

## block and use 1/2" router bit $\bigoplus$ $\bigoplus$ $\bigoplus$ $\bigoplus$ $\bigoplus$ $\bigoplus$ 0.85" deep

7/8 D x 2... or 3

-<del>-</del> 1"D 13/16 deep or drill to fit the toggle of your choice

as drawn.... the pocket is sized to leave a 0.017" gap around the neck to allow for the thickness of the finish on both the neck and body. The pick guard is drawn .012 from the pocket and .005 from the neck.

The inside corner radius of the pocket is drawn as .267 (.25R of the neck + 0.017) The pickguard is drawn with the same .25 radius as the neck.. but .01 wider.

All of the above exists only in the world of CAD, where you can zoom in... and CNC.

0.267 R = 0.534 D. 7/32 drill bit = 0.531250

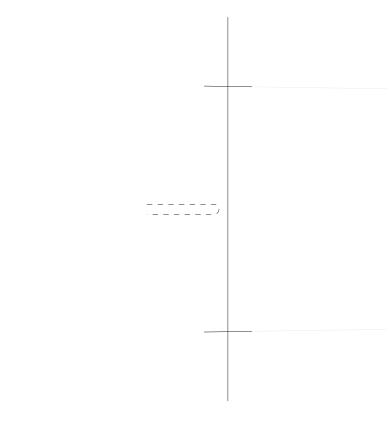
if you have the neck in hand to block on the template, cheap masking tape is about 0.005" (5 mils). A few layers on the neck before blocking will give you a gap

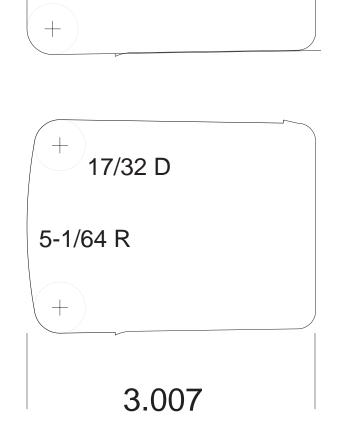
WRHB routes and channels are the same depth as the neck pocket (which is usually around 5/8ths -1/16th shallower for higher action and vice versa) 0.25 p'up route corner radius from .5 bit

Ideally, it'd make sense to have the channel and p'up routes on the neck route template, but..... it might make more sense to have the deeper switch and control routes on the neck pocket template and p'up and channel routes on the body template as the neck p'up routes are very close to the neck pocket and could make for a weak area on the template.

either way, you'll want to route the deeper first, then the shallow (unless you want to make plugs to fill the existing shallow routes when routing the deeper)

It could be that you end up switching templates a couple of times.





17/32 D

block on lines

