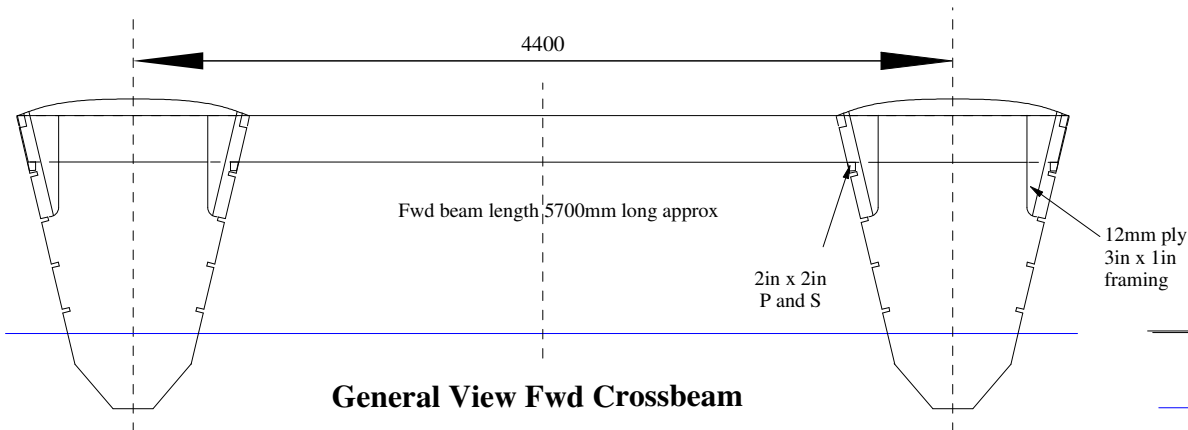
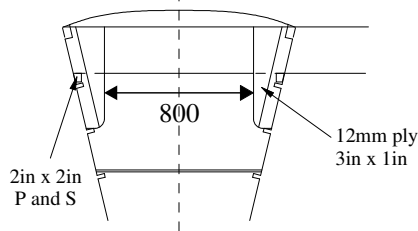
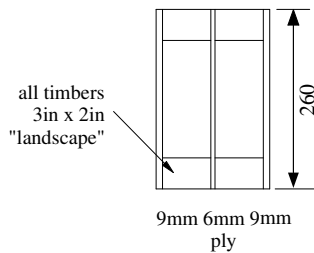


After setting up hulls check squareness of Bhd 2's  
If necessary pack out aft face so that a straight line from outer gunwale to outer gunwale touches bhd's along their whole length  
Add 12mm ply knees to bhd and also 50mm deep ply strips to match beam position on bhd as shown (hatched)  
Drop in beam and slide forward to touch bhd reinforcing.

Bed onto a thick layer of well thickened epoxy. Then add 2in x 2in and aft face knees to match



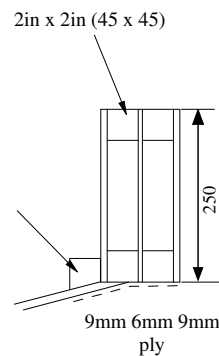
**General View Fwd Crossbeam**



all timbers  
3in x 2in  
"landscape"

9mm 6mm 9mm  
ply

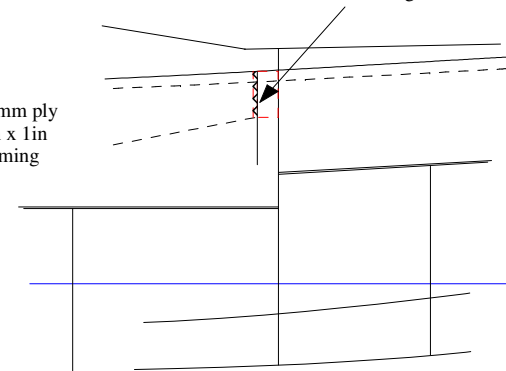
2in x 2in bevelled  
as reqd for b'deck bottom  
add glass joint (3 x 600g  
dotted) after fitting 12mm  
plywood bottom



9mm 6mm 9mm  
ply

Make beams overlong (check on own boat) and trim when fitting to boat  
Timbers should be best quality sitka spruce or douglas fir, full length if possible, if not then scarph lengths and stagger joints, avoiding the inner gunwales  
Ply panels can be scarphed or butted (use 150mm wide straps), again avoid joints over the inner gunwales  
Epoxy coat all inner surfaces. Sheath all round exposed beam after assembly, double on top edge beams

make notch in hull to suit beam but made 20mm approx wider so that beam can be dropped in and then pushed forward to touch bhd fill in notch after bonding to Bhd 2

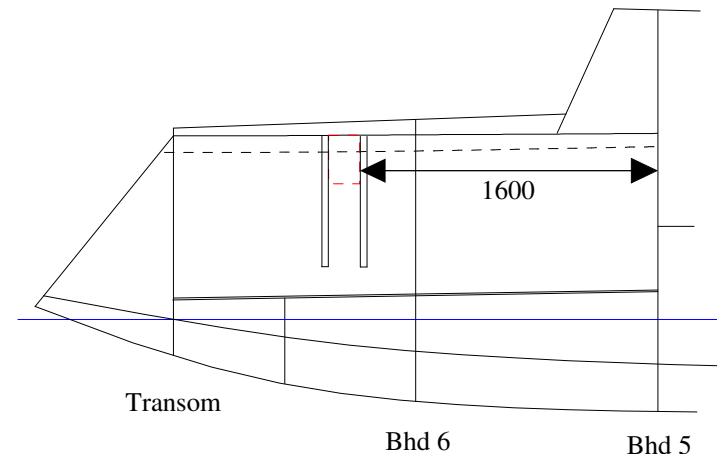


Bhd 3A

Bhd 2

Bhd 1A

**General View Fwd Crossbeam**

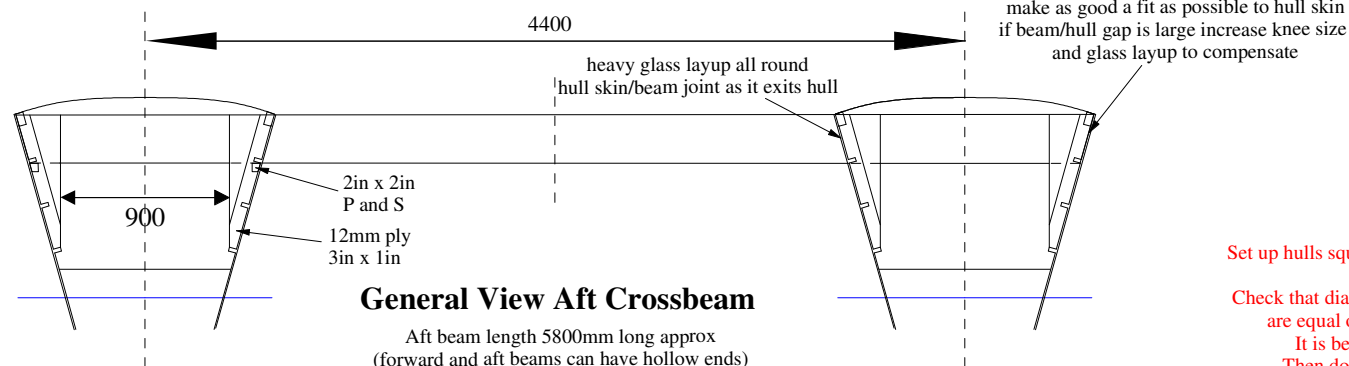


Transom

Bhd 6

Bhd 5

**General View Aft Crossbeam**



**General View Aft Crossbeam**

Aft beam length 5800mm long approx  
(forward and aft beams can have hollow ends)

make as good a fit as possible to hull skin if beam/hull gap is large increase knee size and glass layup to compensate

Set up hulls square and level so that hull CLs are 4400mm apart  
Gunwales must be at same height  
Check that diagonal distances std bow port stern and vice versa are equal otherwise one bow will be ahead of the other  
It is best to set up one hull square and level first  
Then do not move it but move the other to match it