

T E C H N I C A L D A T A

Type	Saab J 35 Draken	Wingspan	9.40 m	Engine	1 Svenska RM 6C
Usage	Fighter Bomber	Length	15.35 m	(license Rolls-Royce RB 146)	
Crew	1 man	Height	3.89 m	Power	5,760 kp w/o A.
Max. speed	Mach 2.0 in 12,200m			with afterburner	8,000 kp
	Mach 1.4 near ground			Empty weight	7,300 kg
Cruis. speed	Mach 0.9 at 12,000m altitude			Flight weight	9,917 kg
Climb. speed	200 m / s near ground			Take-off dist.	460 m
Action radius	560 km	Max. altitude	16,700 m	Landing dist.	510 m

P A R T S

1 - 29	Fuselage	62	Fuselage hull	69 - 76	Outer tanks
30 - 36	Cabin, fairing.	63 - 64	Air intakes	77 - 90	Nose wheel landing gear
37 - 47	Wing left	65 - 66	Antennas	91 - 102	Main landing gear right
48 - 58	Wing right	67	Tank connections	103 - 114	Main landing gear left
59 - 61	Rudder	68	Warning nozzles		

B U I L D I N G I N S T R U C T I O N

Apart from U H U - all-purpose adhesive, no materials are required for assembly. The GELI tool has proved to be the best for pre-rolling the bent components. Colored parts are cut inside their border, cut out all other parts exactly on the line!

Dotted lines are bent sharp-edged and have to be pre-scored.

Cutting edges colored in the corresponding tone with watercolors greatly enhance the appearance of the model. Painting the finished model with GELI paint gives the aircraft a high gloss and durability.

ATTENTION! FOR THIS MODEL THE COMPONENTS ARE NUMBERED EXACTLY IN THE ORDER IN WHICH THEY SHOULD BE PROCESSED!

Cut out fuselage part 1, pre-round it, glue it together with a glue flap to form a cylinder with the printed side facing outwards, glue in flap 2 at the rear end of the cylinder half the long side (marked with a cross) and insert frame 3 so that the arrow tip points exactly to the fuselage section edge and the frame lies approximately in the middle of the flap. Glue the lower end of flap 4 and rib 5 in the same way. Now cut the half flaps 2 and 4 projecting out of the part all around and bend them slightly inwards so that the following fuselage sections can be easily pushed over and glued, taking care that the fuselage section cut edges form a line. Cut out part 6, round it out, glue it to a cylinder again using a glue tab, insert tab 7 and frame 8 at the front end of the cylinder and glue it together, slide it onto 4 and glue it in place.

Now treat fuselage section 9 with flap 10 and bulkhead 11 in the same way, as well as part 12 and part 15. Glue part 18 to a cone and glue it to the fuselage via 16. Now glue part 19 to the rear fuselage end, whereby flap 20 and bulkhead 21 are glued to the rear end of the cylinder. Treat part 22 in the same way and finally glue on part 25, leaving the rear opening free.

Glue part 26 together to form a cylinder with the printed side facing inwards. Glue frame 27 together so that the printed side looks inside the cylinder. Push it into part 25 and glue it together exactly. Glue part 28 together again to form a cylinder with the printed side facing in, and glue part 29 around the outside of the smaller opening end. Push into part 26 and glue.

Cut into part 12 an H shape, bend inwards, glue pilot seat 30 together so that the printed side faces inwards, push into part 12 and glue. A GELI pilot in the seat increases the effect.

Bend part 31 semicircular, glue frame 32 to the front edge, 33 to the rear edge, and glue to the top of the fuselage. Glue part 34 together and then glue 8 to 31. Glue part 35 to 15. Now cut out the surfaces of part 36 marked as glass panes and glue the frame onto the enclosed celluloid and glue it over the pilot's seat.

Cut out the inner part of the left wing, bend it to a semi-circular shape, glue it together at the front of the flap so that a round opening is created. This is inserted from backwards part 38, after this has been glued with the black side inwards to a cylinder and frame 39 with the printed side inwards glued in such a way that the arrowhead on 39 points to the cutting edge of 38! Bend the glue tab at the rear end inwards and glue it in place. Glue in half the lugs 41 and 42, glue the rib 43 in between. Glue in part 40 about 5 mm from the edge with the rear tip starting at 37, round the wing edges upwards and downwards so that they can be well adapted to the fuselage and glued to it. Bend part 44 in the middle, glue it to the flap and edge, and push it over the half flaps 41 and 42 that protrude out of 37. Bend parts 45, 46 and 47 in the middle, glue the ends and glue them to the underside of 44. Repeat the same procedure with the right wing, the individual part numbers are shown in the diagram.

Now part 59 in the middle is bent off angularly and glued to the flap. Glue in part 60 on the inside, glue part 61 to the upper edge on both sides. Glue the part to 31 and 34. Bend the bottom trough 62 to a semicircular shape and glue it to 19, 22 and 25 on the underside of the fuselage. Bend parts 63 and 64 at an angle and glue to 22 and 25 on the sides.

Bend 65 and 66 in the middle, glue to the flap and glue to marked areas. Pre-bend part 67 half-round and glue to 31 in front.

Part 68 is rolled into a pointed tube and glued in front at 18.

Now the 4 retaining brackets 69 - 72 are bent in the middle, glued to the flap and glued to the marked places on the underside of the fuselage and wings. All 4 rockets have the same part numbers and consist of part 73 which is glued to a 74 tube. Glue part 75 to the tab and glue to 73. Bend parts 76 in the middle, glue to the tab and glue to 73. Glue the finished rockets to the holding brackets.

If you want to fit your model with the landing gear, cut out part 77, bend it slightly at an angle and glue the side wings together, while the black surface underneath is glued to part 9, with the arrow indicating the direction. Make holes in the white circle, glue the four parts 78 together and 79 over them. Bend the mudguard 80 in the middle, glue it together and bend it to a semicircle and glue it into the fork. Glue spring arm 81 to 79. Glue part 82 in a ring around 79 and let it run out in a loop. The wheel is made by gluing part 85 to a ring bent between 83 and 84.



Parts 86 and 87 are glued to rings bent on both sides.

Now the wheel parts 88 and 89 are cut all around and glued. By the cuts one obtains a lifelike crowning of the wheel. Finally glue on the tread 90 and glue the wheel between the fork of 79. Push the whole leg through the opening in the fuselage and glue well.

In the same way, cut out the landing gear flap 91 of the right main landing gear leg, glue it and glue the black surface to the underside of the wing of 48. Part 92 is glued to a solid tube through the white circle into the wing and well glued, part 93 is also glued to a tube and supports the landing gear leg. Glue spring arm 94 on. Now the wheel 95 - 102 is glued together in the same way as the nose wheel and connected to 92 with a pin. Repeat the same procedure with the left landing gear leg, the individual part numbers are shown in the diagram.