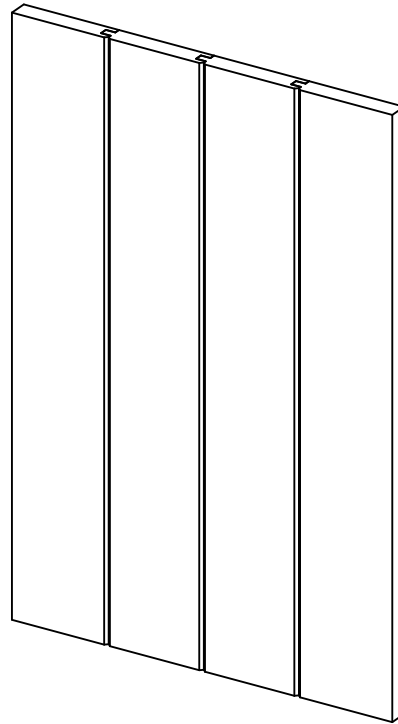


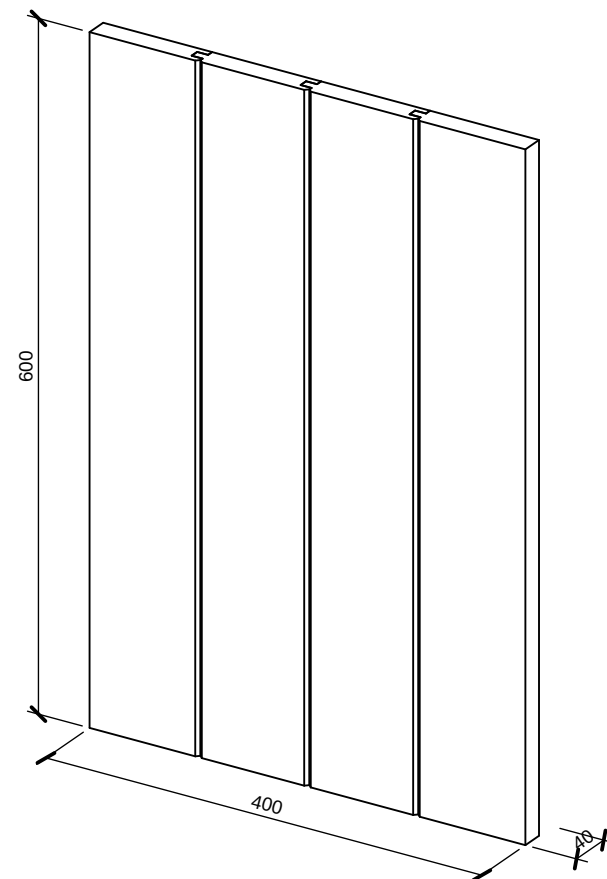
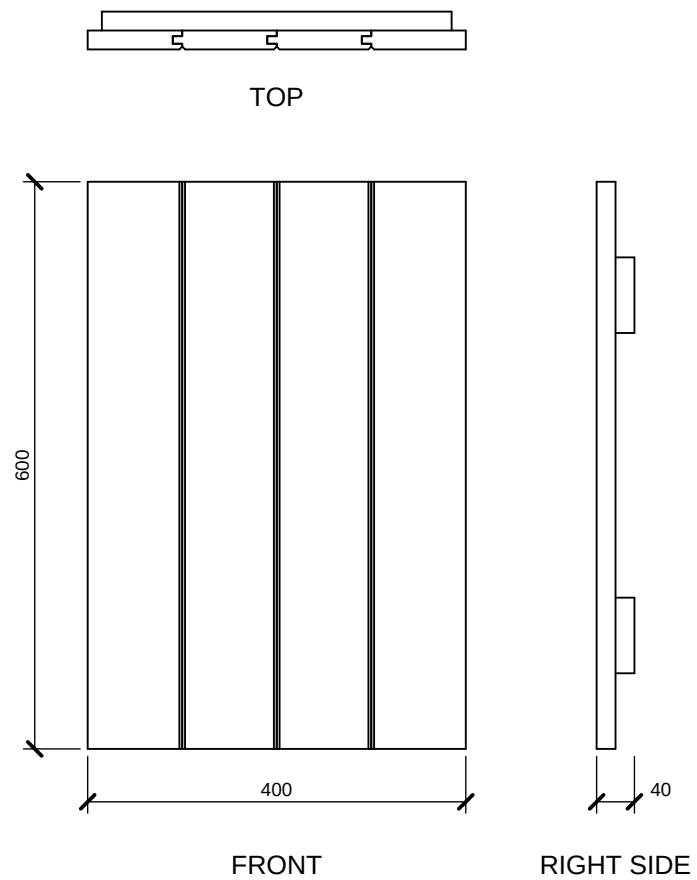
Ledged door



parts	6 (4 different)
overall	400 x 40 x 600 (W x D x H)
material	oak
date	2026-10-25
made with	woodwright 0.9.0

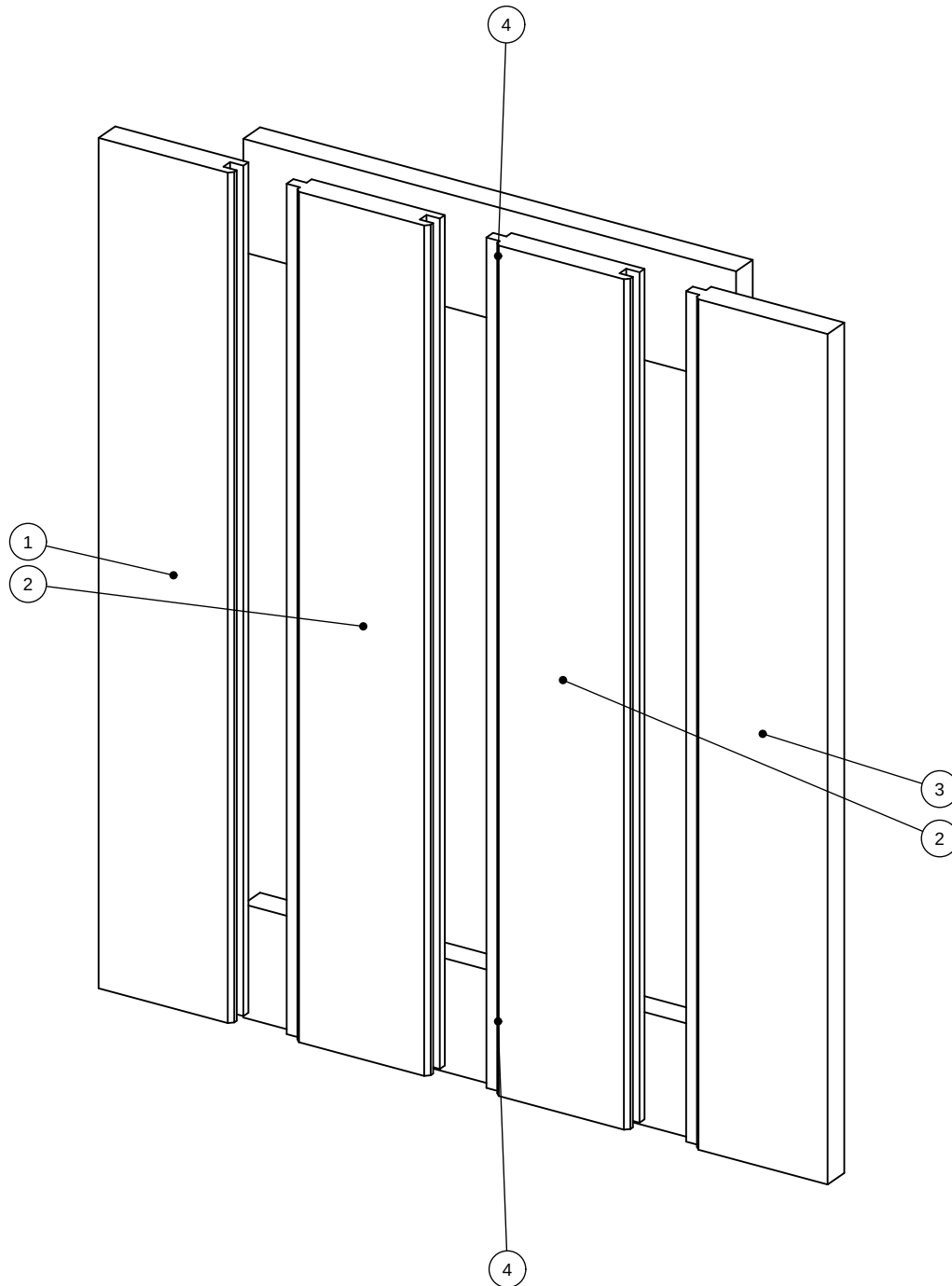
Contents

Drawings	3
Assembly	3
Parts	4
1 board_1	5
2 board	6
3 board_4	7
4 ledge	8
 Cut list	 9
 Appendix: source	 10



ISOMETRIC

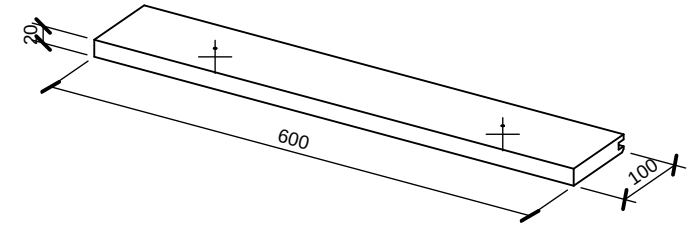
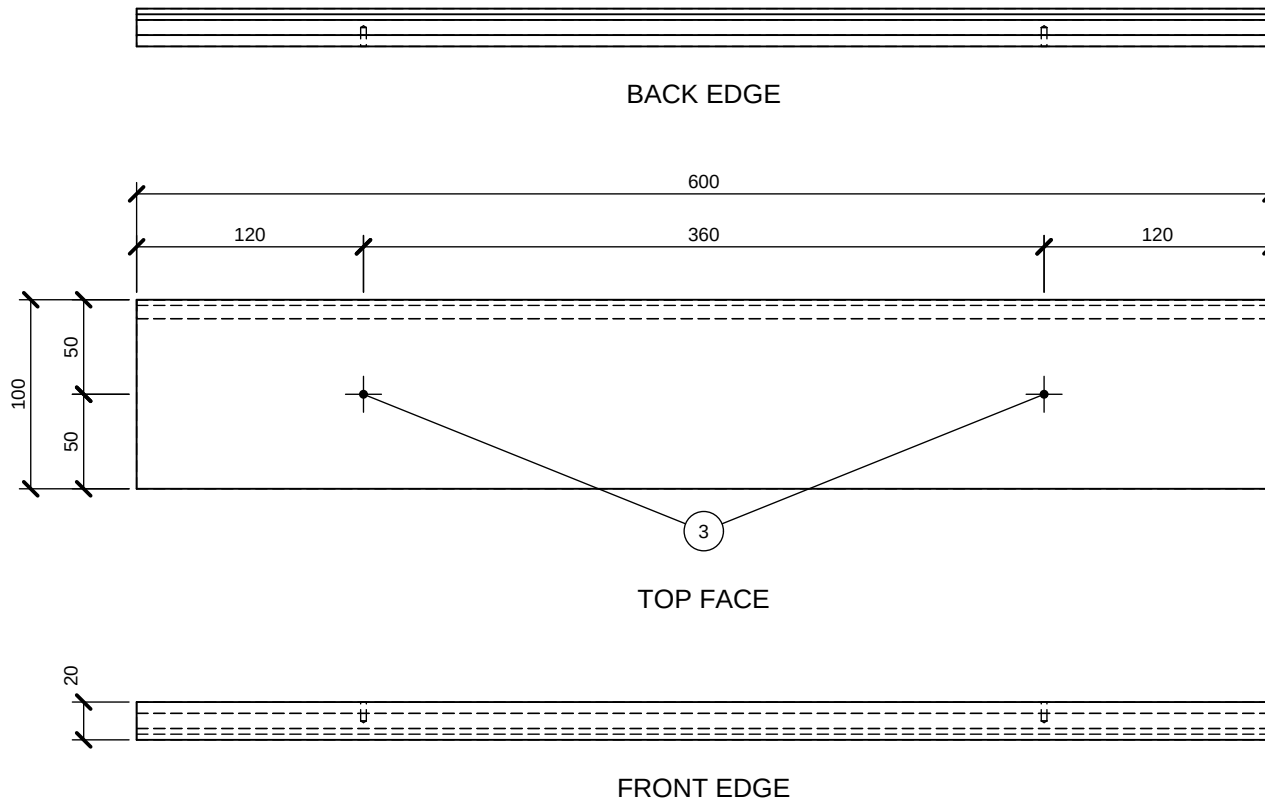
assembly	ledged_door
parts	6 (4 different)
overall	400 x 40 x 600 (W x D x H)
material	oak
scale	1:8, mm



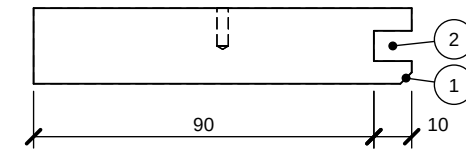
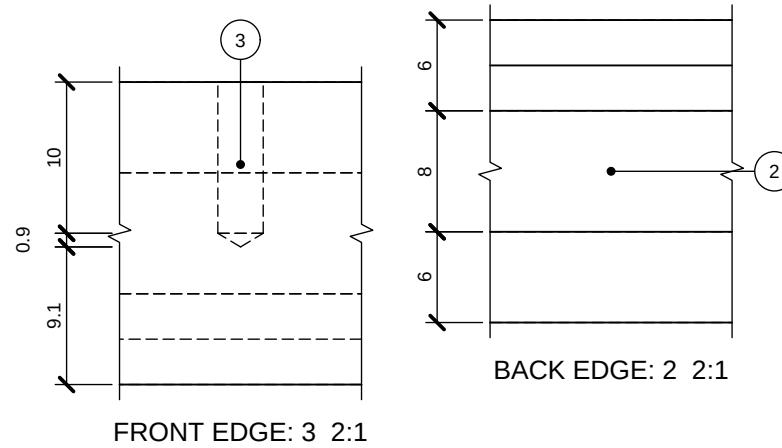
EXPLODED

no.	part	qty	cut size (L x W x T)	material
1	board_1	1	600 x 100 x 20	oak
2	board	2	600 x 110 x 20	oak
3	board_4	1	600 x 110 x 20	oak
4	ledge	2	370 x 80 x 20	oak

assembly	ledged_door
parts	6 (4 different)
overall	400 x 40 x 600 (W x D x H)
material	oak
scale	not to scale, mm



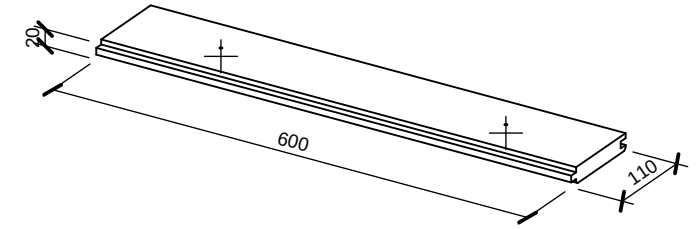
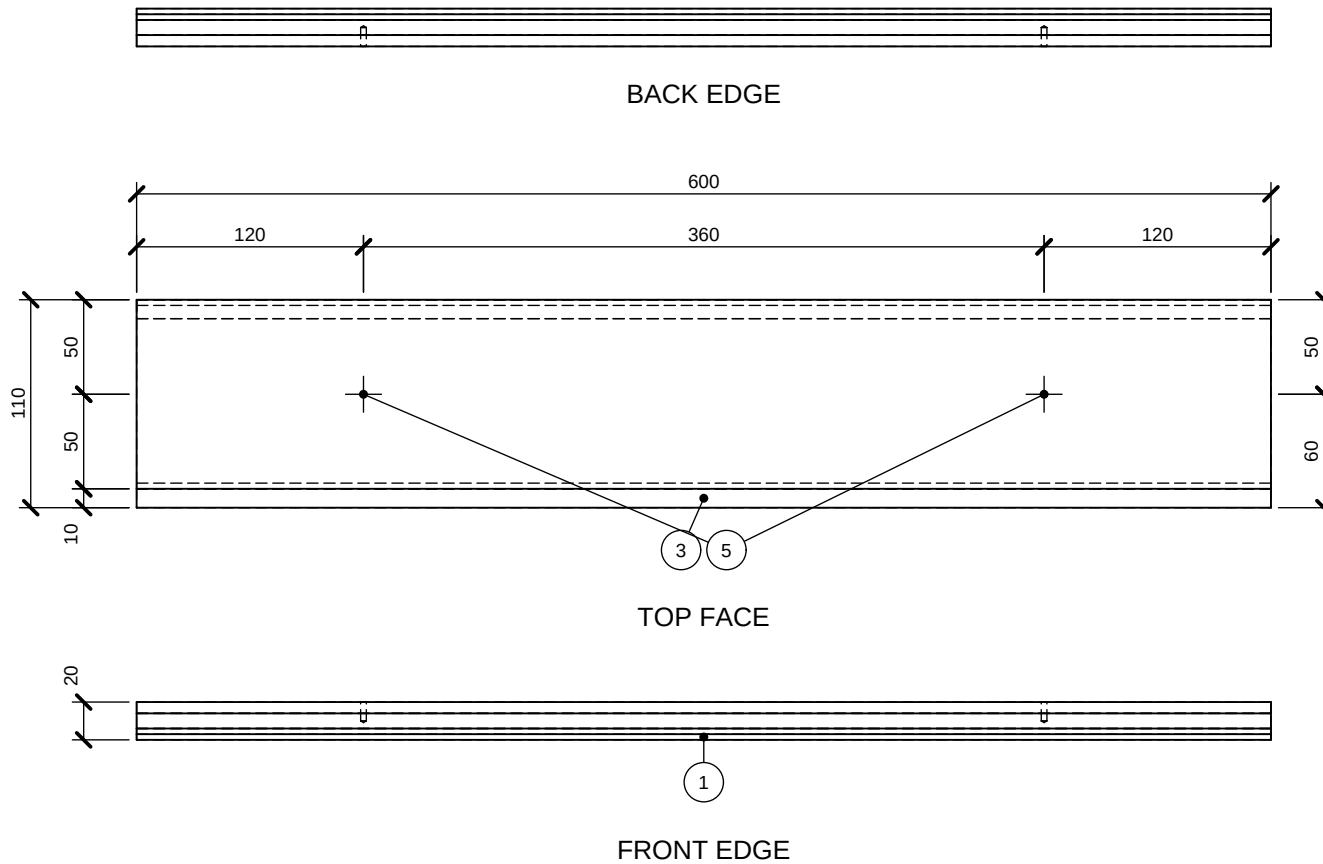
ISOMETRIC



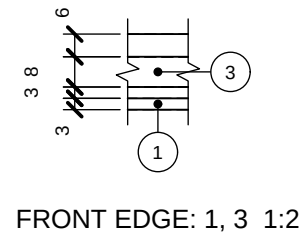
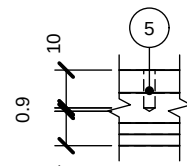
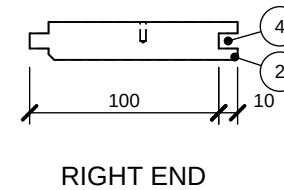
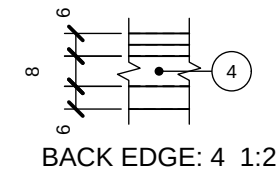
RIGHT END 1:2

- 1 chamfer 3 mm on bottom_face_back_edge_arris
- 2 groove 8 mm, 10 deep, in back_edge
- 3 2 x pilot hole ø3, 10 deep, drill point 118 deg, in top_face, for a 4 x 30 screw

part	board_1
of	ledged_door
make	1
cut size	600 x 100 x 20
material	oak
scale	1:4, mm



ISOMETRIC



2 pieces: board_2, board_3

1 chamfer 3 mm on bottom_face_front_edge_aris

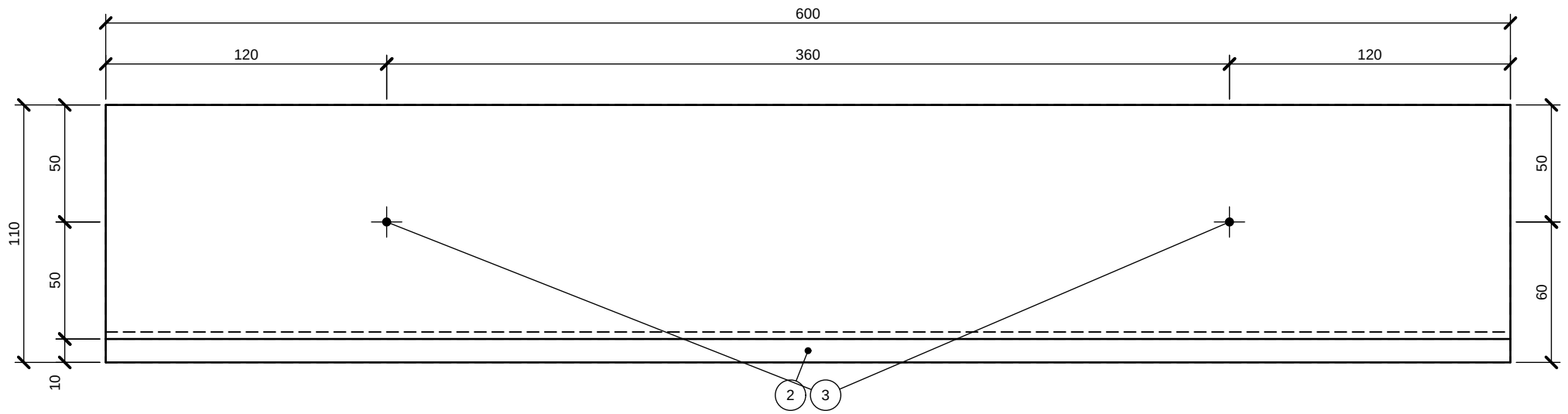
2 chamfer 3 mm on bottom_face_back_edge_aris

3 tongue 8 mm thick, 10 long, on front_edge

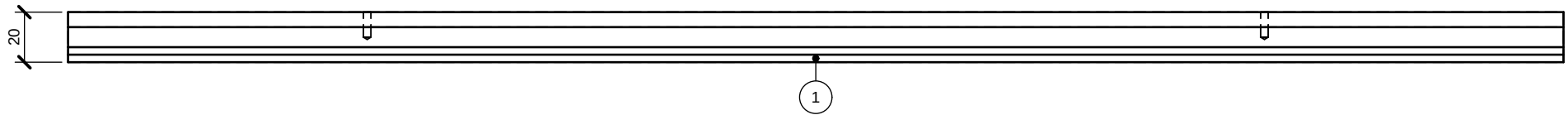
4 groove 8 mm, 10 deep, in back_edge

5 2 x pilot hole $\varnothing 3$, 10 deep, drill point 118 deg, in top_face, for a 4 x 30 screw

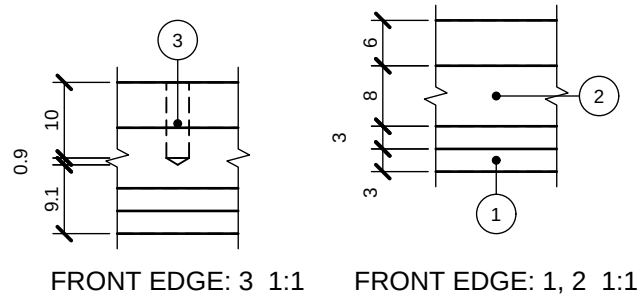
part	board
of	ledged_door
make	2
cut size	600 x 110 x 20
material	oak
scale	1:4, mm



TOP FACE

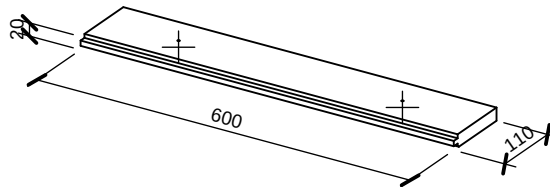


FRONT EDGE



FRONT EDGE: 3 1:1

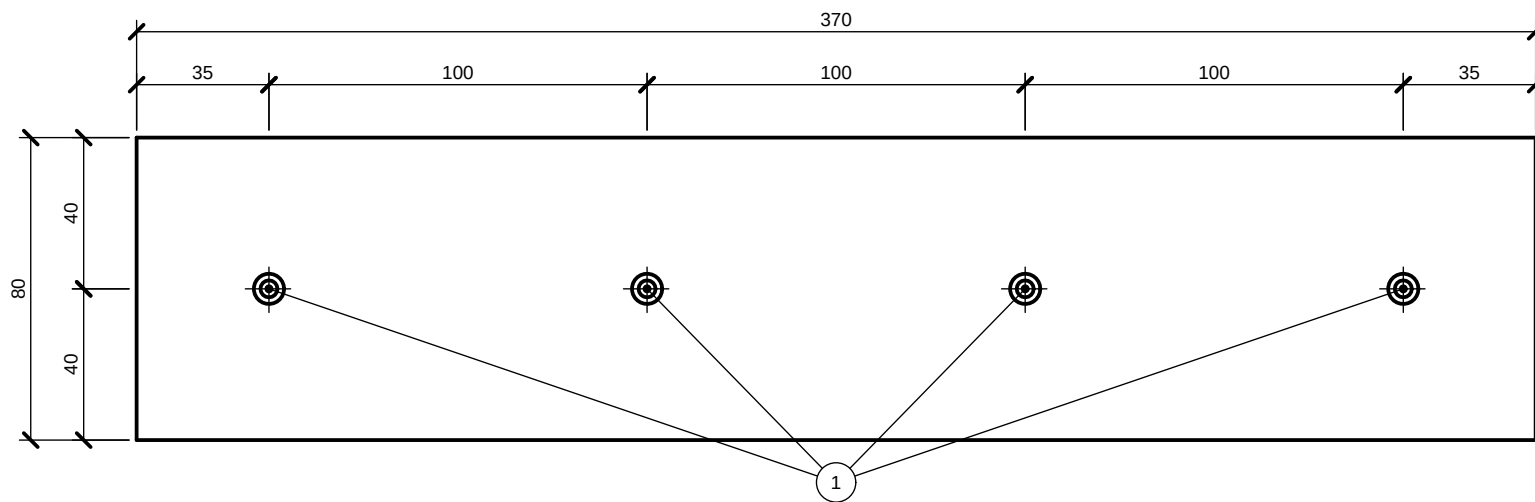
FRONT EDGE: 1, 2 1:1



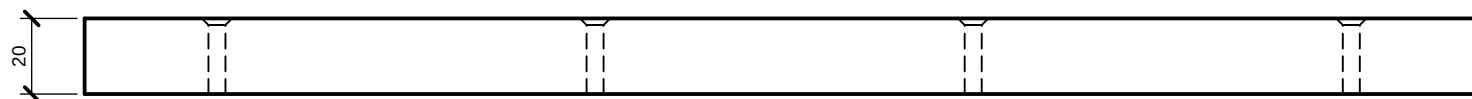
ISOMETRIC

- 1 chamfer 3 mm on bottom_face_front_edge_arris
- 2 tongue 8 mm thick, 10 long, on front_edge
- 3 2 x pilot hole $\varnothing 3$, 10 deep, drill point 118 deg, in top_face, for a 4 x 30 screw

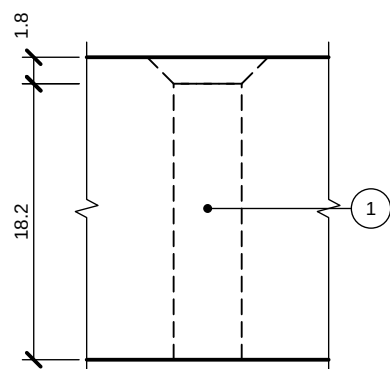
part	board_4
of	ledged_door
make	1
cut size	600 x 110 x 20
material	oak
scale	1:2.5, mm



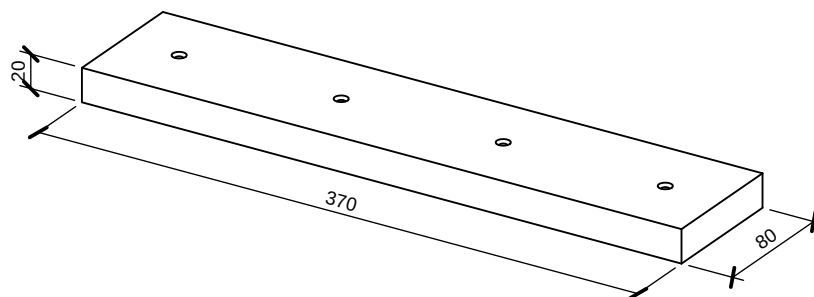
TOP FACE



FRONT EDGE



FRONT EDGE: 1 2:1



ISOMETRIC

2 pieces: ledge_top, ledge_bottom

1 4 x clearance hole $\varnothing 4.5$, countersunk $\varnothing 8$, 90 deg, in top_face, for a 4 x 30 screw

part	ledge
of	ledged_door
make	2
cut size	370 x 80 x 20
material	oak
scale	1:2, mm

Cut list

board_1 600 x 100 x 20 mm oak
- chamfer 3 mm on bottom_face_back_edge_arris
- groove 8 mm, 10 deep, in back_edge
- 2 x pilot hole $\varnothing 3$, 10 deep, drill point 118 deg, in top_face, 120 and 480 from left_end; centered, for a 4 x 30 screw

board 600 x 110 x 20 mm oak, 2 pieces: board_2, board_3
- chamfer 3 mm on bottom_face_front_edge_arris
- chamfer 3 mm on bottom_face_back_edge_arris
- tongue 8 mm thick, 10 long, on front_edge
- groove 8 mm, 10 deep, in back_edge
- 2 x pilot hole $\varnothing 3$, 10 deep, drill point 118 deg, in top_face, 120 and 480 from left_end; centered, for a 4 x 30 screw

board_4 600 x 110 x 20 mm oak
- chamfer 3 mm on bottom_face_front_edge_arris
- tongue 8 mm thick, 10 long, on front_edge
- 2 x pilot hole $\varnothing 3$, 10 deep, drill point 118 deg, in top_face, 120 and 480 from left_end; centered, for a 4 x 30 screw

ledge 370 x 80 x 20 mm oak, 2 pieces: ledge_top, ledge_bottom
- 4 x clearance hole $\varnothing 4.5$, countersunk $\varnothing 8$, 90 deg, in top_face, 35 to 335 every 100 from left_end; centered, for a 4 x 30 screw

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 projects.ledged_door
```

projects.ledged_door, in woodwright/examples/projects.py

```
def ledged_door(
    height: float = 600,
    width: float = 400,
    boards: int = 4,
    ledge_width: float = 80,
    ledge_from_ends: float = 80,
    ledge_inset: float = 15,
    chamfer: float = 3,
    stock: Stock = OAK,
) -> Assembly:
    """A ledged cupboard door: tongue-and-groove boards on two ledges across the back.

    The boards stand side by side, each tongued into a groove along the
    next, not glued, so they can move; the outer boards' outer edges are
    plain. On the front the arrises along the joints are chamfered, so
    that each joint shows as a V and a gap opening as the boards shrink
    is hidden. The ledges, `ledge_from_ends` from the top and the bottom
    and `ledge_inset` in from the sides, are screwed to each board from
    the back, one screw in the middle of each board, so that the boards can
    still move; no braces.
    """
    # The boards' reference faces are at the back, their back edges to the right.
    asm = Assembly("ledged_door", root_location=STANDING)
    door = [
        asm.add(Board(f"board_{i + 1}", stock, length=height, width=width / boards))
        for i in range(boards)
    ]
    for a, b in itertools.pairwise(door):
        asm.join(TongueAndGroove(tongue=b.front_edge, groove=a.back_edge))
        for edge in (a.back_edge, b.front_edge):
```

```

        edge.part.cut(Chamfer(edge.part.arris(edge.part.bottom_face, edge), size=chamfer))
first = door[0]
for name, end in [("top", first.right_end), ("bottom", first.left_end)]:
    ledge = asm.add(
        Board(f"ledge_{name}", stock, length=width - 2 * ledge_inset, width=ledge_width)
    )
    asm.join(
        Butt(
            first.top_face,
            ledge.bottom_face,
            position=offset(ledge_from_ends, ref=end),
            flush=(first.front_edge, ledge.left_end),
            across=offset(ledge_inset),
        )
    )
    for i, board in enumerate(door):
        at = {ledge.left_end: (i + 0.5) * board.width - ledge_inset}
        asm.join(Screw(ledge.top_face, into=board, length=30, at=at))
return asm

```