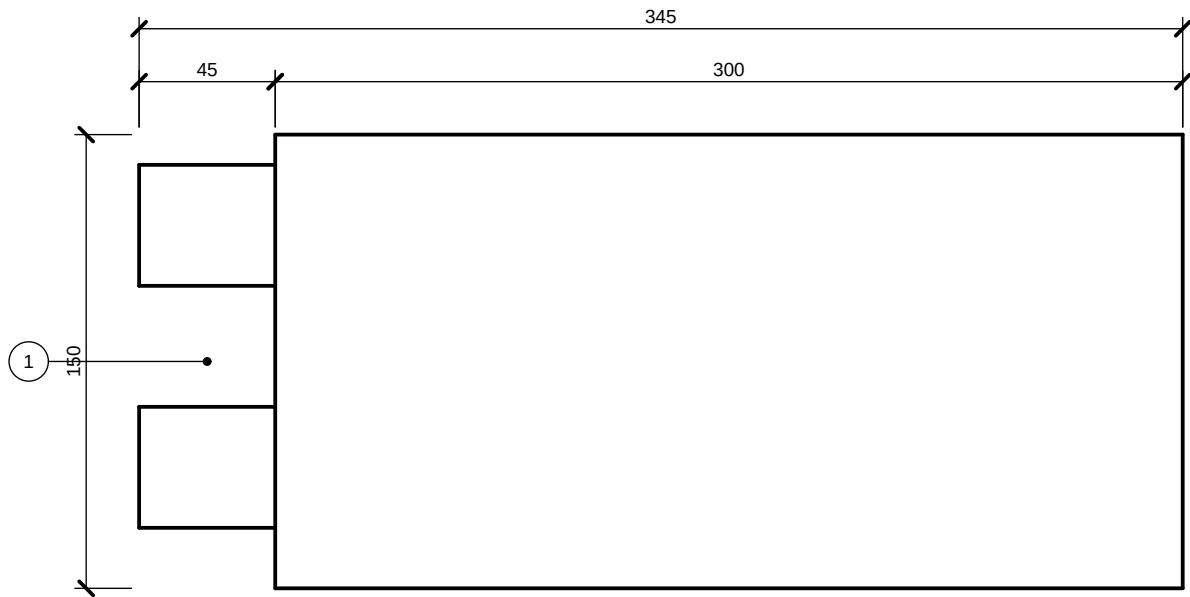
EXPLODED

assembly	twin_tenon_corner
parts	2
overall	370 x 20 x 500 (W x D x H)
material	oak
scale	not to scale, mm

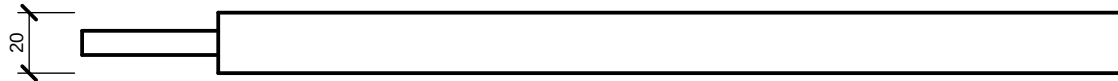


1 2 x mortise 40 x 8 mm, 47 deep, in back_edge

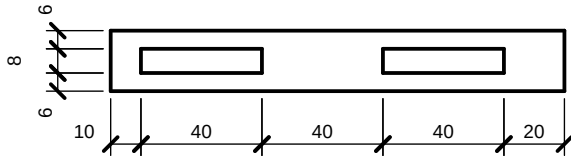
part	stile
of	twin_tenon_corner
make	1
cut size	500 x 70 x 20
material	oak
scale	1:2, mm



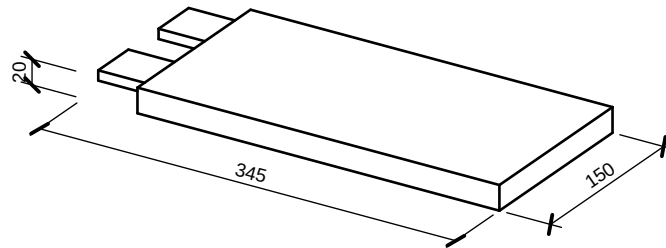
TOP FACE



FRONT EDGE



LEFT END



ISOMETRIC

part	rail
of	twin_tenon_corner
make	1
cut size	345 x 150 x 20
material	oak
scale	1:2.5, mm

1 2 tenons 40 x 8 mm, 45 long, 40 apart, on left_end

Cut list

stile 500 x 70 x 20 mm oak
- 2 x mortise 40 x 8 mm, 47 deep, in back_edge
rail 345 x 150 x 20 mm oak
- 2 tenons 40 x 8 mm, 45 long, 40 apart, 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.twin_tenon_corner
```

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

```
def twin_tenon_corner(
    stile_length: float = 500,
    rail_length: float = 300,
    stile_width: float = 70,
    rail_width: float = 150,
    outer_shoulder: float = 20,
    stock: Stock = OAK,
) -> Assembly:
    """A wide rail at a frame corner (e.g. the bottom rail of a door) with twin tenons.

    A single tenon as wide as the rail would need a long mortise weakening
    the stile, and would shrink and swell too much across its width; two
    tenons side by side, each in its own mortise, keep the material between
    them. The outer shoulder keeps the mortises away from the end of the stile.
    """
    asm = Assembly("twin_tenon_corner", root_location=STANDING)
    stile = asm.add(Board("stile", stock, length=stile_length, width=stile_width))
    rail = asm.add(Board("rail", stock, length=rail_length, width=rail_width))
    asm.join(
        MortiseTenon(
            tenon=rail.left_end,
            mortise=stile.back_edge,
            position=flush_with(stile.right_end),
            shoulder=(outer_shoulder, 10), # the front edge is outer, at the end of the stile
            tenons=2,
            tenon_length=45,
        )
    )
    return asm
```