





## **Body**



- 1. Open New File Part
- 2. Select Front Plane and Sketch



3. Draw a Straight slot and circles. Assign bindings and create dimensions.





5. Select the top surface on the model and place a new sketch on it.



Selected Contours







6. Draw the contour edges. Assign bindings and create dimensions.



7. Make removal by extruding through everything.









8. Run the Hole Wizard and set the desired thread type and size. Switch to the Position tab. Select the top surface on the model and place the point at the origin of the coordinates.









9. Save - The part is done.

