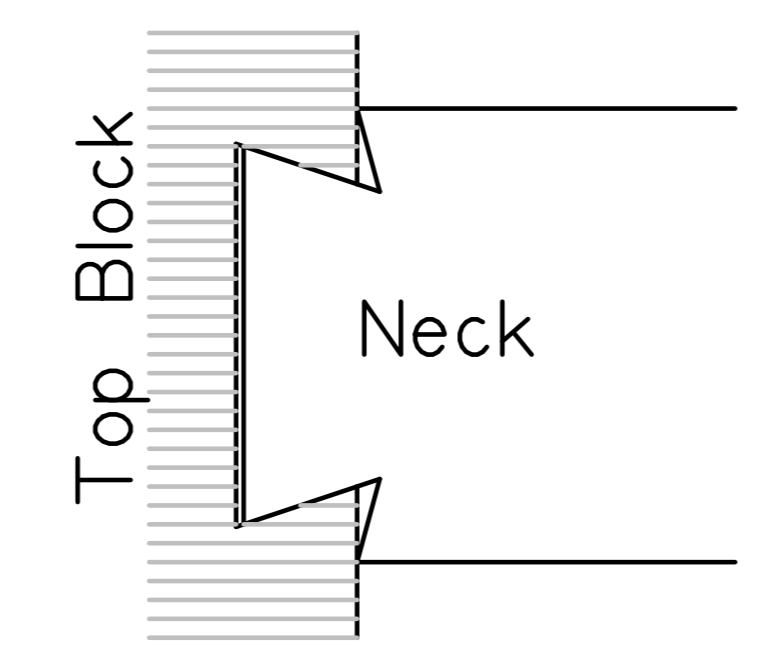
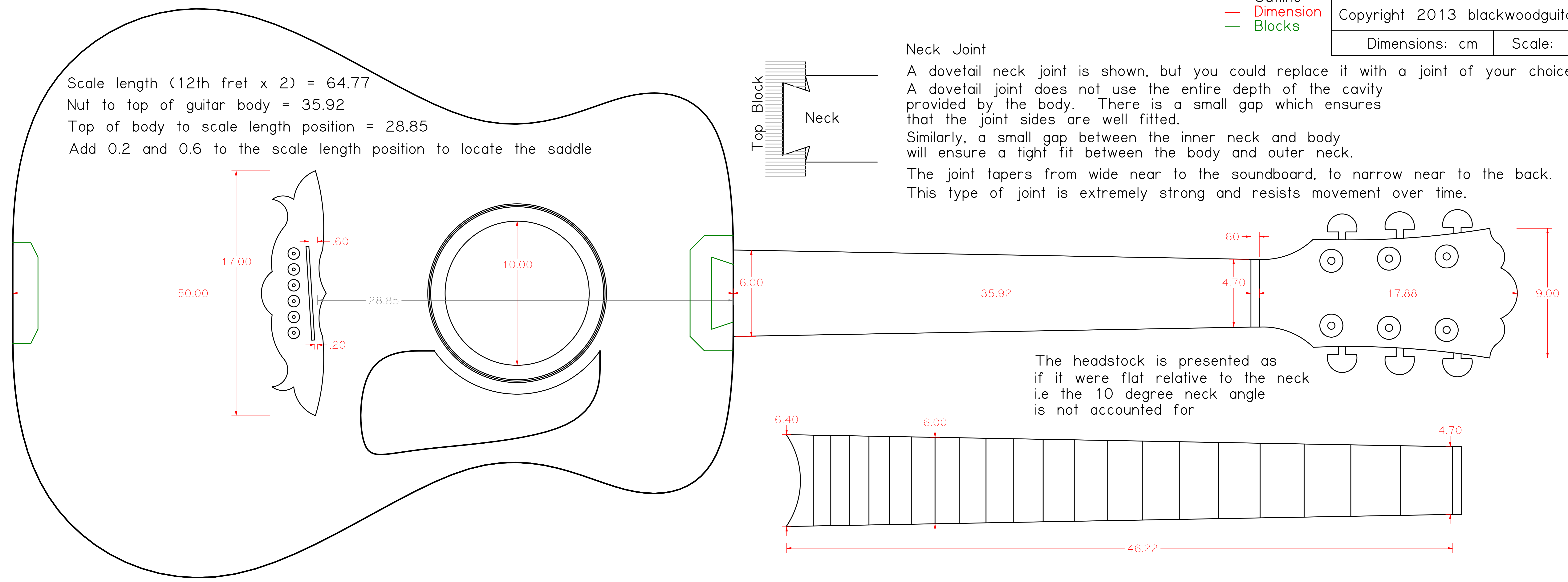


— Outline  
 — Dimension  
 — Blocks

Scale length (12th fret x 2) = 64.77  
 Nut to top of guitar body = 35.92  
 Top of body to scale length position = 28.85  
 Add 0.2 and 0.6 to the scale length position to locate the saddle



**Neck Joint**  
 A dovetail neck joint is shown, but you could replace it with a joint of your choice. A dovetail joint does not use the entire depth of the cavity provided by the body. There is a small gap which ensures that the joint sides are well fitted. Similarly, a small gap between the inner neck and body will ensure a tight fit between the body and outer neck. The joint tapers from wide near to the soundboard, to narrow near to the back. This type of joint is extremely strong and resists movement over time.



The headstock is presented as if it were flat relative to the neck i.e the 10 degree neck angle is not accounted for

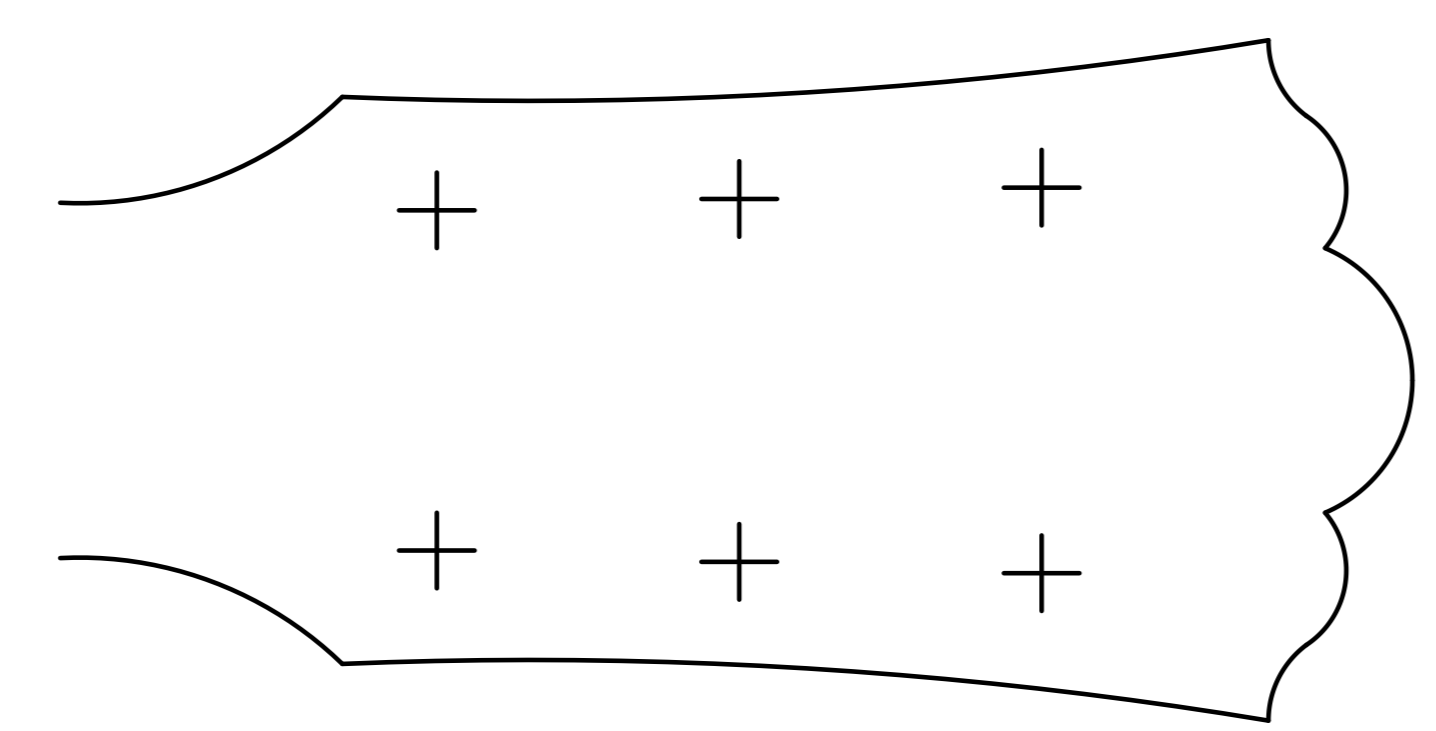
The neck angle is 10 degrees

The centre of the soundboard curves out 0.25cm above the sides  
 The top and toe block must be cut slightly over length and then profiled to fit the curve of the top and back

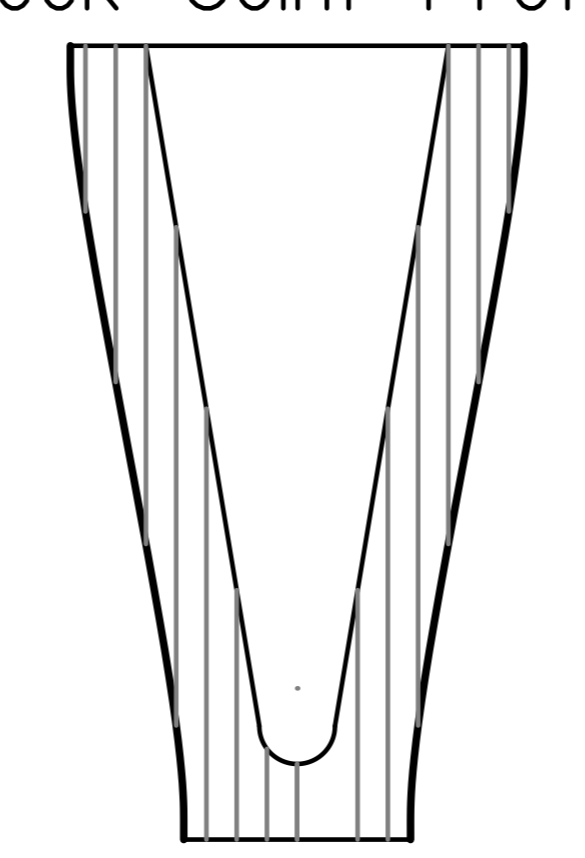
The neck makes an angle of 0.6 degrees with the soundboard, resulting in a drop of 0.3762cm at the nut.

| Fret No. | Distance from nut | Fret No. | Distance from nut |
|----------|-------------------|----------|-------------------|
| 1st      | 3.6353            | 10th     | 28.4193           |
| 2nd      | 7.0665            | 11th     | 30.4595           |
| 3rd      | 10.3052           | 12th     | 32.3852           |
| 4th      | 13.3621           | 13th     | 34.2028           |
| 5th      | 16.2474           | 14th     | 35.9185           |
| 6th      | 18.9708           | 15th     | 37.5378           |
| 7th      | 21.5414           | 16th     | 39.0662           |
| 8th      | 23.9676           | 17th     | 40.5089           |
| 9th      | 26.2577           | 18th     | 41.8706           |
|          |                   | 19th     | 43.1558           |

The scale length is 64.771cm



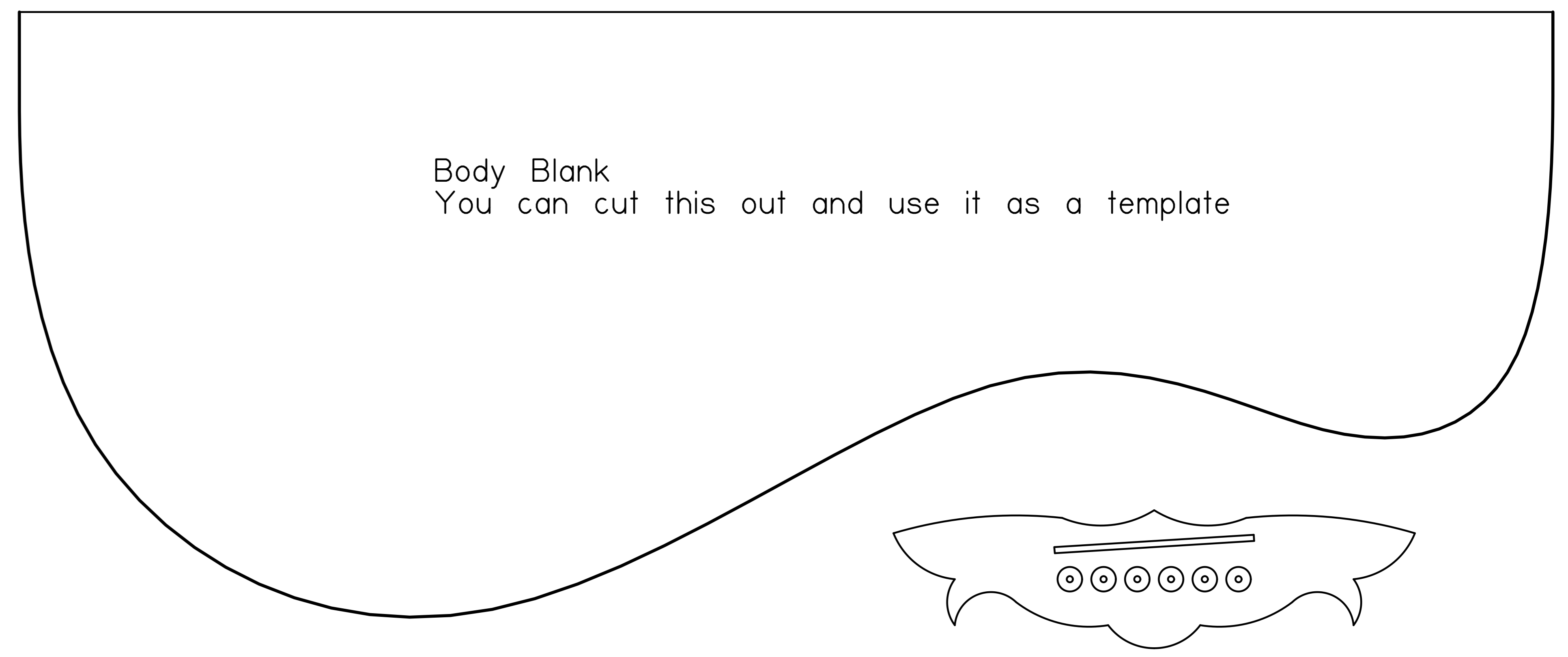
Neck Joint Profile



The required drill size will depend on the tuners you have chosen. Start with a small diameter and work up until your tuners just fit through the hole.

Be careful to drill the holes straight, relative to the headstock.

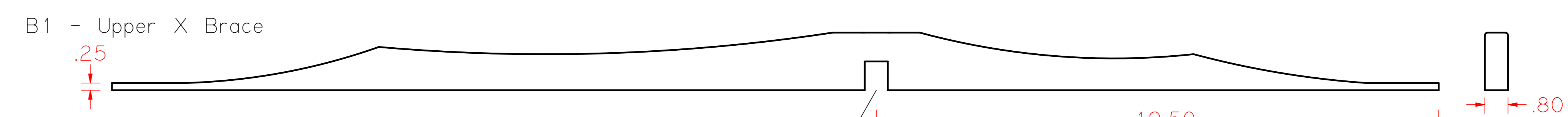
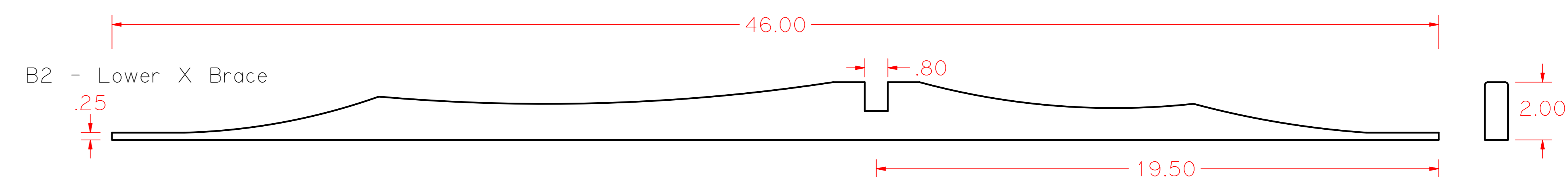
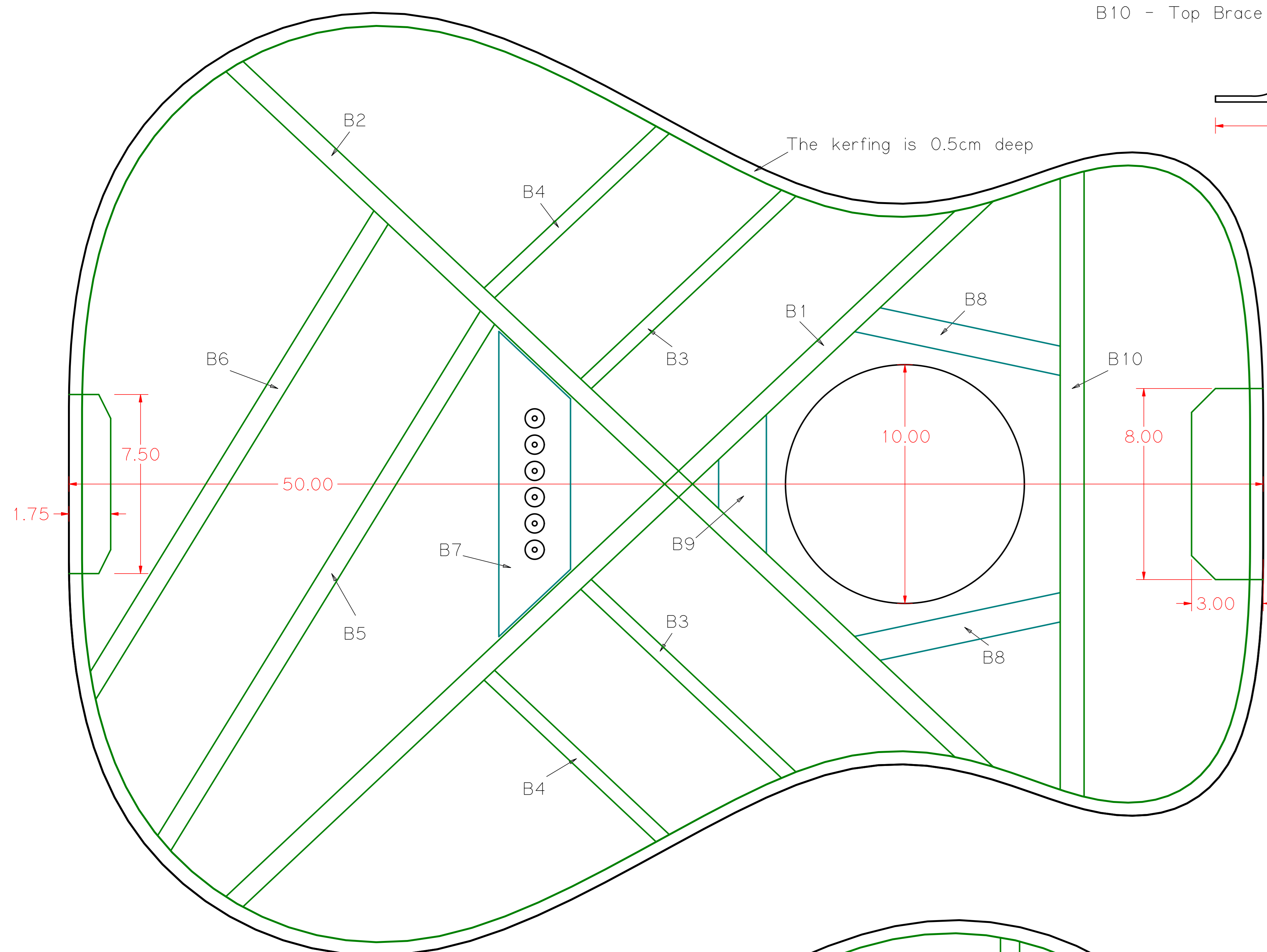
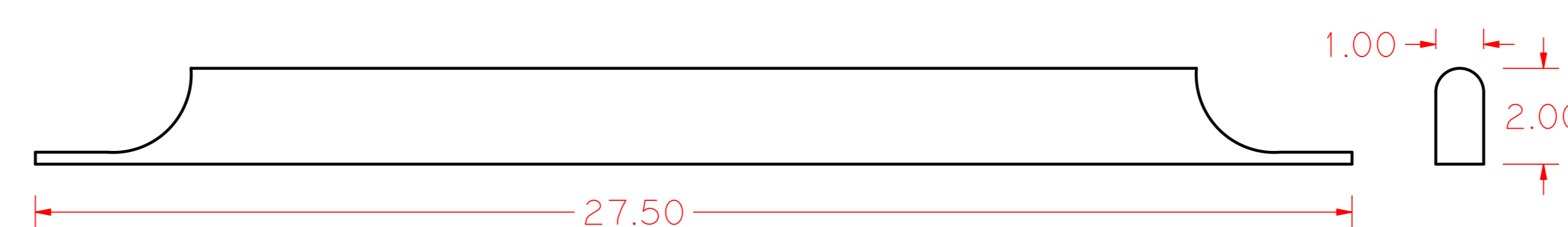
**Body Blank**  
 You can cut this out and use it as a template



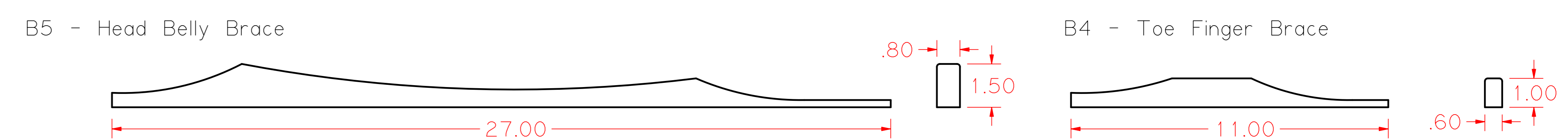
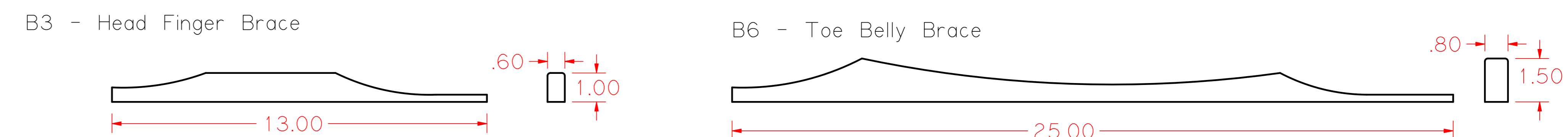


— Outline  
 — Dimension  
 — Bracing  
 — Plate bracing

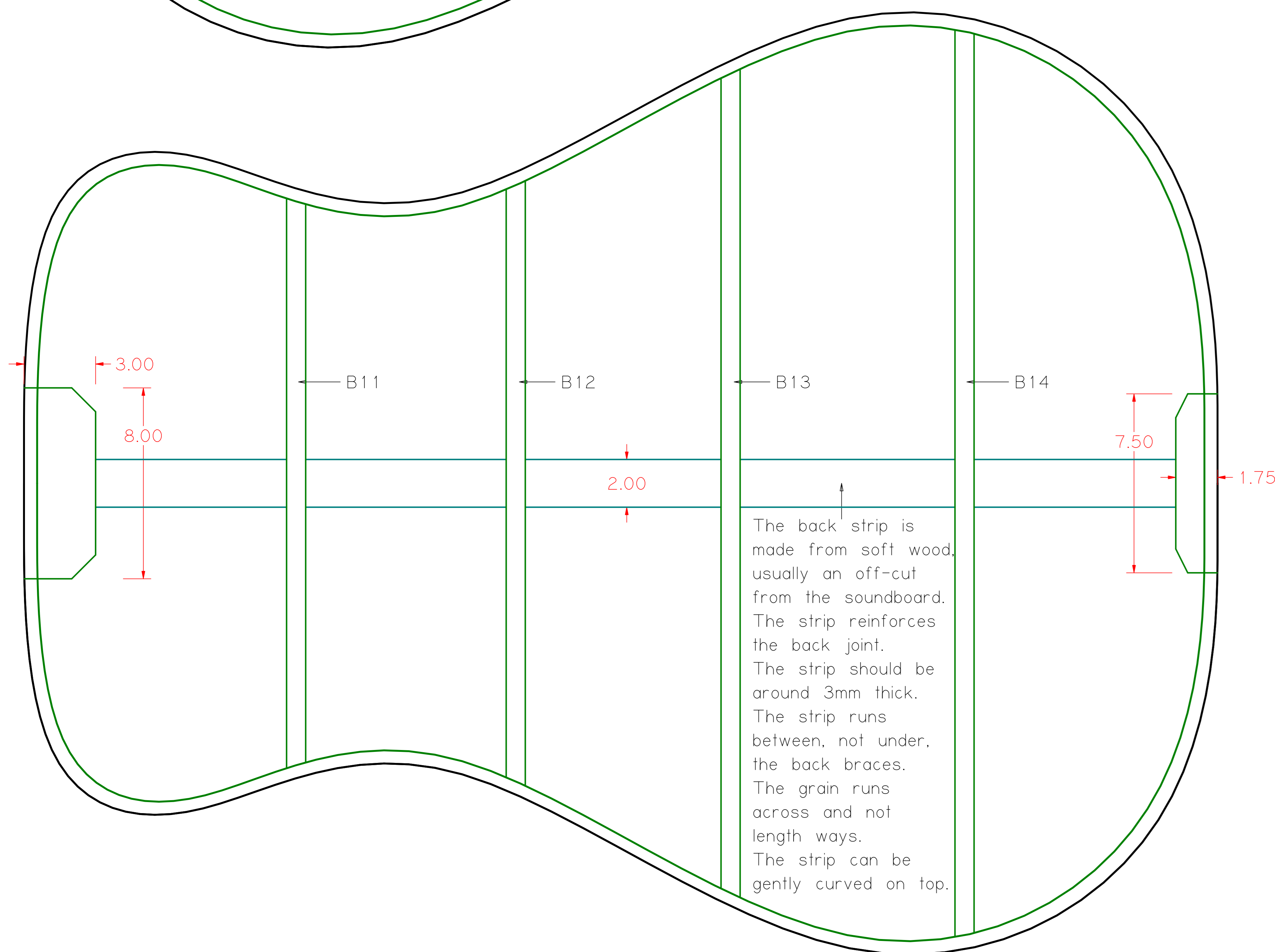
B10 - Top Brace



The joint holes must be cut at an angle to match the x brace, as the two braces do not bisect each other at 90 degrees.

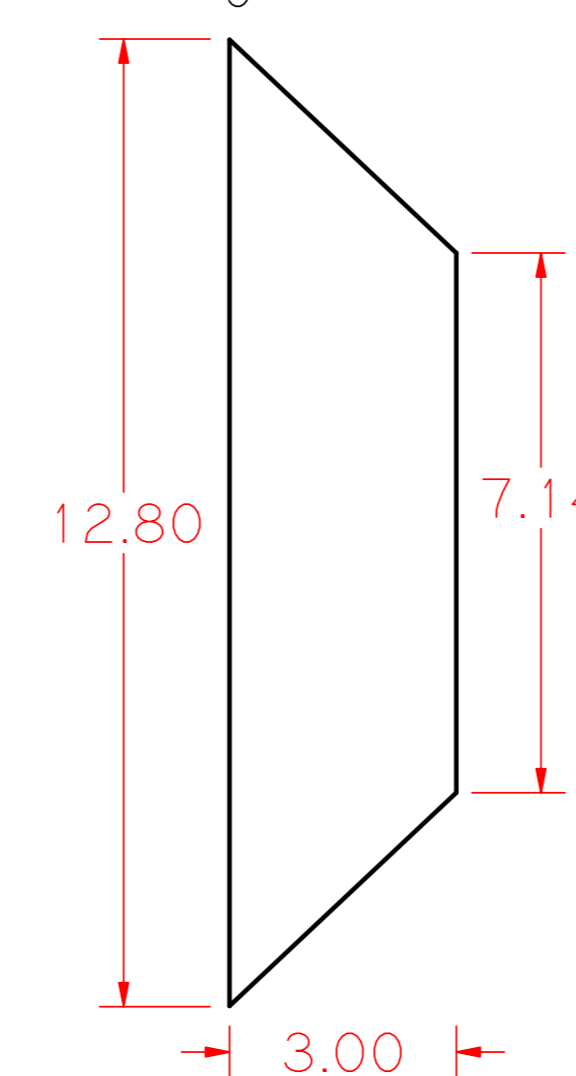


Glue the braces to the soundboard over length, such that they extend beyond the edge of the soundboard. All of the braces here are shown over length. Once fixed, trim the length and scallop the braces into the profile shown. Where the braces meet the kerfing, cut shallow gaps into the kerfing such that the soundboard sits flat to the sides. If preferred, trim the finger braces and belly braces just short of the kerfing, so that only the x braces are cut into the kerfing.



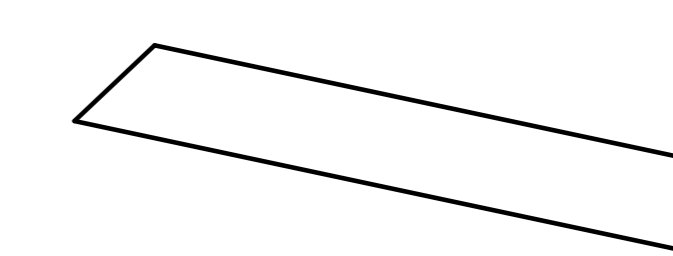
The back strip is made from soft wood, usually an off-cut from the soundboard. The strip reinforces the back joint. The strip should be around 3mm thick. The strip runs between, not under, the back braces. The grain runs across and not length ways. The strip can be gently curved on top.

B7 Bridge Plate



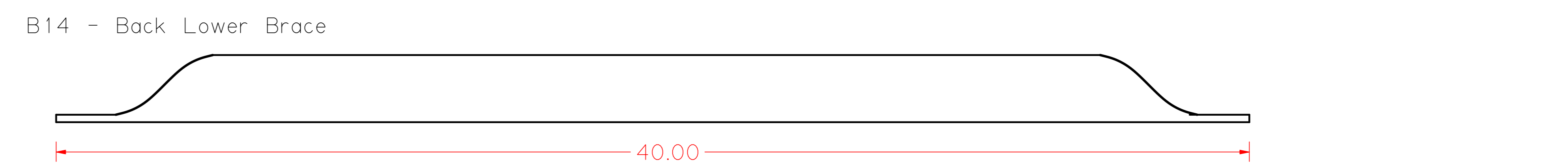
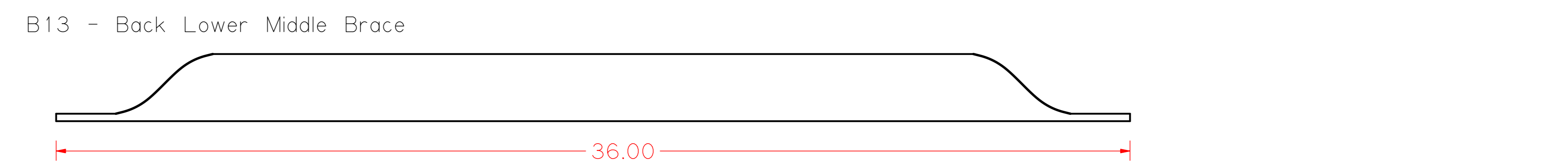
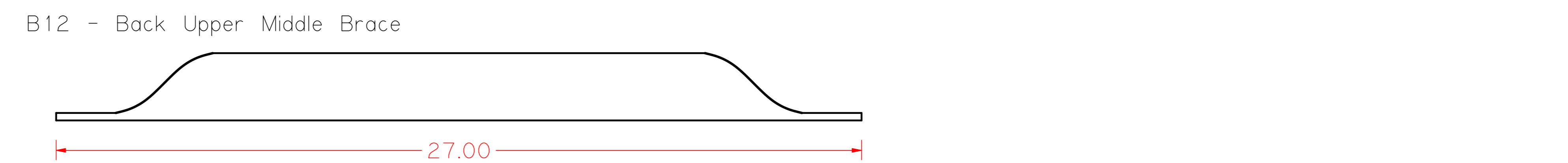
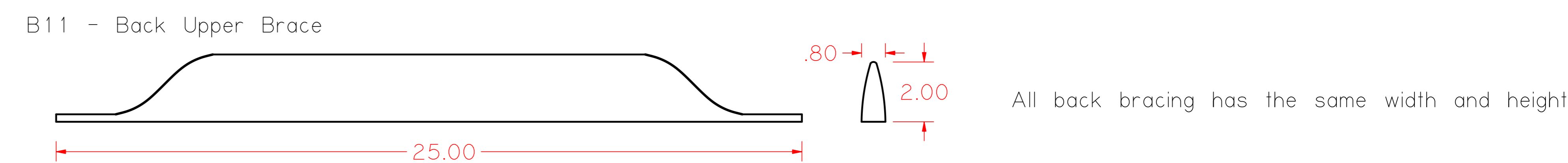
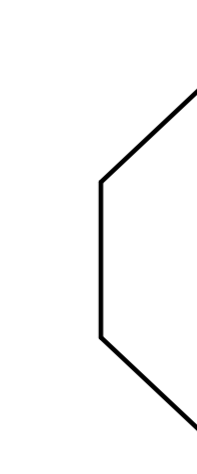
The bridge plate is made of hardwood, usually from an off cut of the side or back. The plate is 0.3cm thick. Leave a small gap between the bridge plate and the bracing, which will give the plate room to expand under temperature changes without damaging the x brace.

B8 - Side Soundhole Brace



The soundhole bracing is made of softwood, usually an off cut from the soundboard. The soundhole bracing is 0.2cm thick.

B9 - Lower Soundhole Brace



All back bracing has the same width and height