Bob's Card Models

www.bobscardmodels.altervista.org and www.zealot.com [Resources]

Douglas DC-3 "Dakota" (Scale 1:50)



The Douglas DC-3 is an American fixed-wing, propeller-driven aircraft whose speed and range revolutionized air transport in the 1930s and 1940s. Because of its lasting impact on the airline industry and World War II, it is generally regarded as one of the most significant transport aircraft ever made.

This model possesses the livery of the South African charter company Springbok Classic Air.. Basis for this design was the excellent 1:12 "C-47 Skytrain-Fly Model" which gave me many ideas used in this model, as well as some techniques used by Alan Rose in his legendary huge and trophylike 'Half DC-3' wall model.

General characteristics (Wikipedia – DC-3A)

Crew :	2
Capacity :	21-32 passengers
Length :	19.7 m
Wingspan :	29.0 m
Height :	5.16 m
Wing area :	91.7 m ²
Empty weight :	7 650 kg
Gross weight :	11 430 kg
Fuel capacity :	3 736 liters
Powerplant :	2 x Wright R-1820 Cyclone 9-cylinder air-cooled radial piston engine, 1 100hp each, or, 2 x Pratt & Whitney R-1830-S1C3G Twin Wasp 14-cylinder air-cooled 2 row radial piston engine, 1 200hp each.
Performance	
Max speed : Stall speed : Service ceiling :	370 km/h 108 km/h 7 100 M

Building Instructions

Print Sheets 1 - 9 on 160g card or thicker, and Sheet 10 on 90g paper . Cut out or slit areas/lines coloured LIGHT green, but only when requested.

Fuselage



- 1. Cut out **1-9** and all bulkheads (BH).
- 2. Glue 1 -2, 2-3, with the aid of pincers, insert bulkhead (BH) A. Note; 4 main tabs of 1 must be bent upwards, and to form the nose of 1, it helps greatly to use a paper tissue rolled to a ball, as a counterpressure when forming the nose.
- 3. Glue 1/2/3 -4. Insert B in 4.
- 4. **5 1/2/3/4**.
- 5. Glue C as far back as possible in rear of 5.
- 6. **6-5.**
- 7. Glue **D** as far back as possible in rear of **6**.
- 8. 7-6.
- 9. Glue E as far back as possible in rear of 7.
- 10. Glue fin 10 in place with the tabs piercing the green slits in 8.
- 11. Glue 8 to 7
- 12. Glue 11 in place, on top of fuselage and to the fin 10.

Rear Wing

- 13. Assemble 12, and glue is place, first slitting the rear of the fuselage. Glue in place the flash 12L and 12R.
- 14. Glue the flash **10L** and **10R** around the fin.
- 15. Cap rear end of fuselage with 9.

<u>Main Wing</u>

Note: carry out the following accurately, then the decal will be automatically correct!

- 16. Prepare assembled parts 13L, 13M, 13R, 13, 14L, 14R, 14LA, 14RA.
- 17. Place the 3 parts **14L**, **13**, **14R** on their bottom surfaces, exactly lined up, then glue on the join strips **14LA** and **14RA**. The latter 2 join strips are over-long after gluing cut off excess length.
- 18. Glue on the tabs for each wing end.
- Insert and glue in place struts 13L and 13R, on the inner side but just adjoining, the strips, then add 13M halfway between both. NOTE: each strut is 3x thick with the outer card having tabs which should be bent outwards before gluing. The struts should be so placed that their rear ends are 3.5mm from the trailing edge.
- 20. Close/glue the wing, using the strips for the mid-wing, along the trailing edge.7
- 21. Strengthen the wing joints with flashing 14LB and 14RB.
- 22. Glue in place under the fuselage.
- 23. Add flashing **15L** and **15R** to cover join fuselage-wing, first rolling with a rod, to produce the correct form.
- 24. Add flashing 15A to cover the cavities produced by the flashing under the wing (15L and 15R).

Motors



- 25. Close/glue 16b & then insert/glue B16.
- 26. Close/glue 16c, join to 16d
- 27. Glue 16c/16d to inside of 16b.
- 28. Cut out the green areas marked 20.
- 29. Glue Top and Bottom tabs on 16d, and then assemble 16e and 16f, then glue onto top tab to 16d.
- 30. Glue the assembly in position on wing, then finalise with 16g.
- 31. Glue on parts 16h, flashing 16i, and 16l.
- 32. Assemble undercarriage well **16j**. Pierce green dot, which will hold the propeller shaft. The opposite face should be strengthened with a piece of card. After cutting out green area in the engine casing, insert and glue in place within the engine casing.

Undercarriage/Wheels



Adapted from : http://www.papermodels.pl/index.php?topic=2298.10



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Propellers

33. Glue prop shaft bush **16k** onto **B16** Add the propellers, gluing them on the tip of a cocktail stick, cutting down to length 4-4.5mm and insert, piercing **B16**. Glue nose cap **16a** onto tip of the cocktail stick, first making 3 slits to accommodate the 3 prop blades.

Varia

- 34. Diverse antennae: 17a and 17b.
- 35. Exhaust pipes 18.











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start		start	Π□]		
start		2 Rear Tvres		Roll/glue each tyre in the centre of a cocktail stick, 15mm long, and pointed at each end.	ridge' 'valley' fold	
		end		j end		<u>Sheet 9</u> dc3_swiss

dc3_sbk

