

Rathaus Basel



815 pieces · 82 different parts

A brick-built souvenir model, compatible with standard bricks.

On its display stand: 25.9 × 27.5 cm, 18.6 cm tall.

Parts list and BrickLink Wanted List: see the project website.

ABOUT THE LANDMARK

Rathaus Basel

On Basel's Marktplatz stands one of the most colourful town halls in Switzerland: a late-Gothic building in red sandstone, its façade painted with figures and coats of arms, a golden clock in the middle and battlements along the top. Market stalls and green trams fill the square in front of it.

On the Marktplatz in the heart of Basel's old town, between the Rhine and the Barfüsserplatz.

Built	1504 to 1514, after Basel joined the Swiss Confederation in 1501
Material	red sandstone
Clock	1511, by Master Wilhelm
Golden turret	1507, on the battlements
Tower	added around 1900 during the restoration of 1898 to 1904
Inside	the parliament and government of the canton of Basel-Stadt meet here



The brick-built model you are about to build.

A SHORT HISTORY

Through the centuries

- 
- 1501** ● Basel joins the Swiss Confederation.
 - 1504 to 1514** ● The new Rathaus is built on the Marktplatz in red sandstone.
 - 1507** ● The small golden turret is set on the battlements.
 - 1511** ● Master Wilhelm makes the richly decorated clock for the façade.
 - 1580** ● Hans Michel carves the statue of Lucius Munatius Plancus for the courtyard.
 - 1608 to 1609** ● Hans Bock the Elder paints the courtyard walls, among them the Last Judgement.
 - 1898 to 1904** ● Restoration and enlargement; the tower on the left is added.
 - 1901** ● Wilhelm Balmer paints the banner-bearer Hans Bär on the tower.

LOOK CLOSER

A town hall for a new member

Basel joined the Swiss Confederation in 1501, and only three years later work started on a new town hall worthy of the city. The battlements carry the coats of arms of the confederate places, a statement of where Basel now belonged.

The founder in the courtyard

In the courtyard stands Lucius Munatius Plancus, a Roman general who founded the colony of Augusta Raurica near Basel in 44 BC. The city honours him as its founder; his statue has stood there since 1580.

A banner-bearer on the tower

The tower added around 1900 shows Hans Bär, a Basel banner-bearer who fell at the Battle of Marignano in 1515, painted in 1901 by Wilhelm Balmer.

FIND IT IN BASEL



Address

Rathaus, Marktplatz 9, 4001 Basel

Getting there

Tram to Marktplatz; about fifteen minutes on foot from Basel SBB station.

Tip

Step through the arches into the courtyard (open on weekdays) to see the painted walls and the golden Roman, then look back at the façade from the far side of the square, where the whole red front fits in one photo.

My visit

Rathaus Basel, Basel

Date of my visit

I was there with

The weather was

What I remember most

Stick a photo or your ticket here

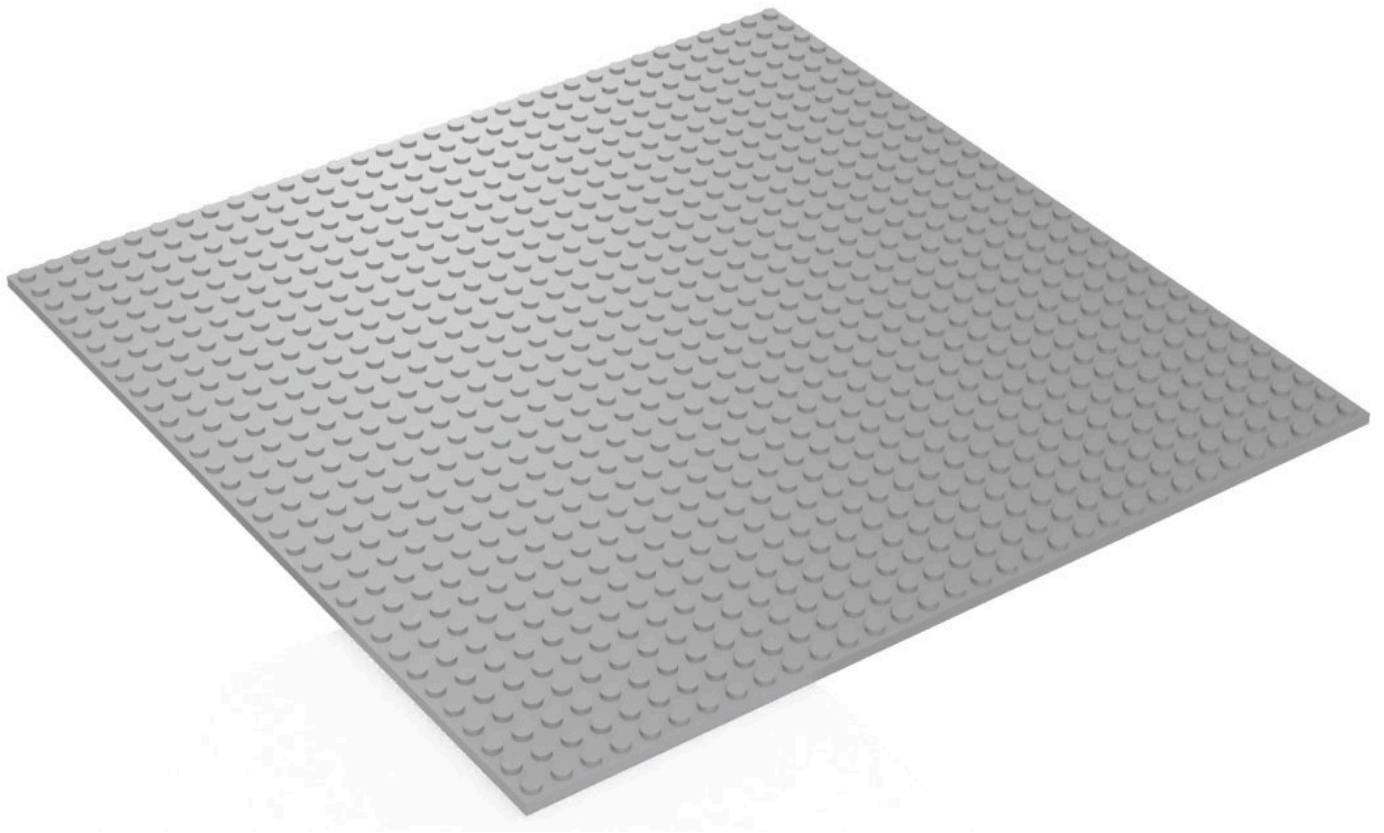
Built on

Building time

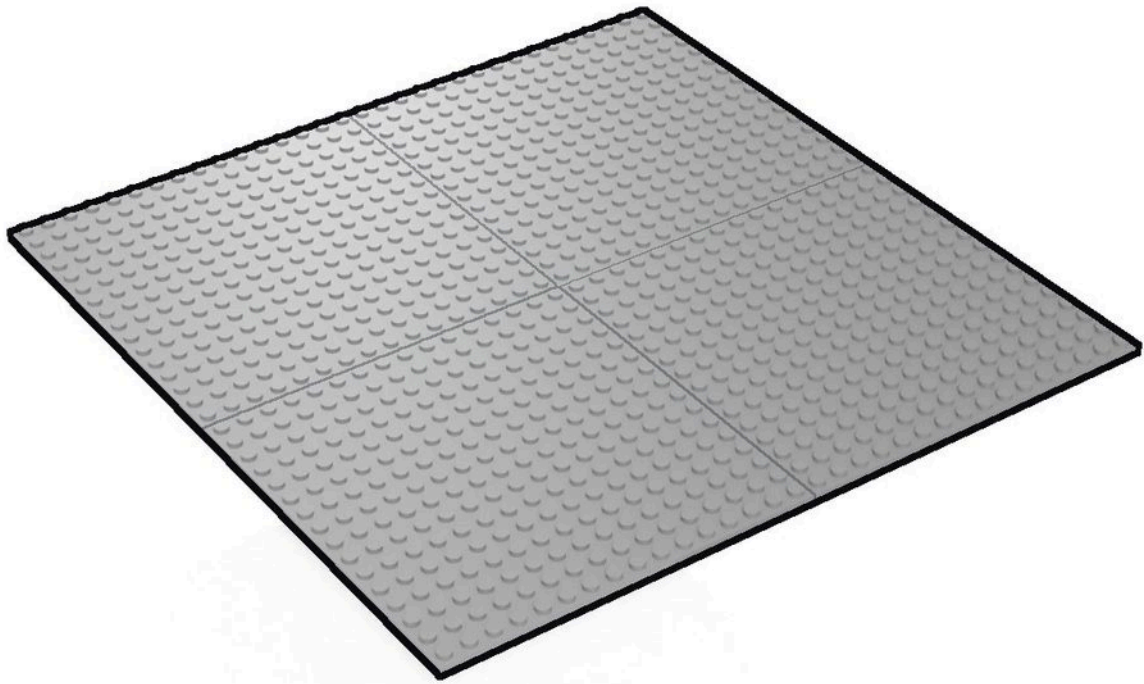
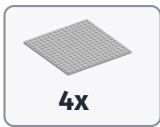
Chapter 1

Base and the Marktplatz

Steps 1–1



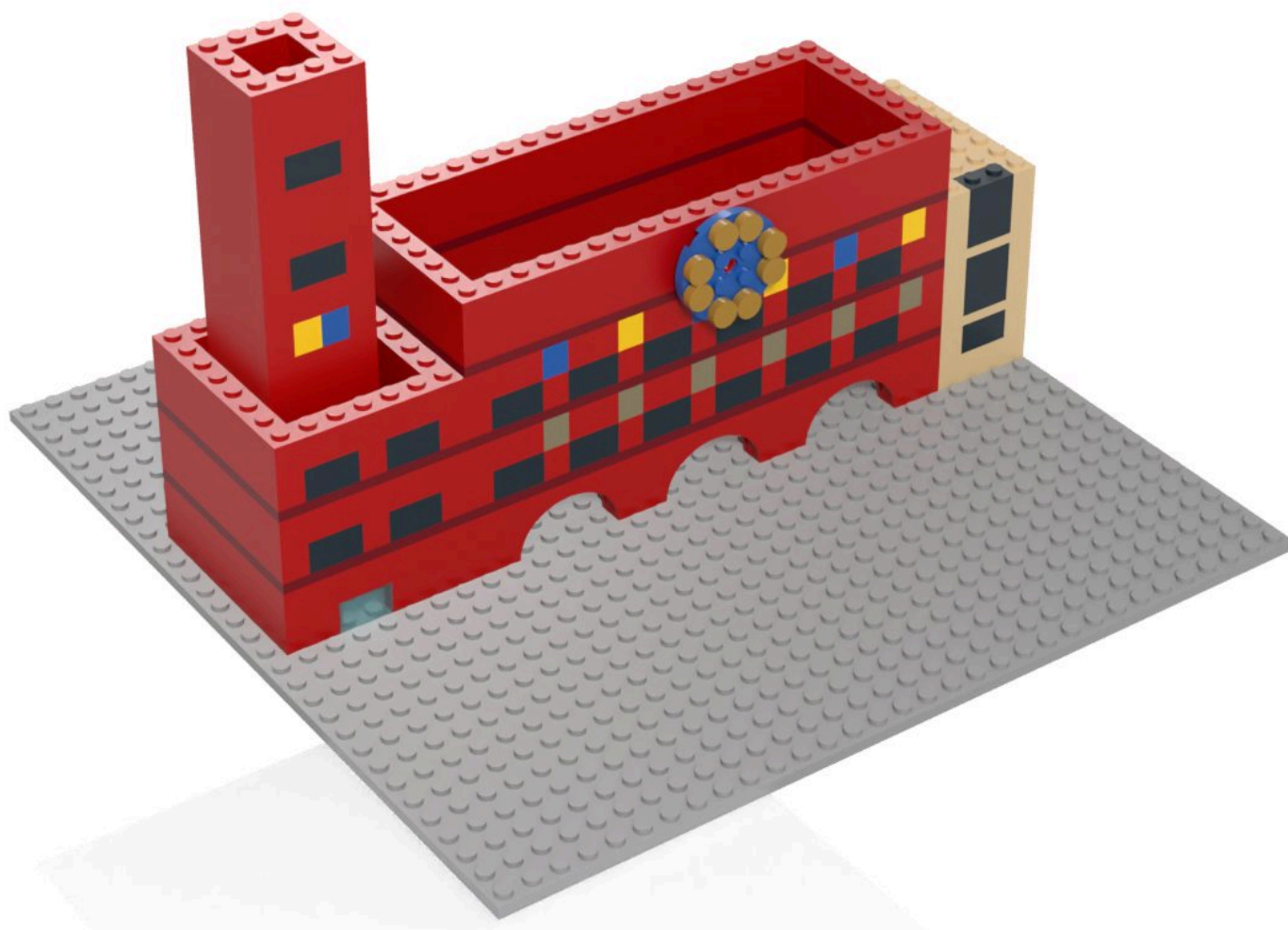
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Chapter 2

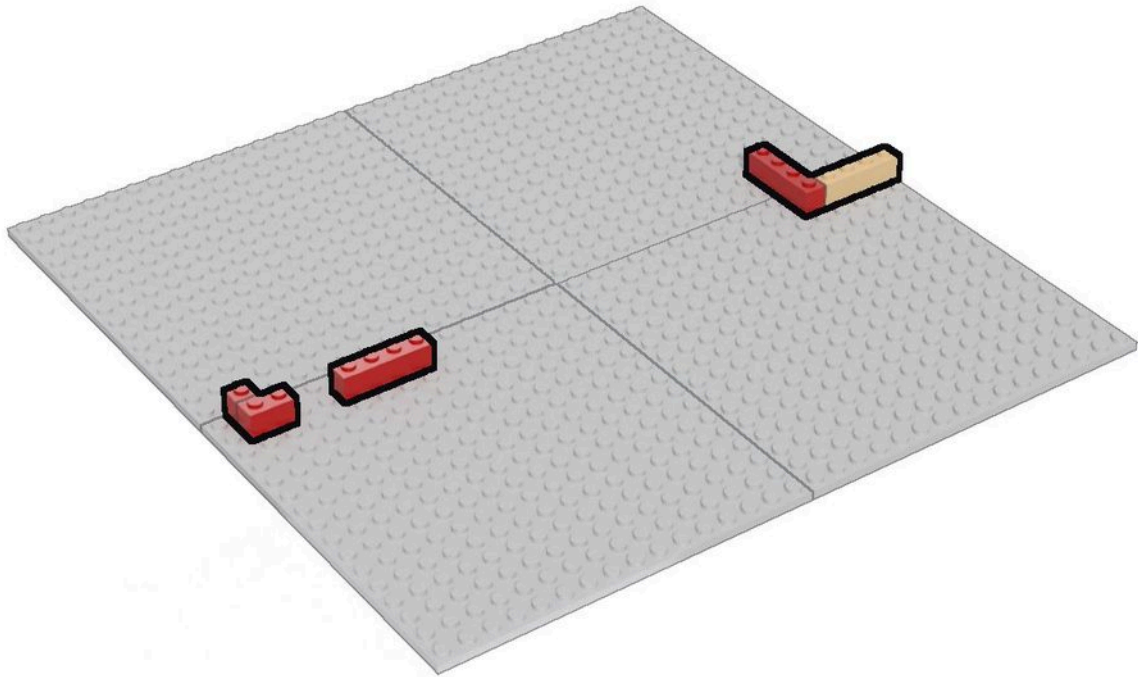
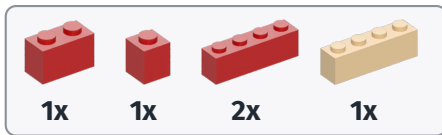
The Rathaus

Steps 2–84

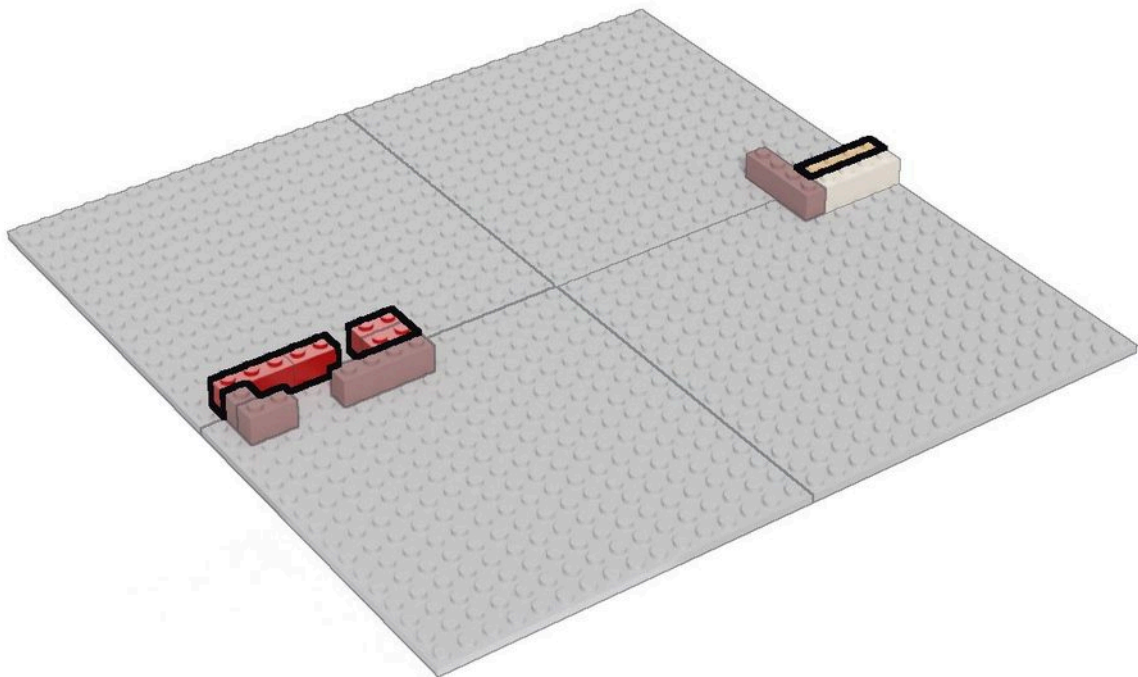
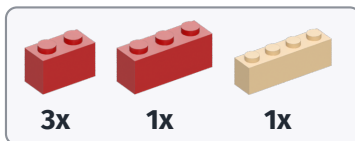


Chapter 2 · The Rathaus

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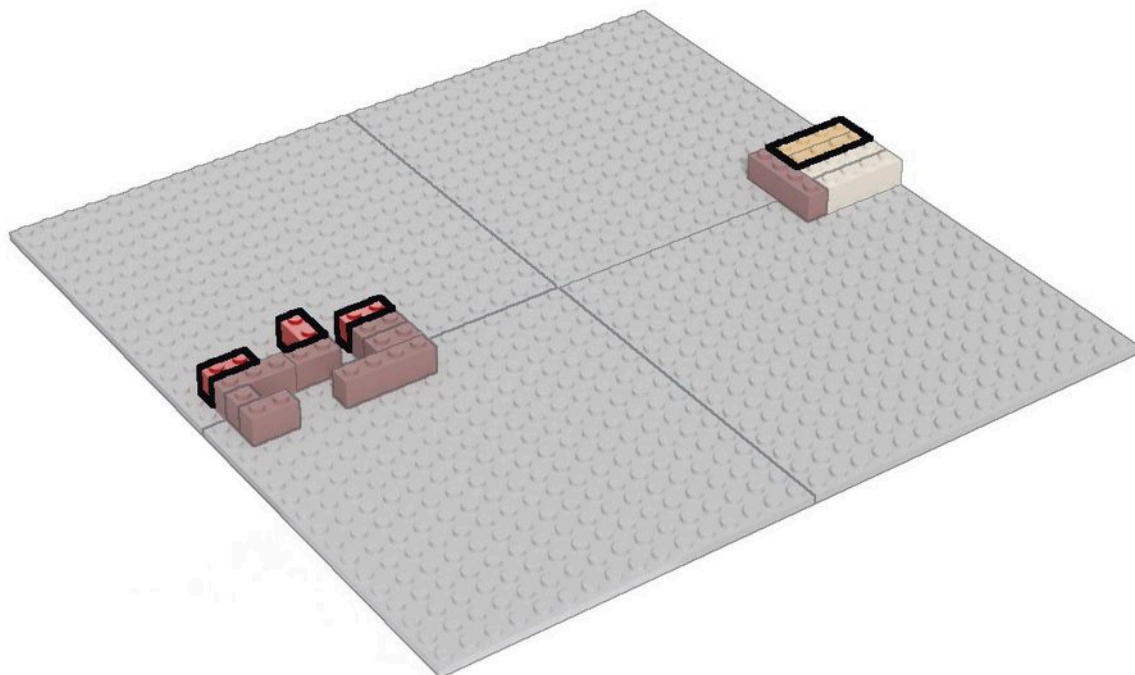
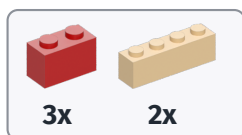


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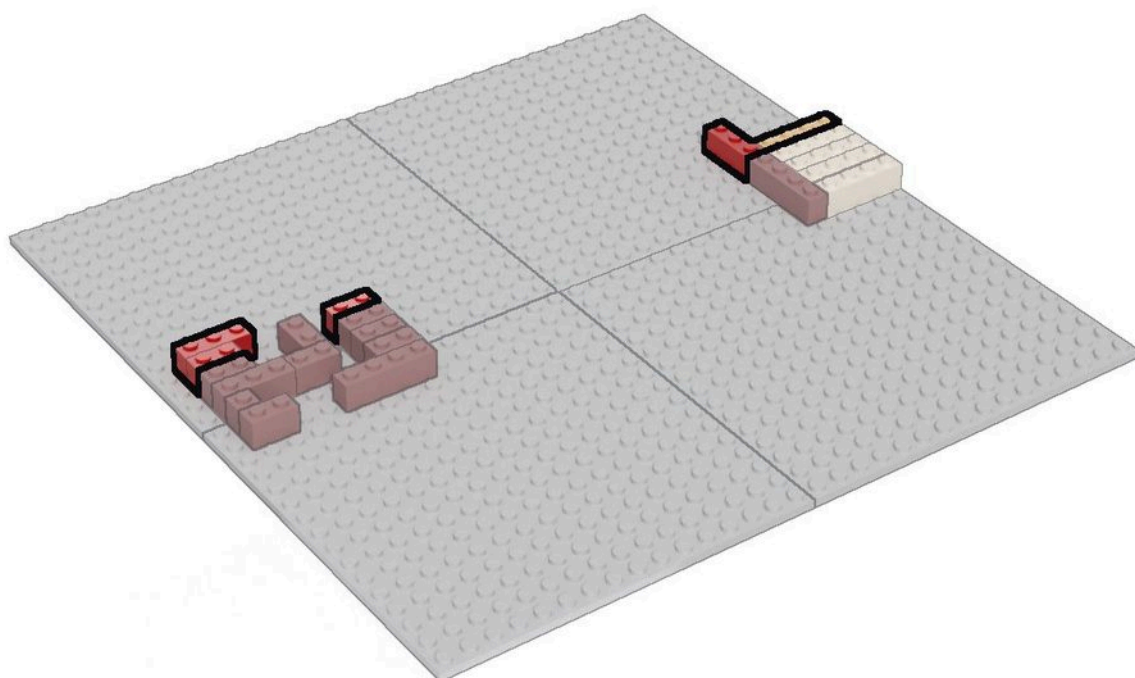
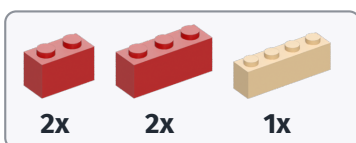


Chapter 2 · The Rathaus

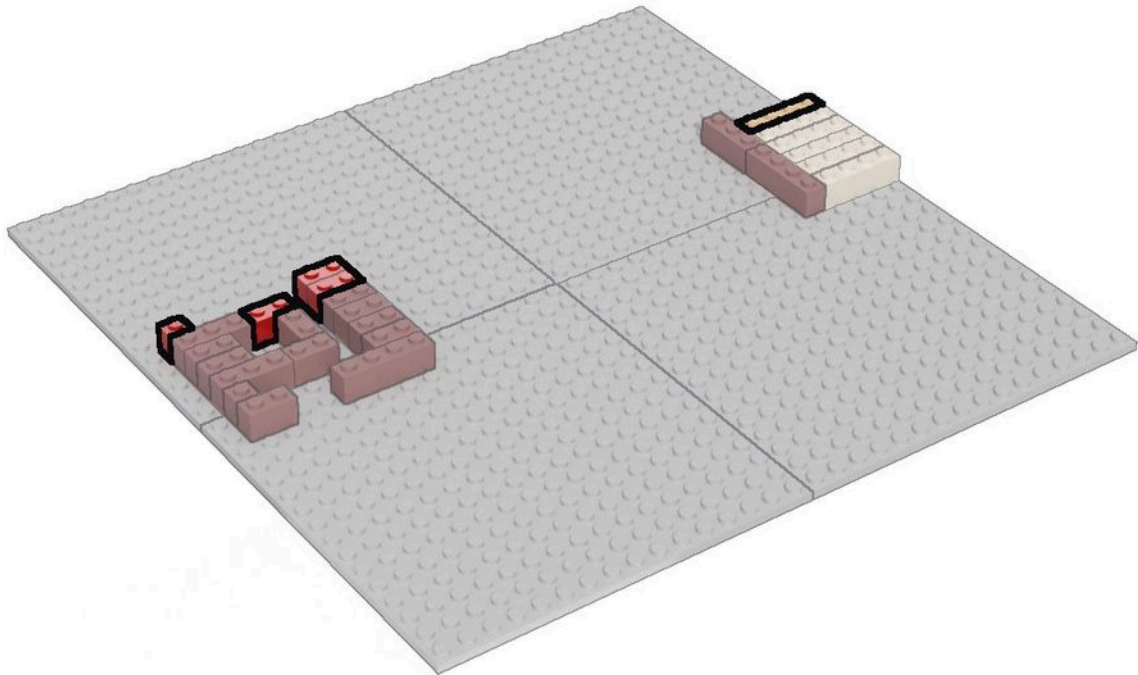
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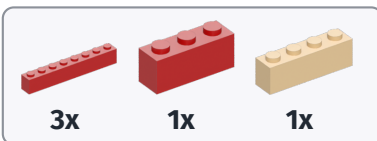
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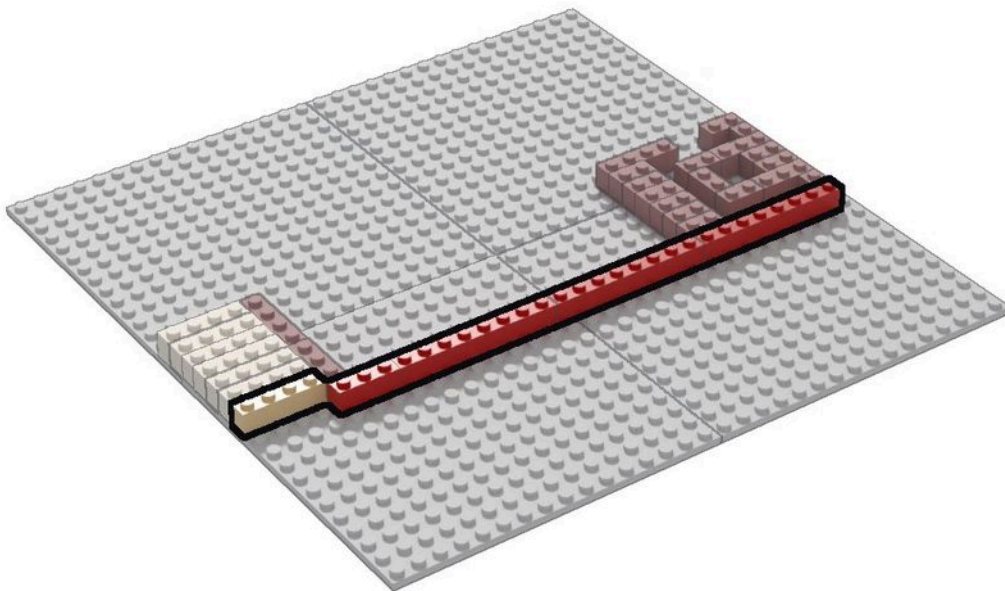
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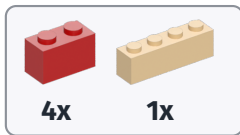


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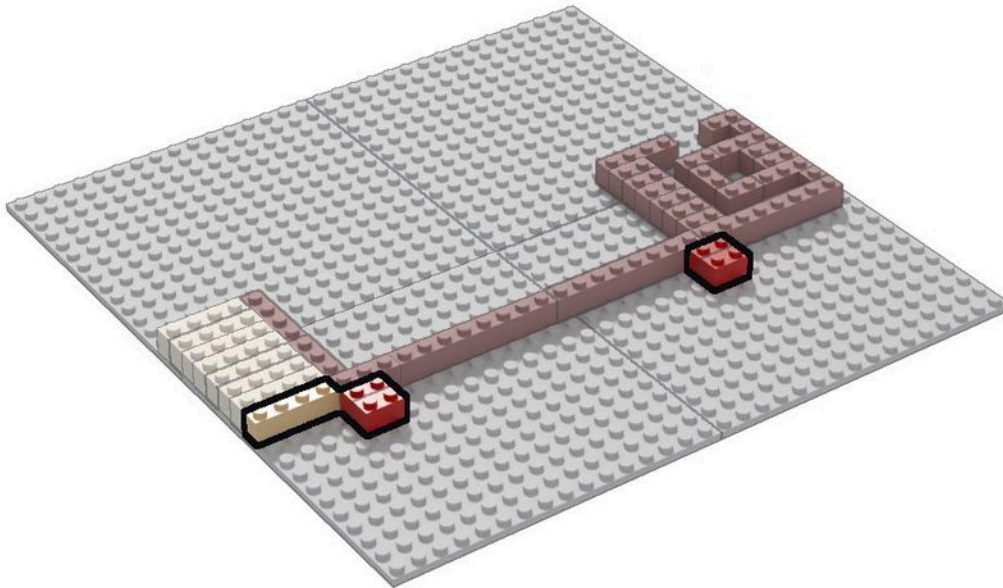


Chapter 2 · The Rathaus

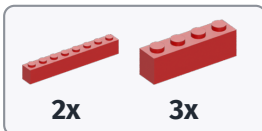
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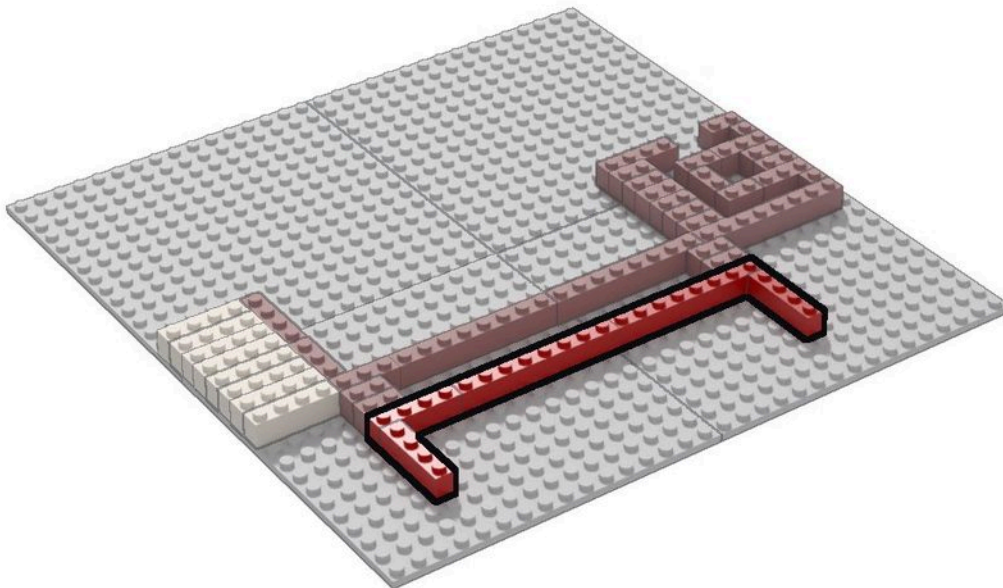
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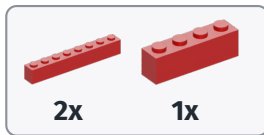
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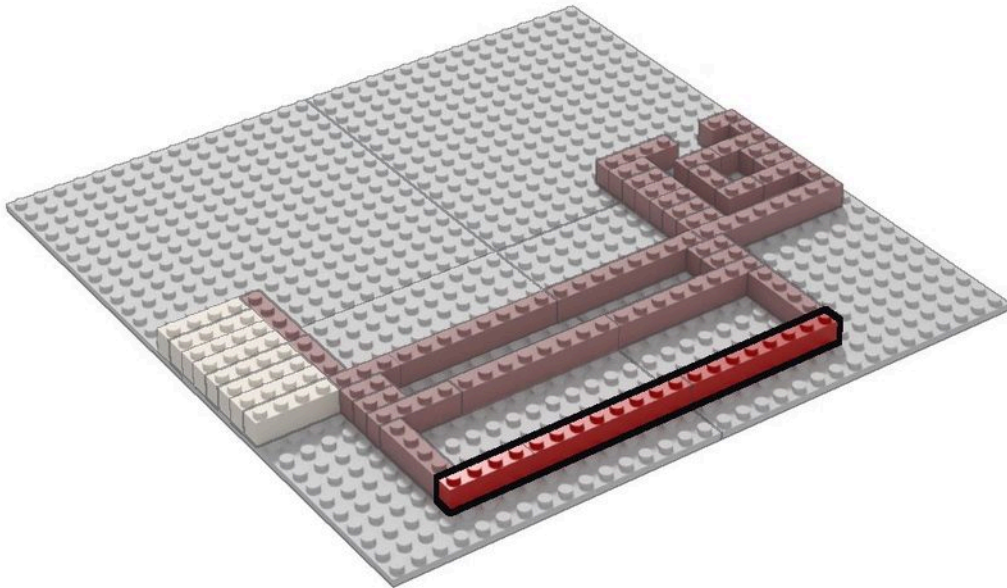
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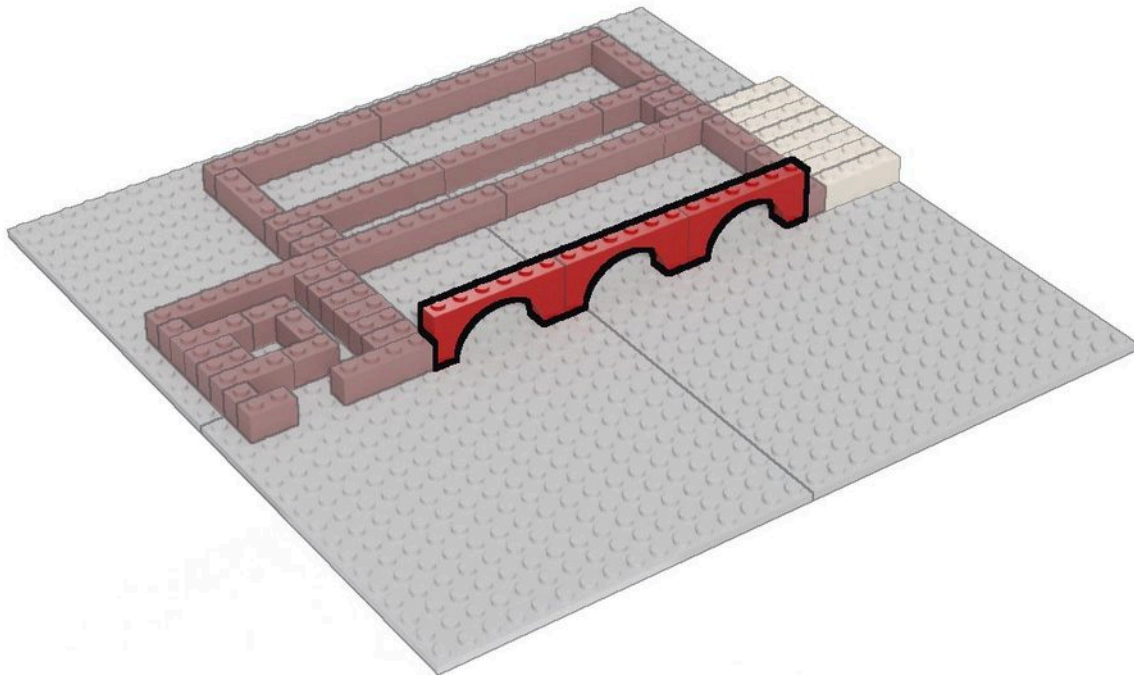
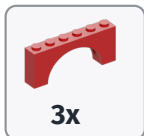
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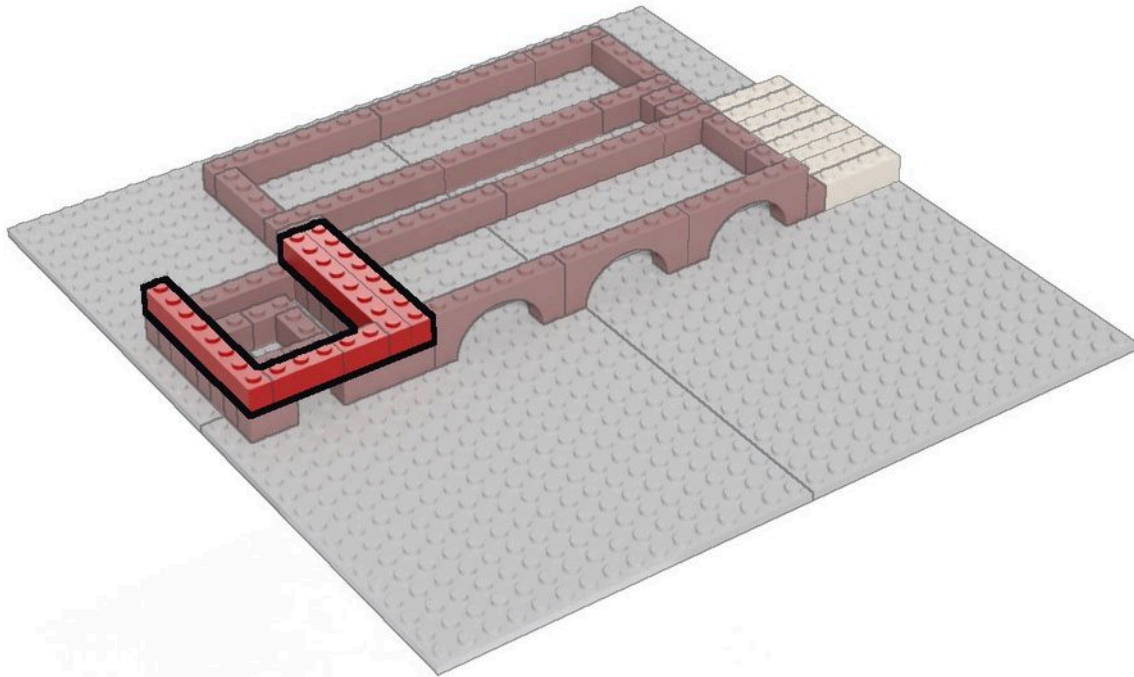
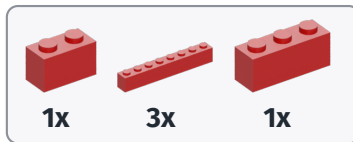
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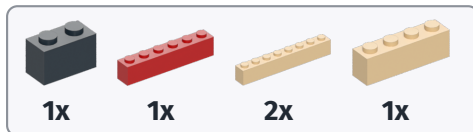
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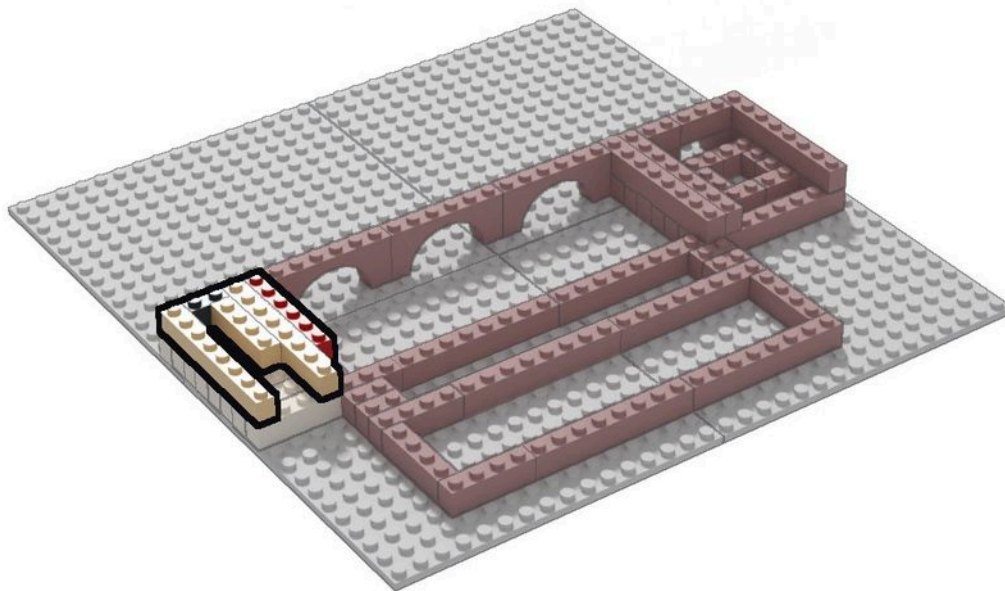
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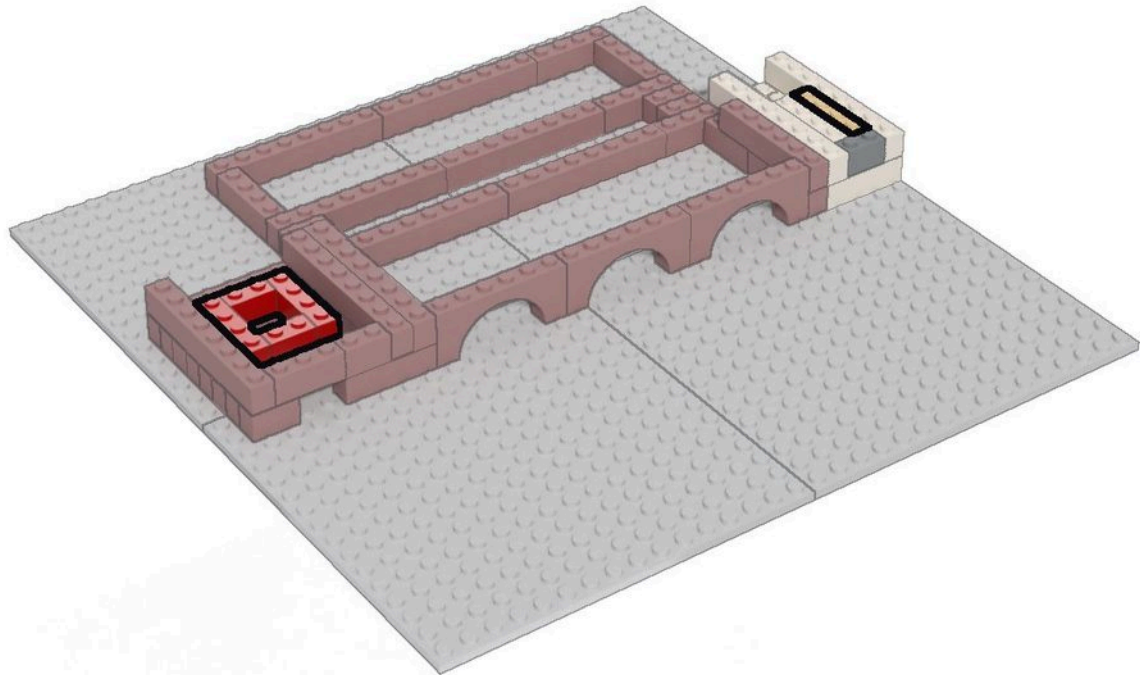
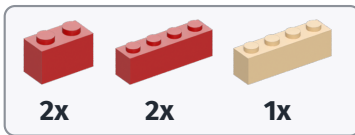
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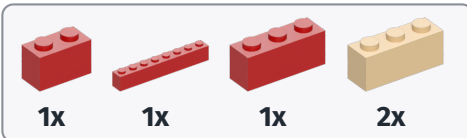
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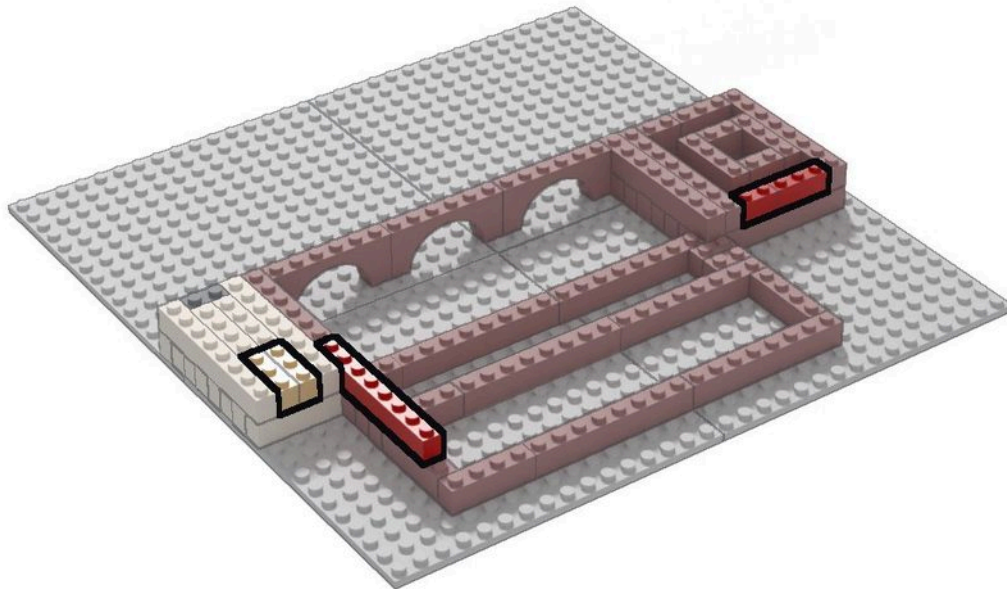
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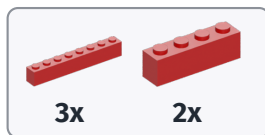
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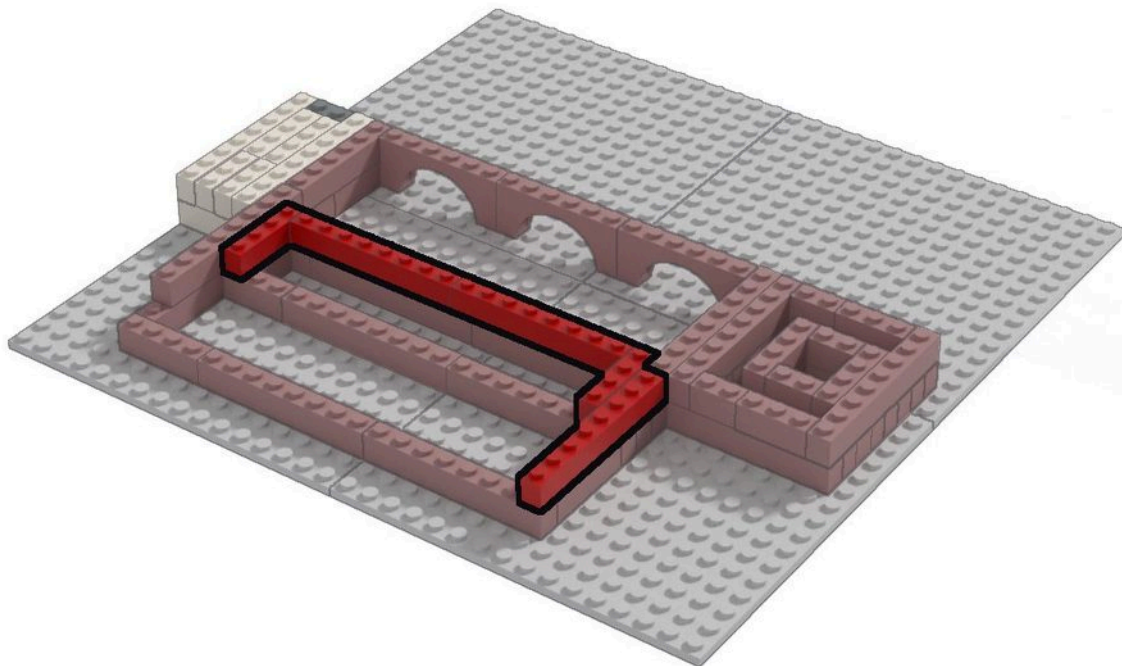
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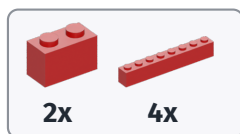
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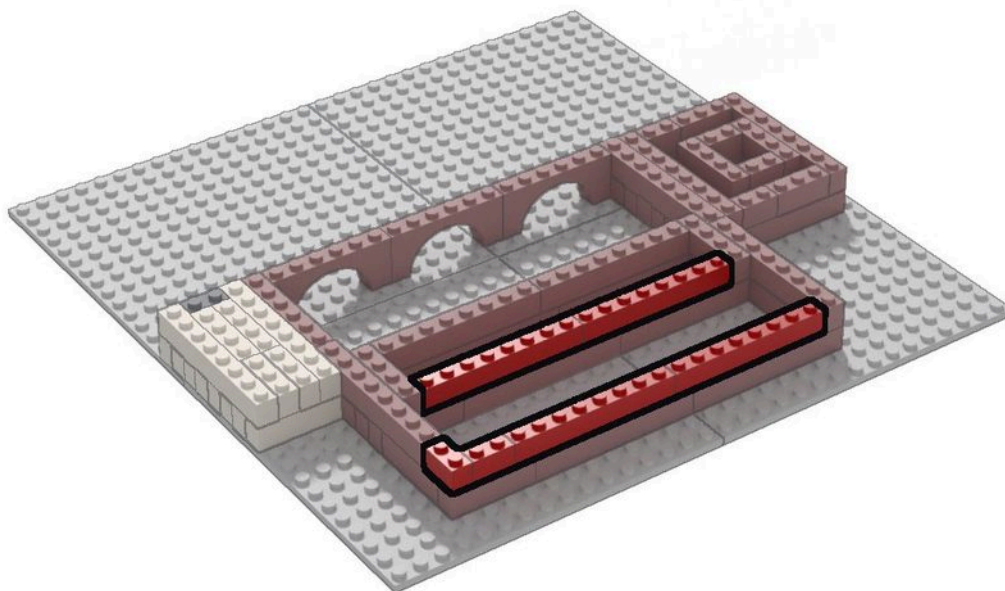
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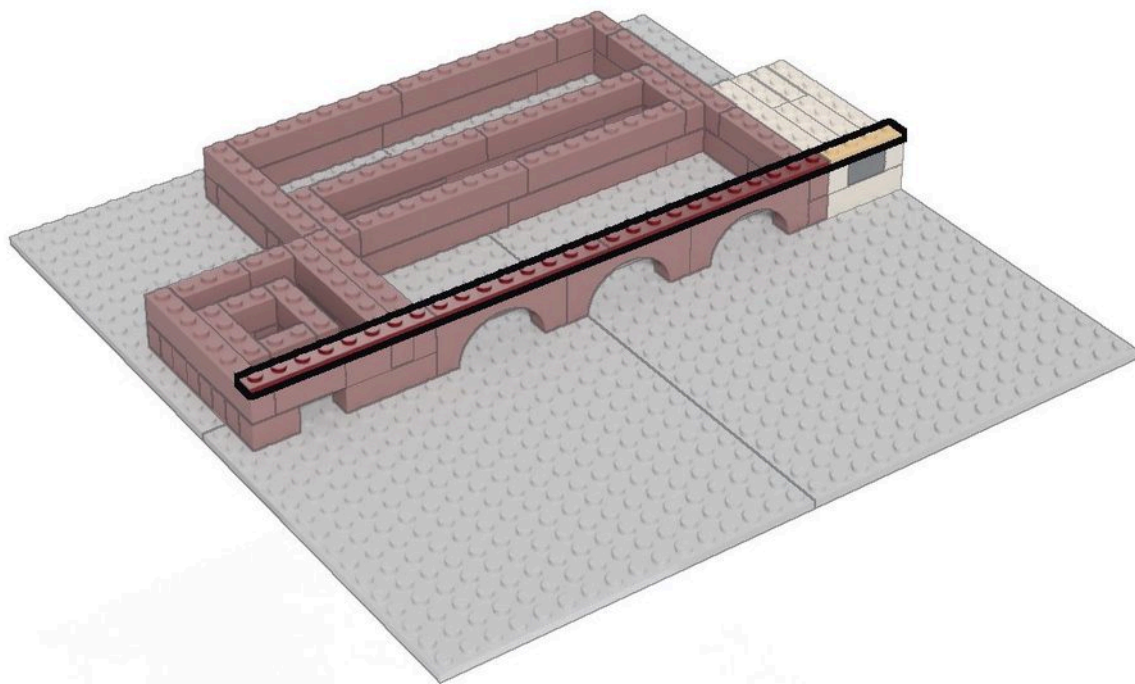
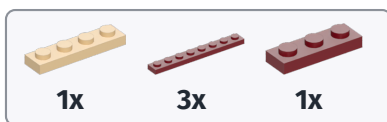
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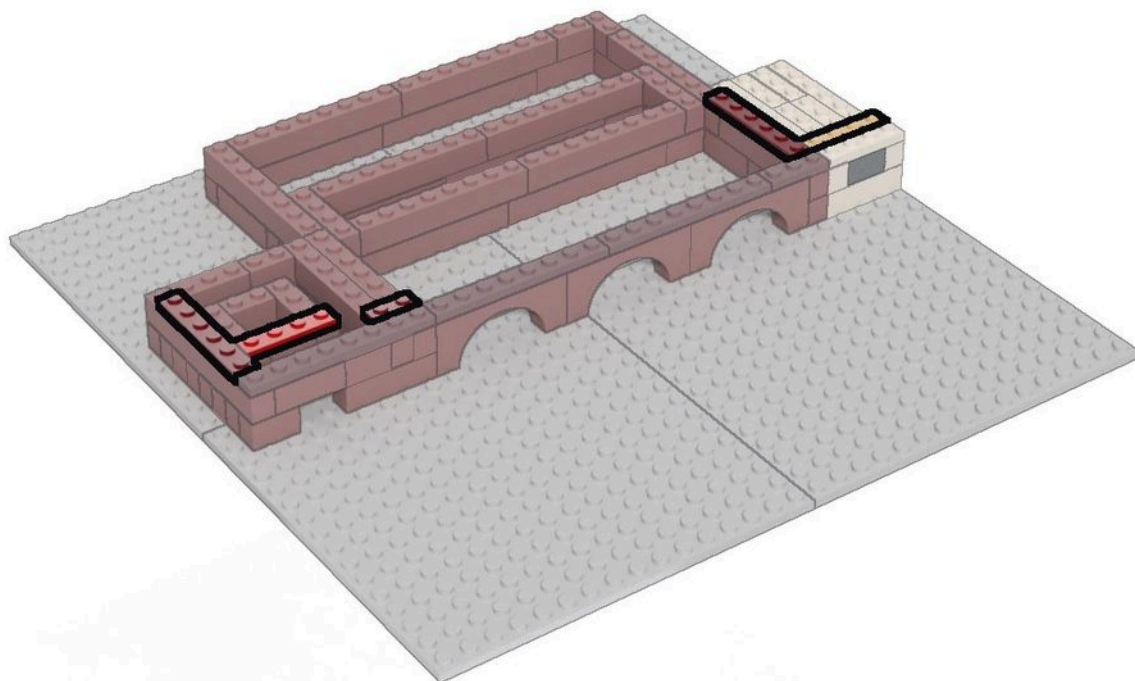
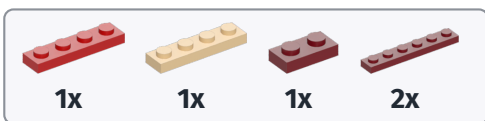
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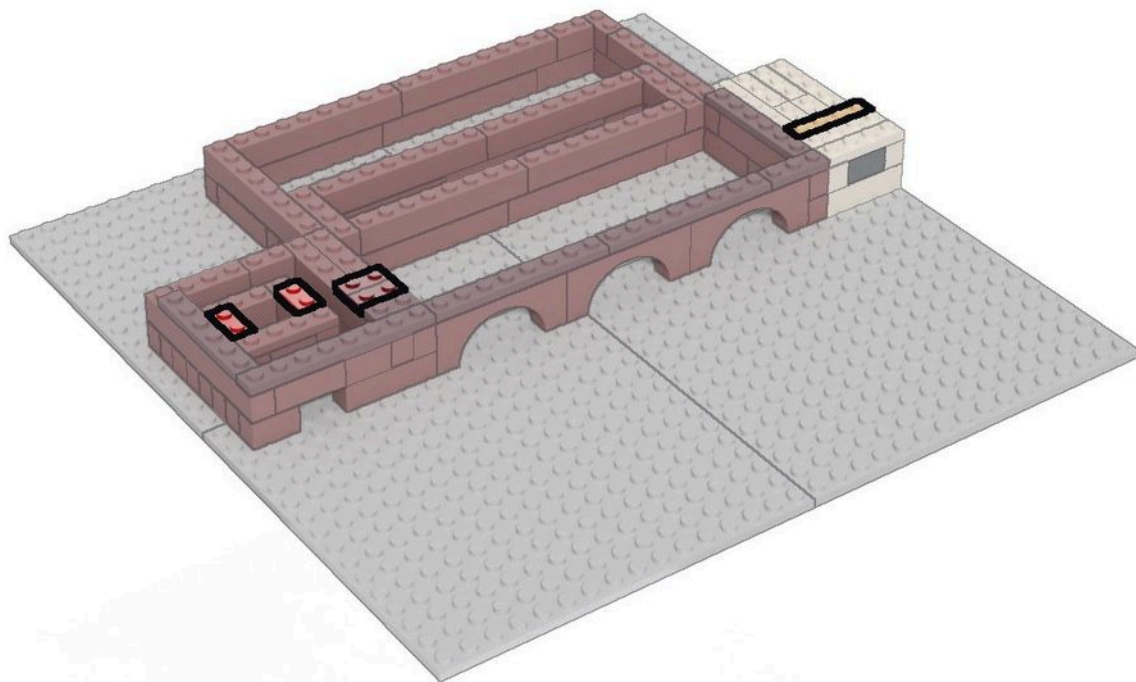
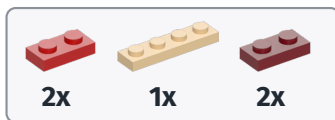
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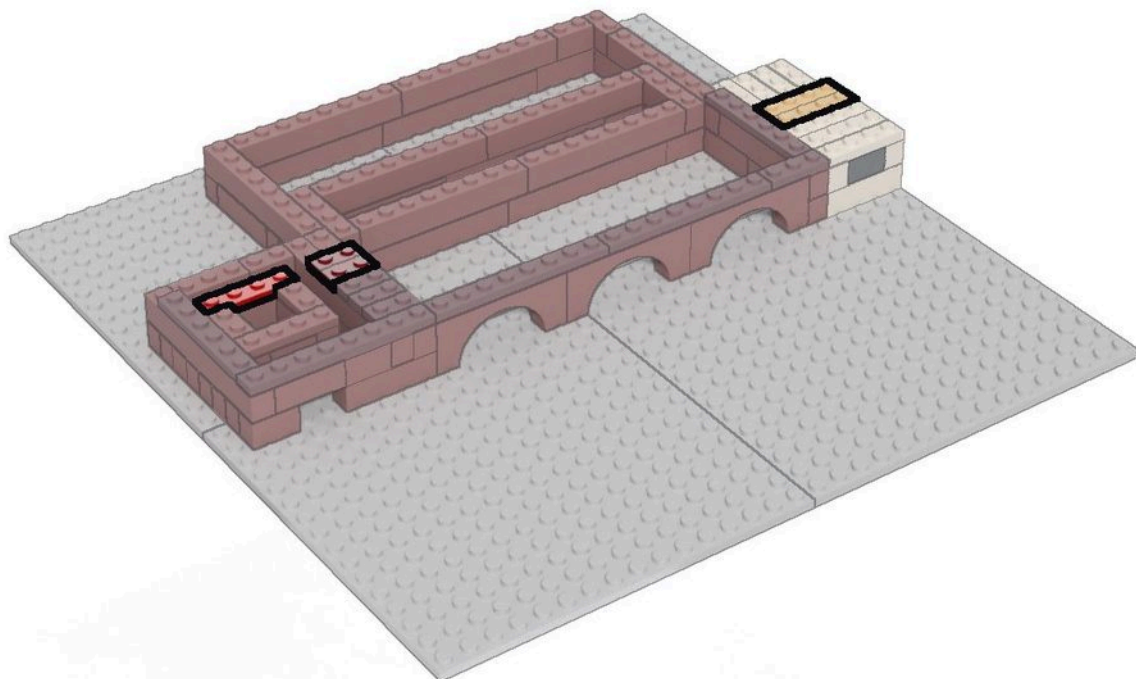
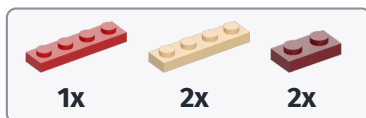
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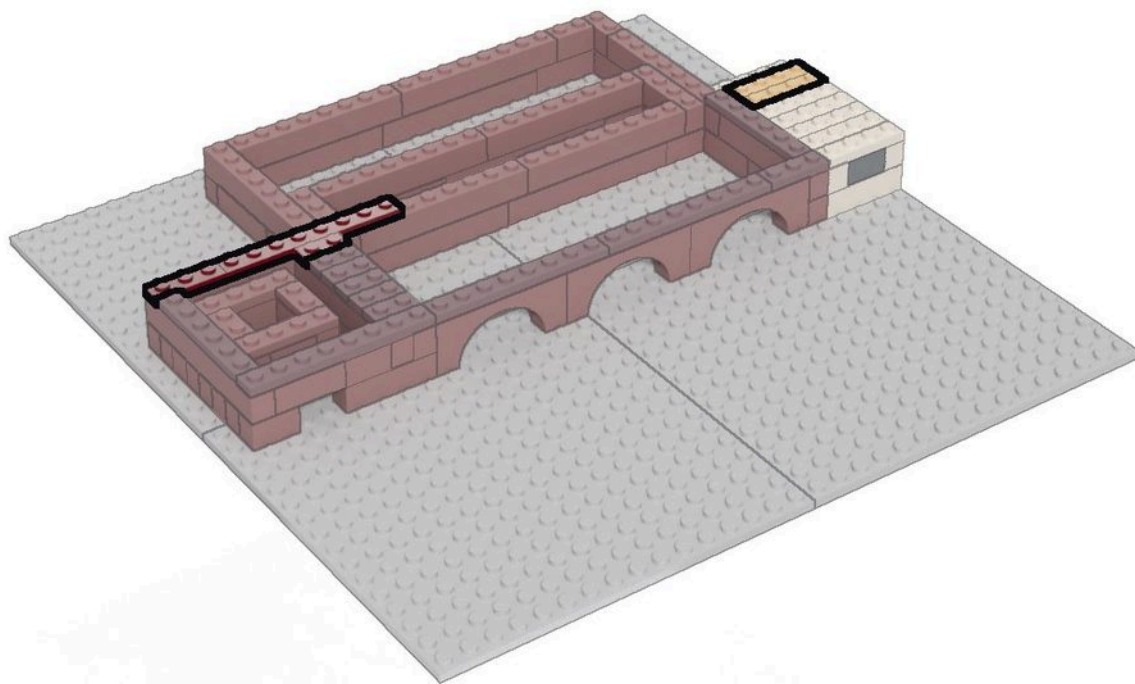
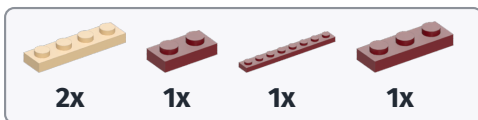
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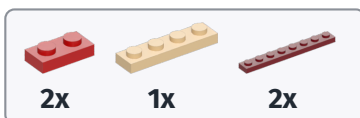
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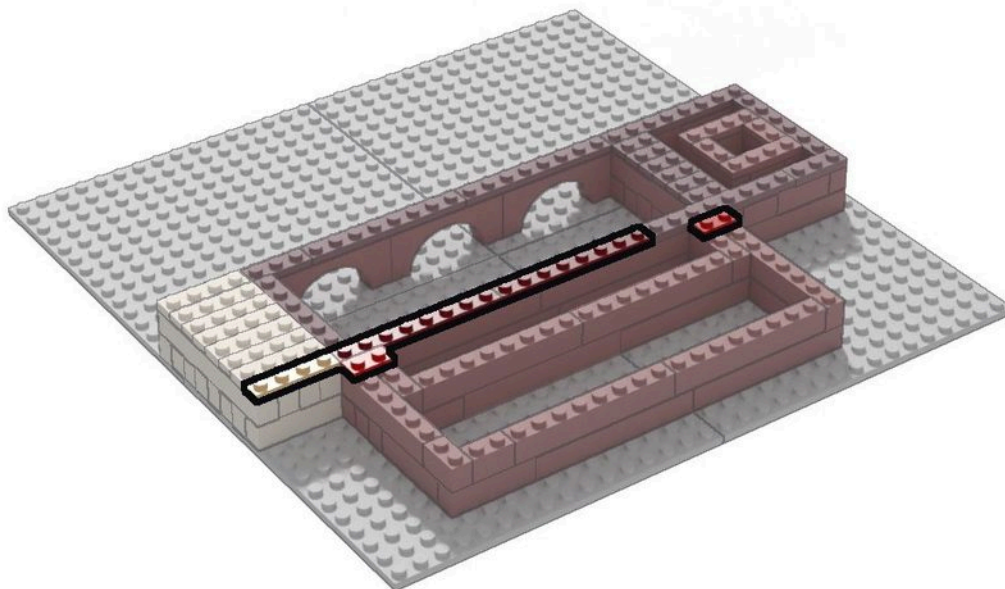
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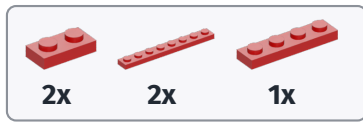
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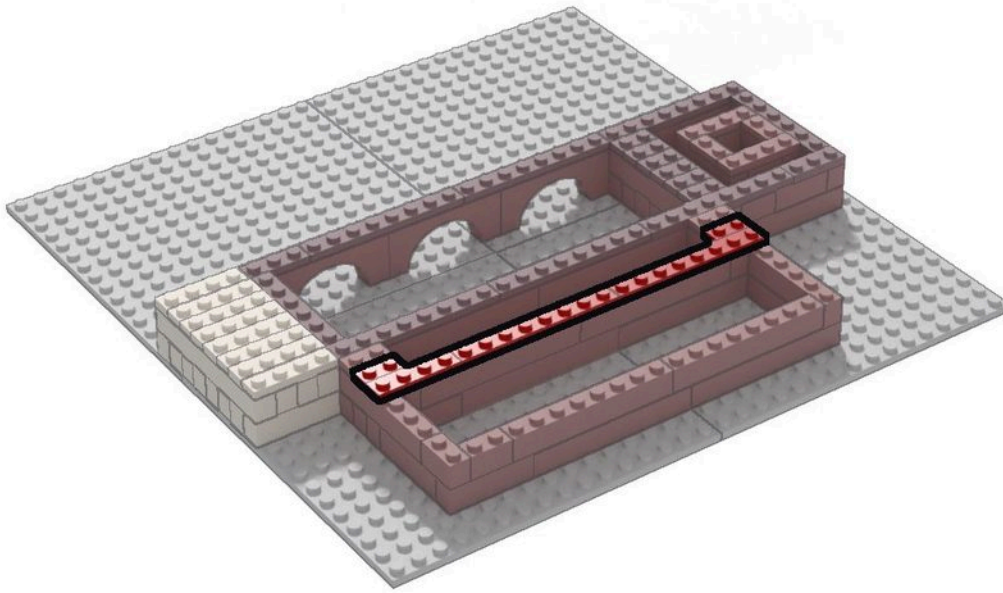
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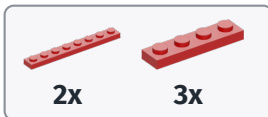
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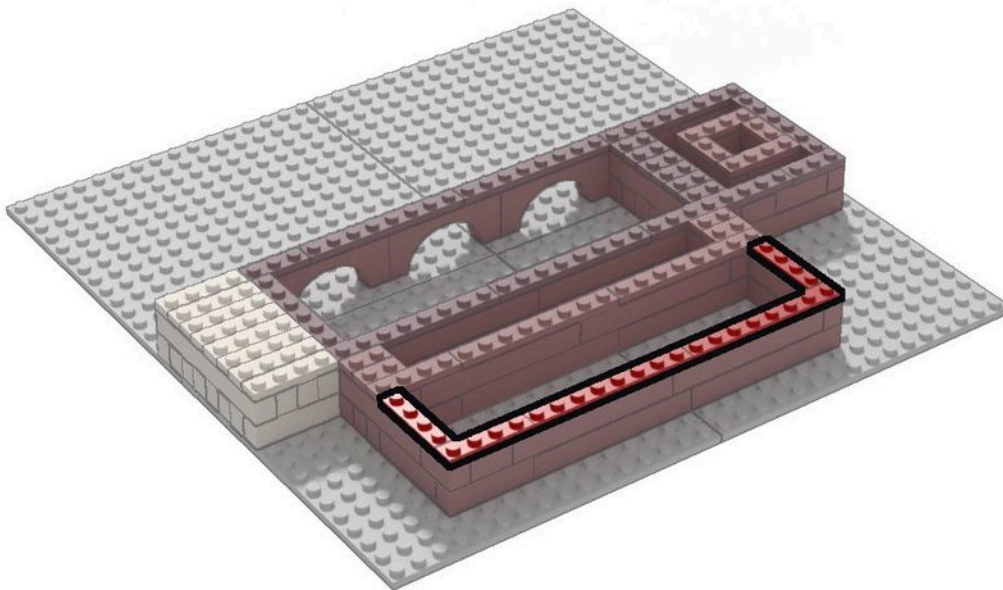
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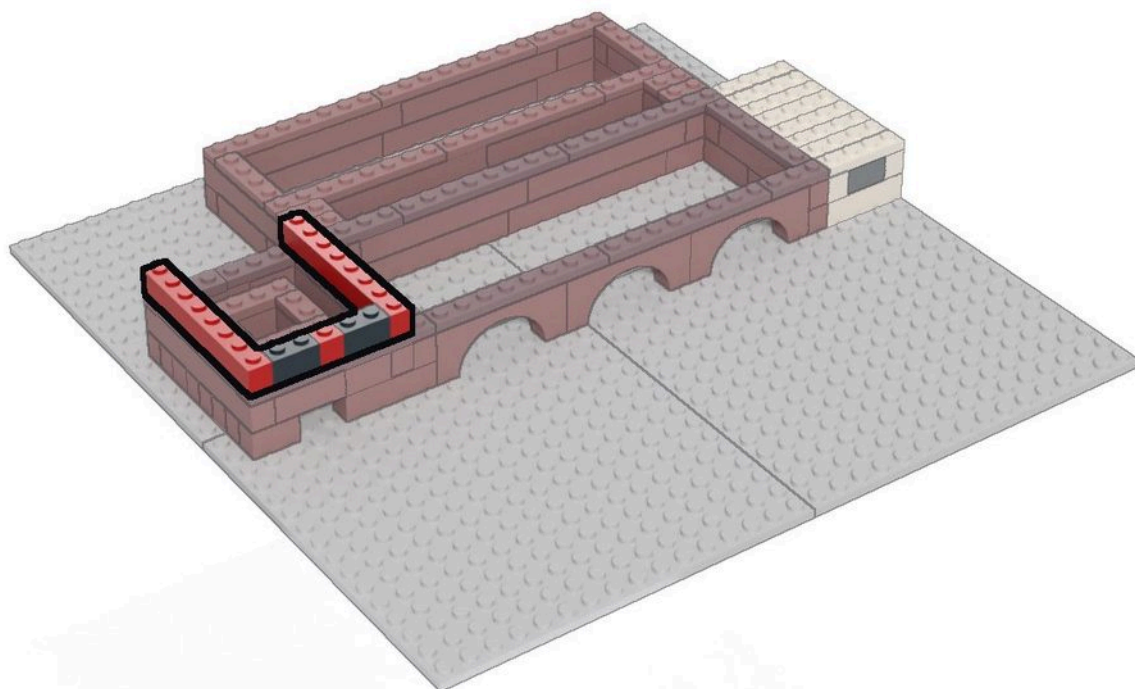
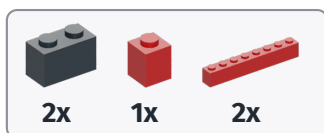
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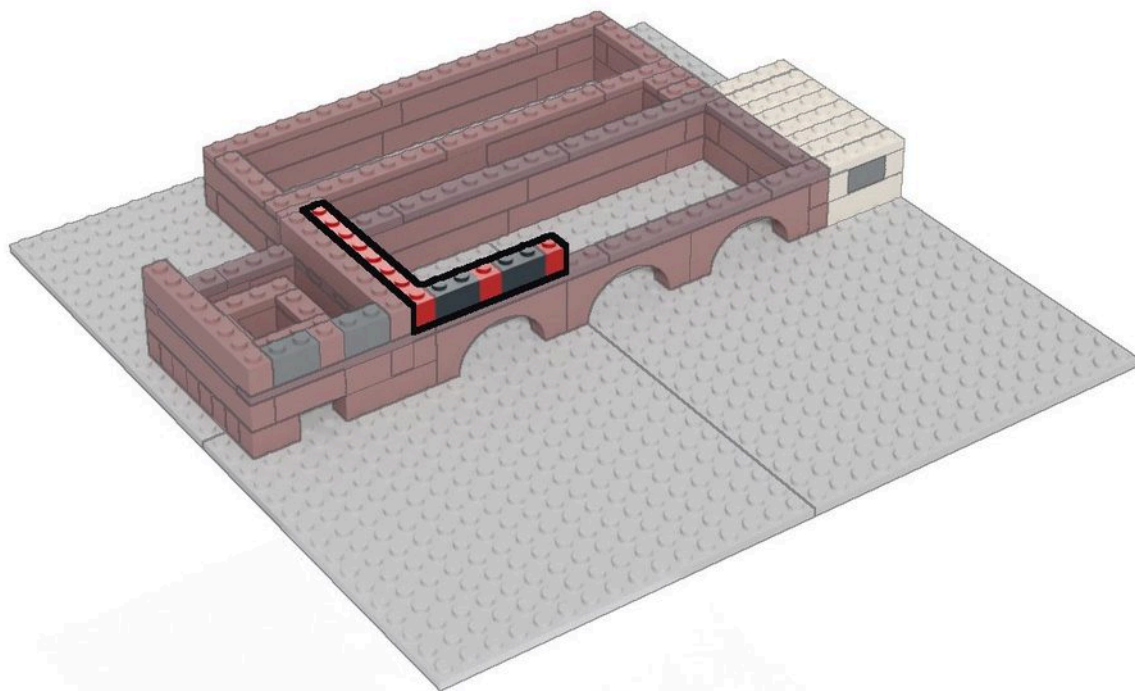
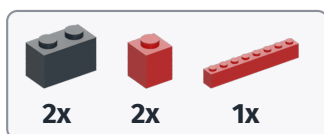
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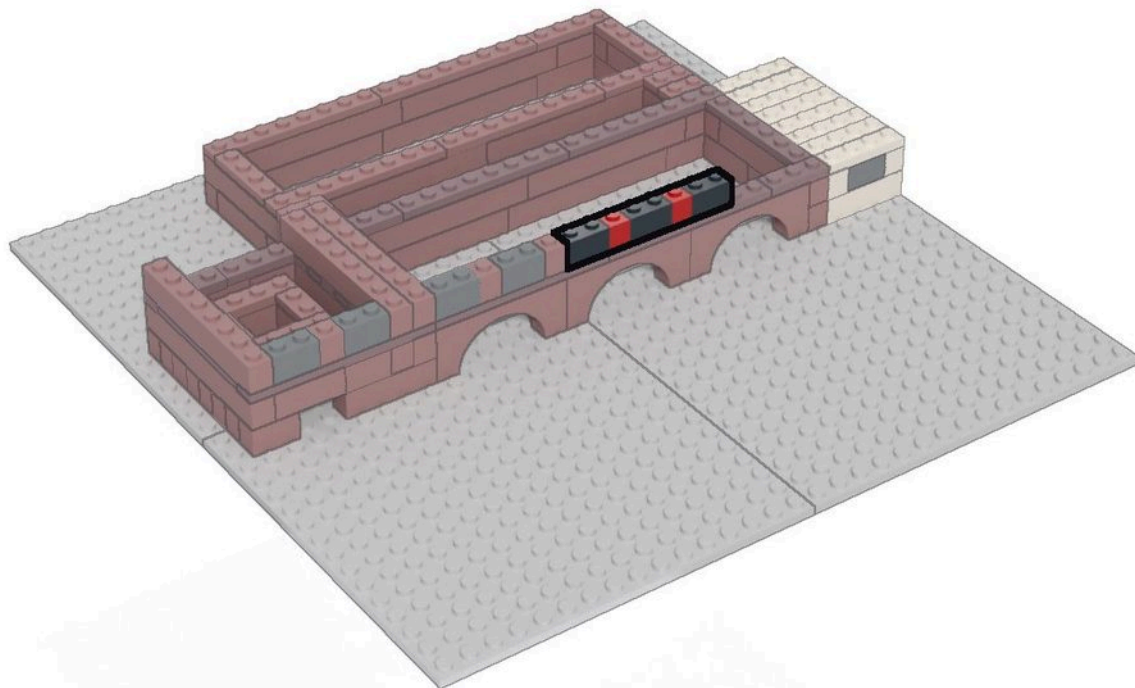
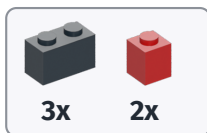
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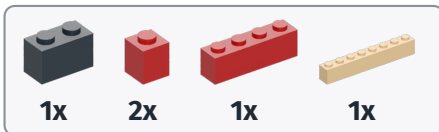
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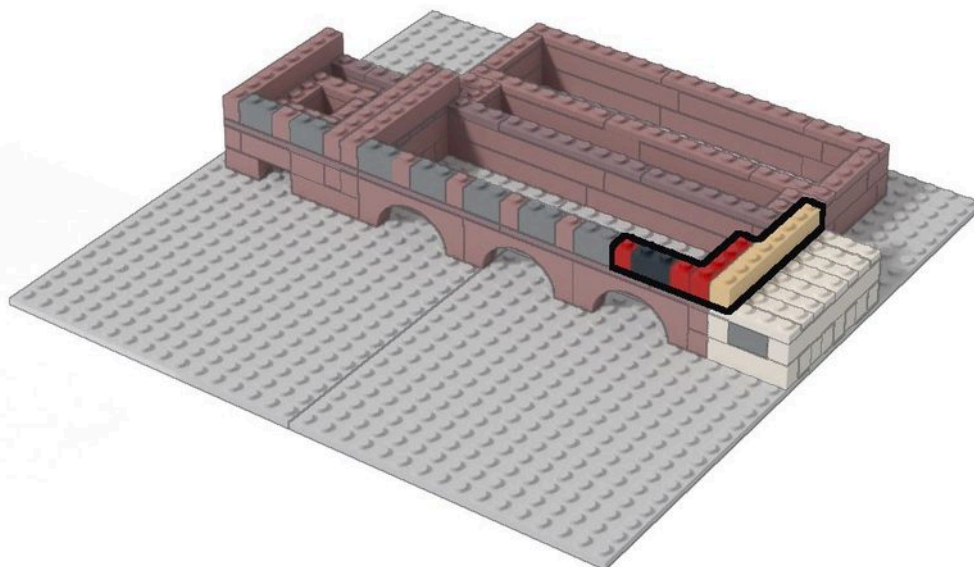
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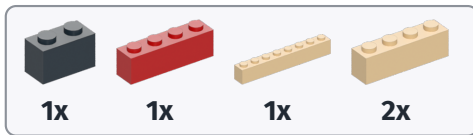
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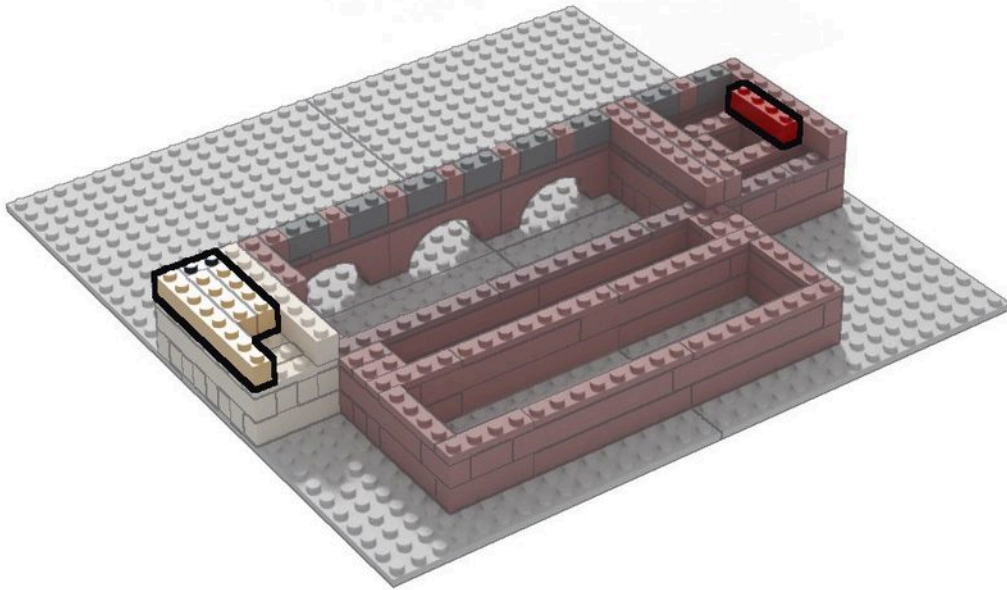
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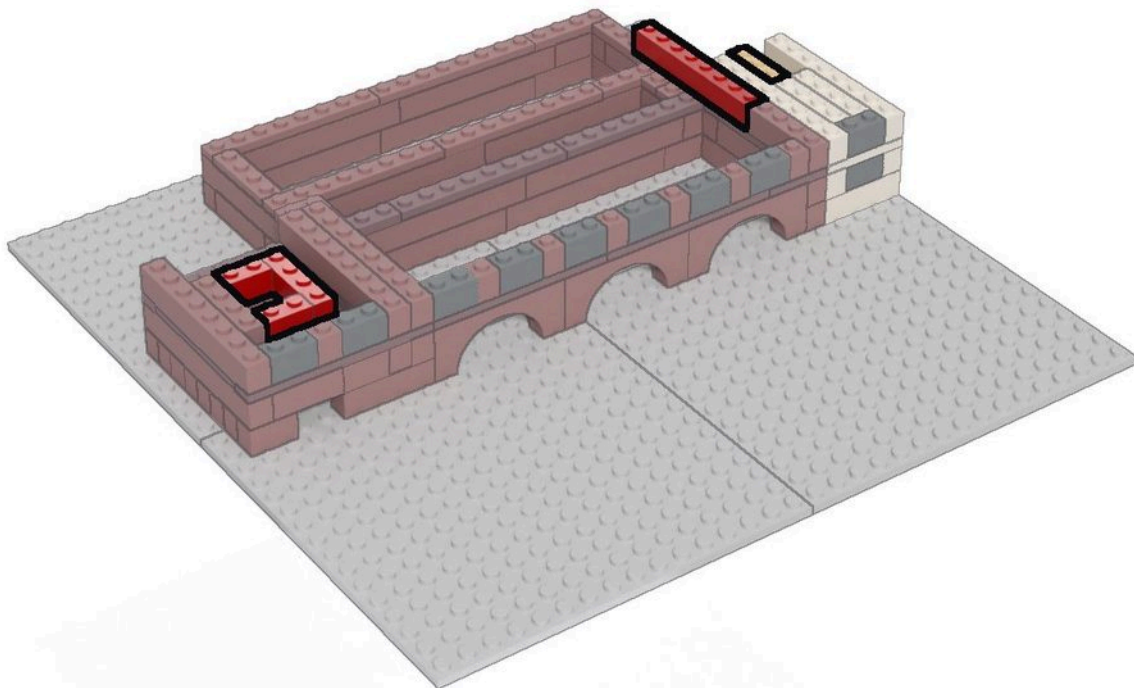
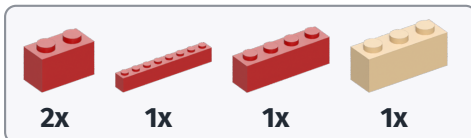
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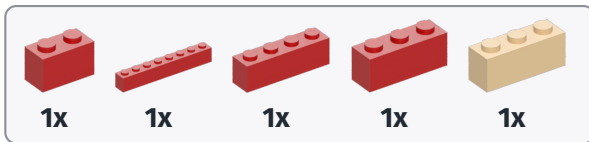
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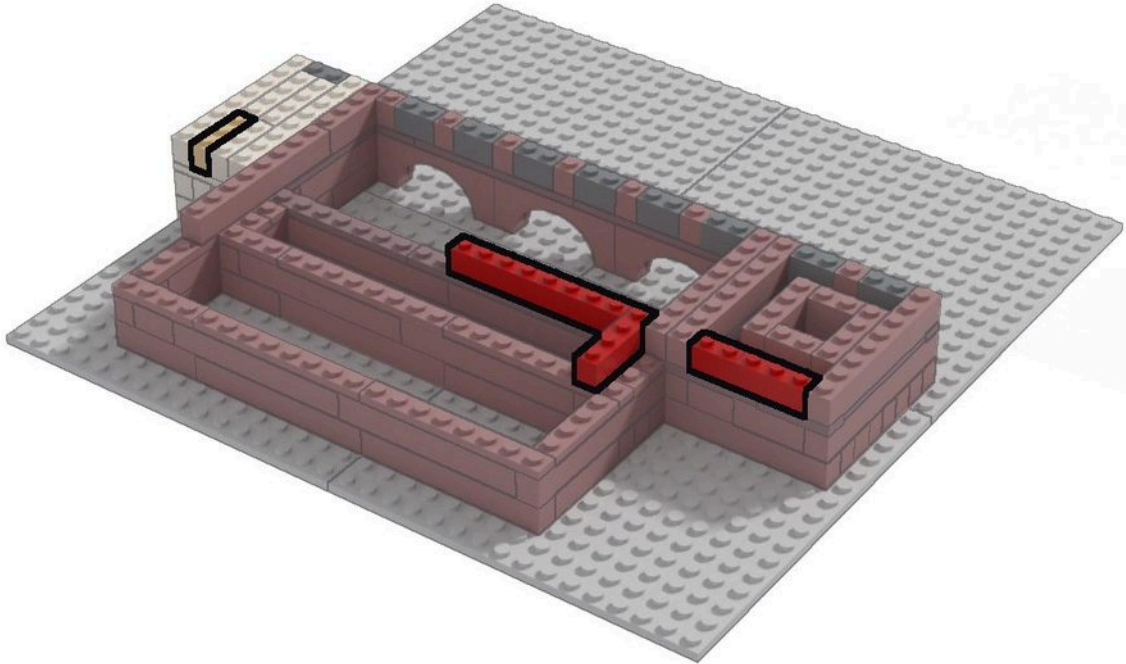
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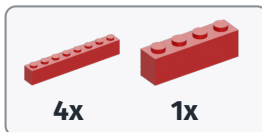
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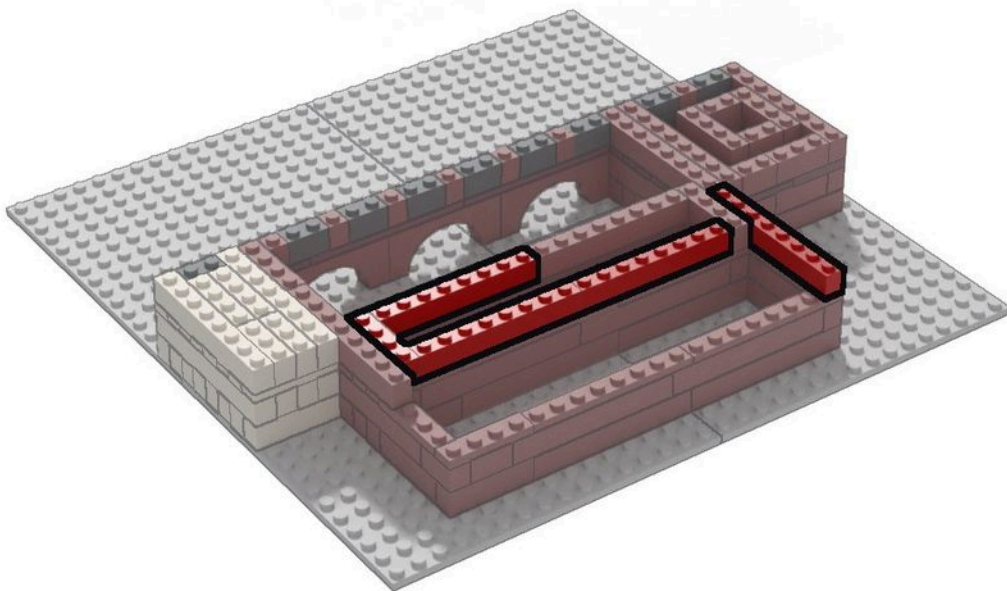
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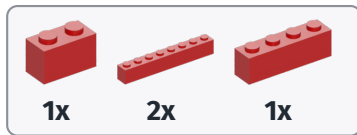
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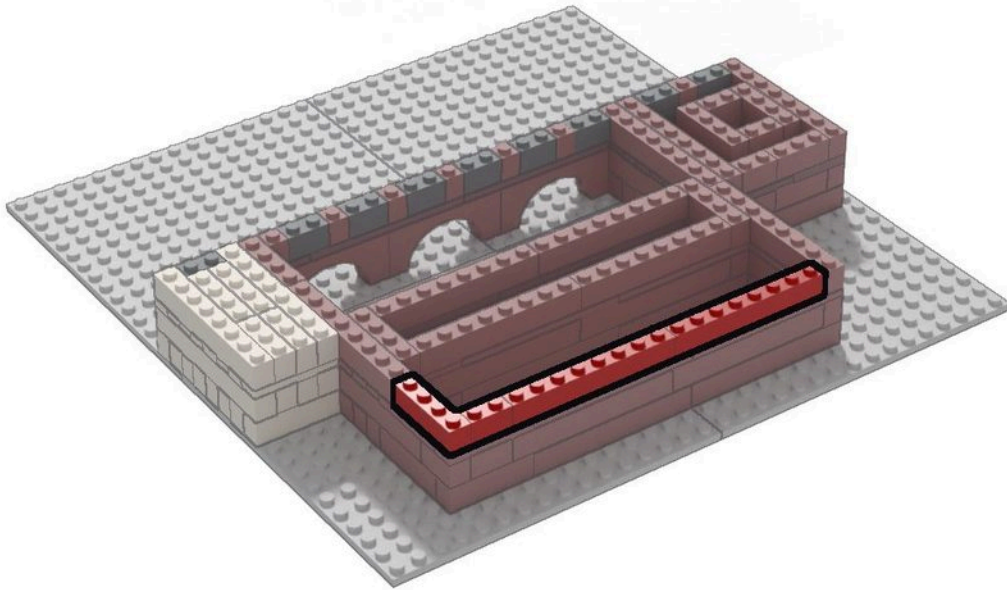
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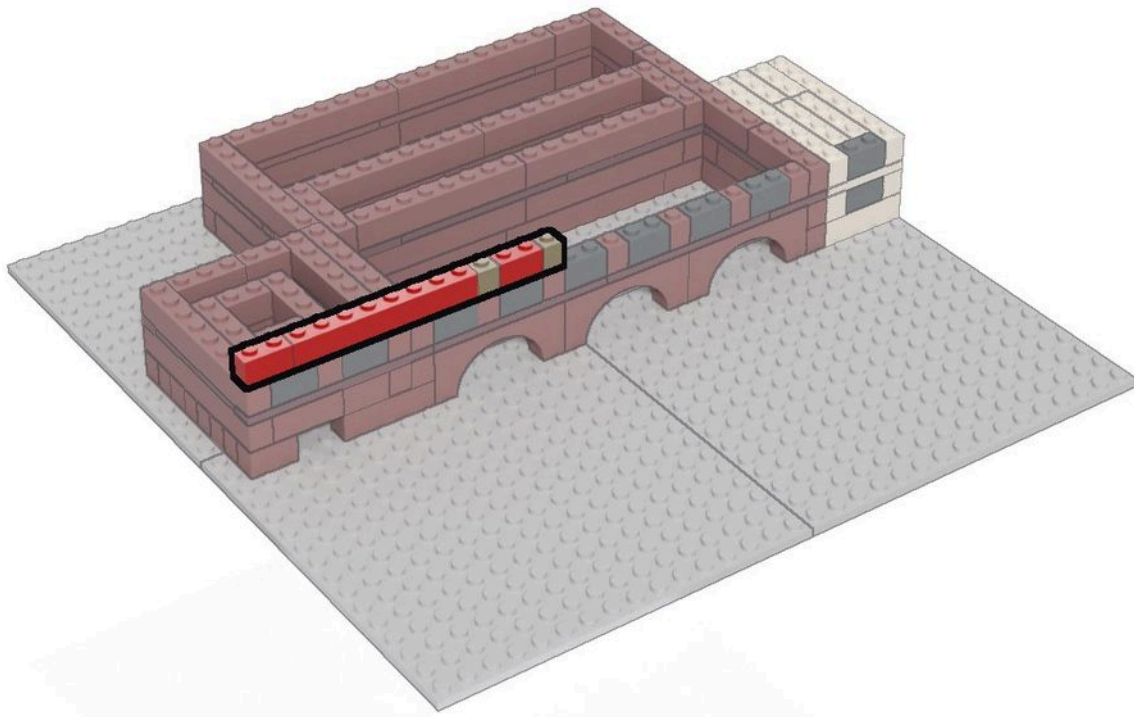
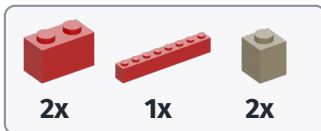
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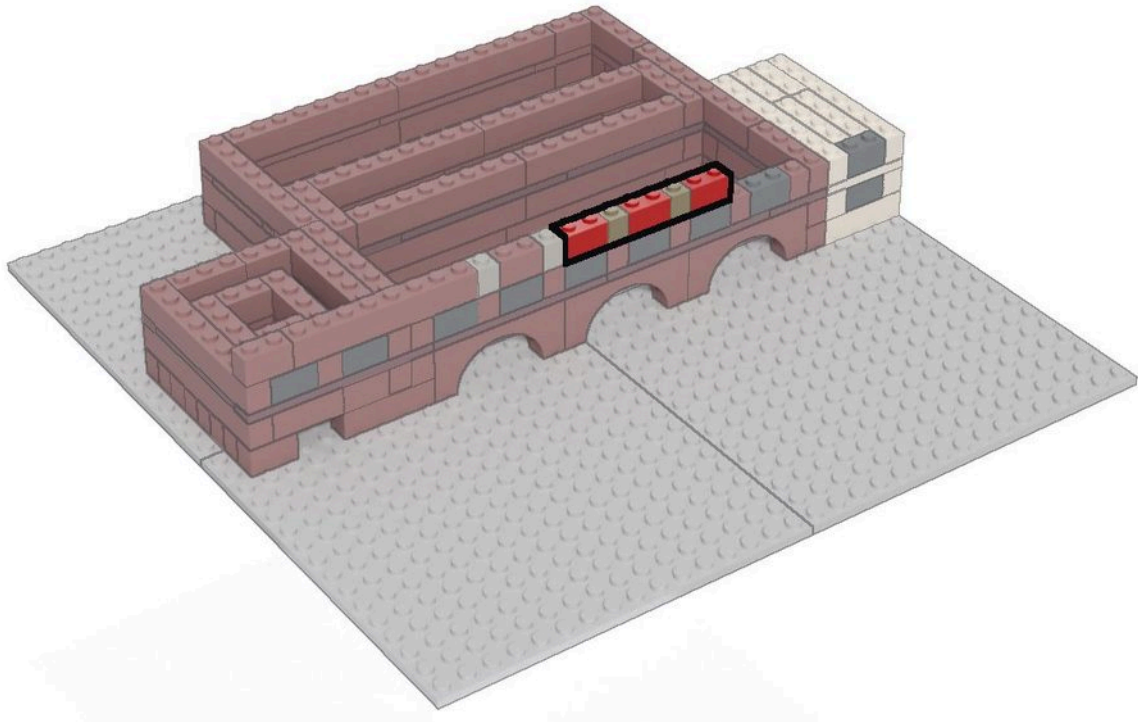
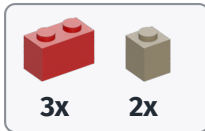
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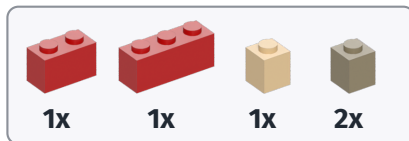
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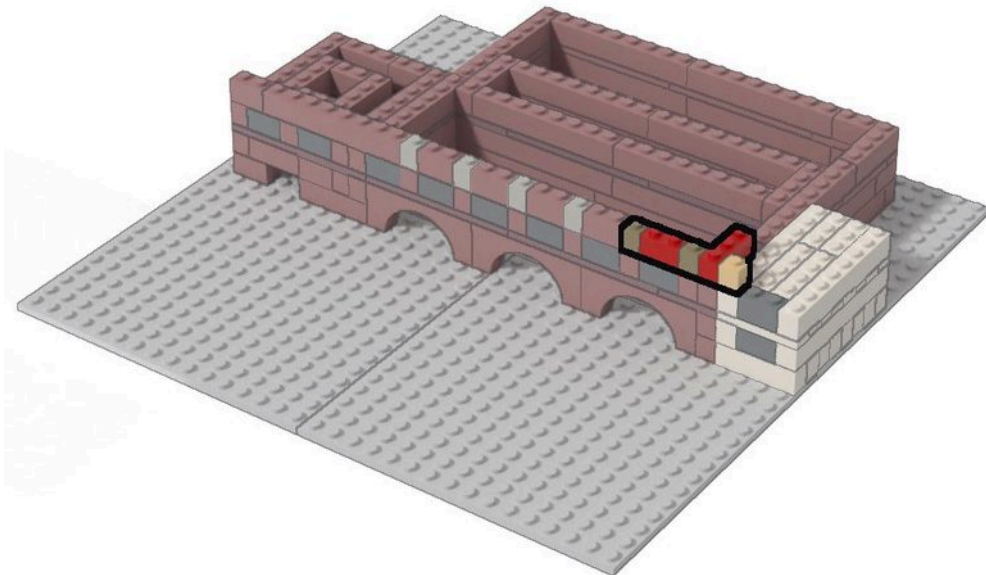
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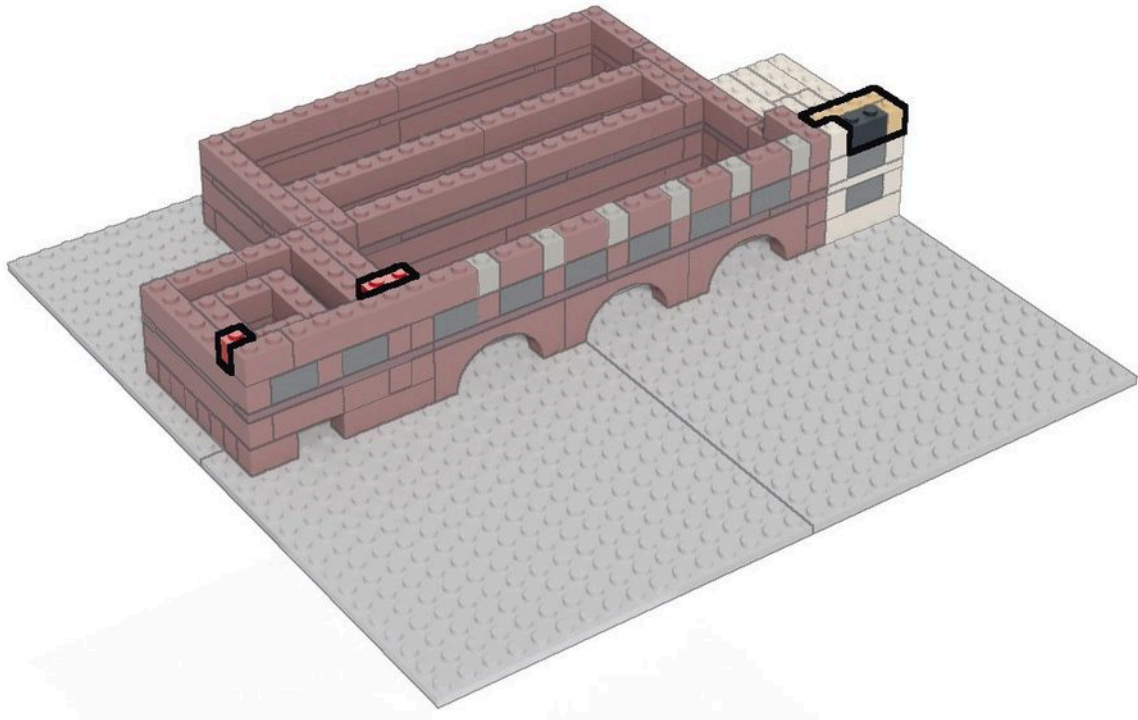
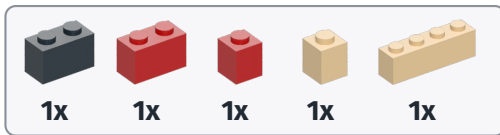
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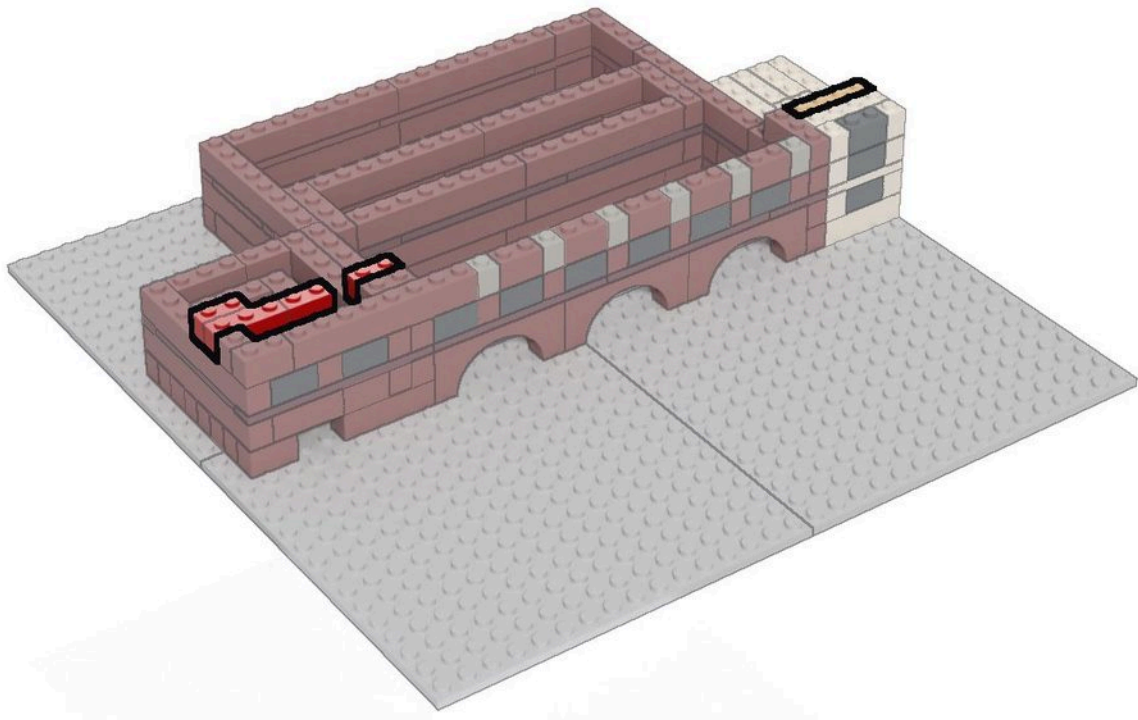
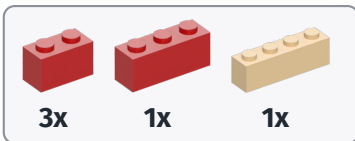
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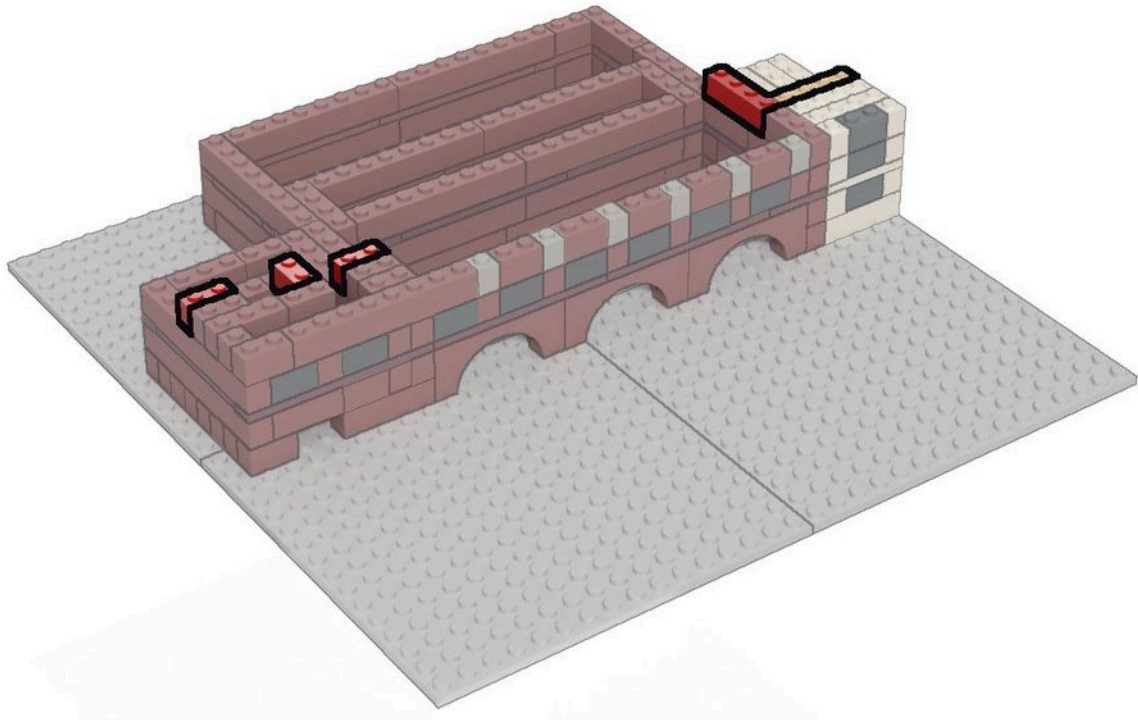
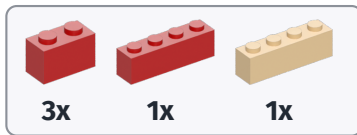
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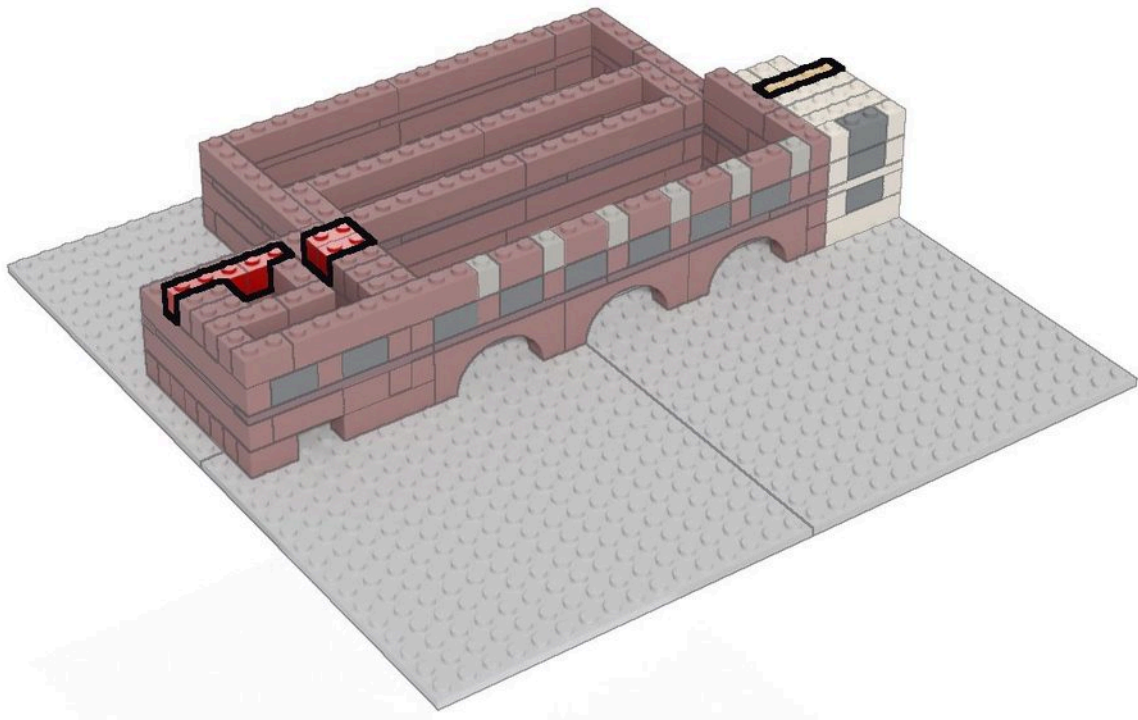
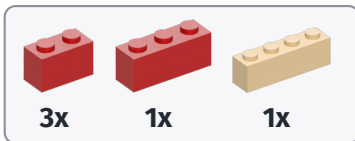
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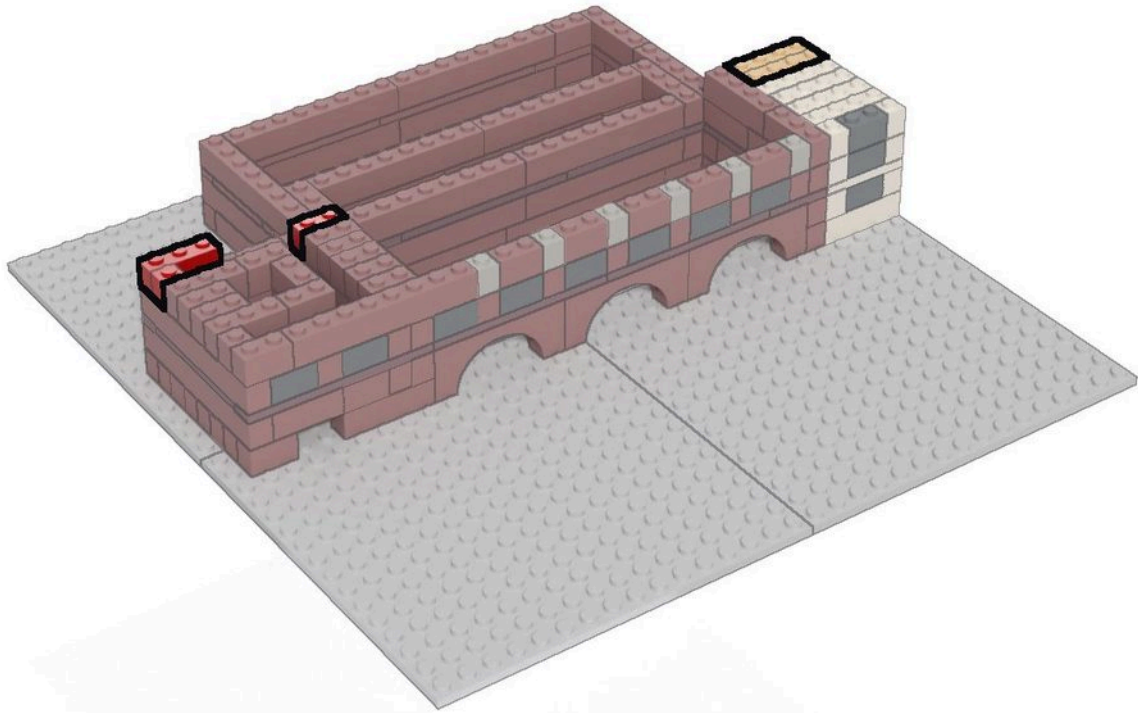
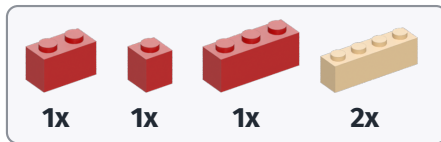
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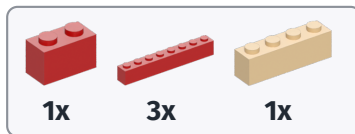
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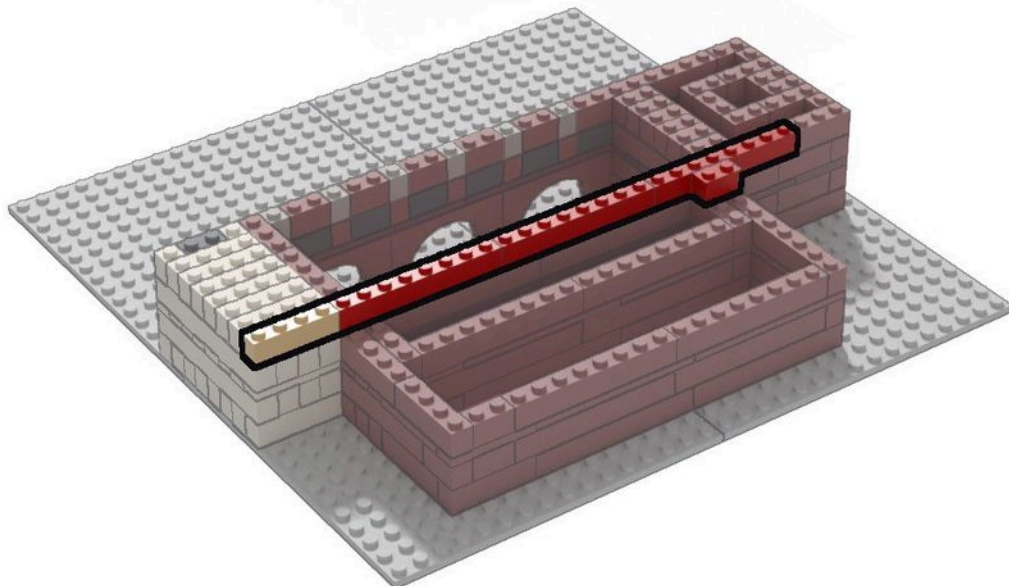
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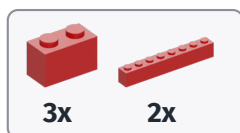
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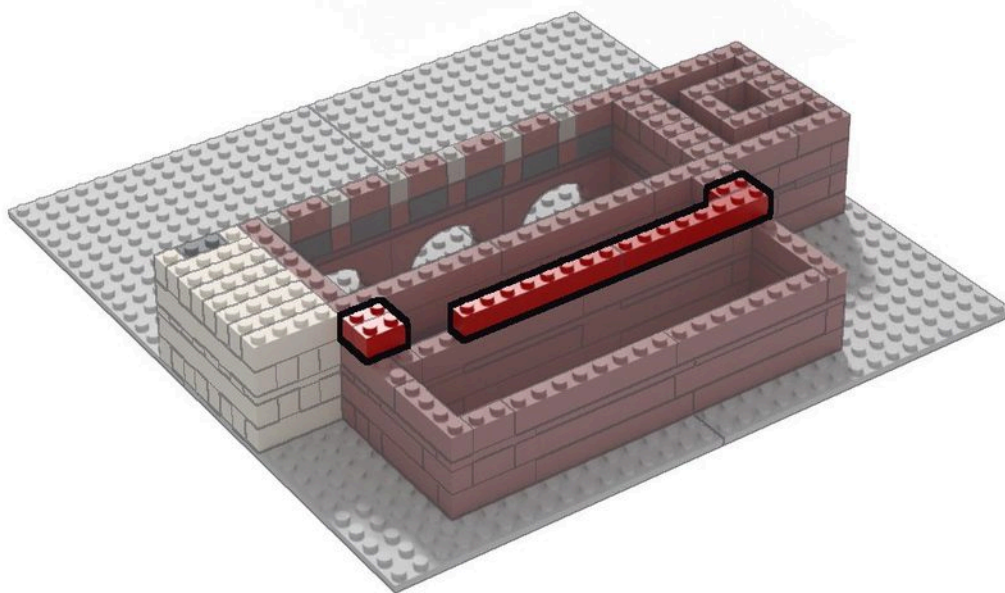
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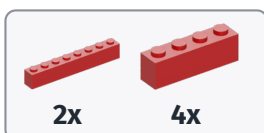
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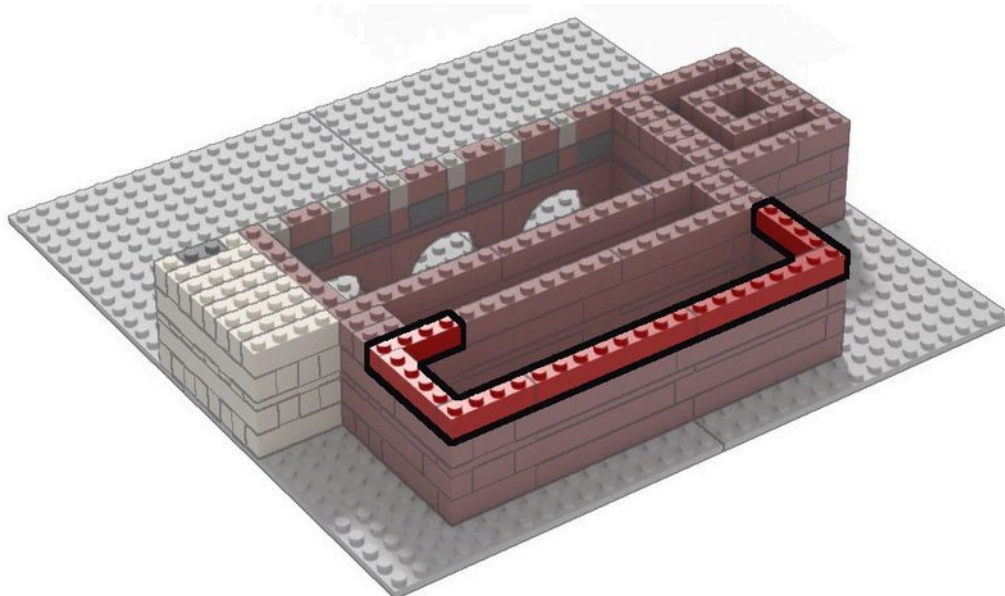
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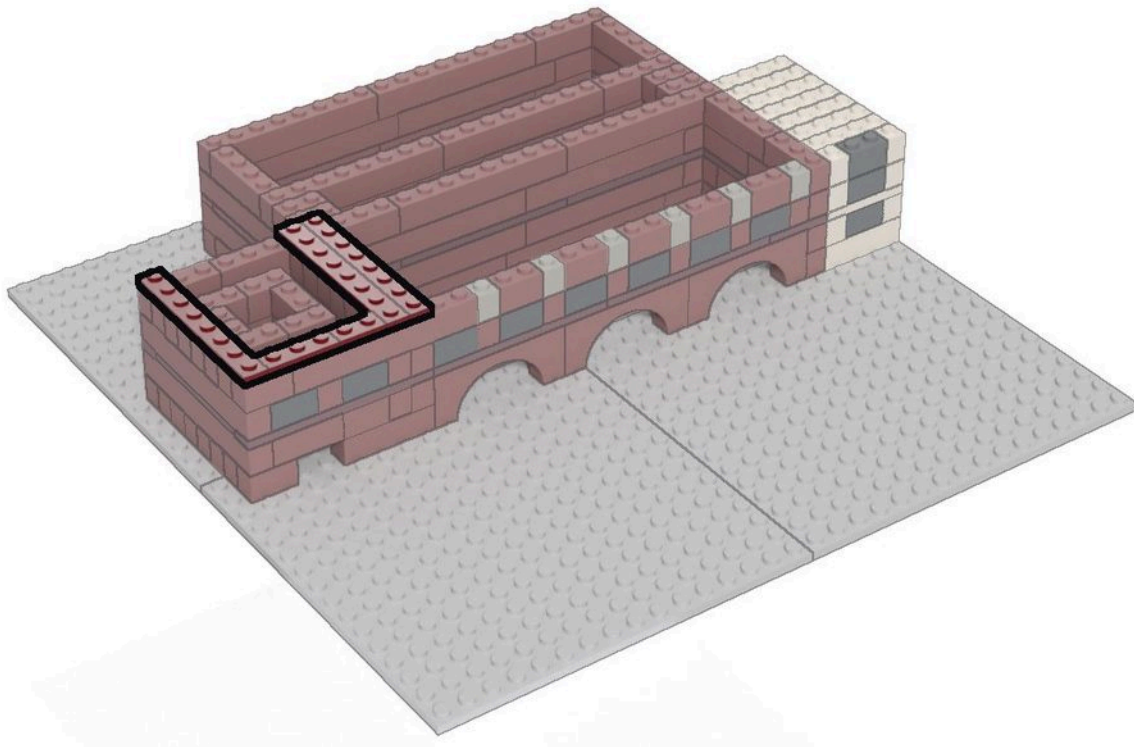
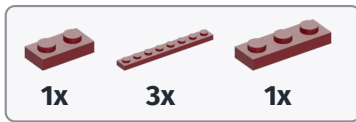
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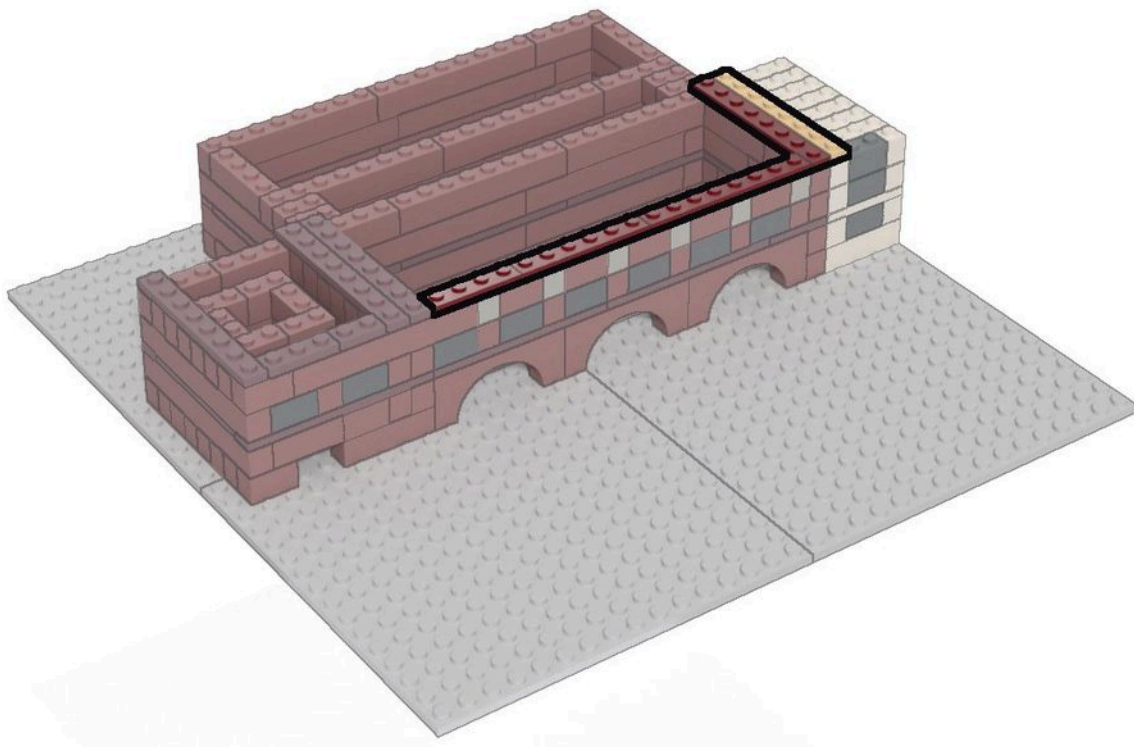
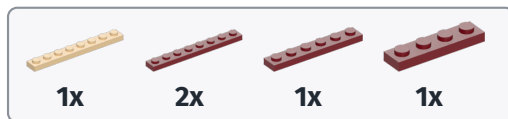
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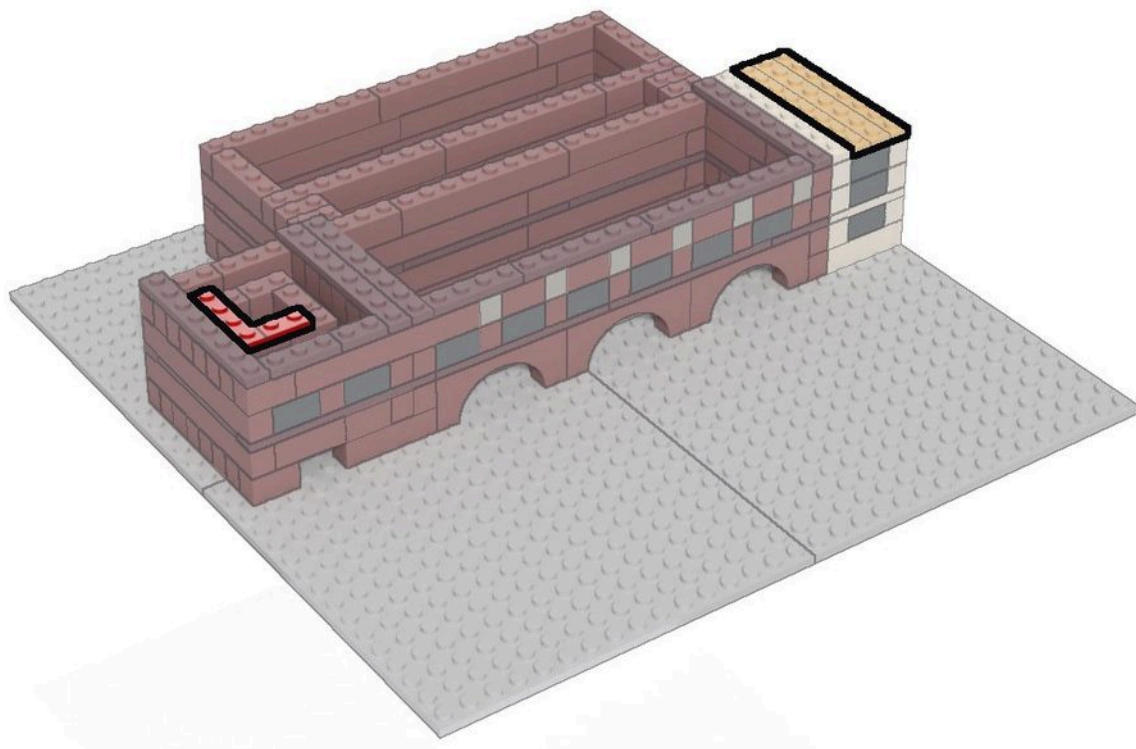
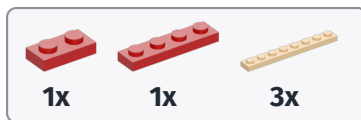
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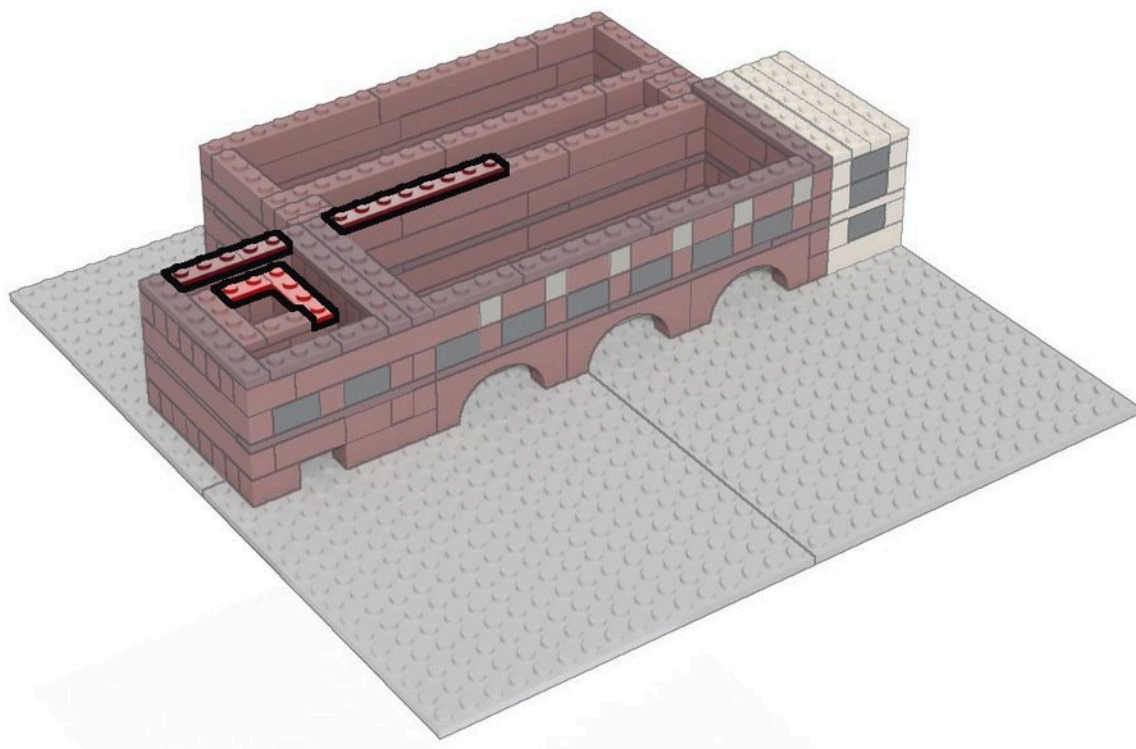
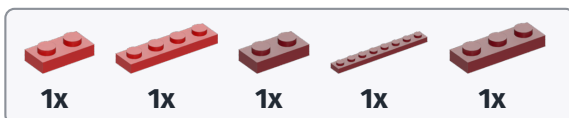
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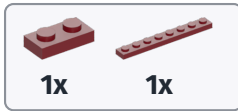
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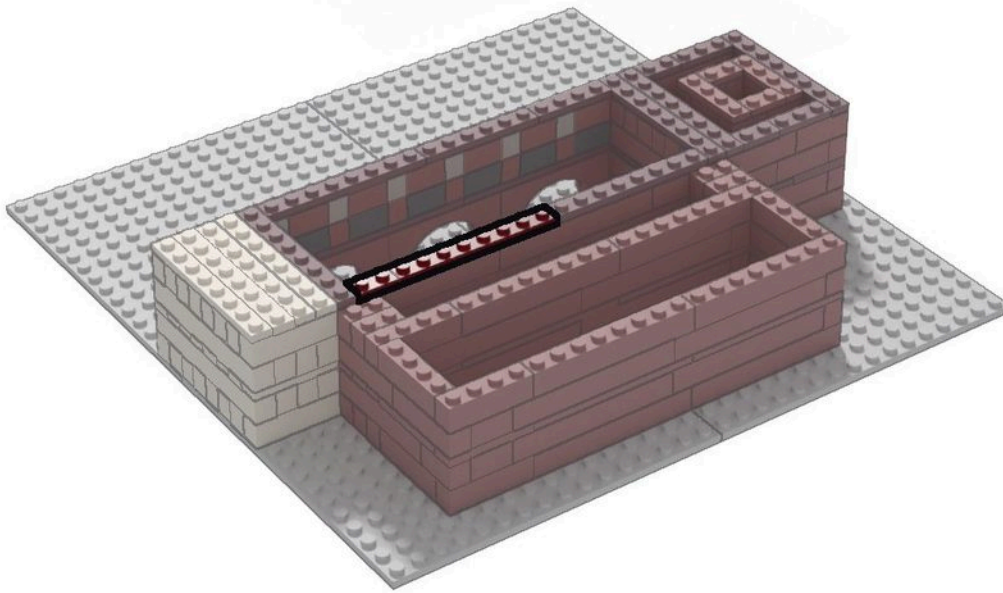
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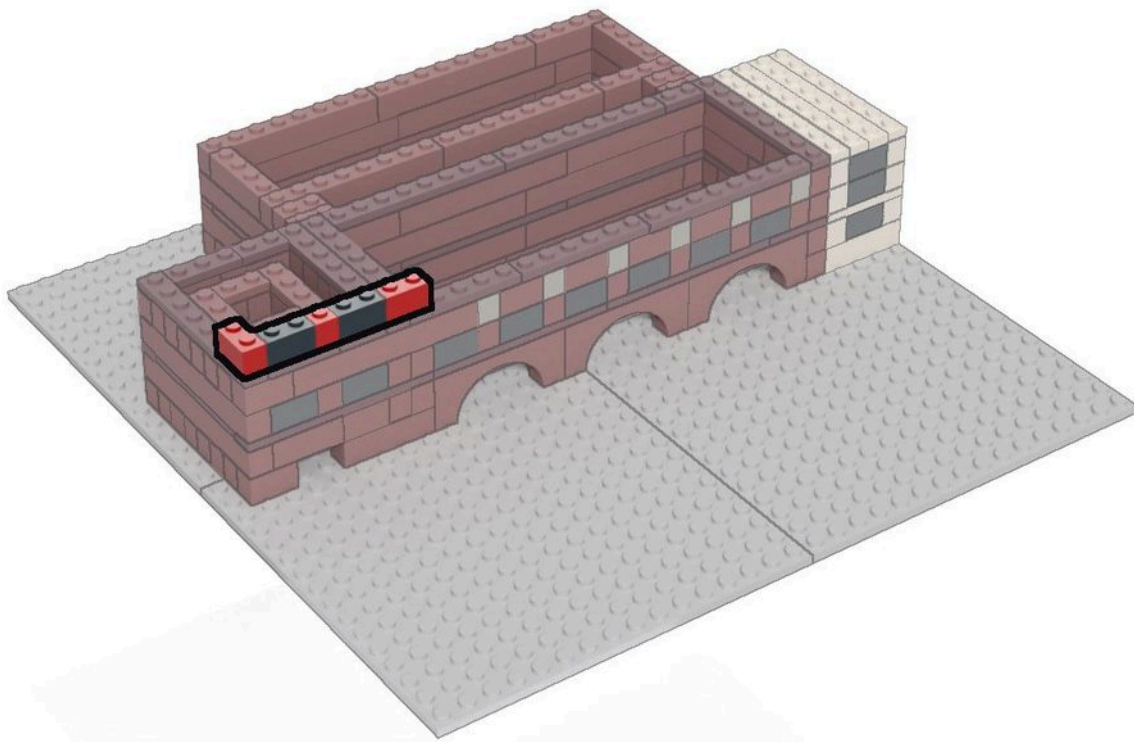
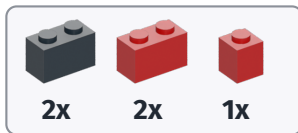
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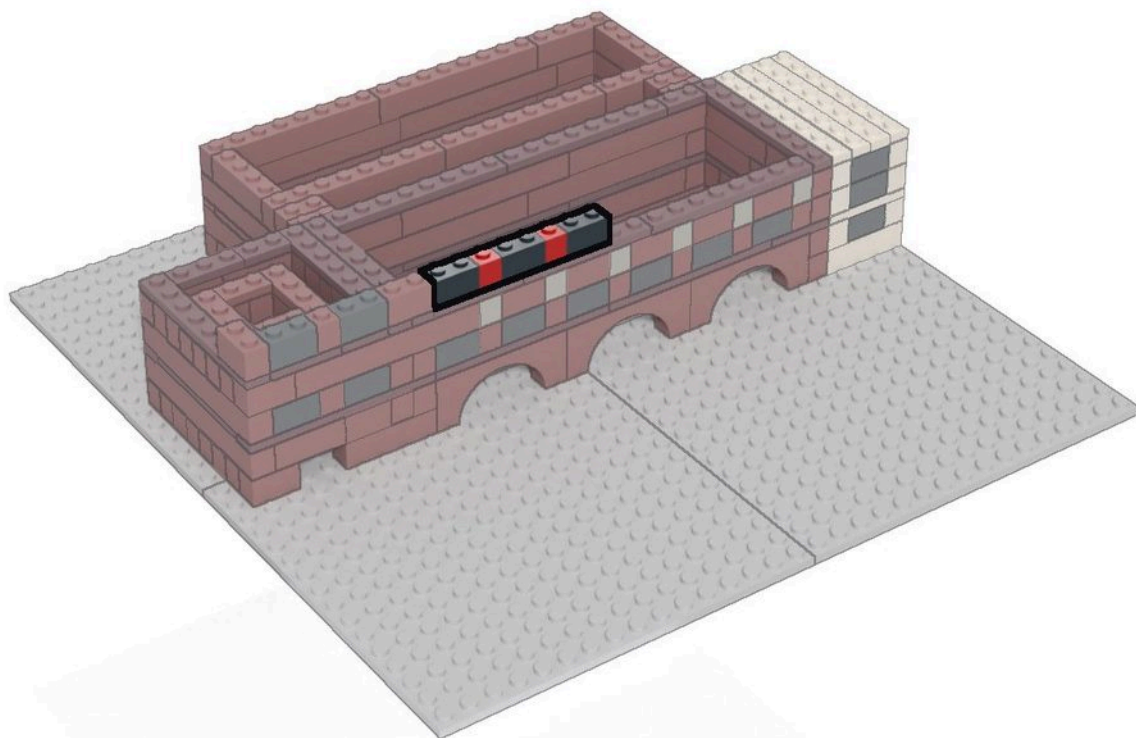
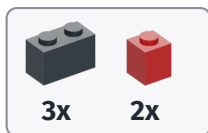
turn the model around



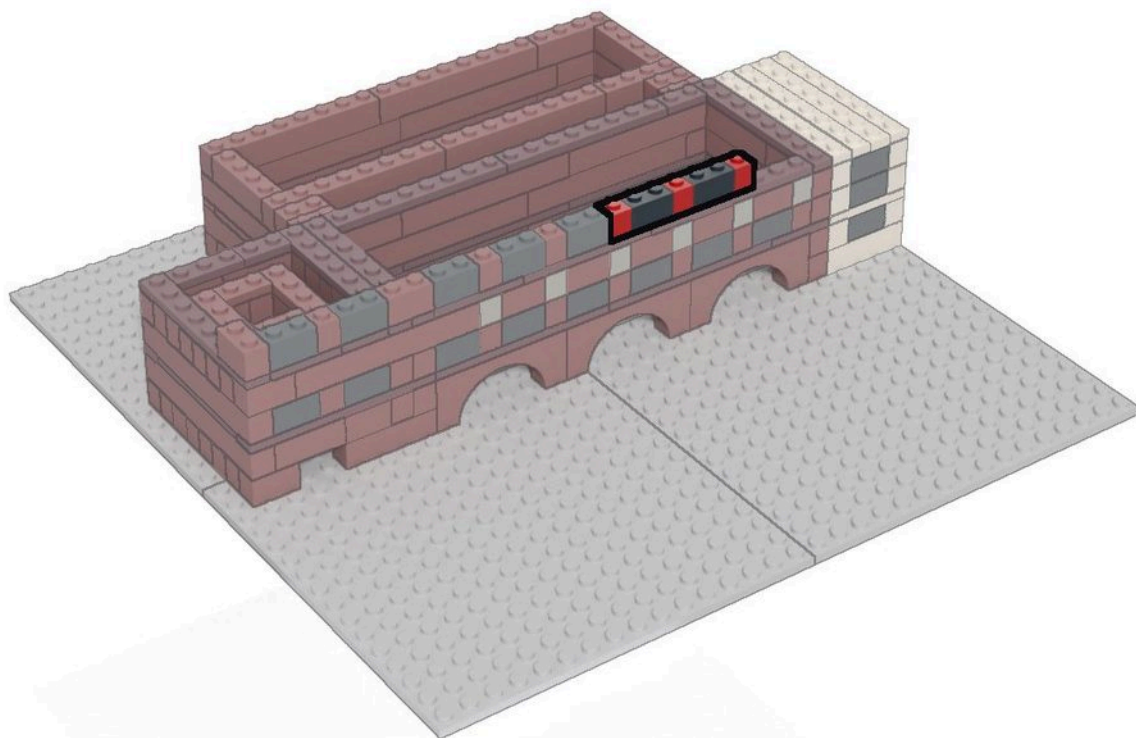
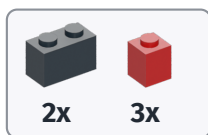
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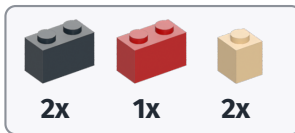
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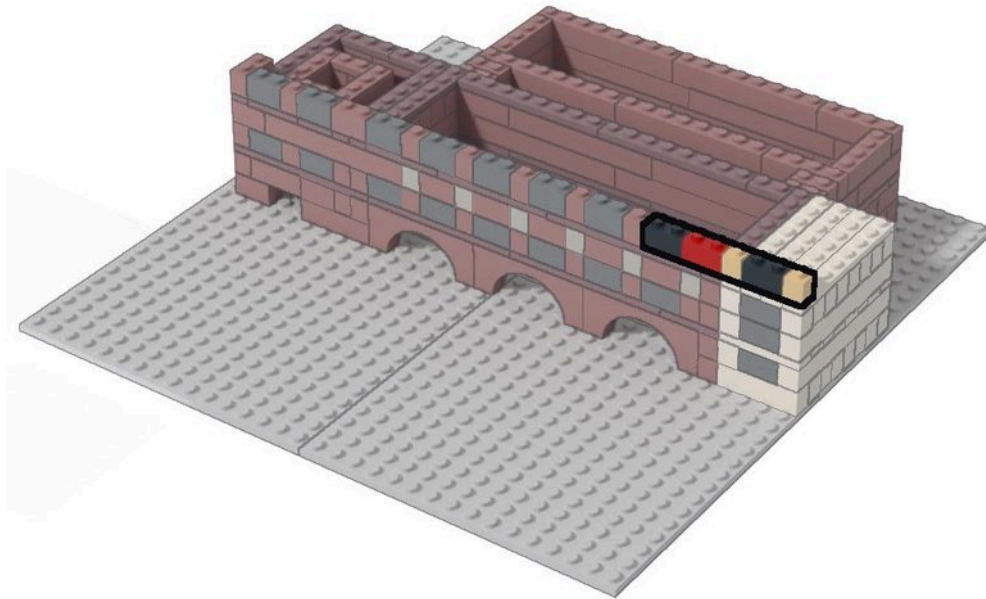
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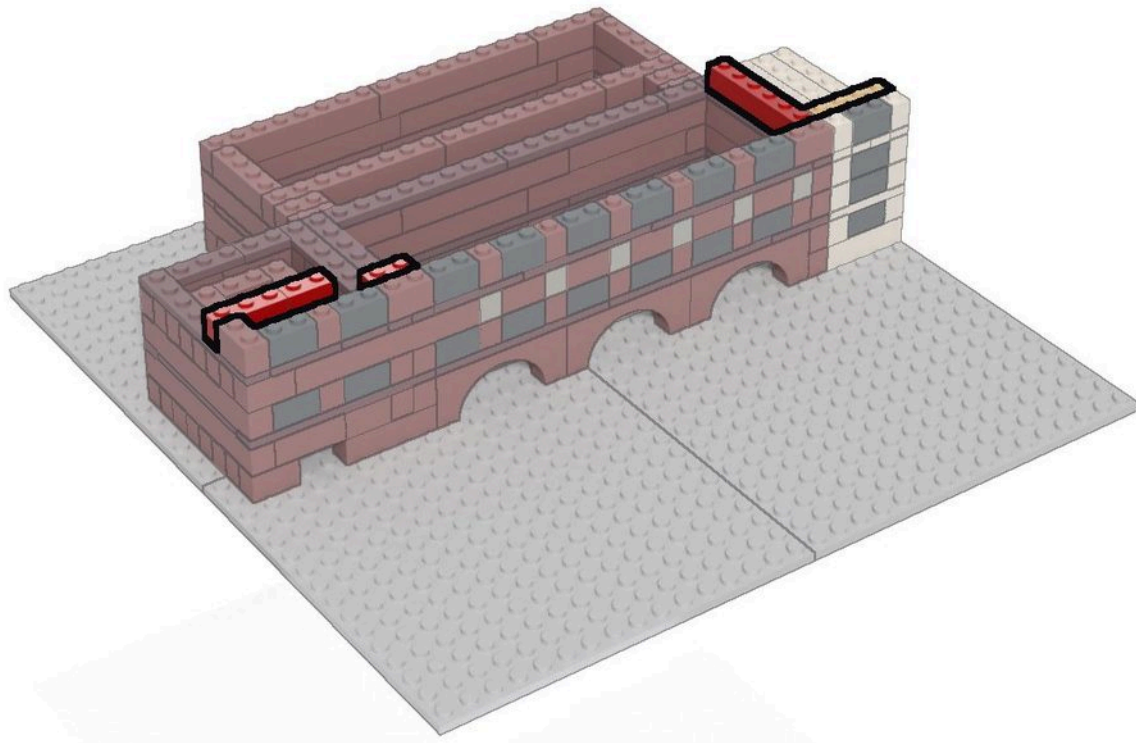
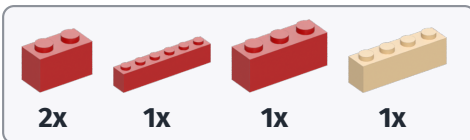
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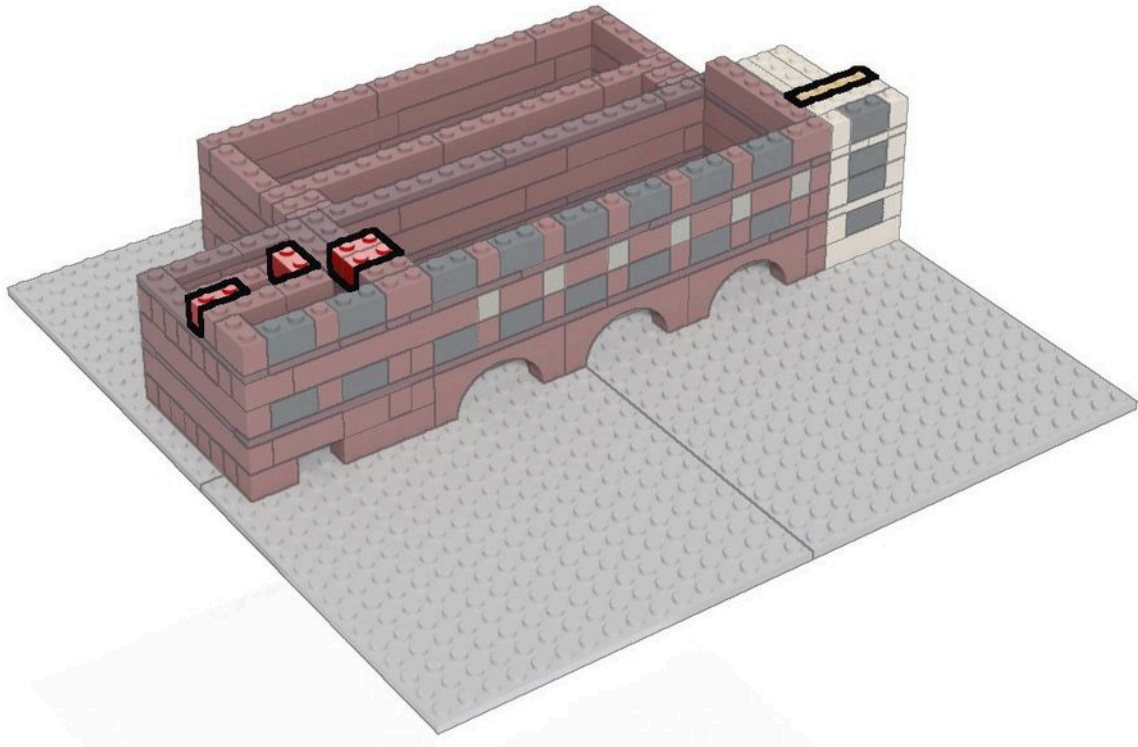
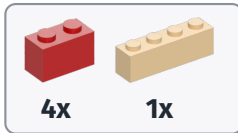
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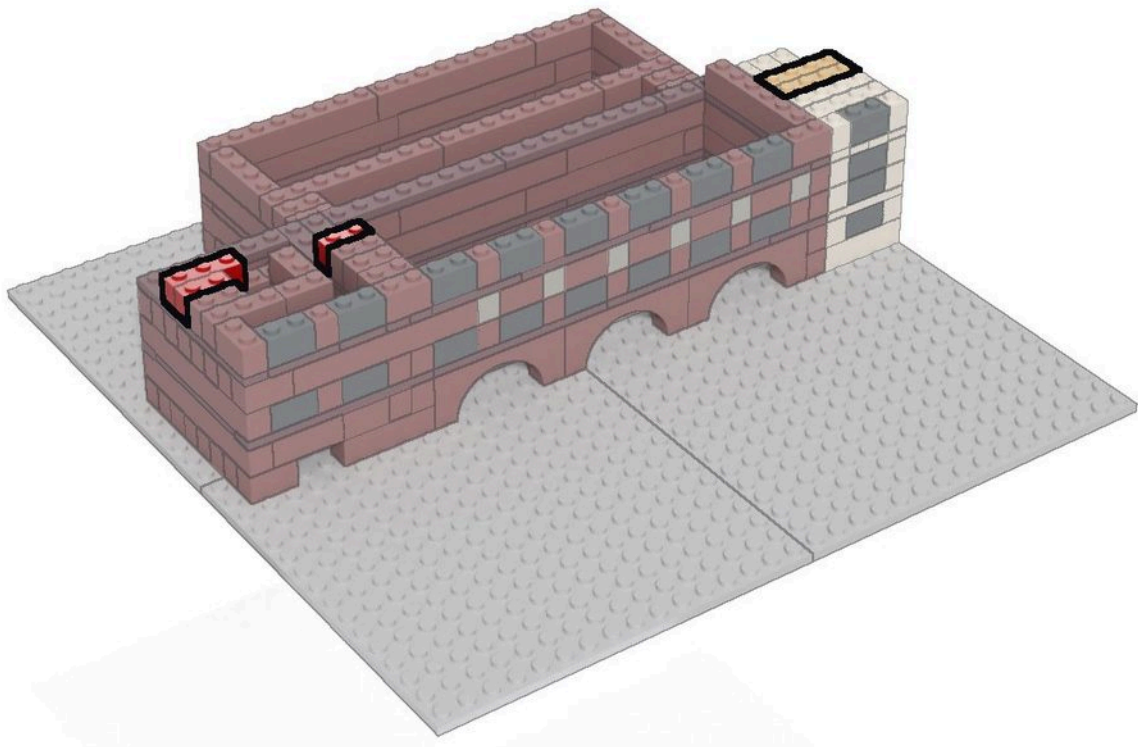
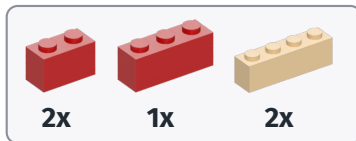
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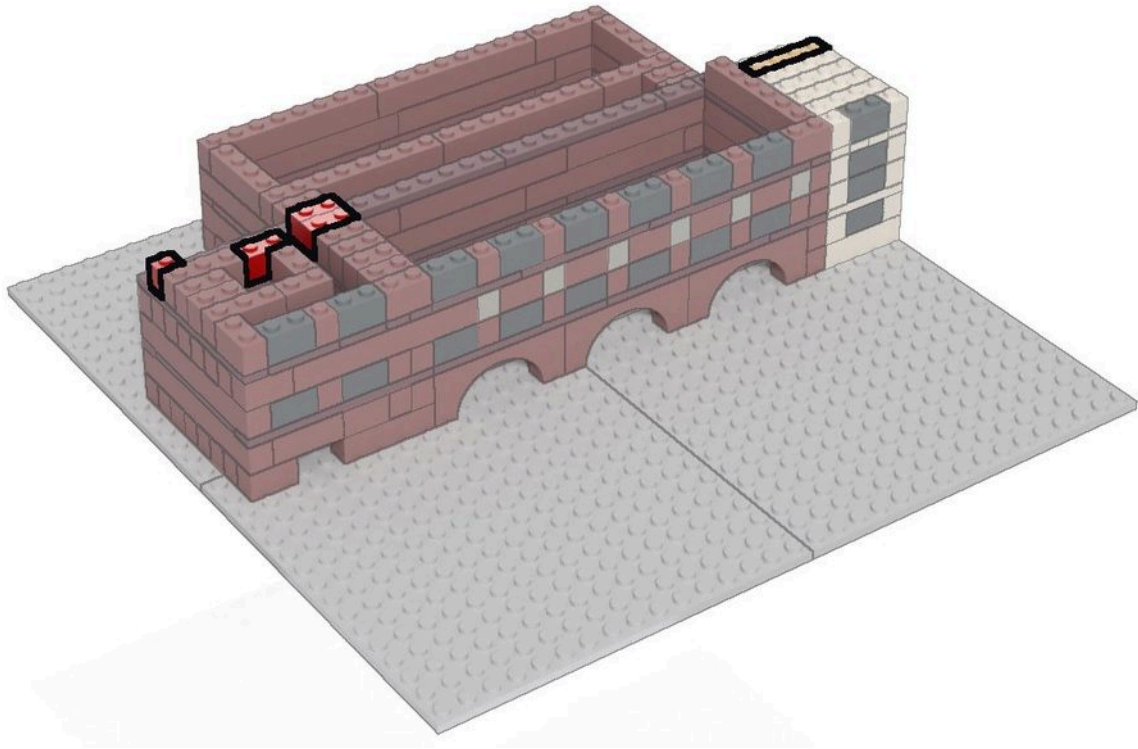
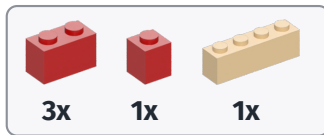
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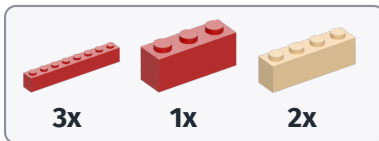
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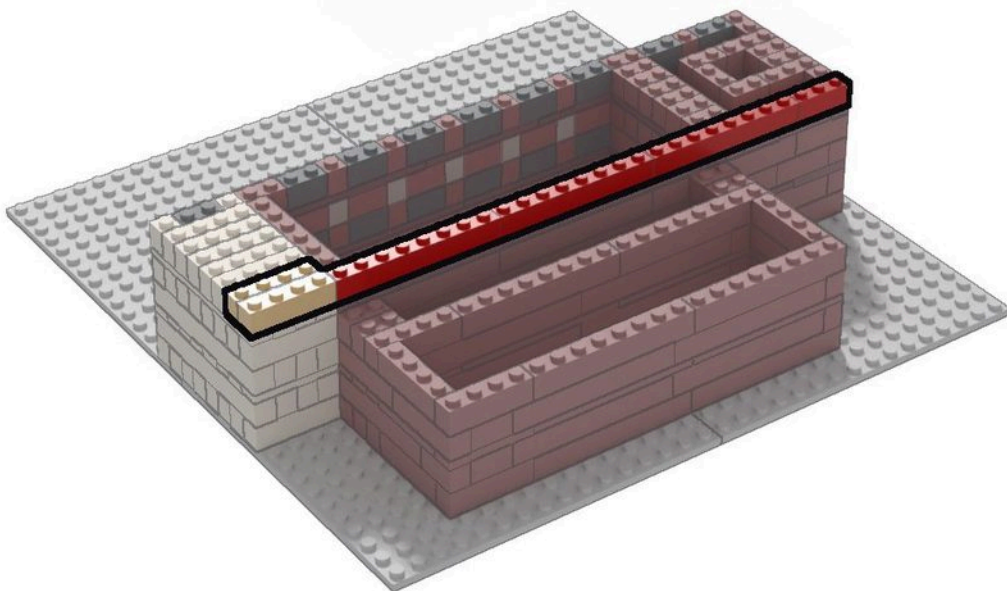
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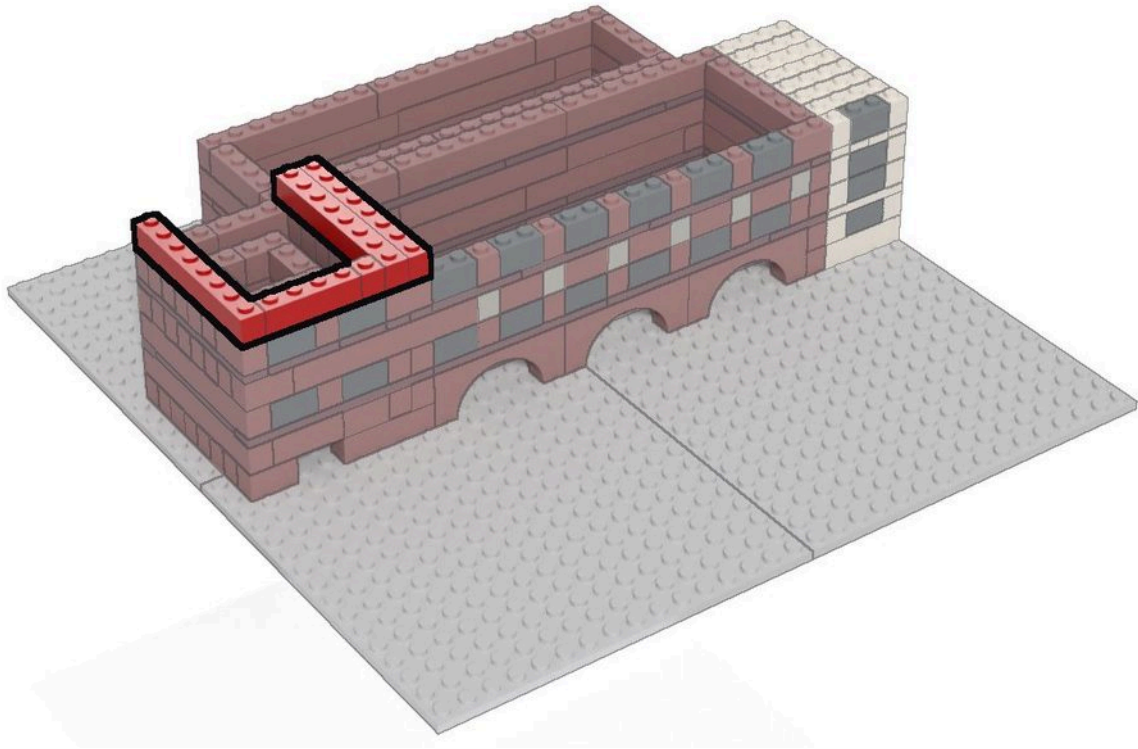
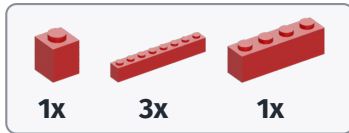
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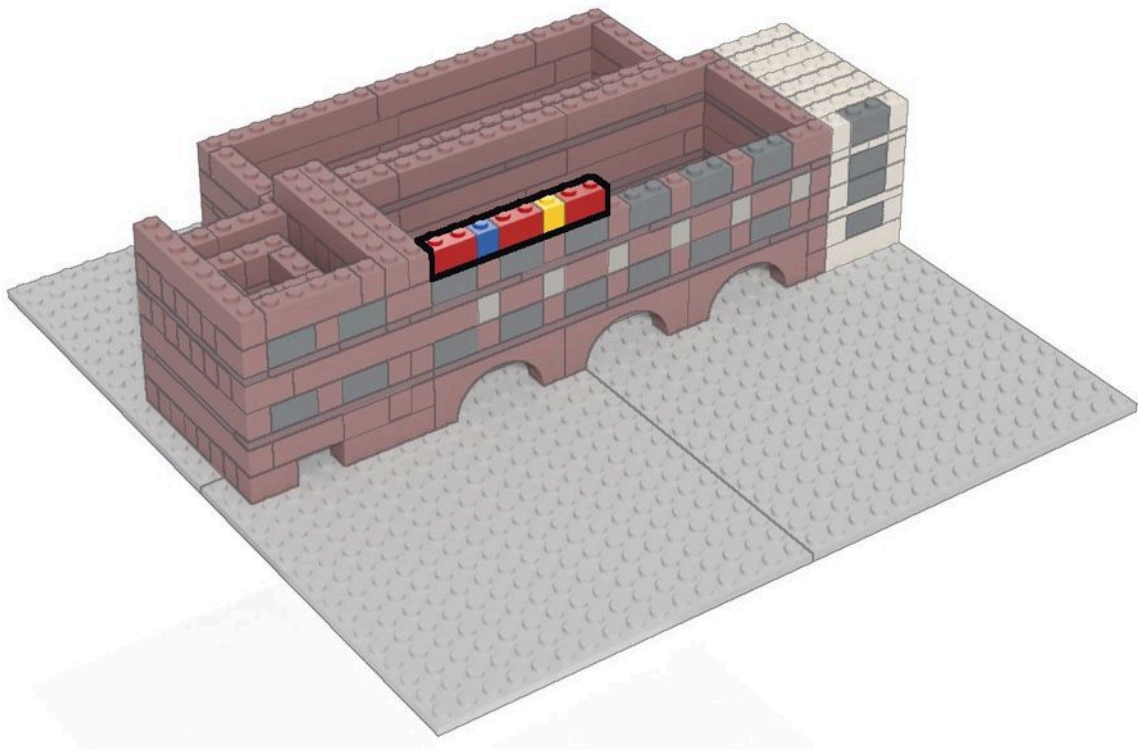
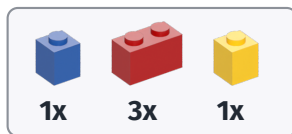
turn the model around



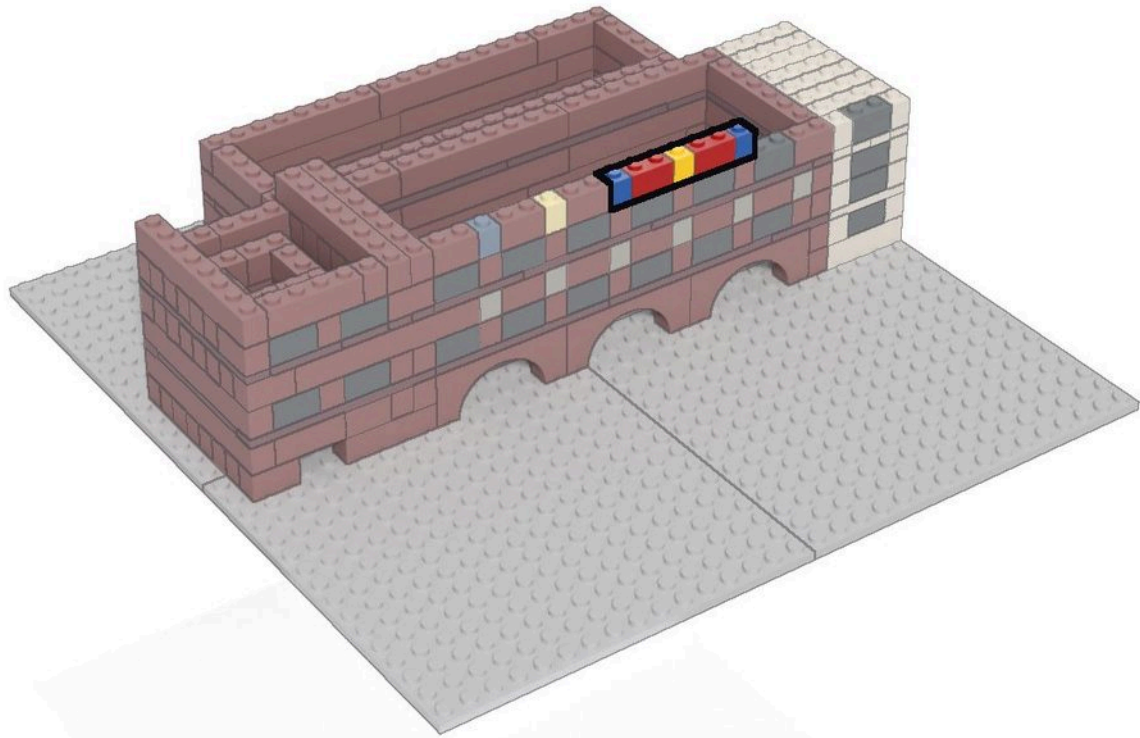
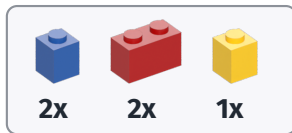
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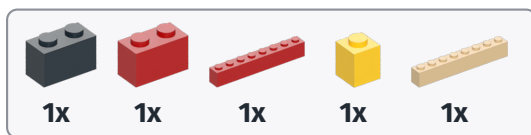
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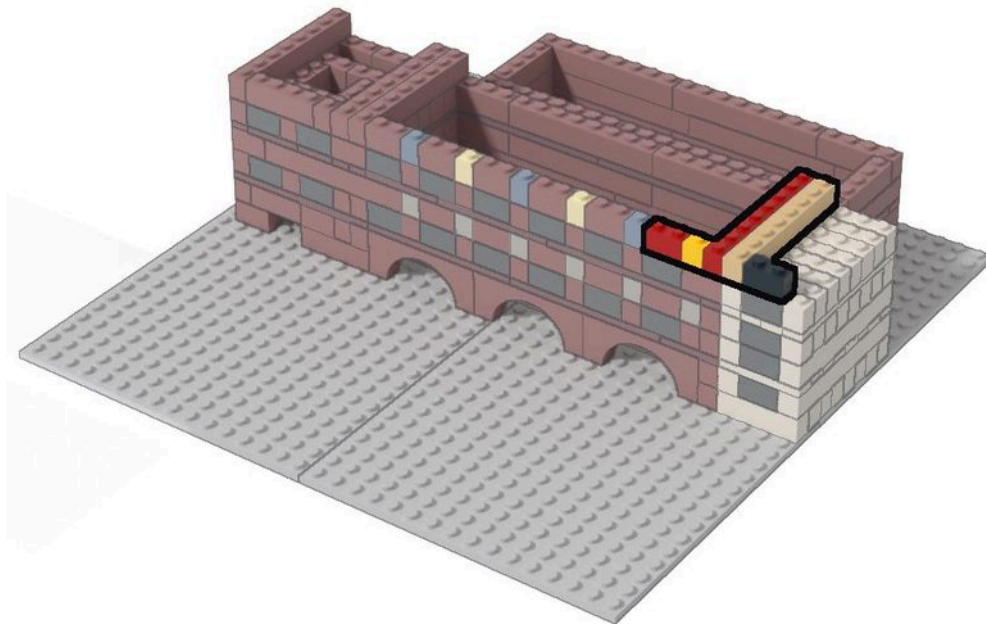
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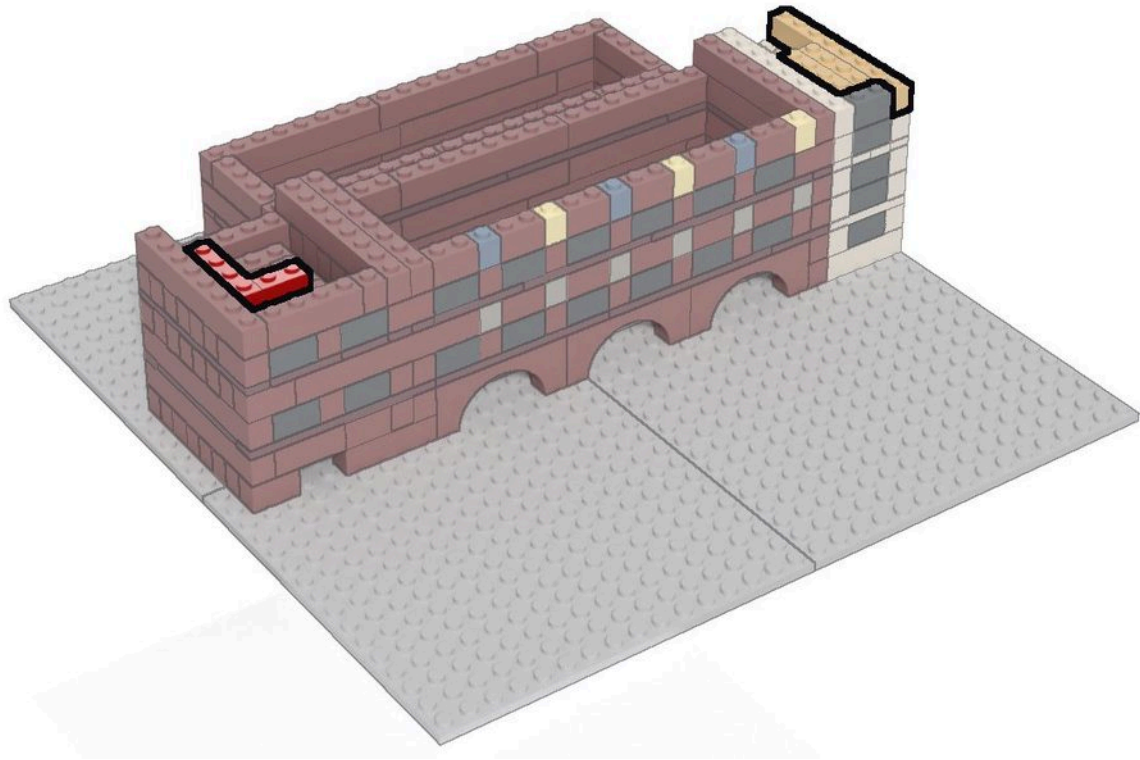
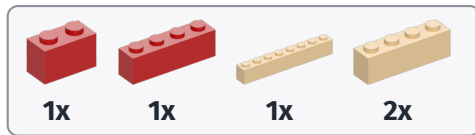
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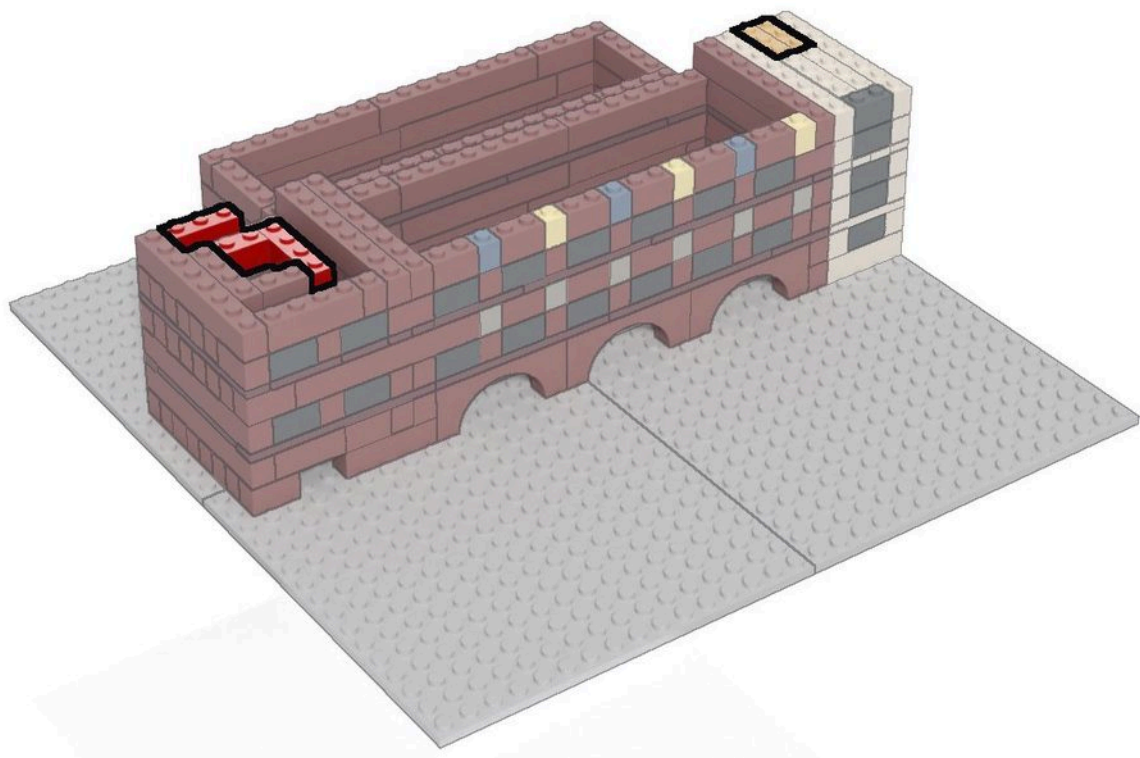
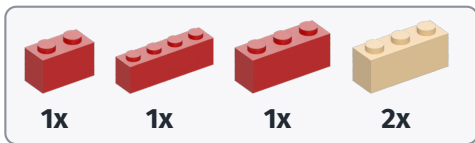
turn the model around



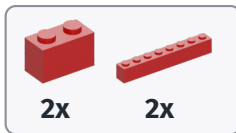
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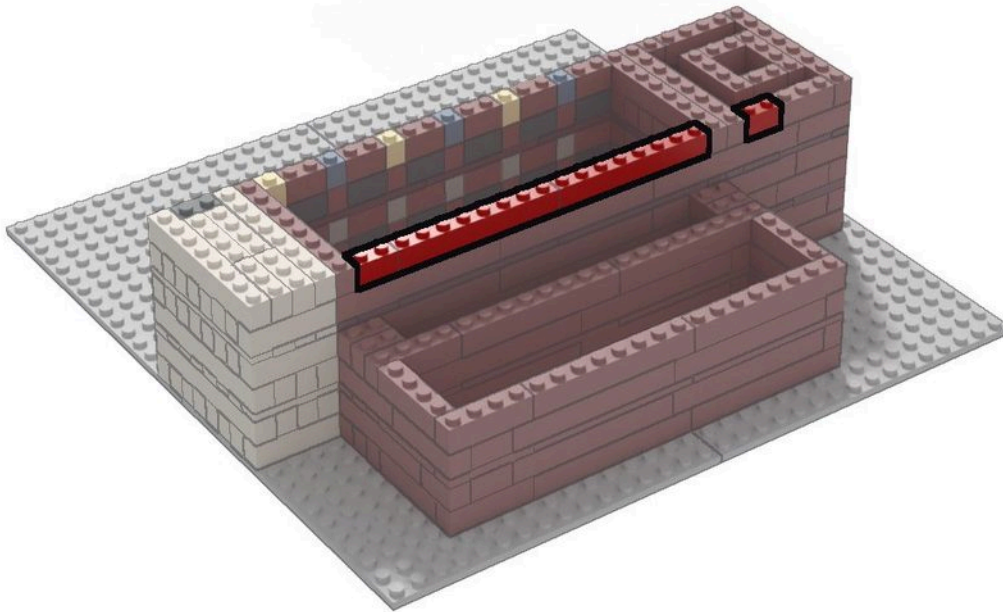
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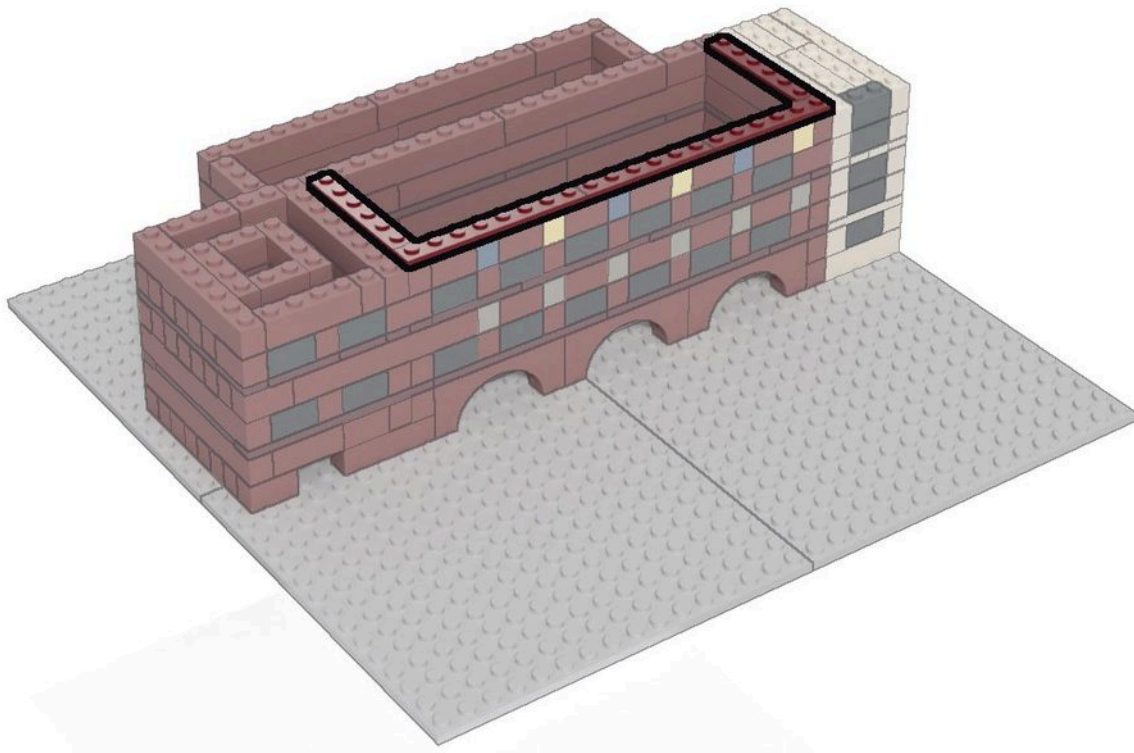
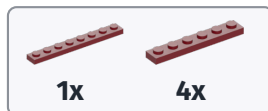
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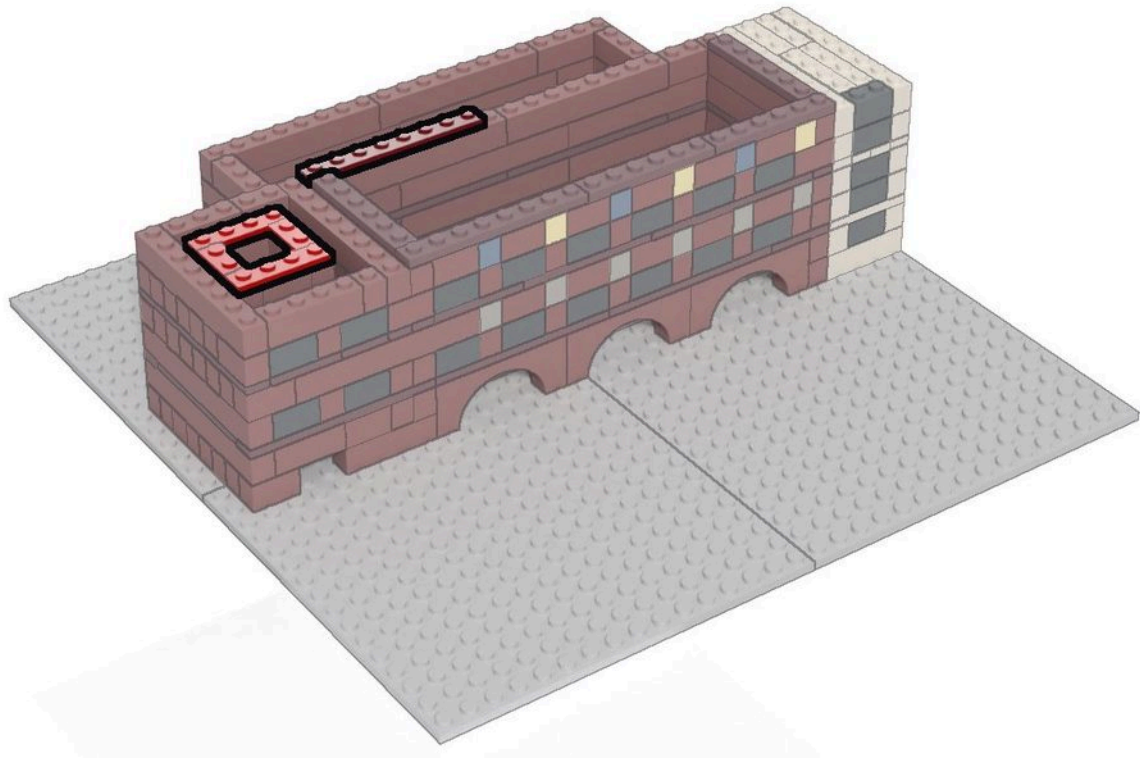
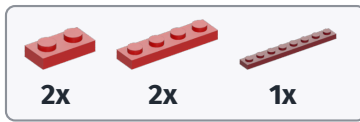
turn the model around



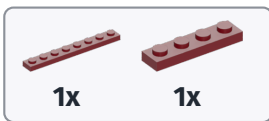
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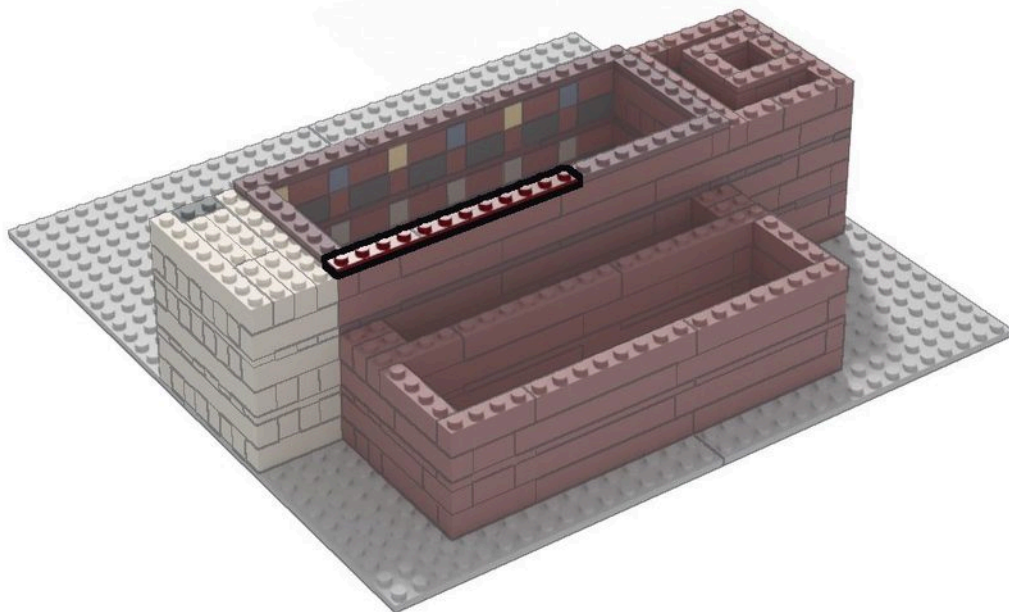
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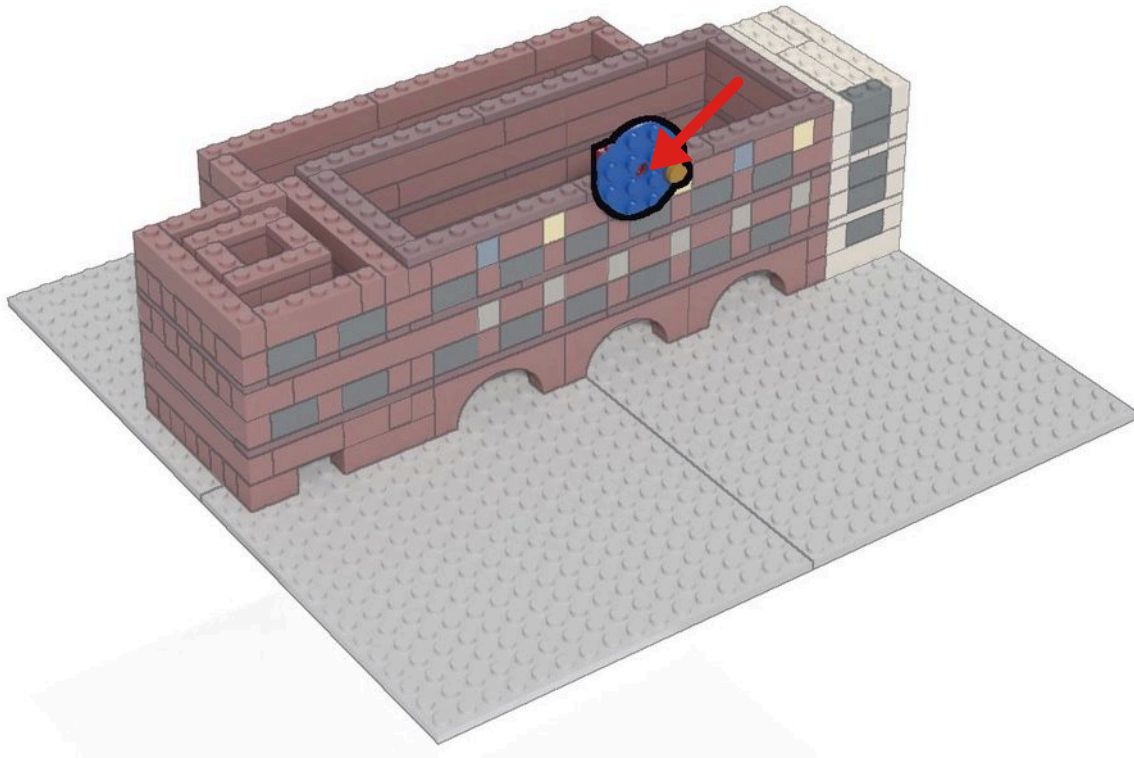
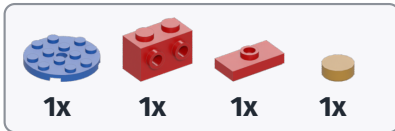
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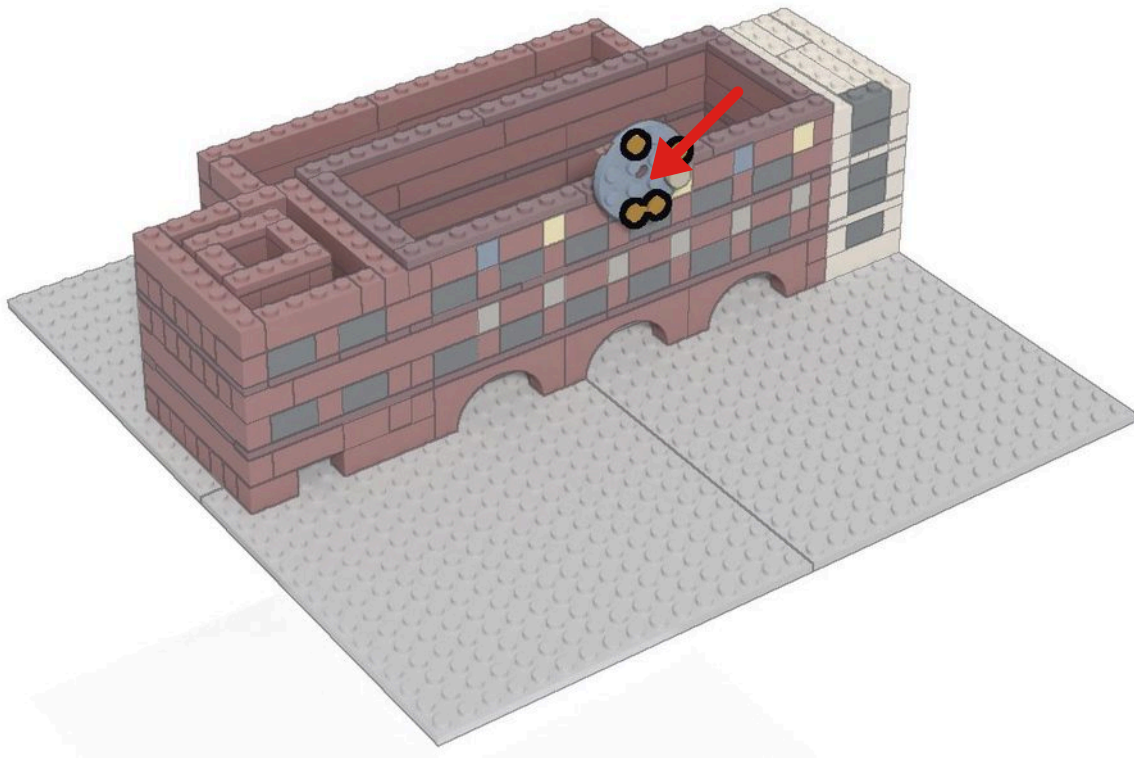
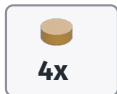
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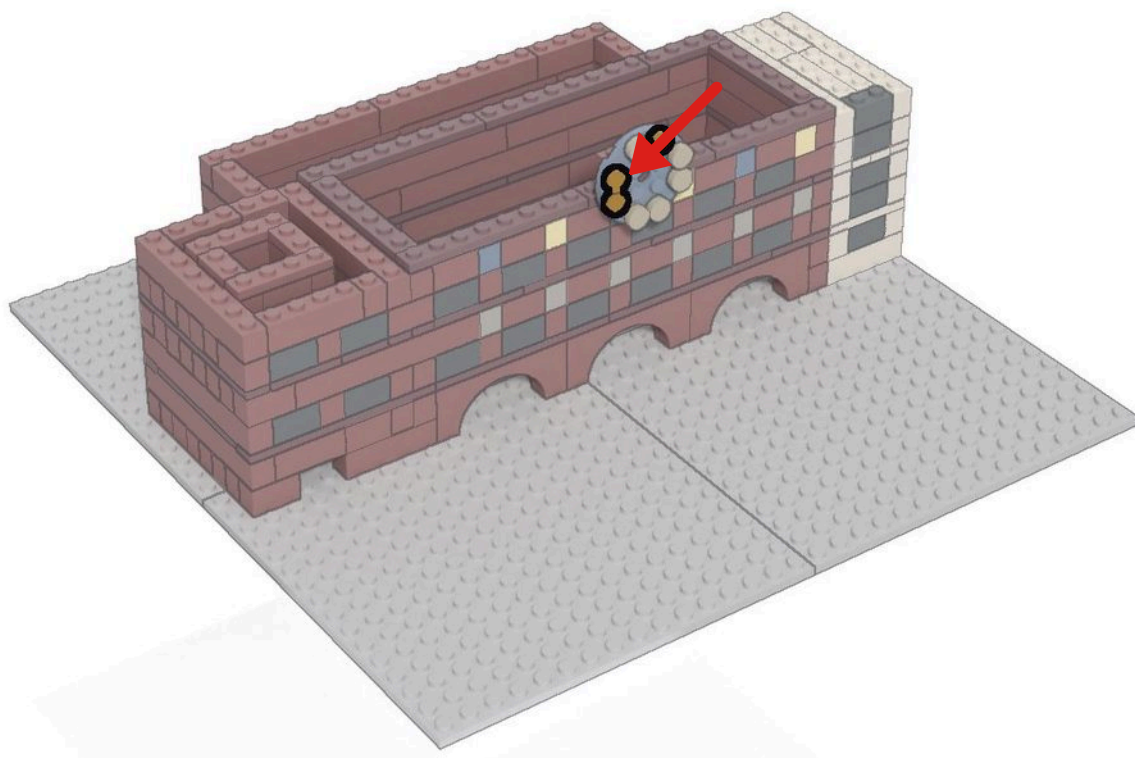
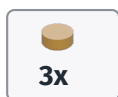
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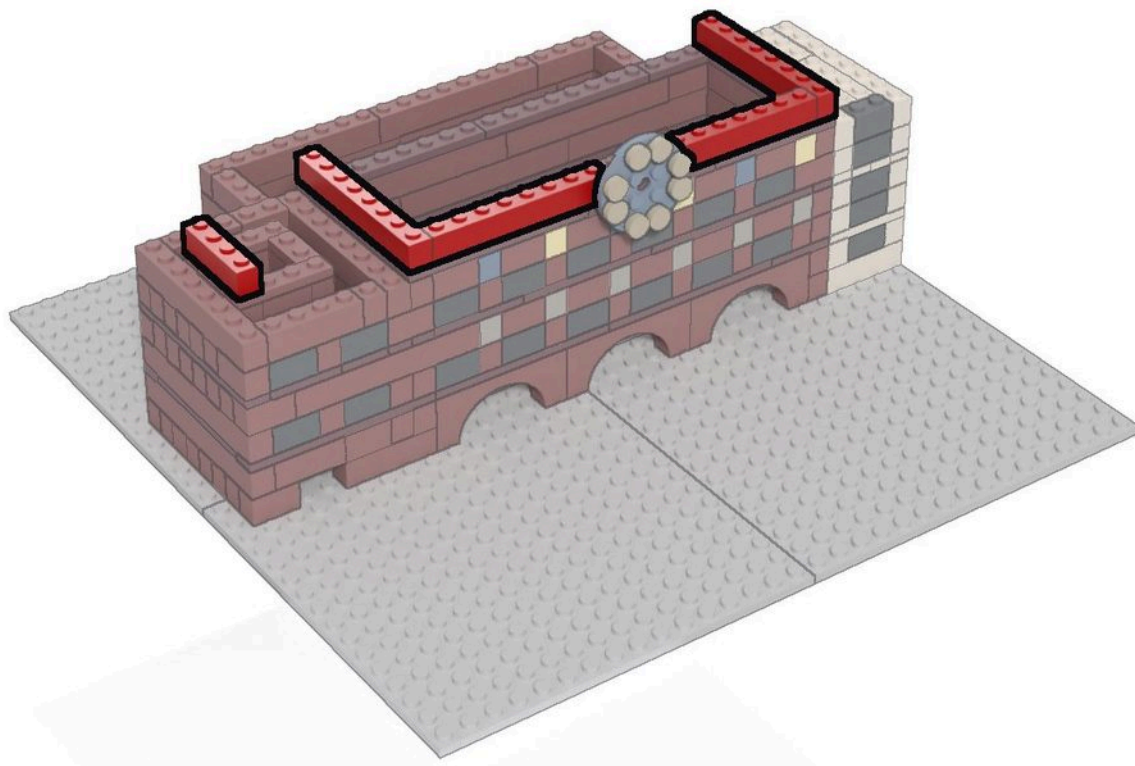
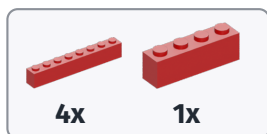
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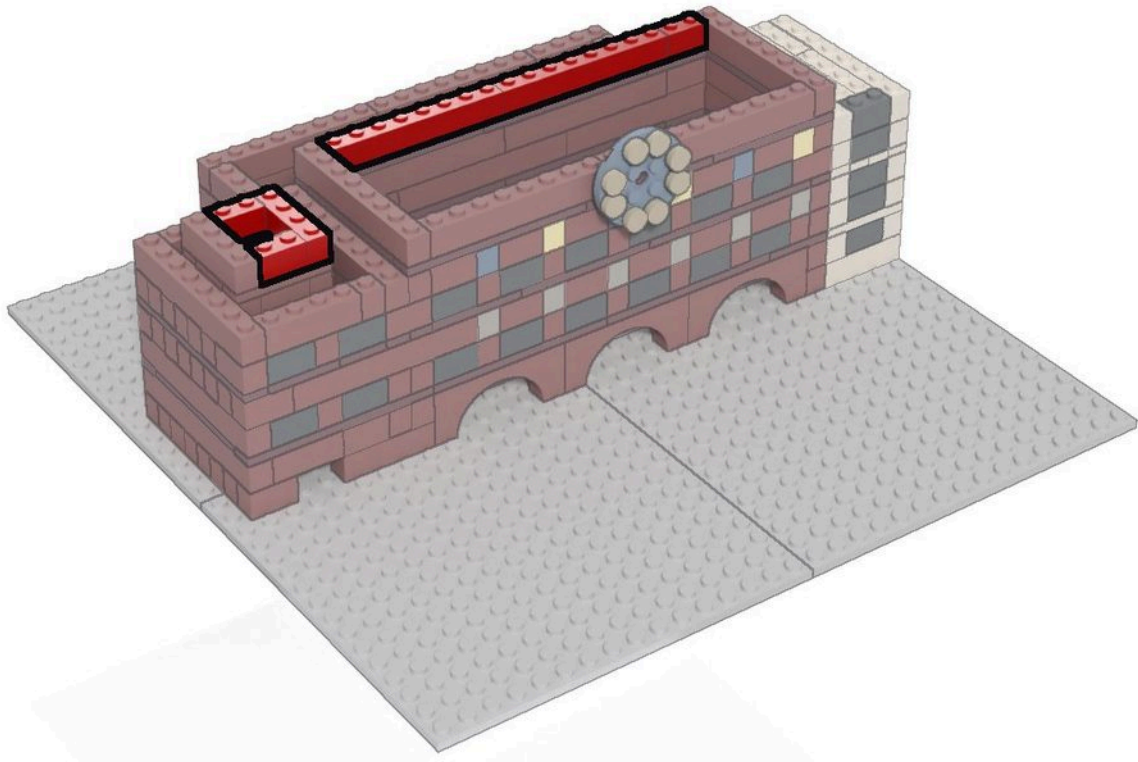
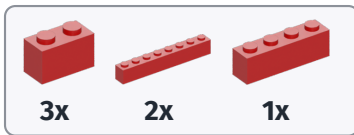
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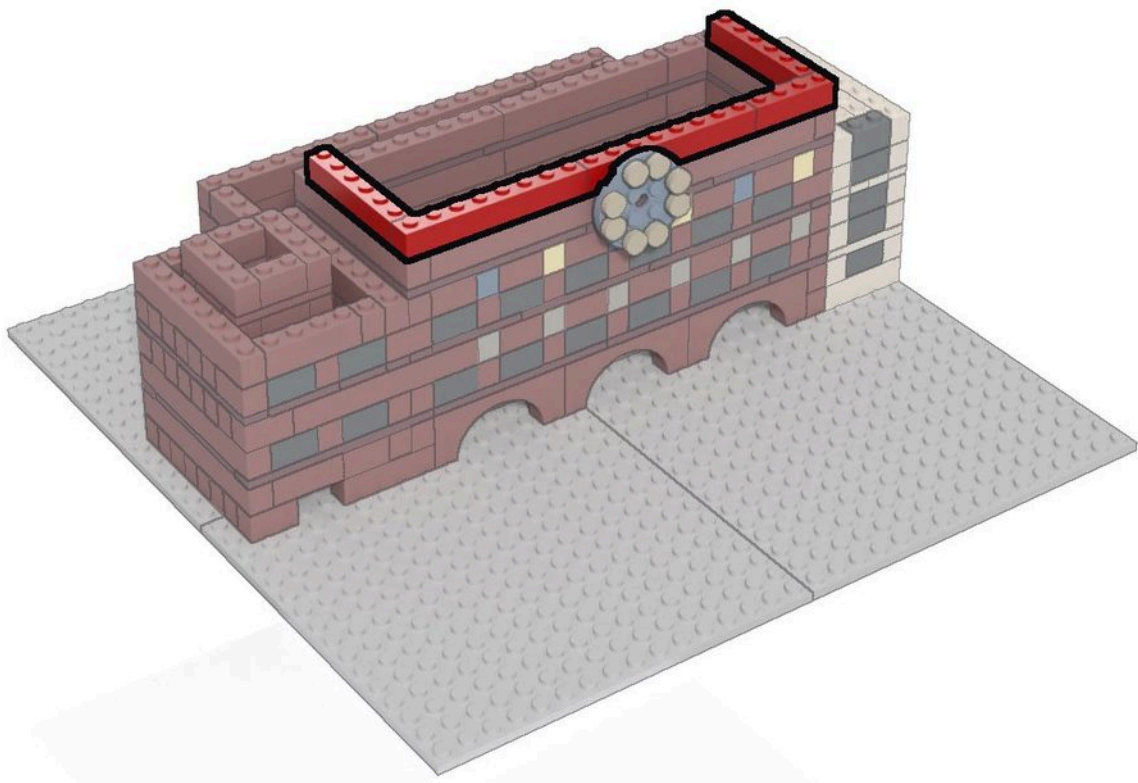
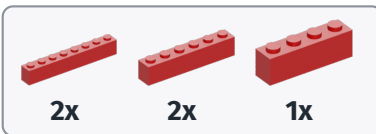
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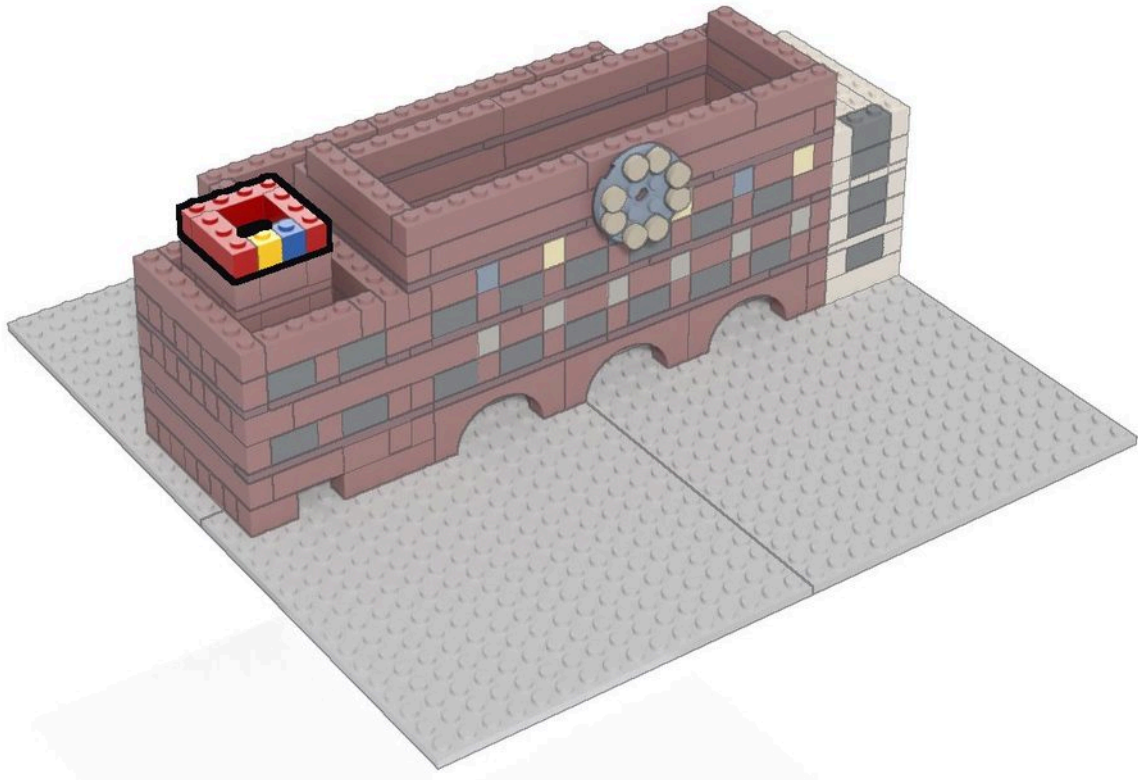
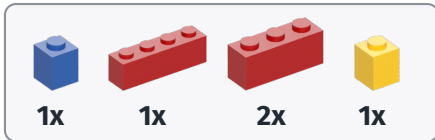
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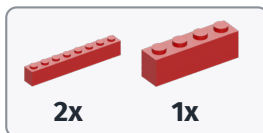
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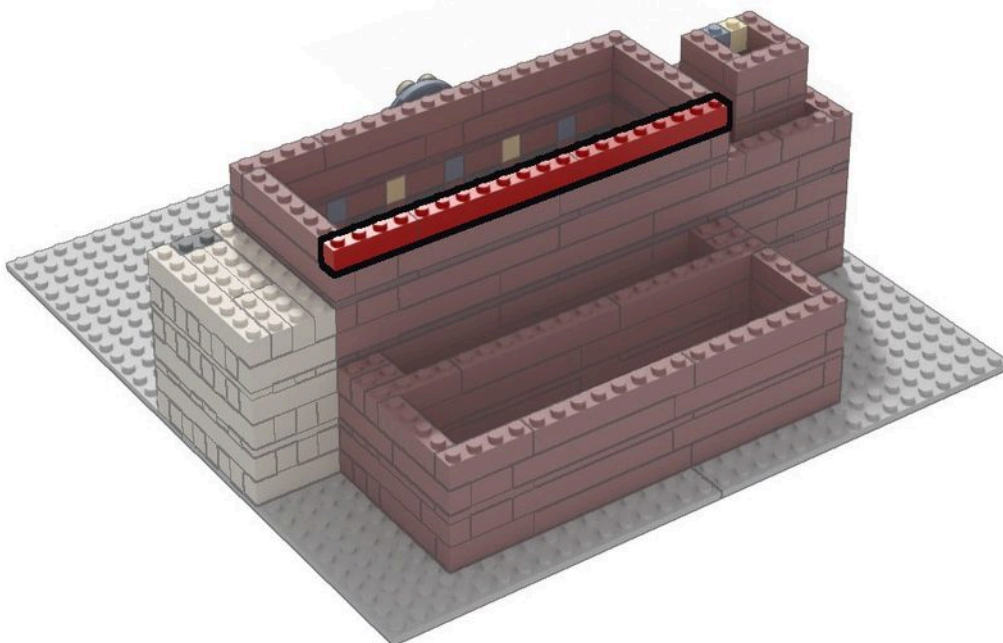
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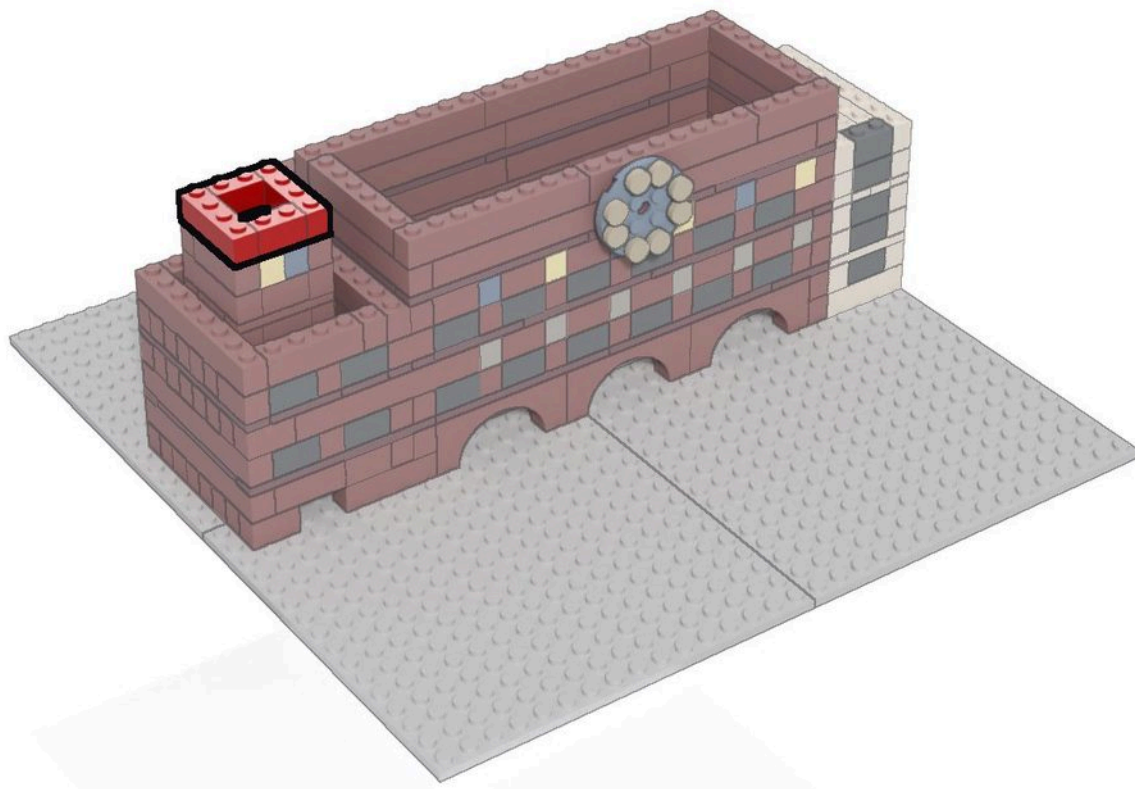
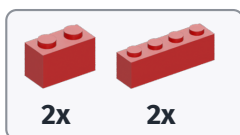
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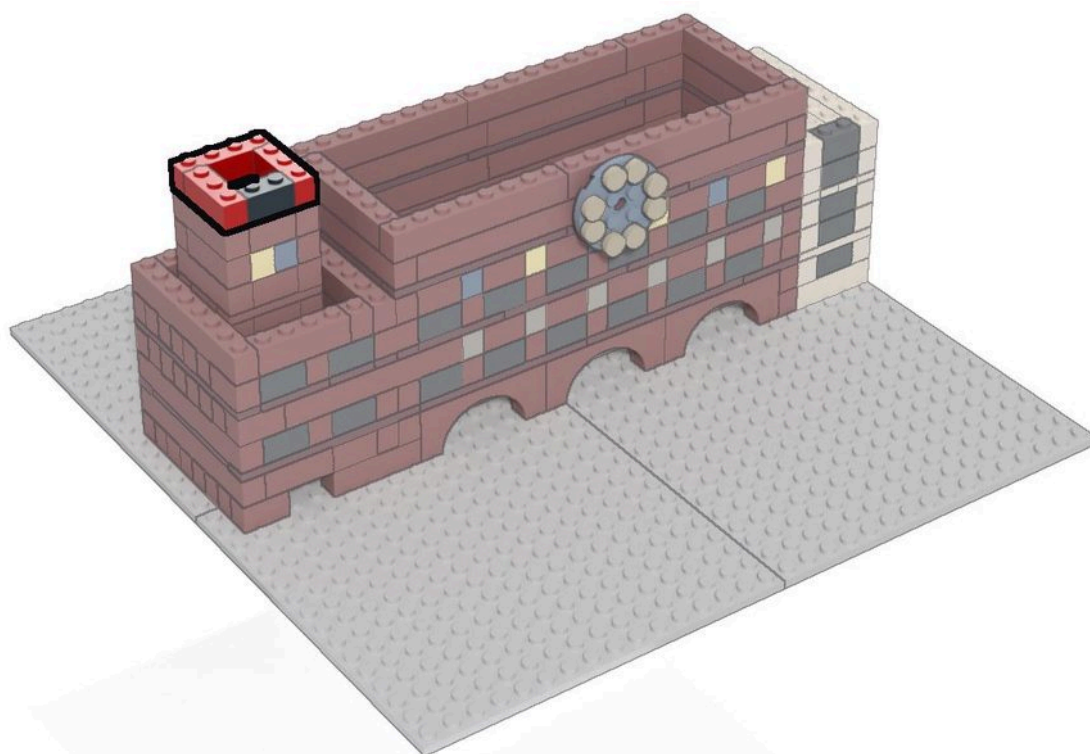
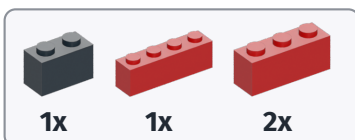
turn the model around



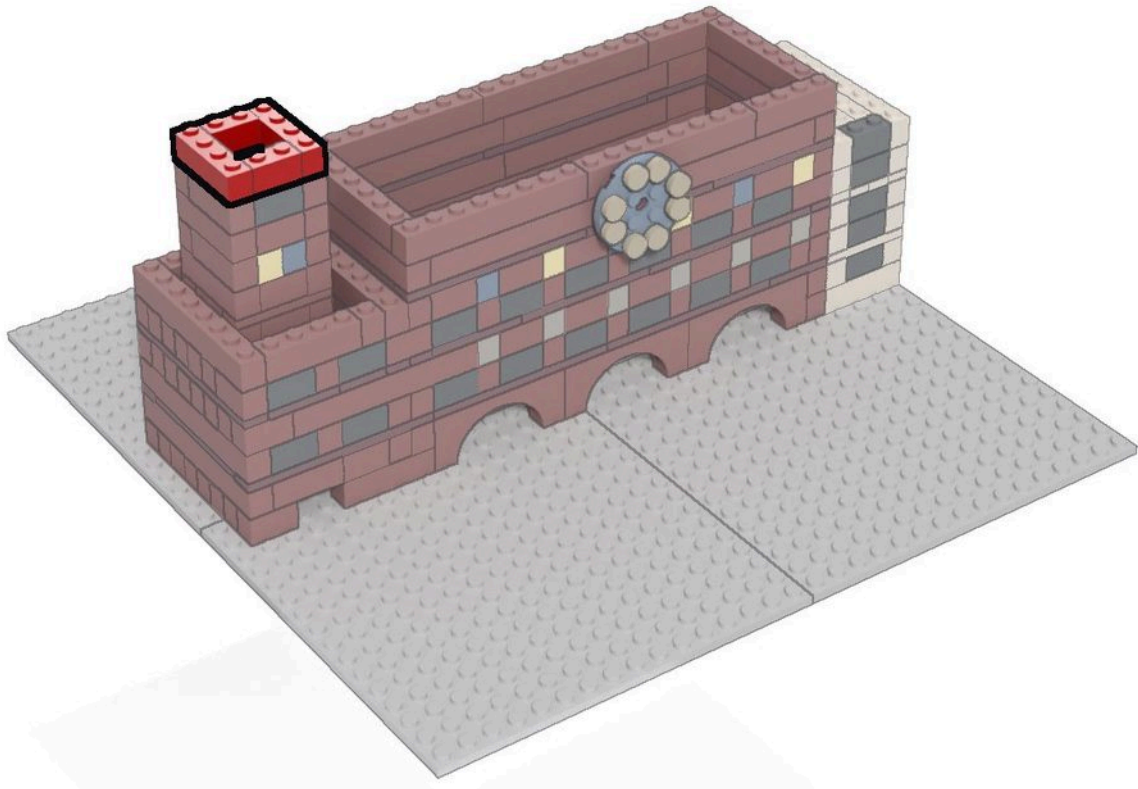
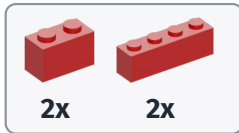
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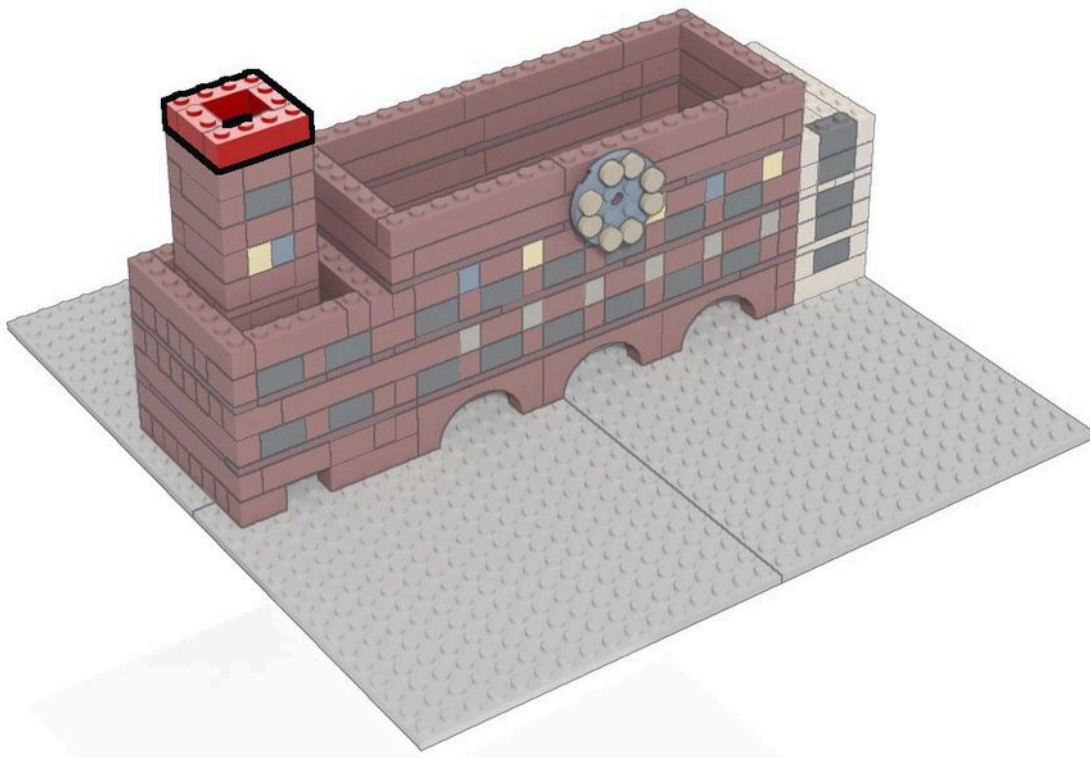
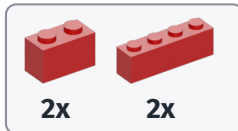
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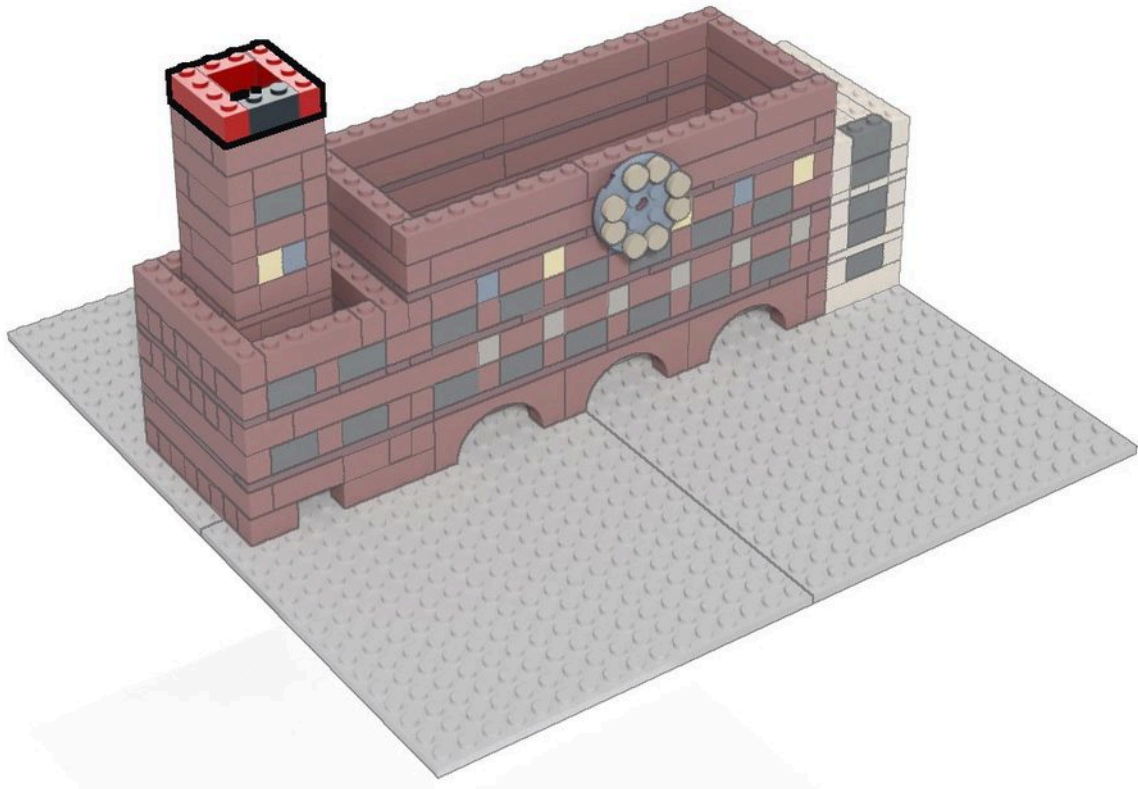
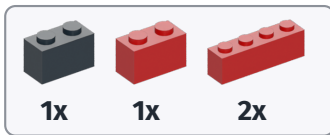
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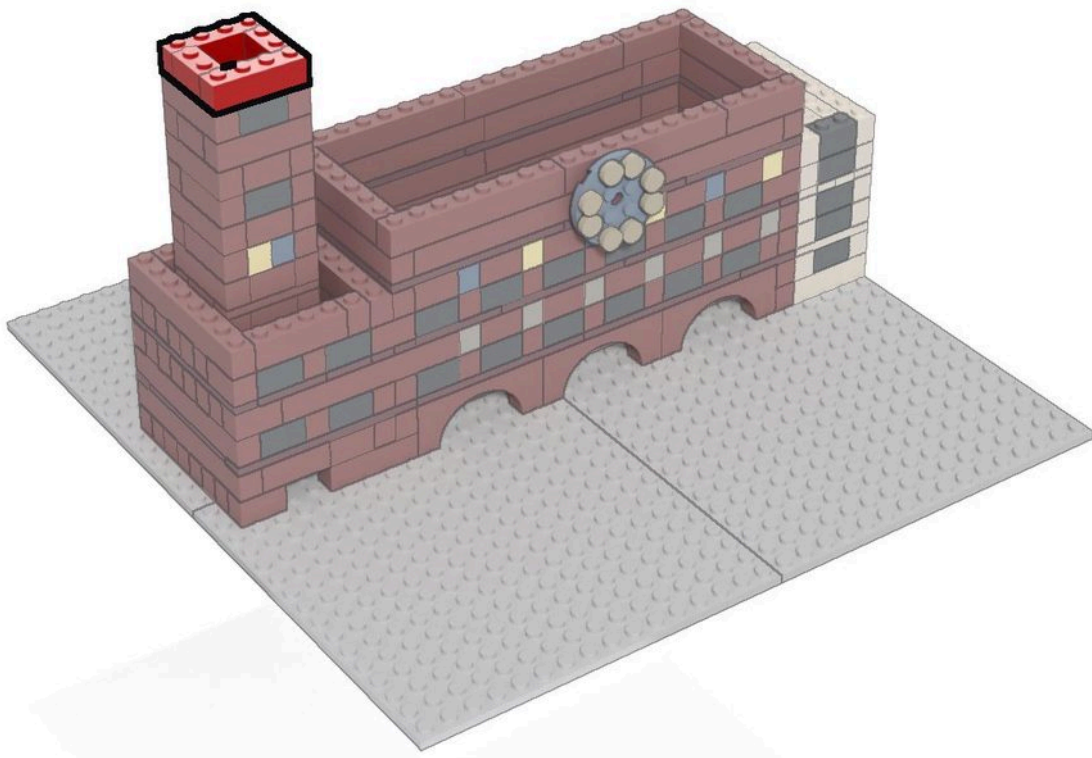
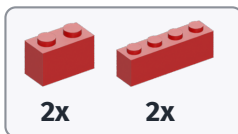
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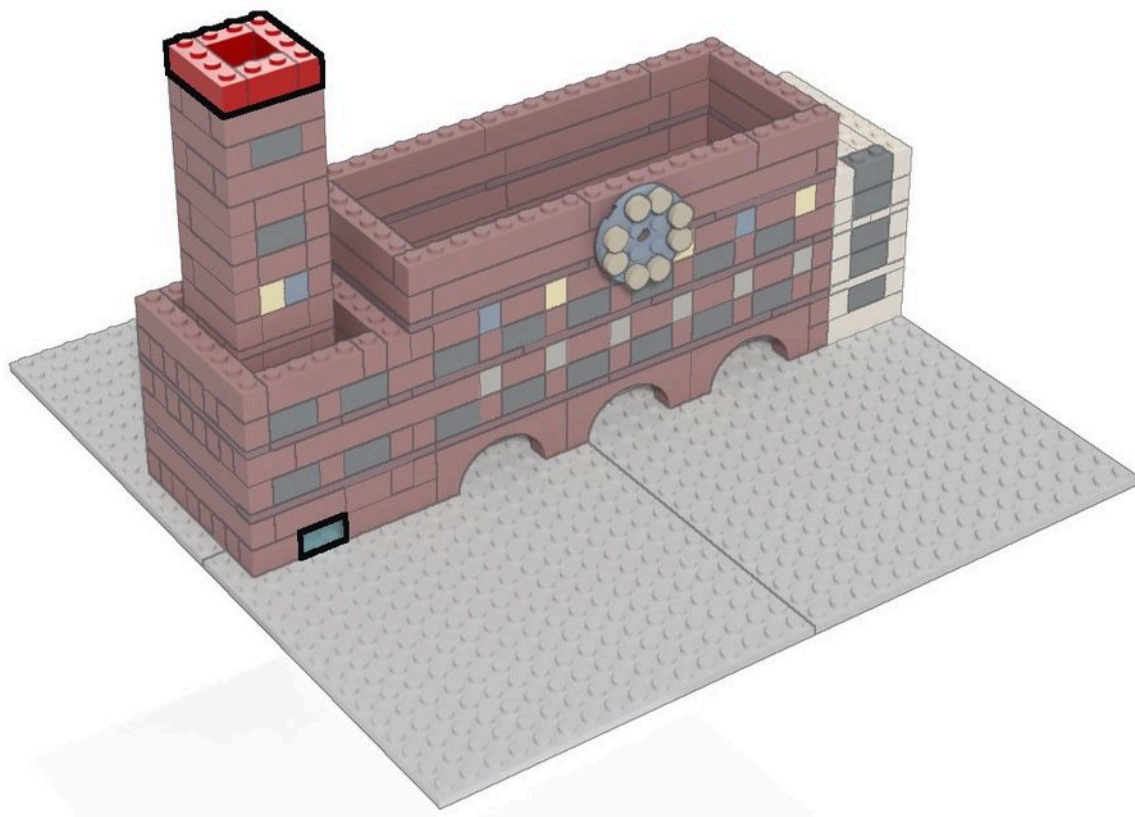
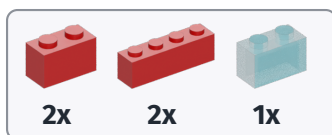
82



83



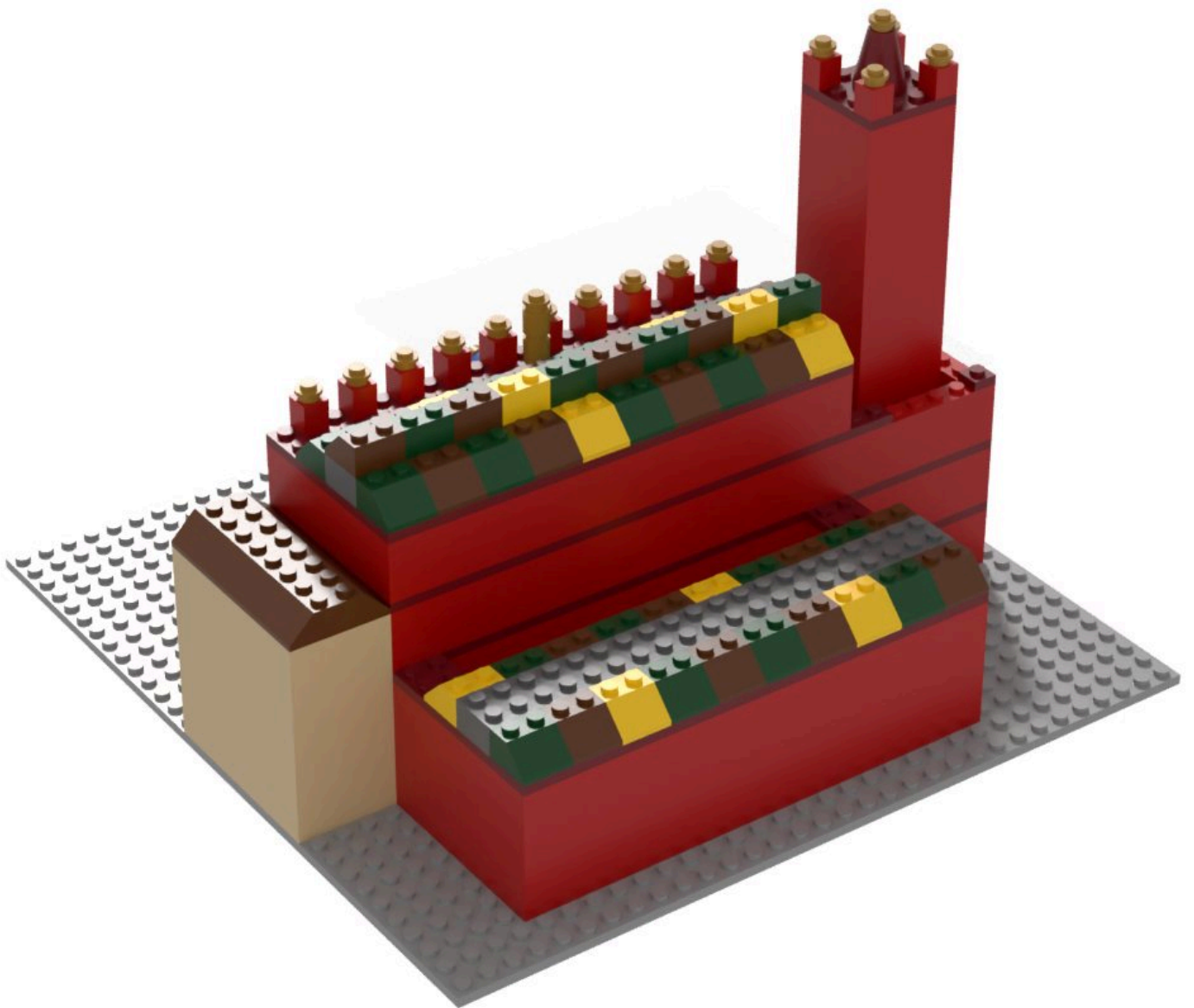
84



Chapter 3

Battlements and roofs

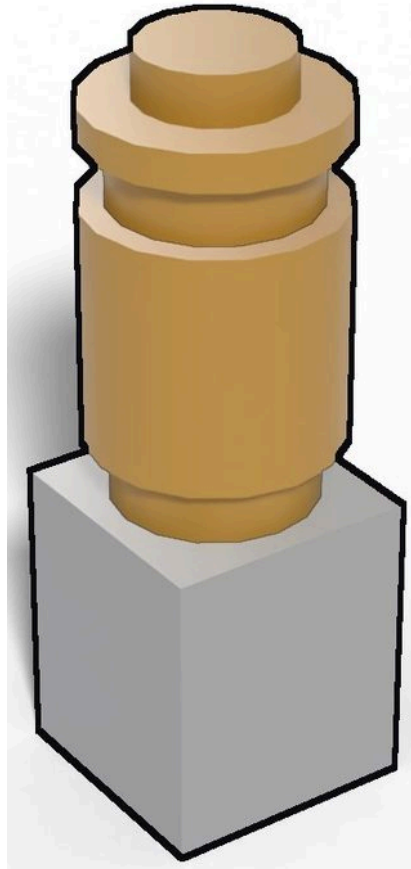
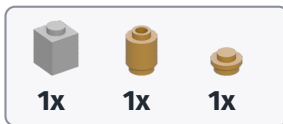
Steps 85–113



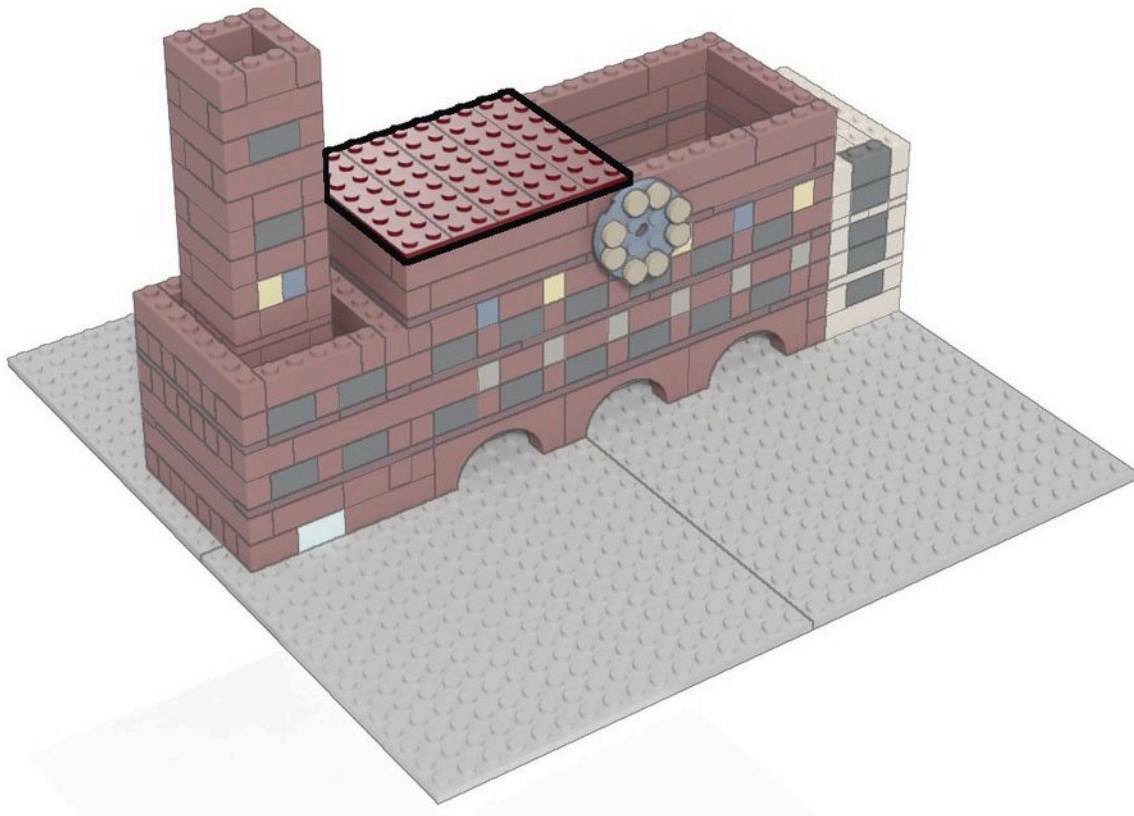
Plancus

Build this first; it goes on in a later step.

1



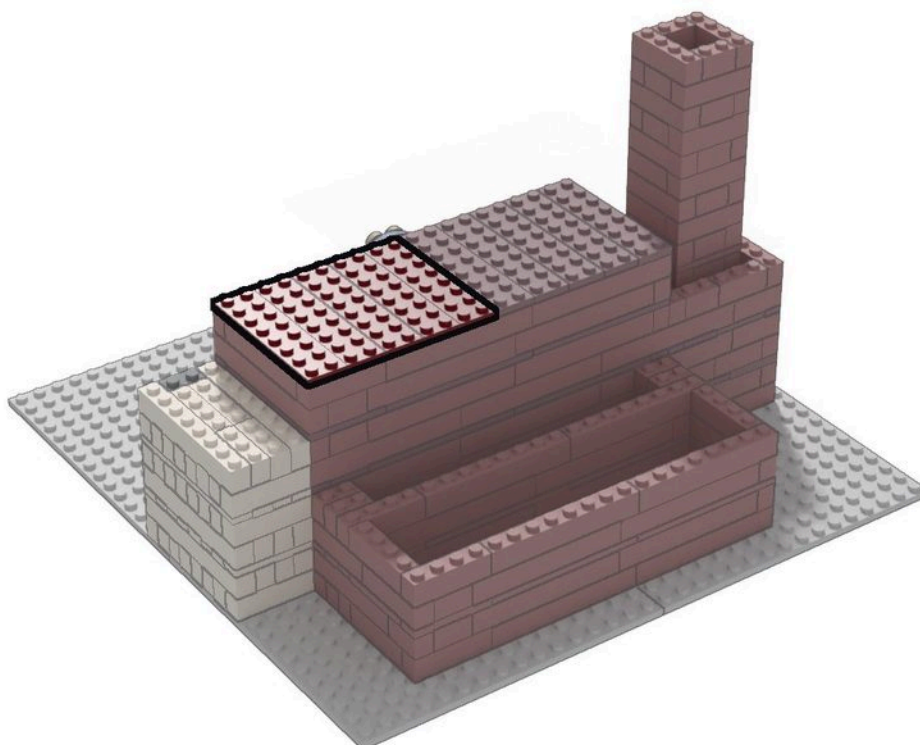
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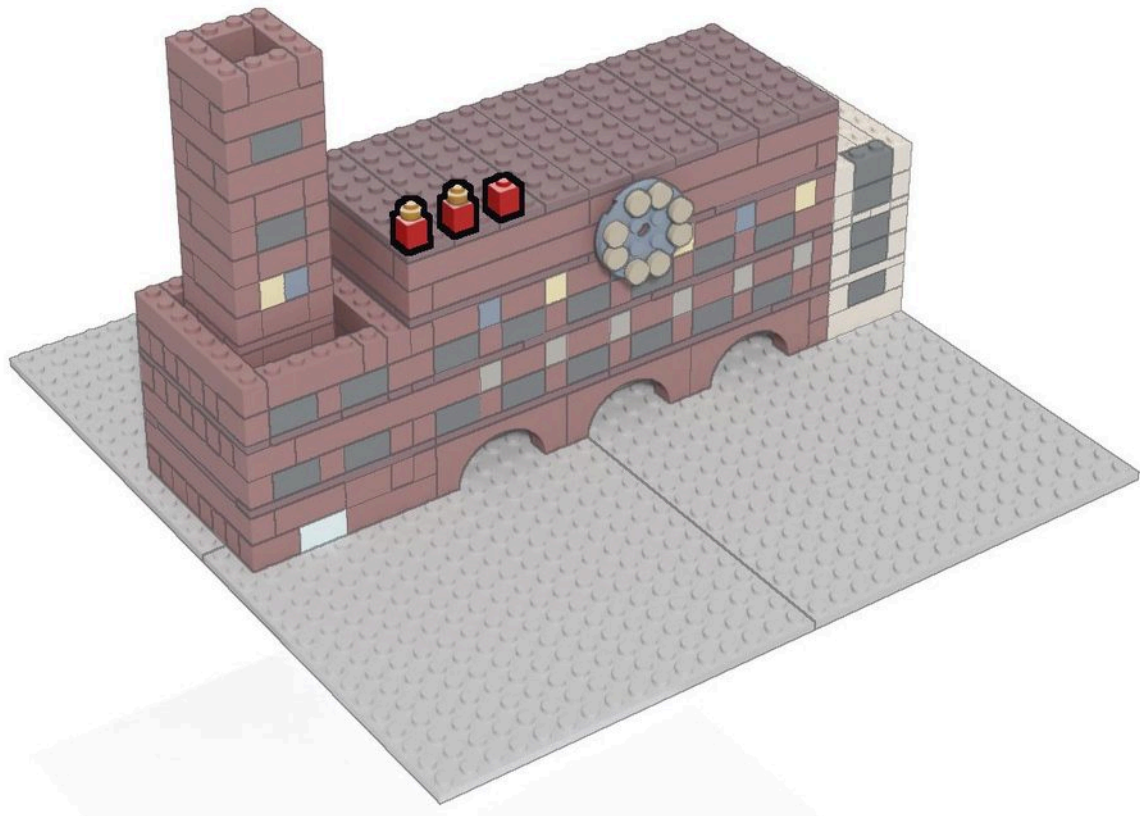
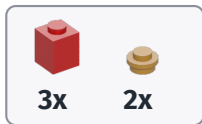
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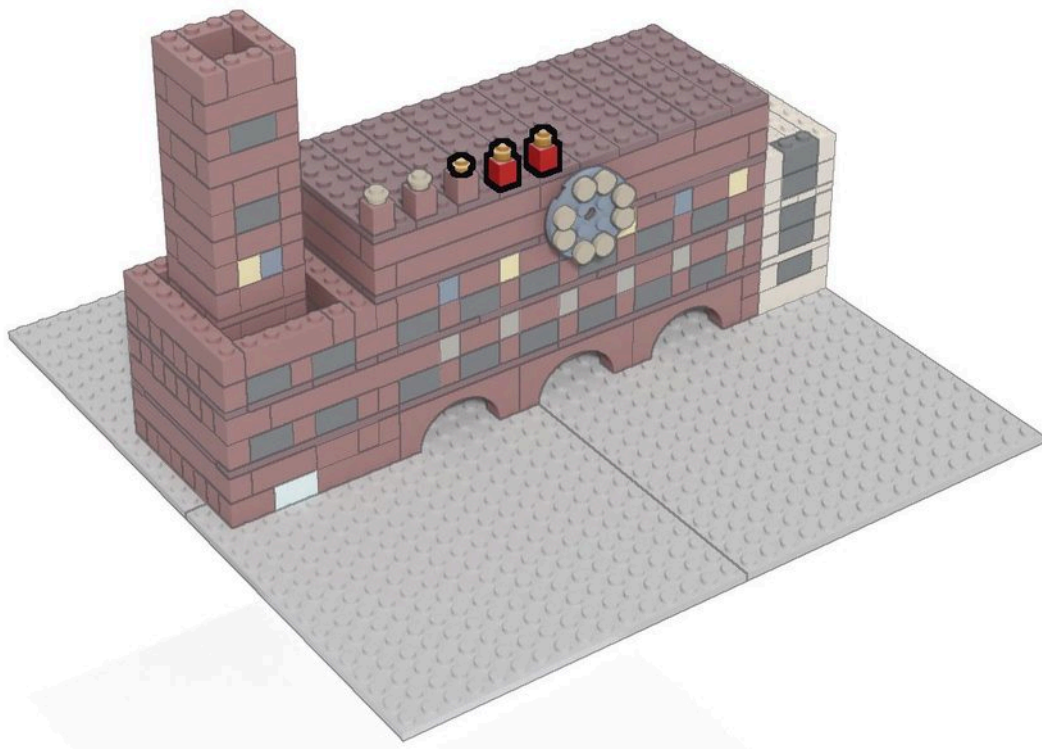
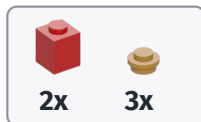
turn the model around



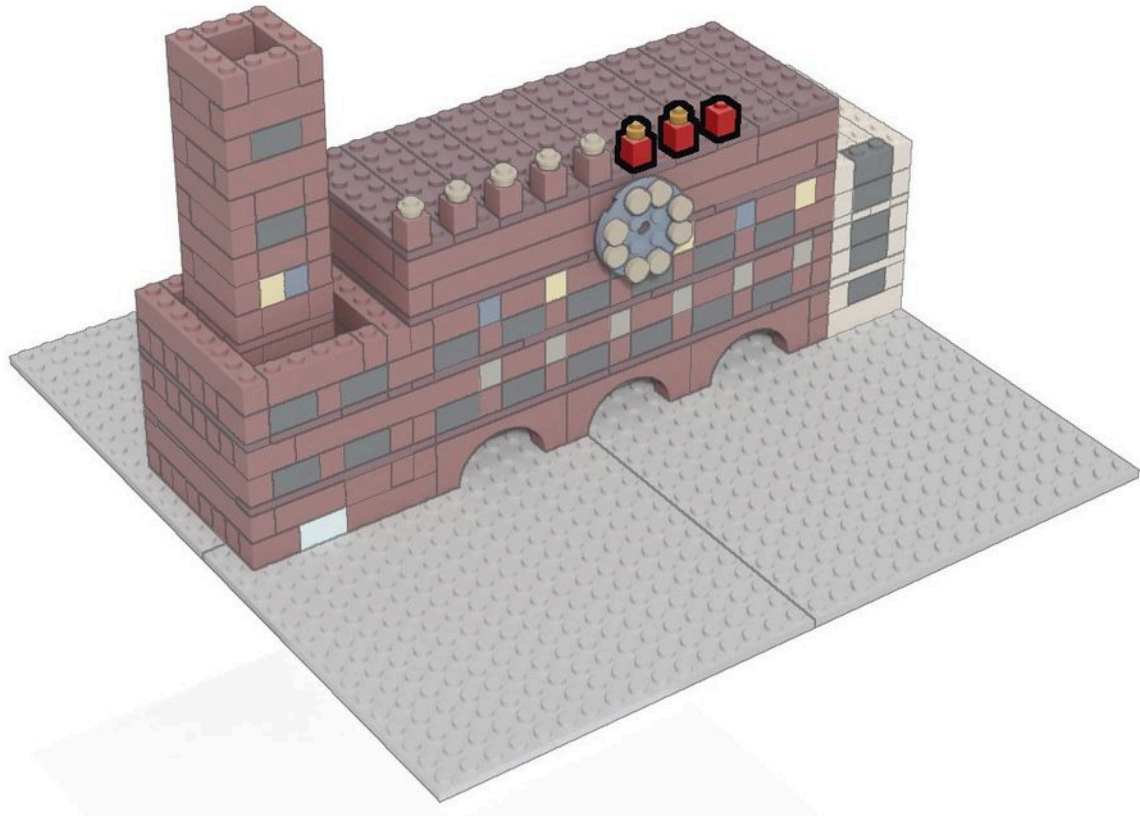
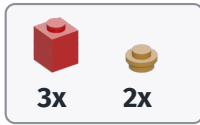
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88



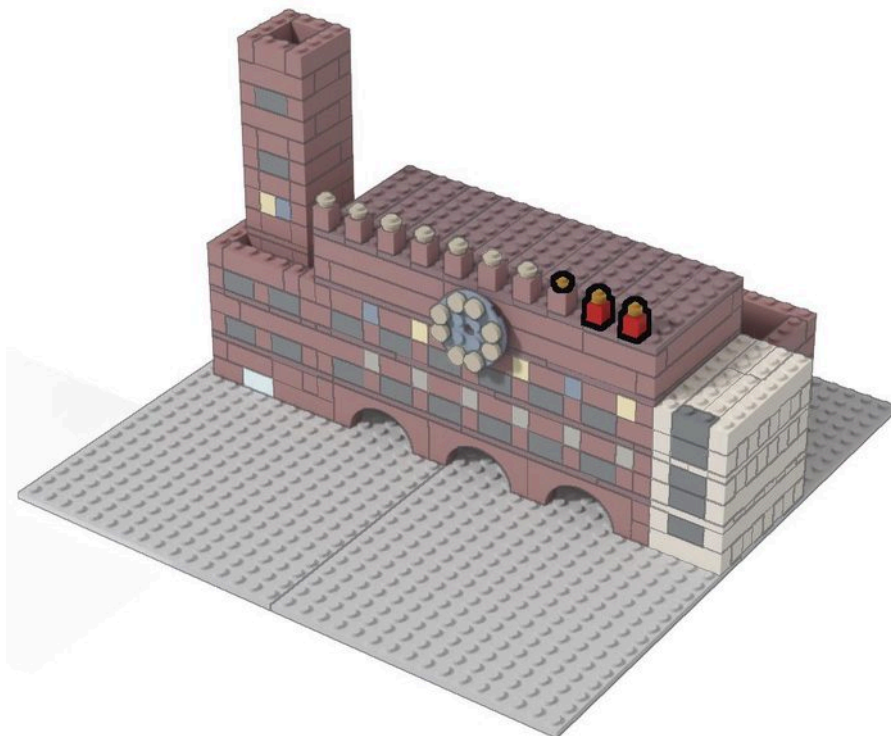
89



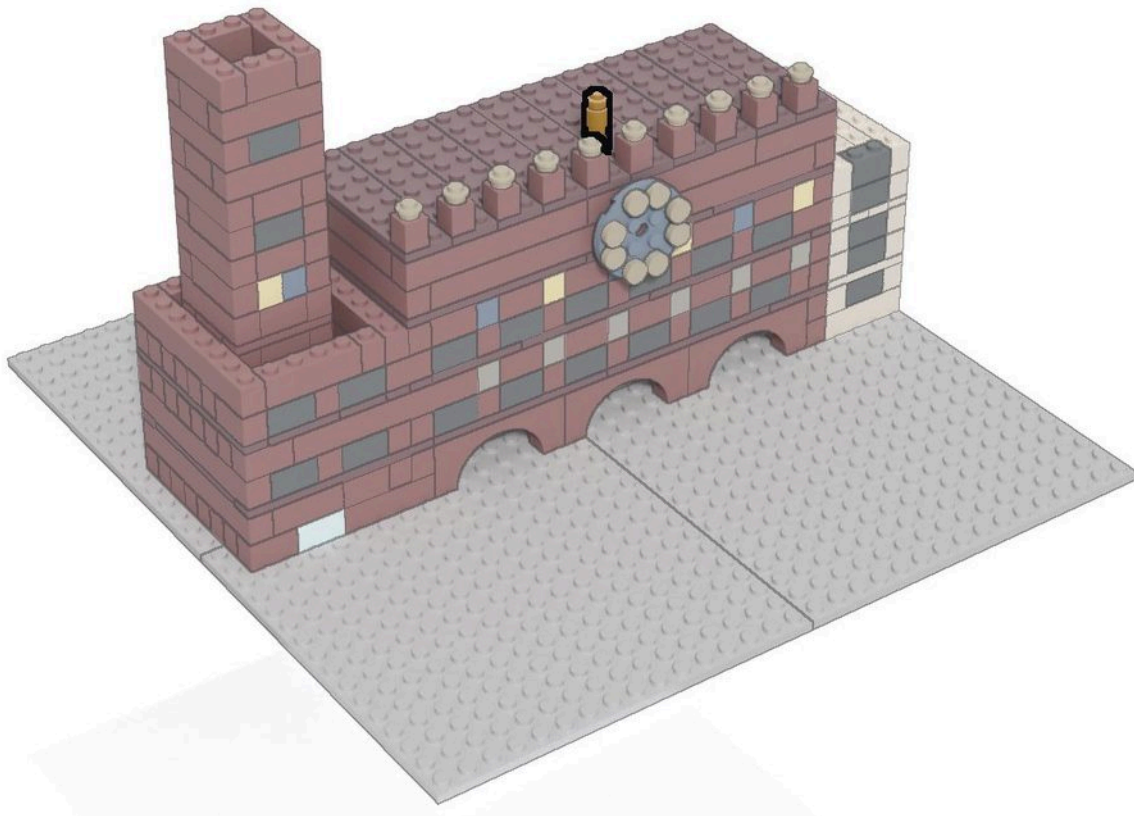
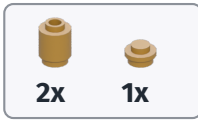
90



turn the model around



91



92



93



94



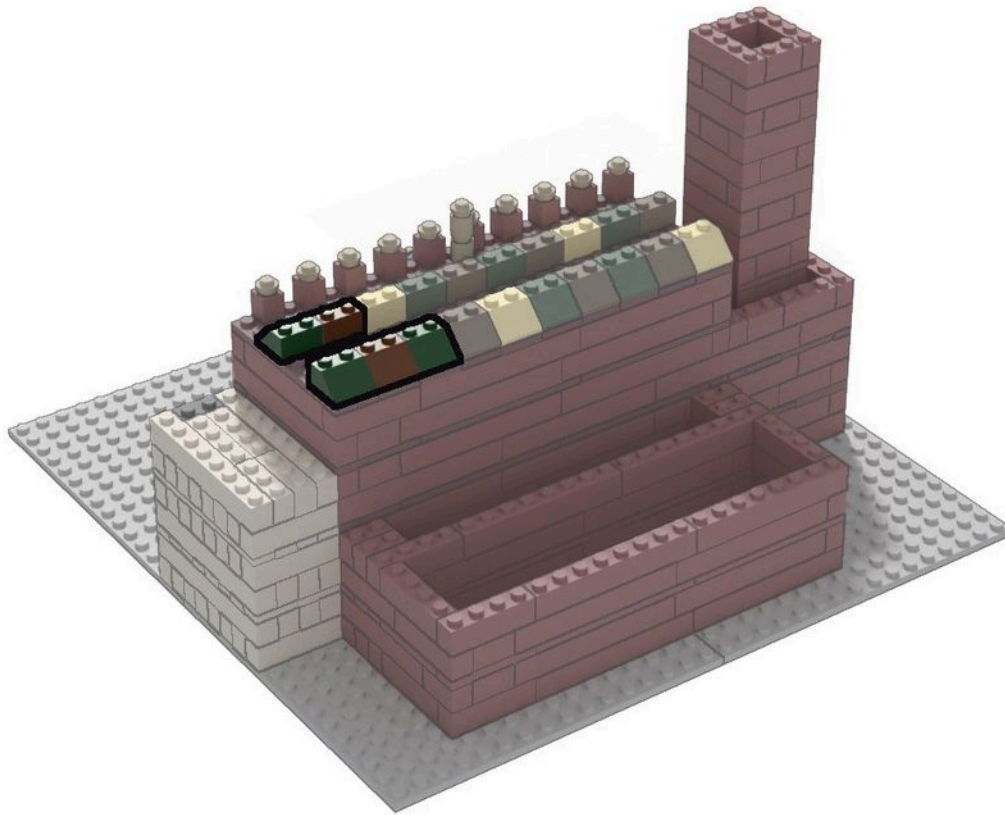
turn the model around



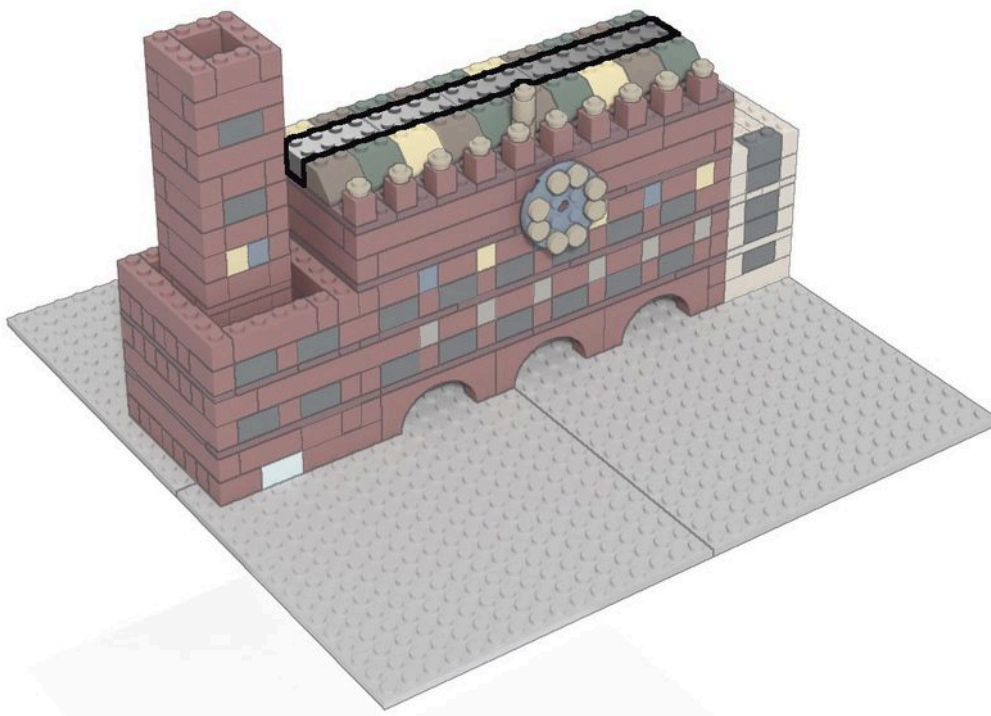
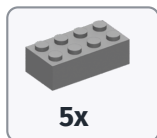
95



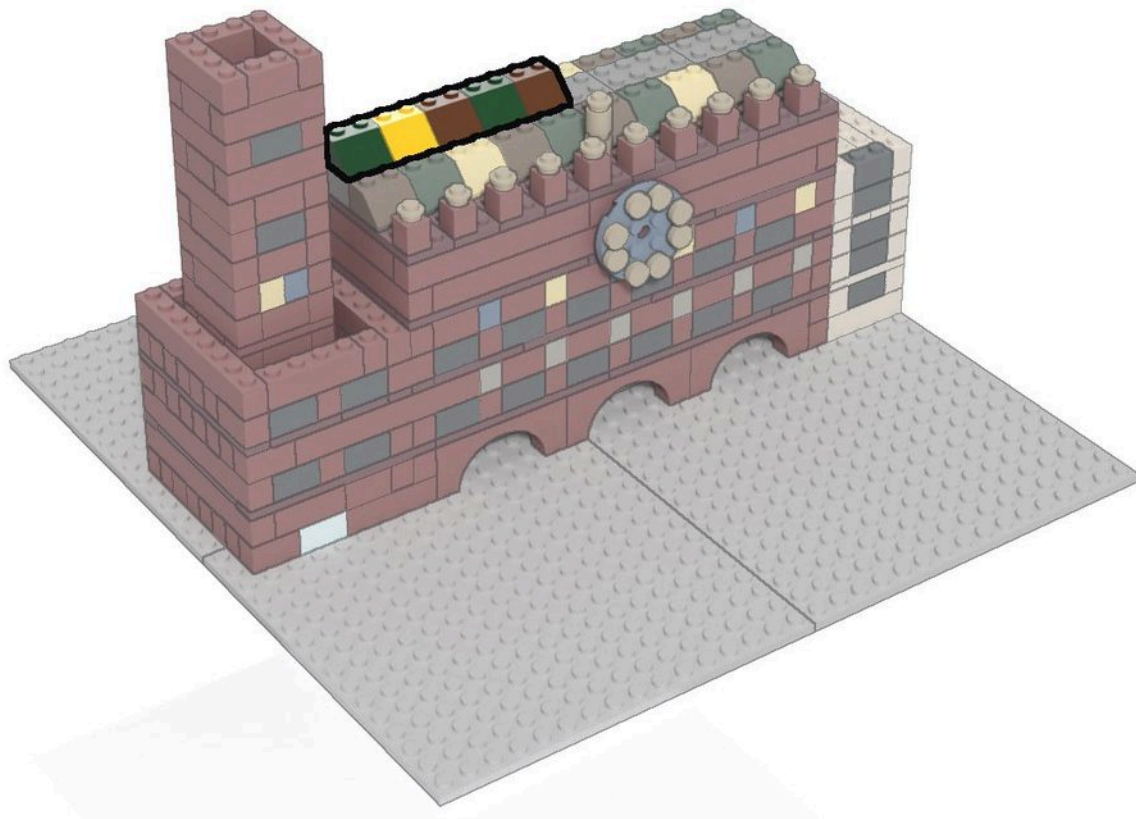
turn the model around



96



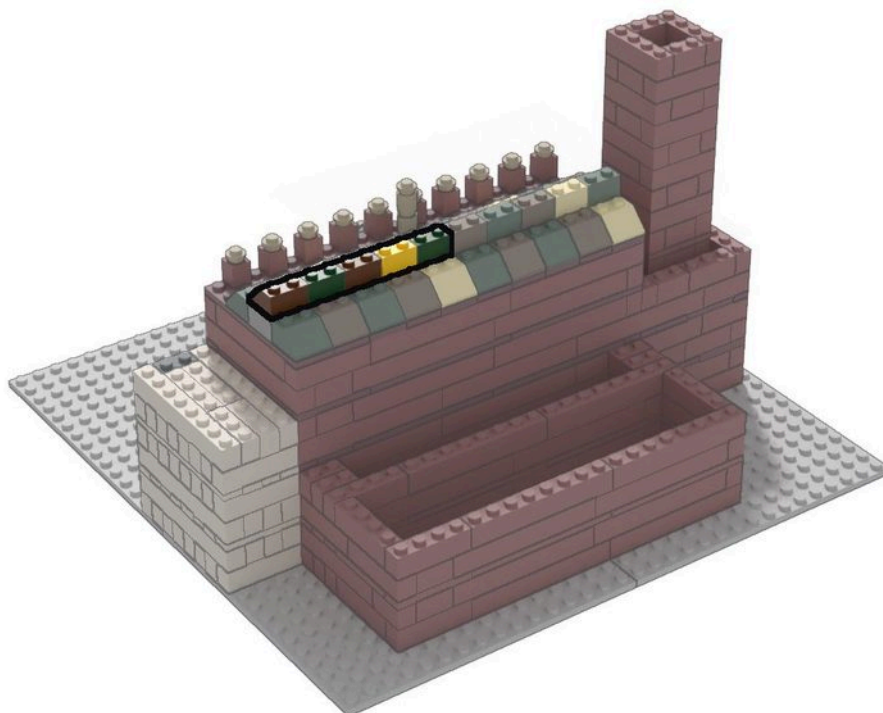
97



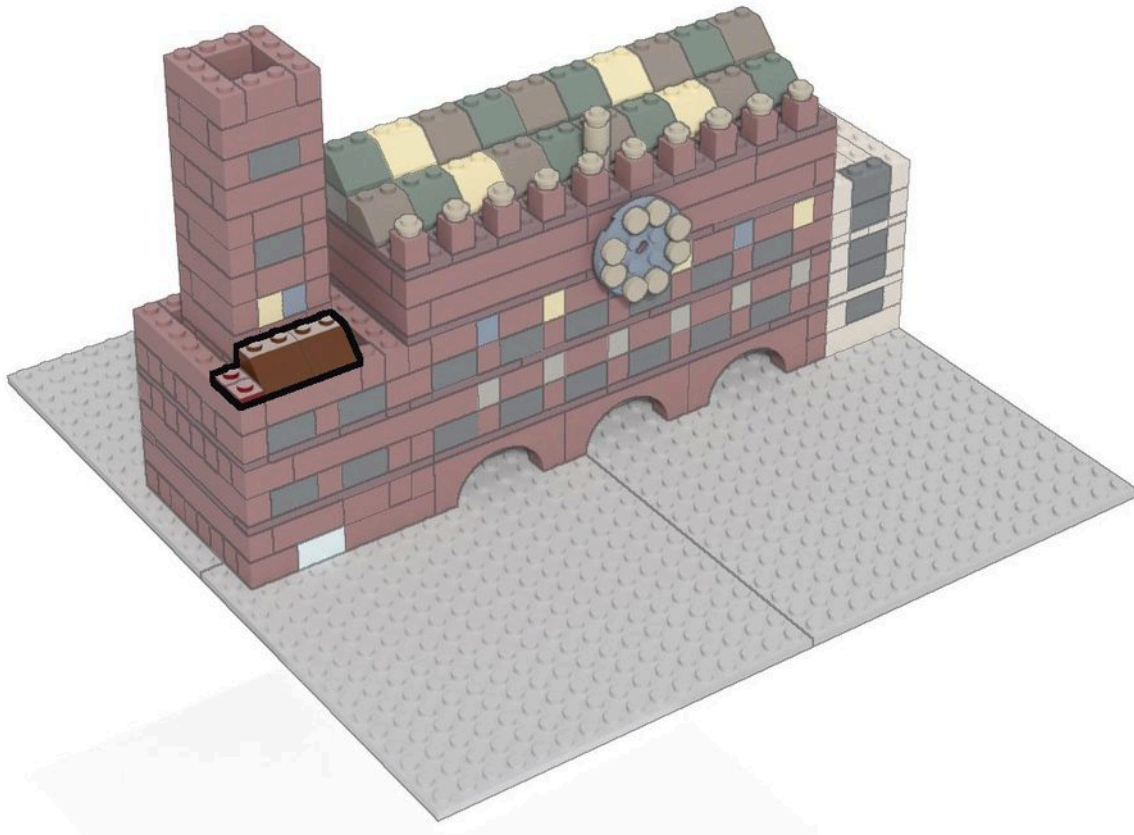
98



turn the model around



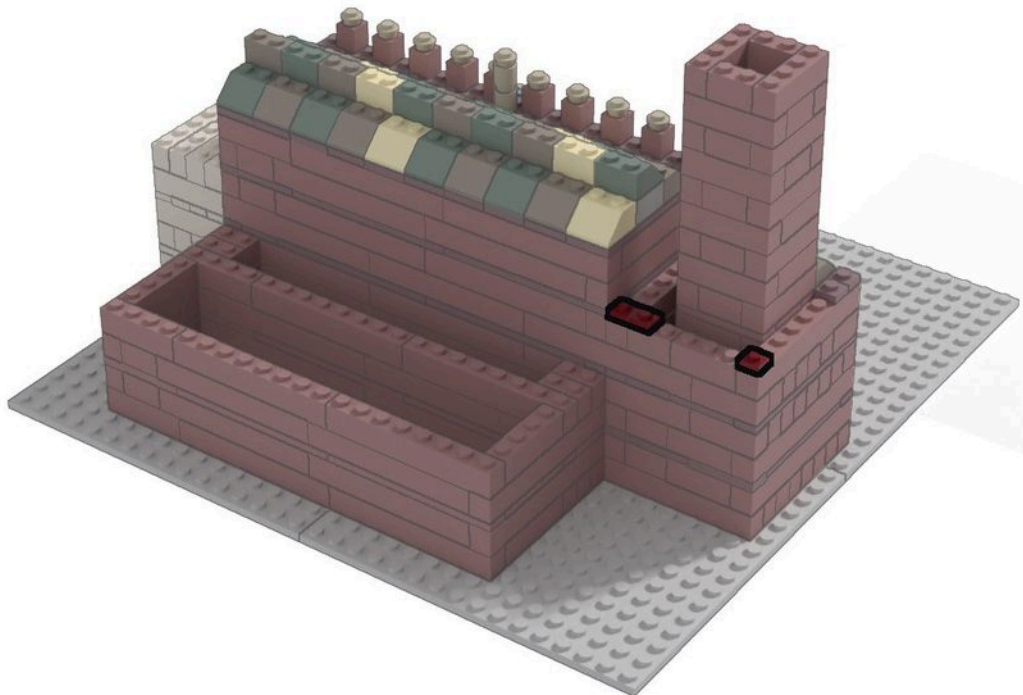
99



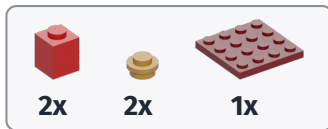
100



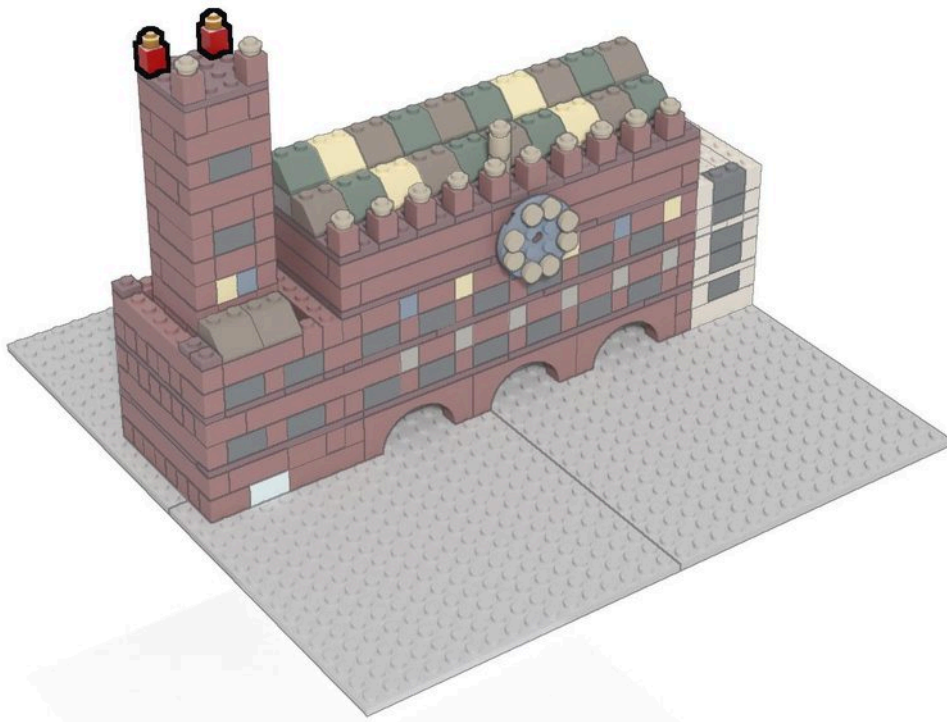
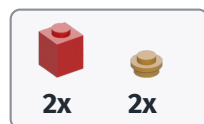
turn the model around



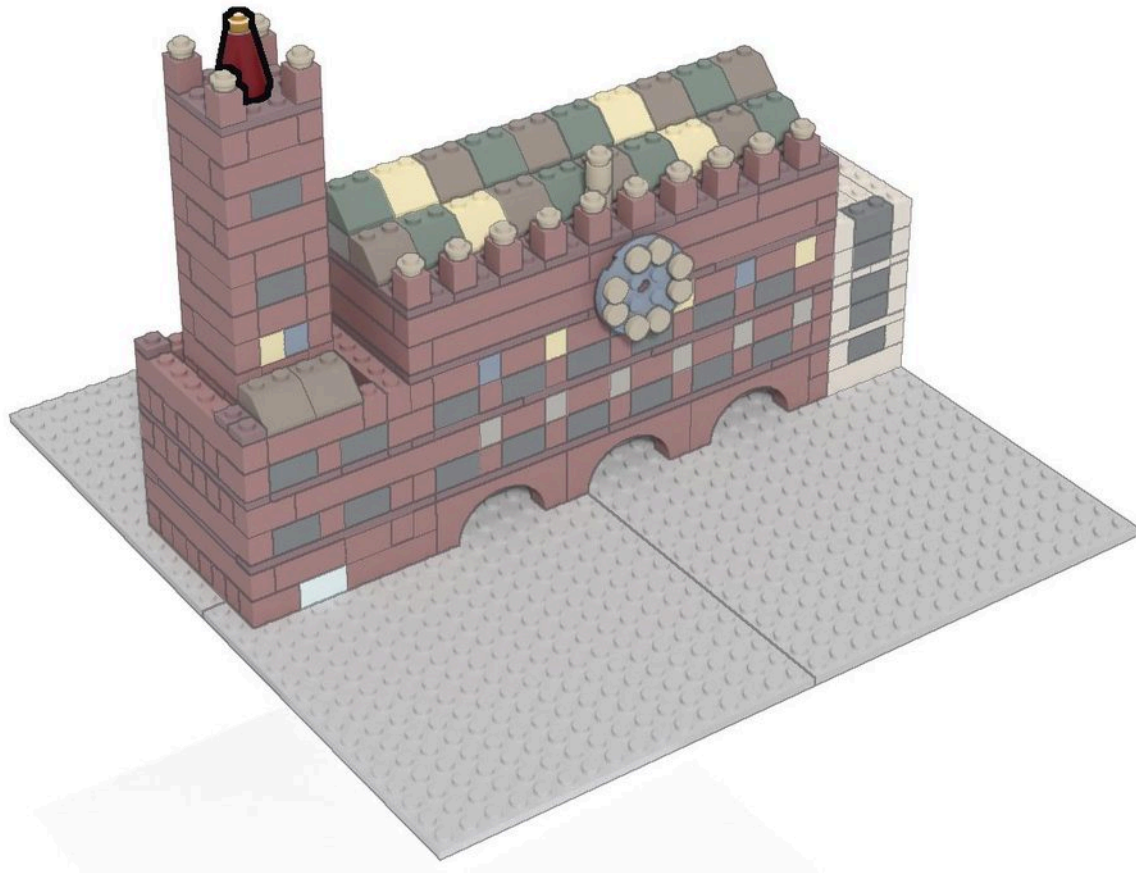
101



102



103



104



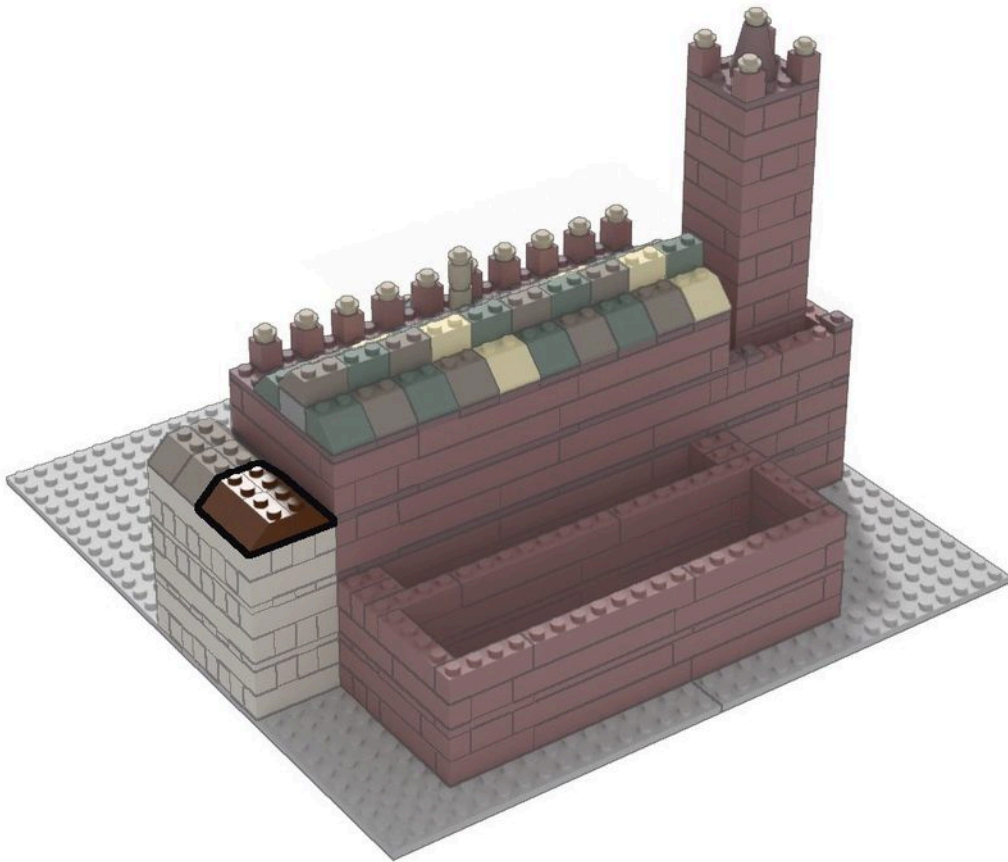
turn the model around



105



turn the model around



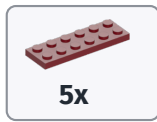
106



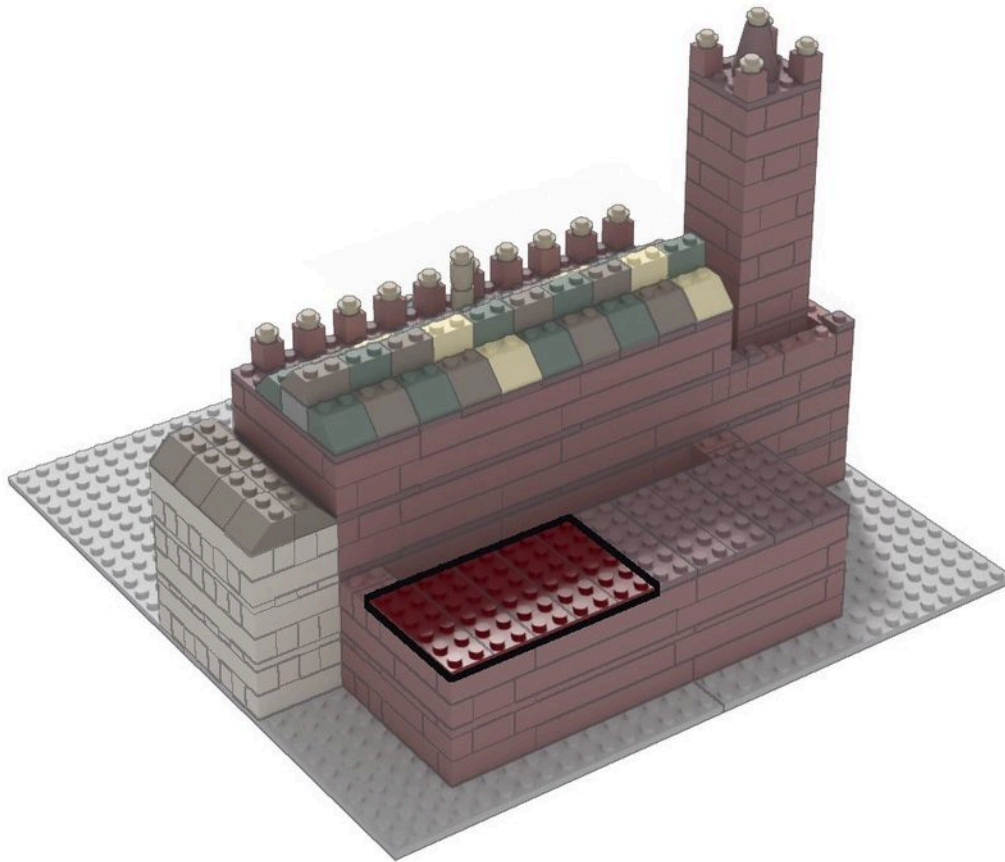
turn the model around



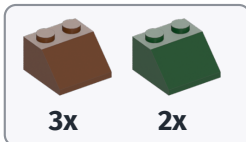
107



turn the model around



108



turn the model around



109



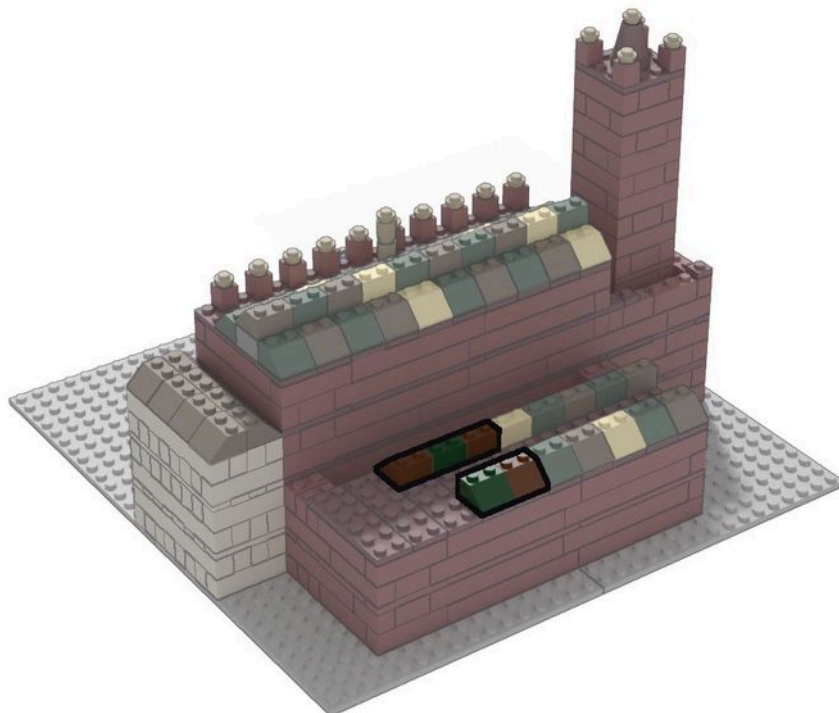
turn the model around



110



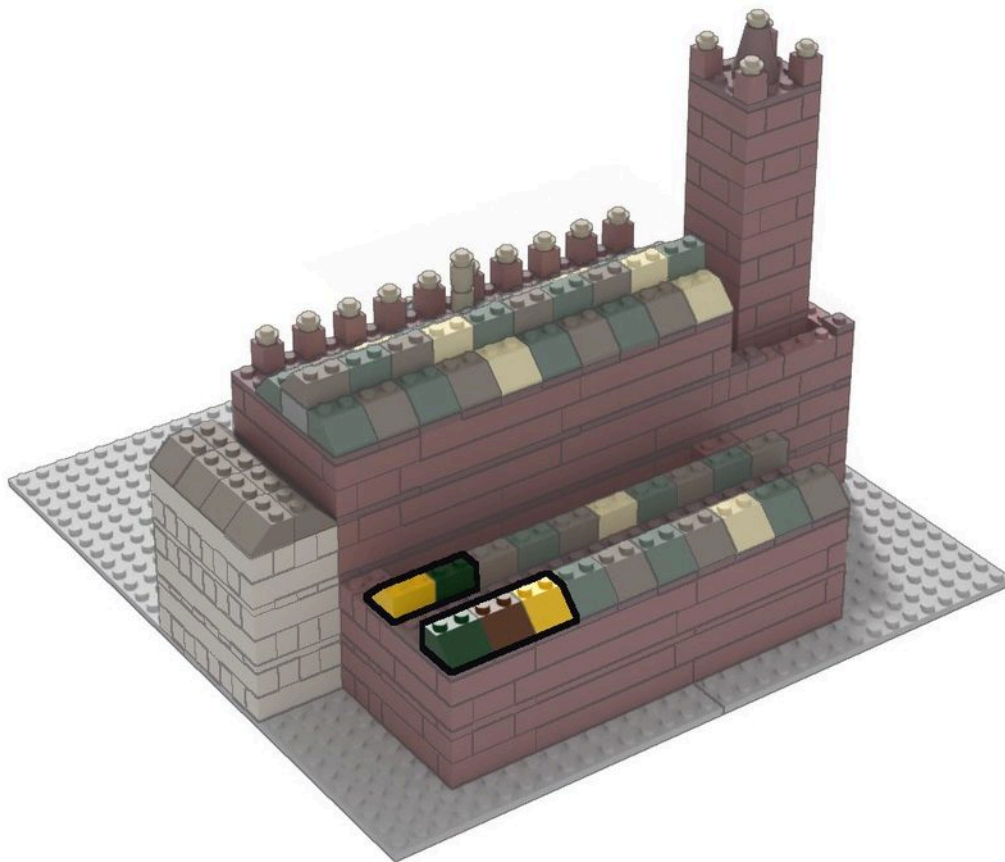
turn the model around



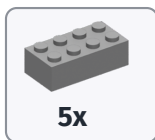
111



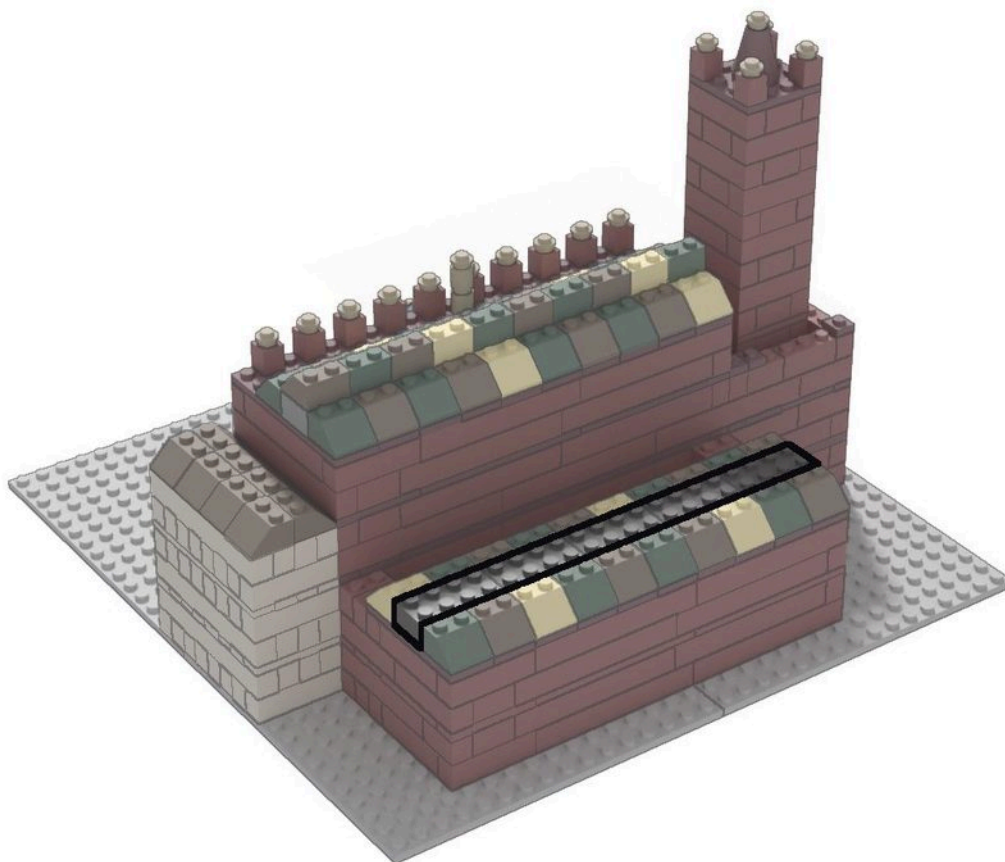
turn the model around



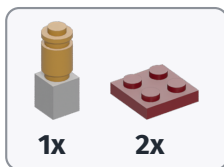
112



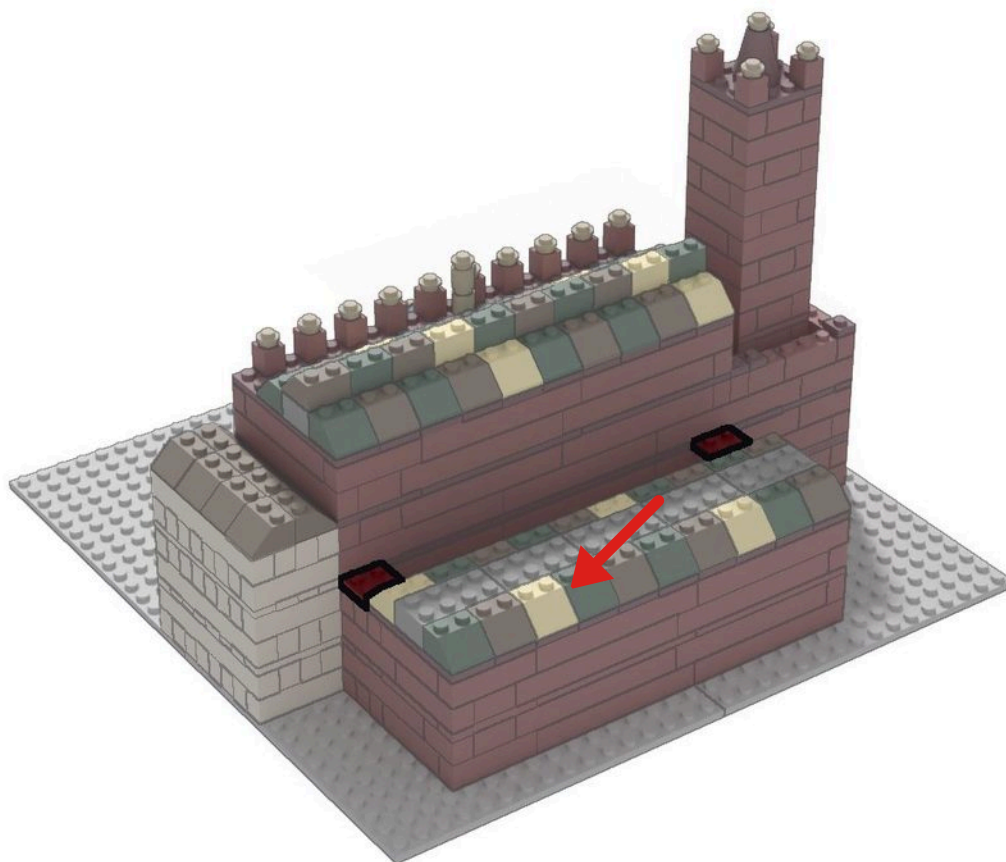
turn the model around



113



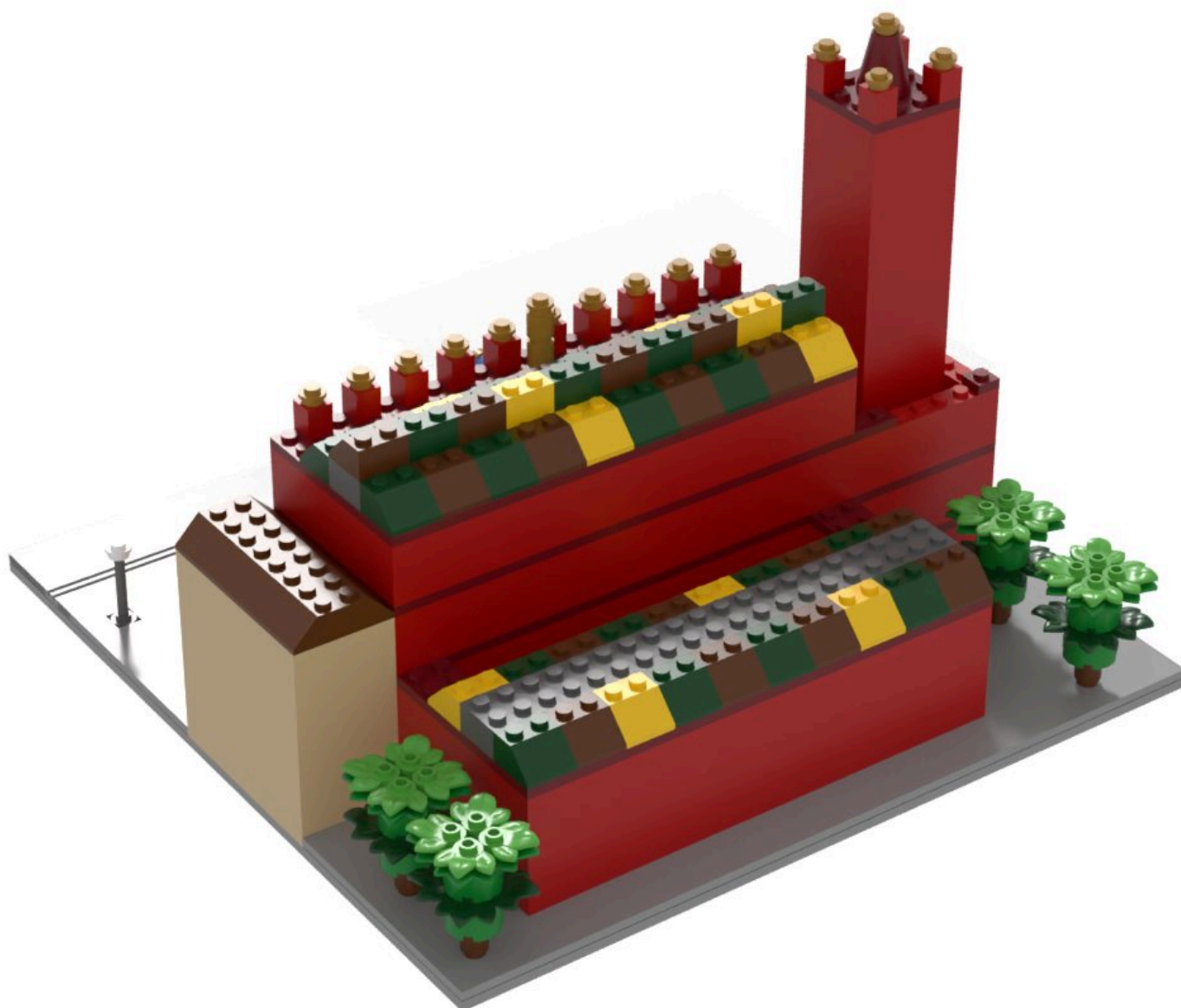
turn the model around



Chapter 4

Marktplatz

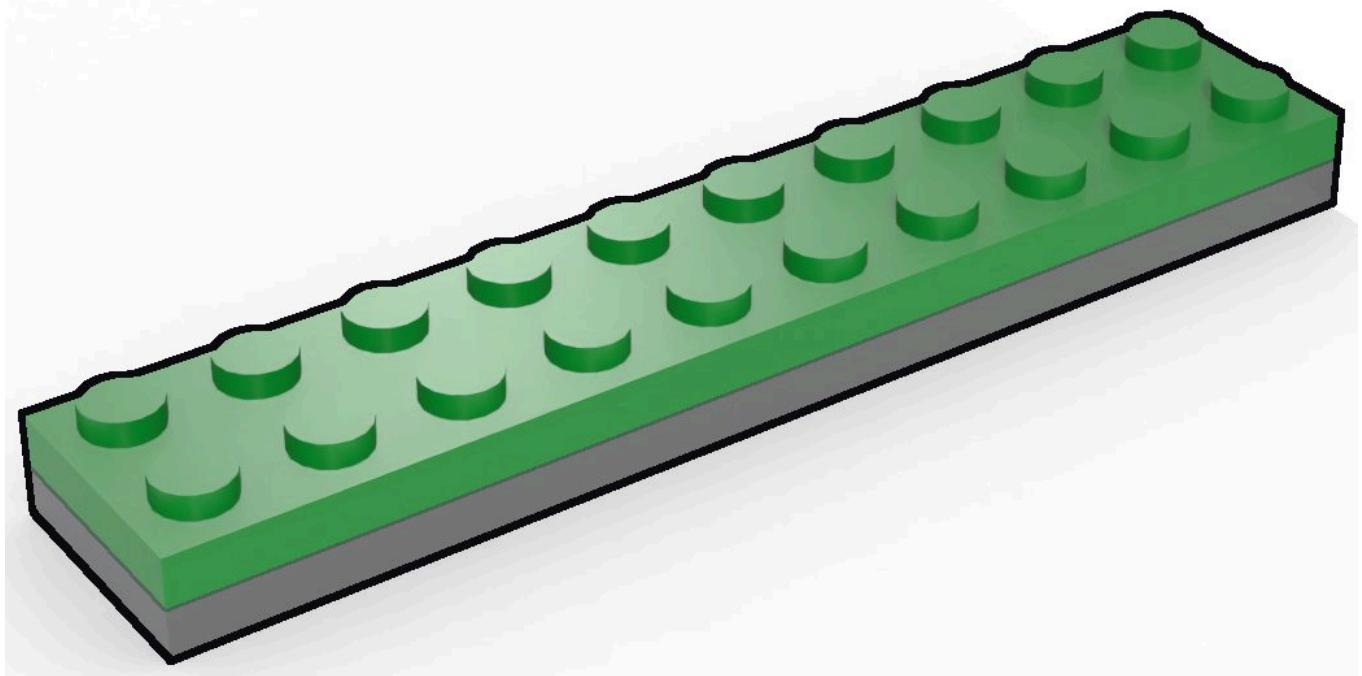
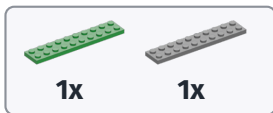
Steps 114–146



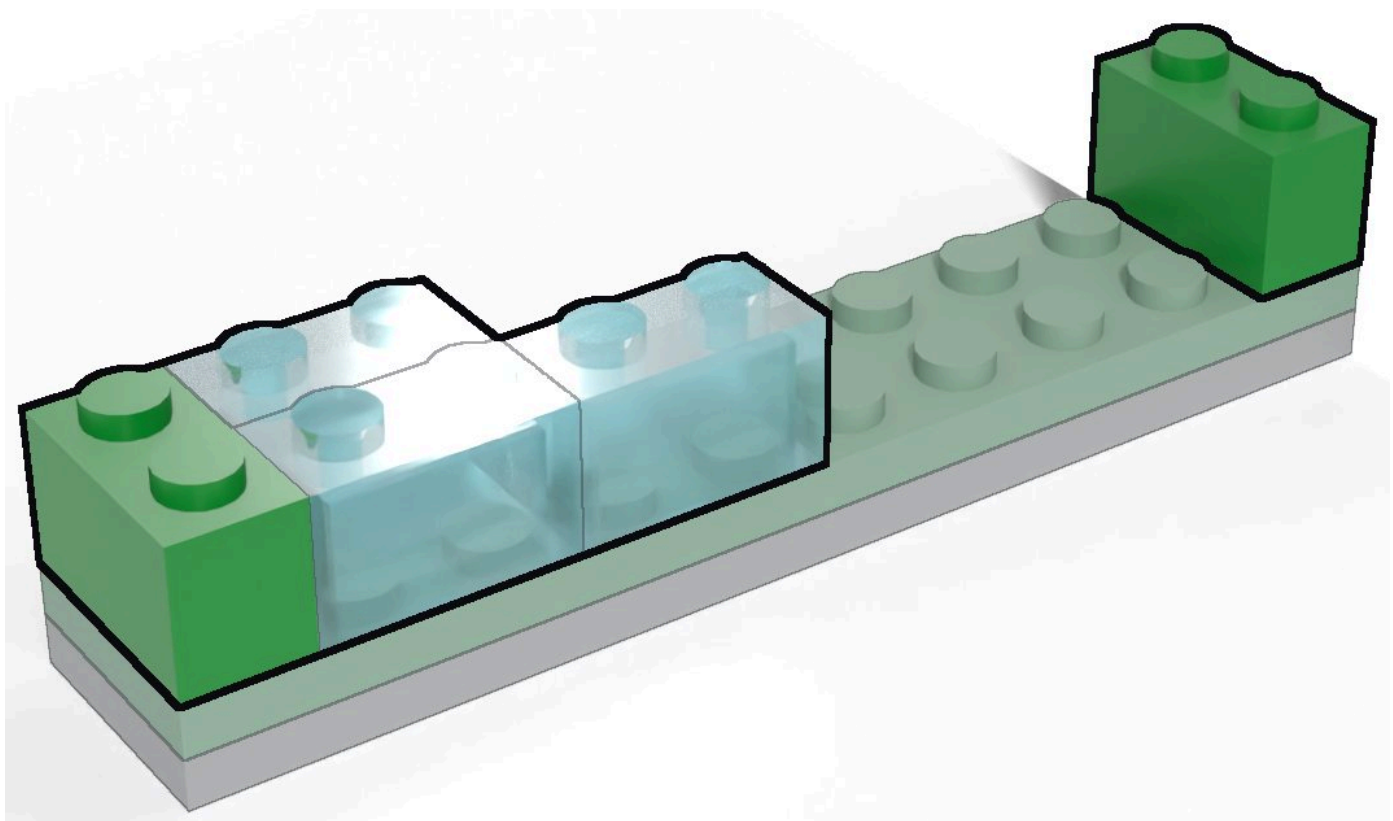
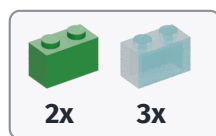
Basel tram

Build this first; it goes on in a later step.

1

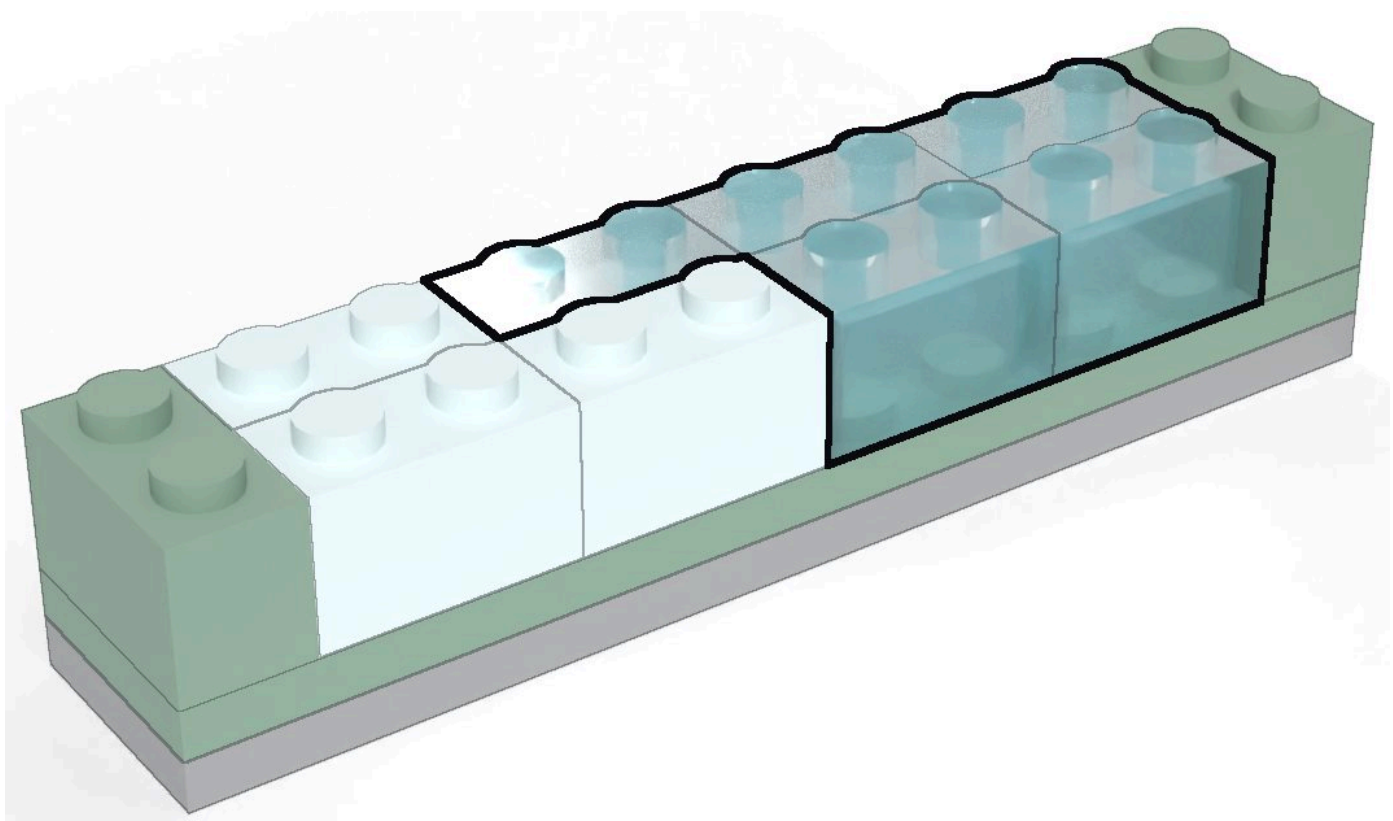


2

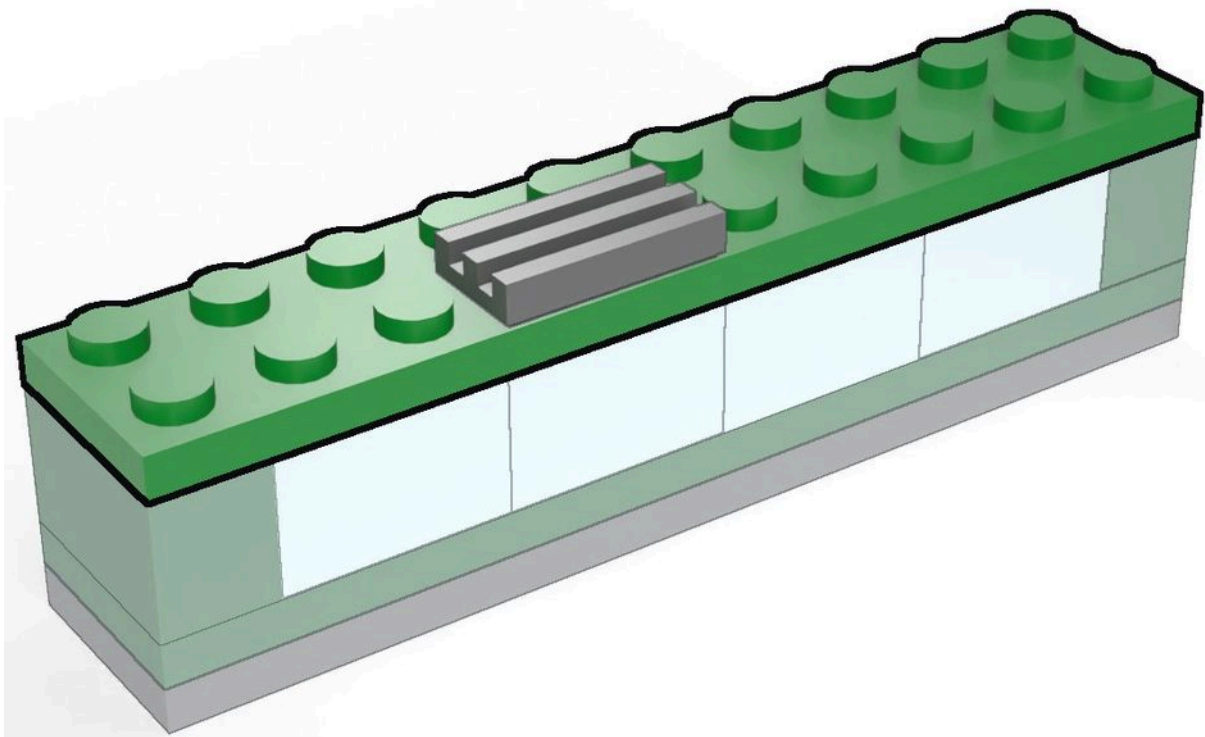
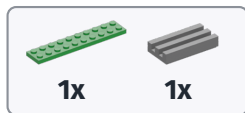


Basel tram

3



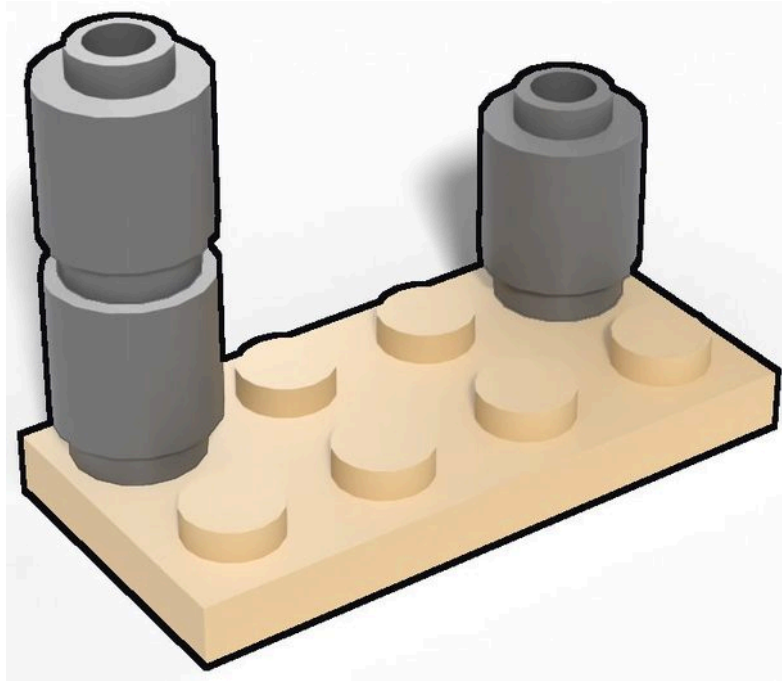
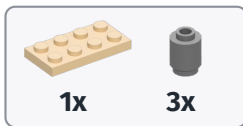
4



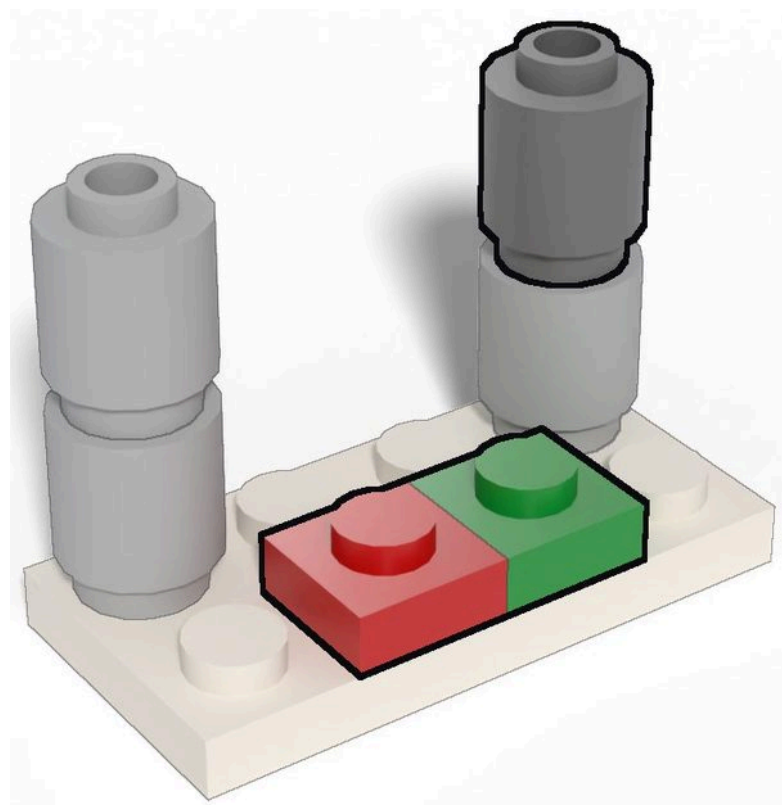
Stall 0

Build this first; it goes on in a later step.

1

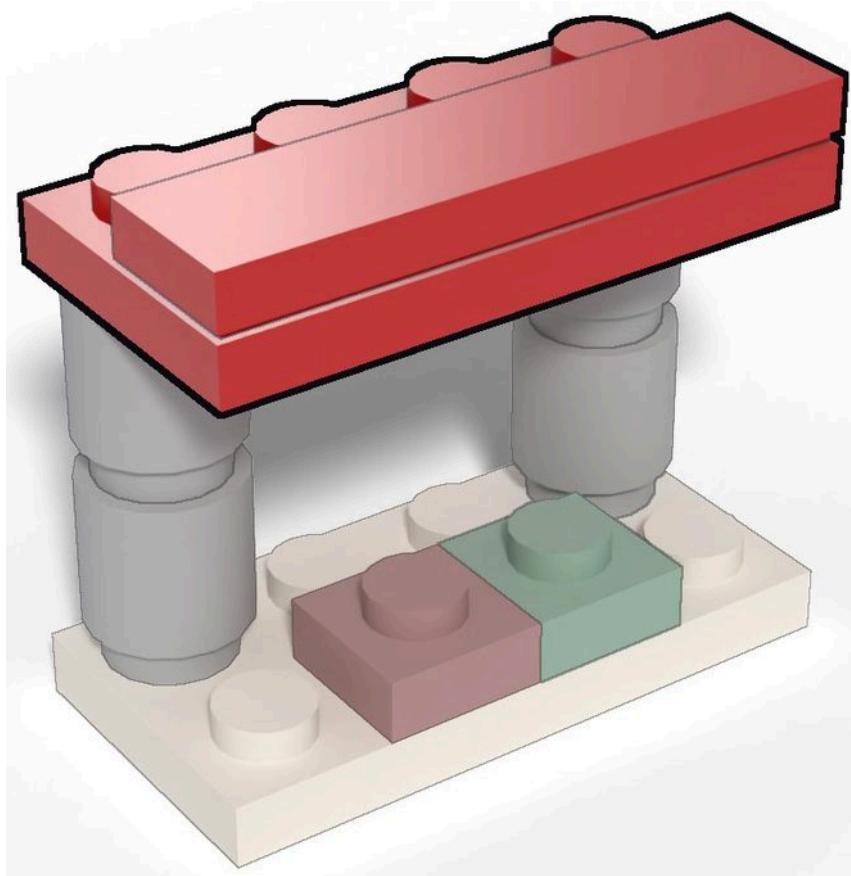
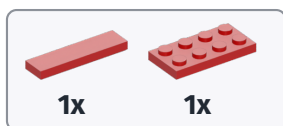


2



Stall 0

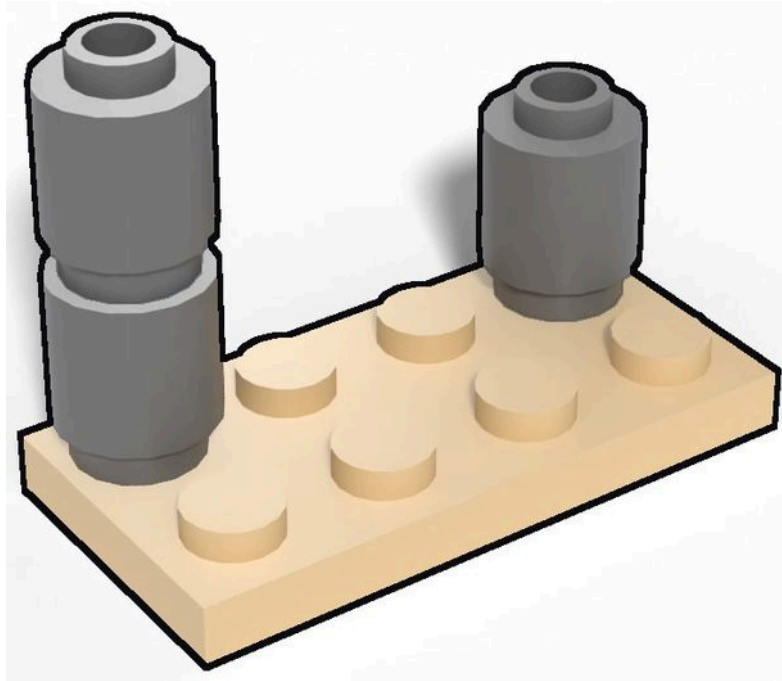
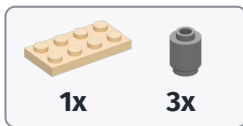
3



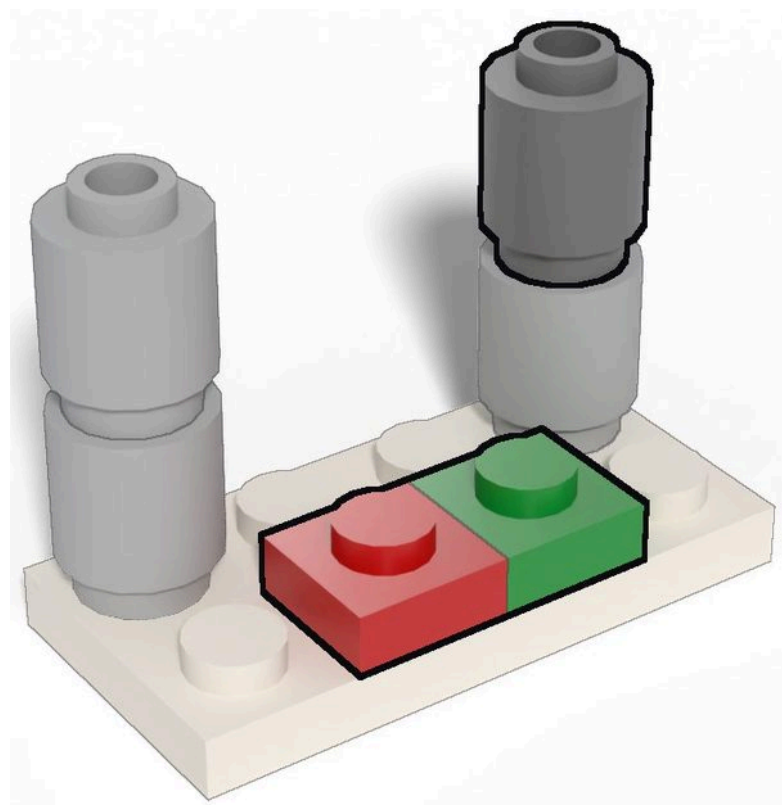
Stall 1

Build this first; it goes on in a later step.

1

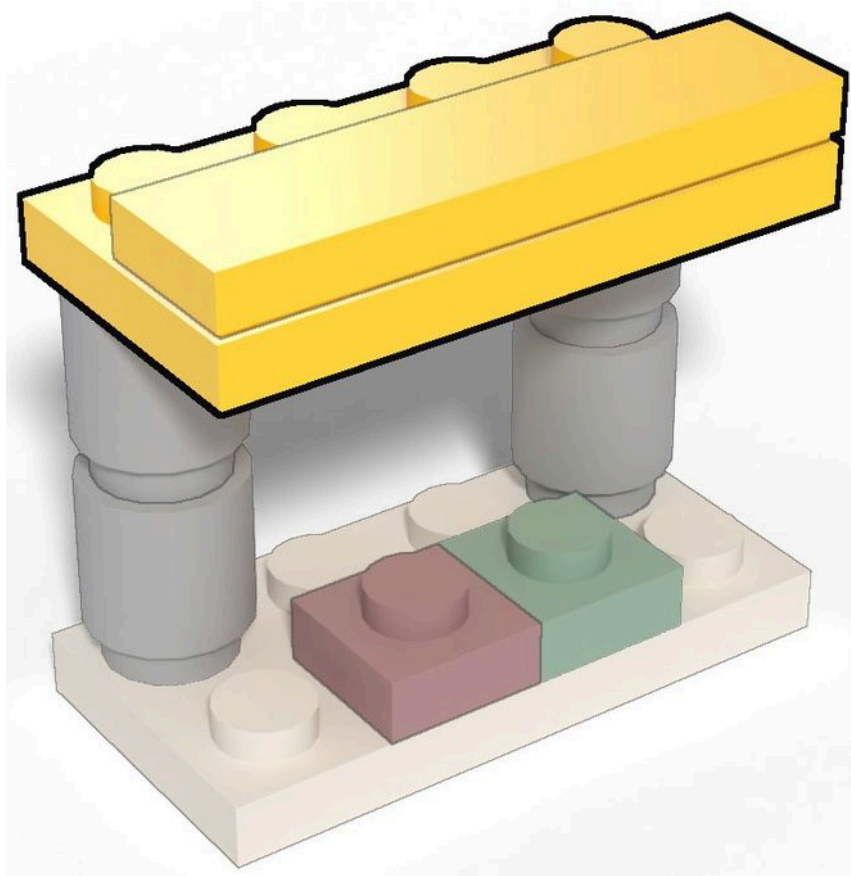
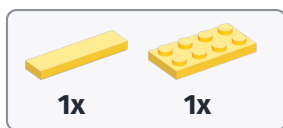


2



Stall 1

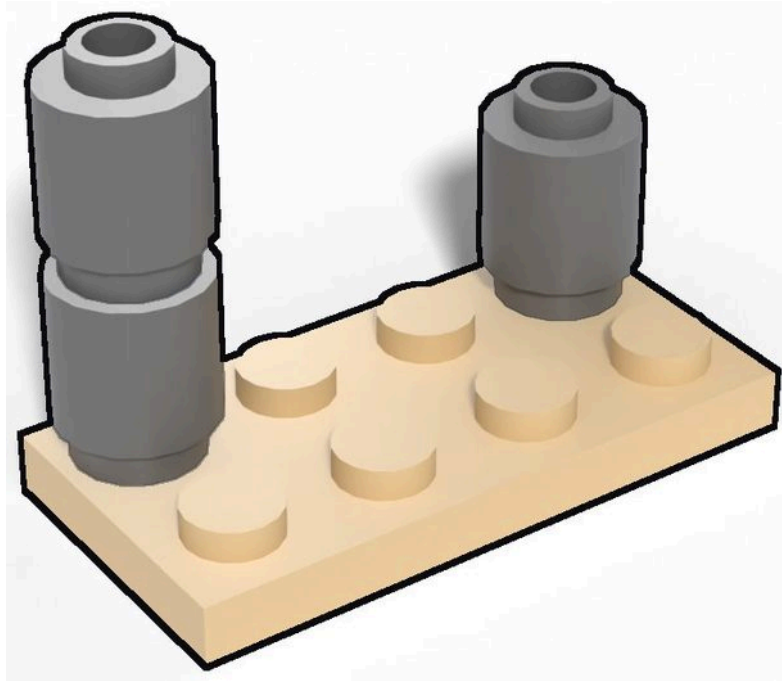
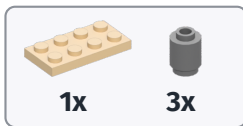
3



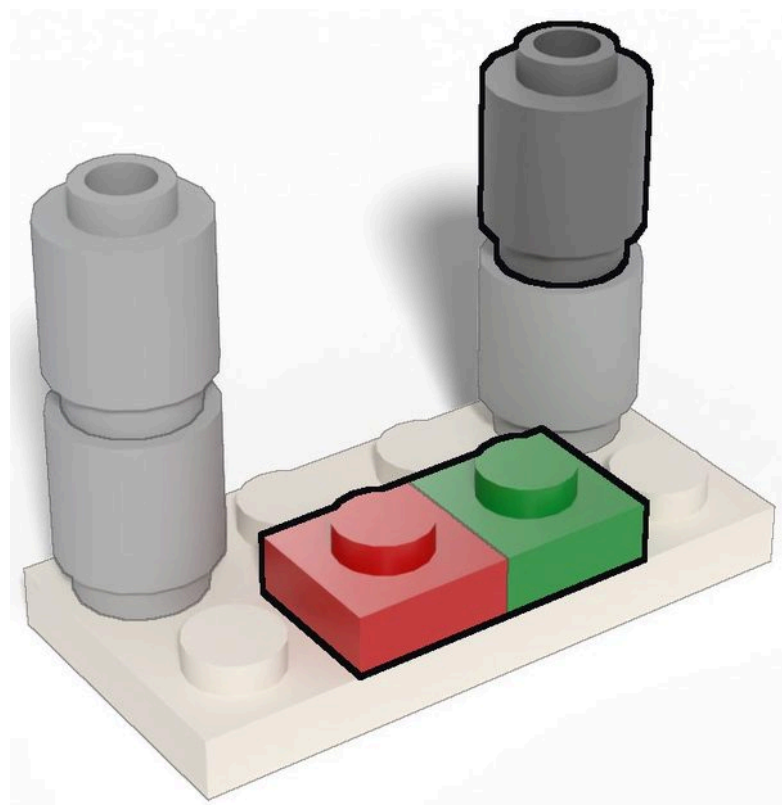
Stall 2

Build this first; it goes on in a later step.

1

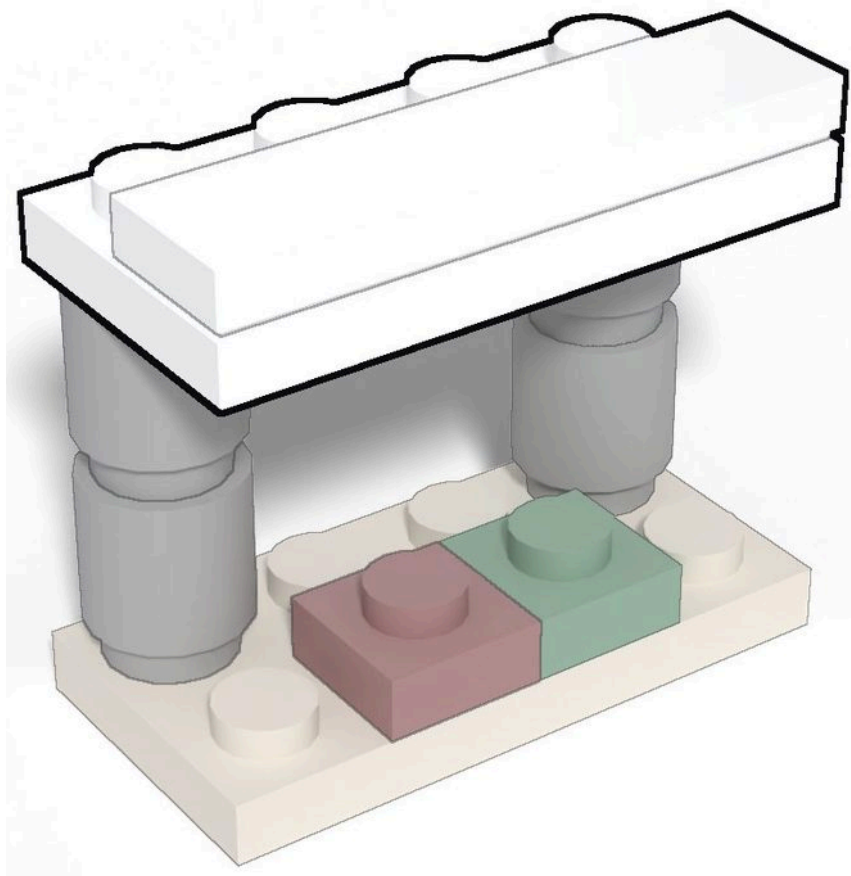
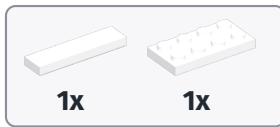


2



Stall 2

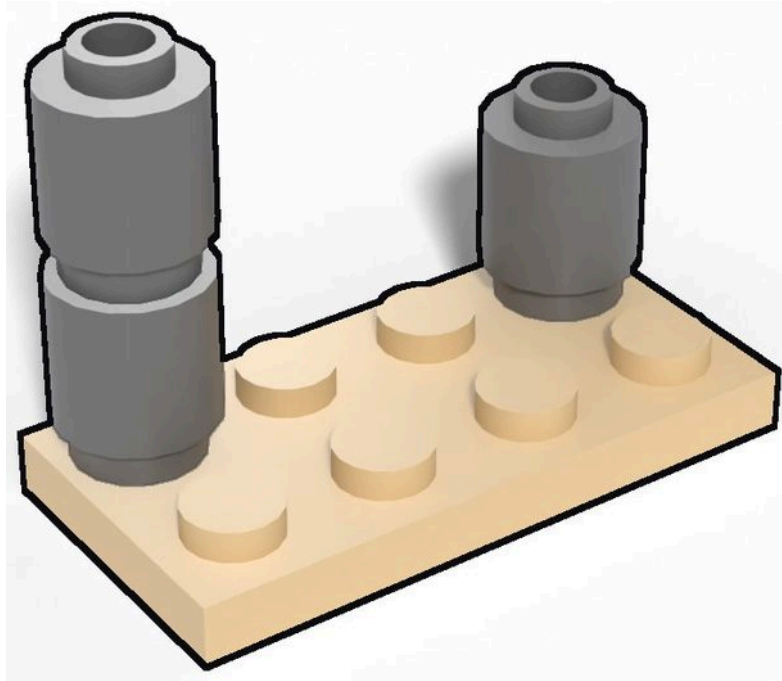
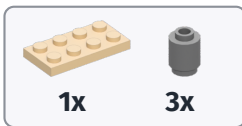
3



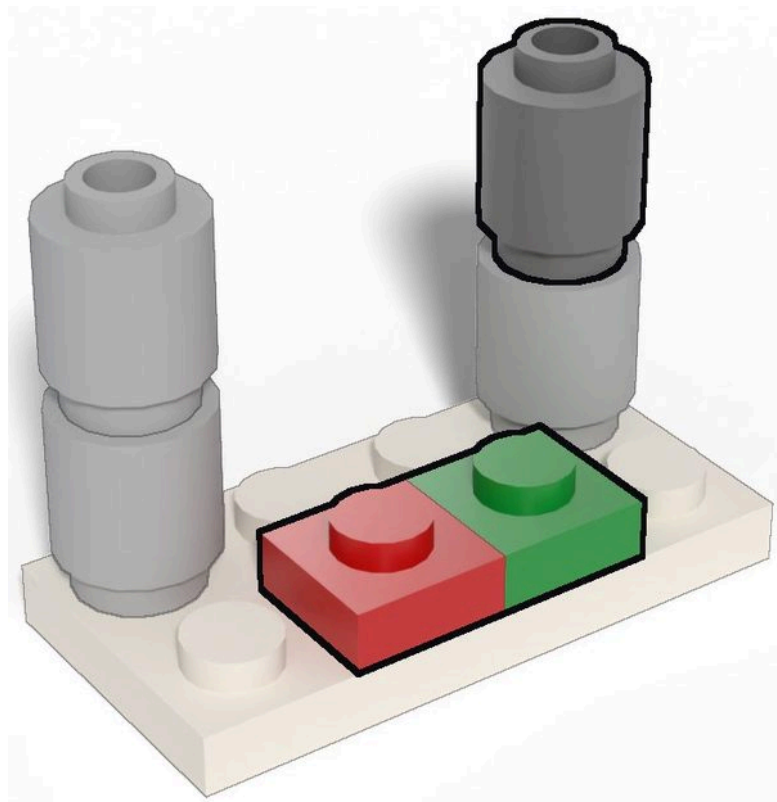
Stall 3

Build this first; it goes on in a later step.

1

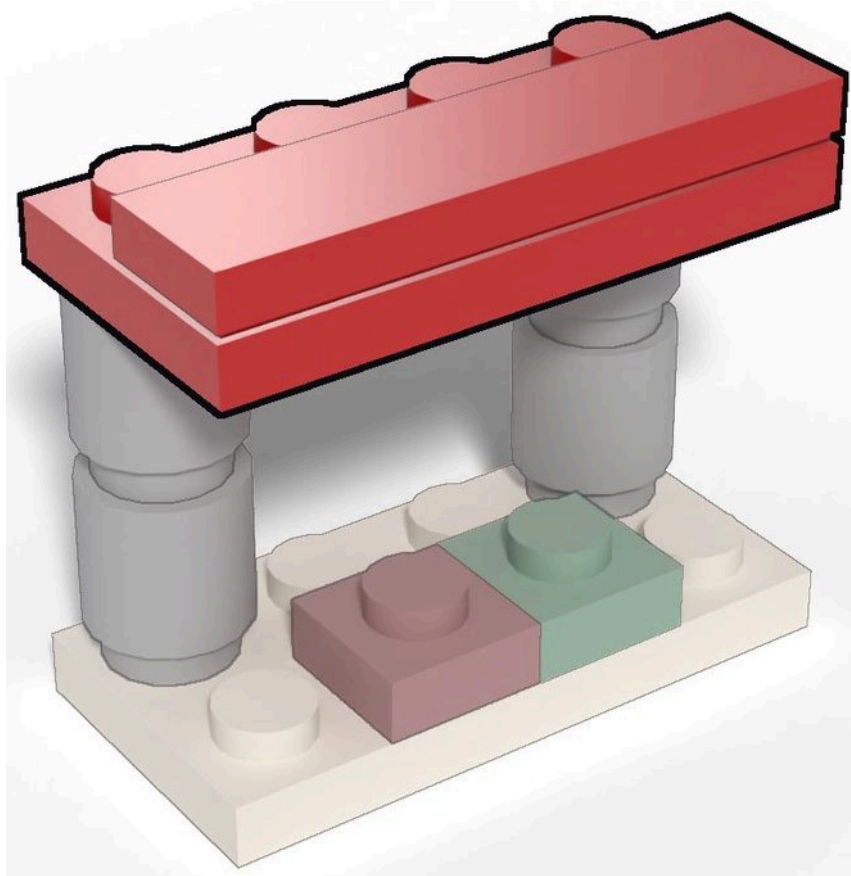
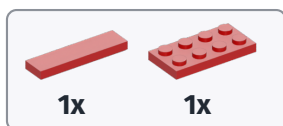


2



Stall 3

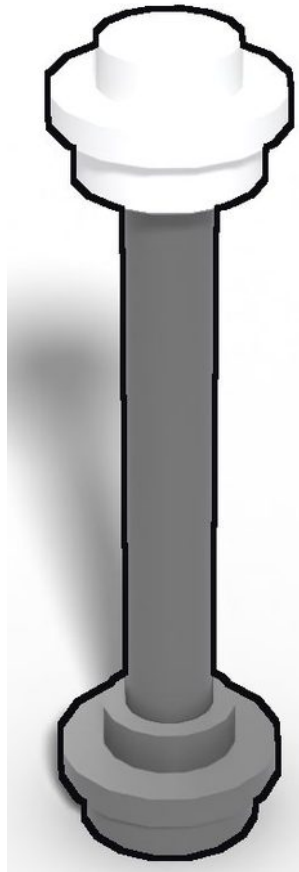
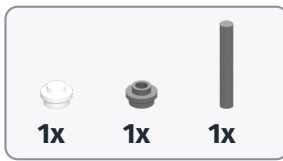
3



Lamp ×4

Build this 4 times; it goes on in a later step.

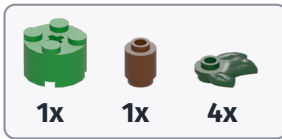
1



Tree x4

Build this 4 times; it goes on in a later step.

1



2

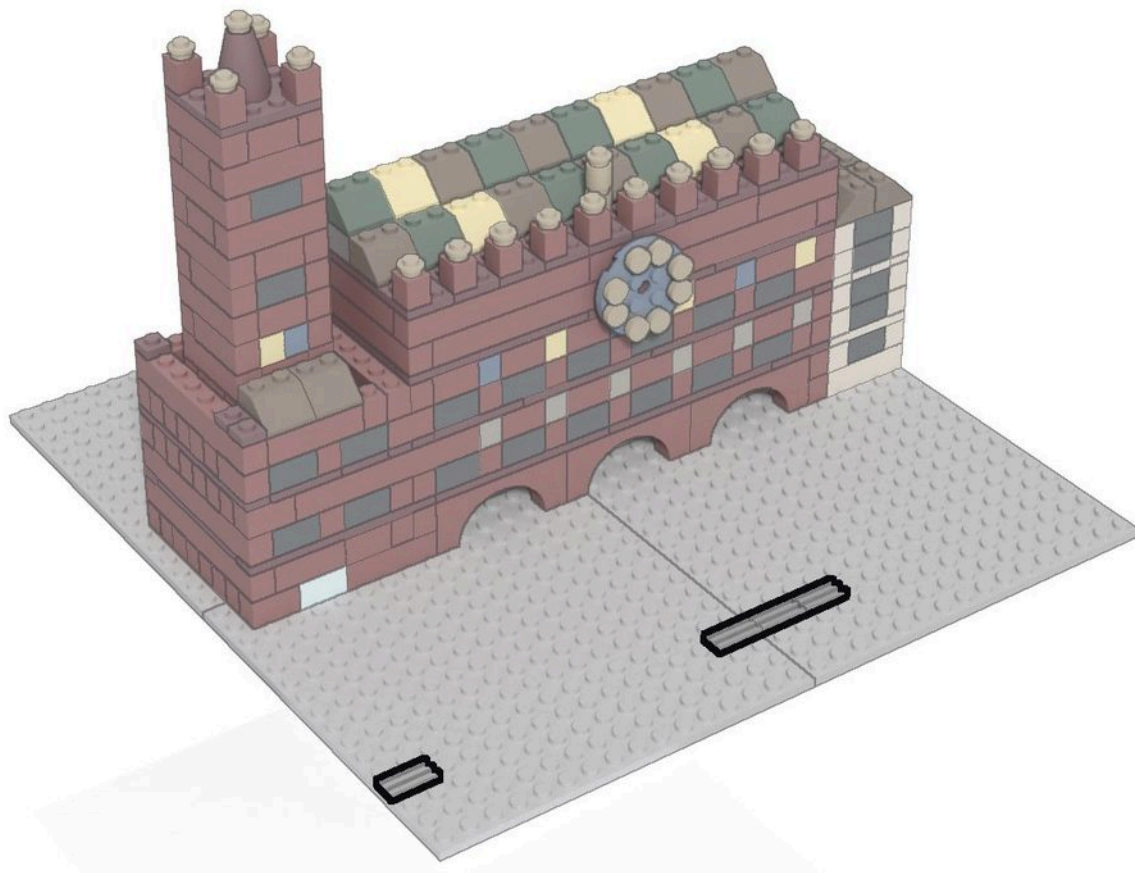
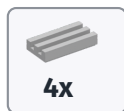


Tree (x4)

3



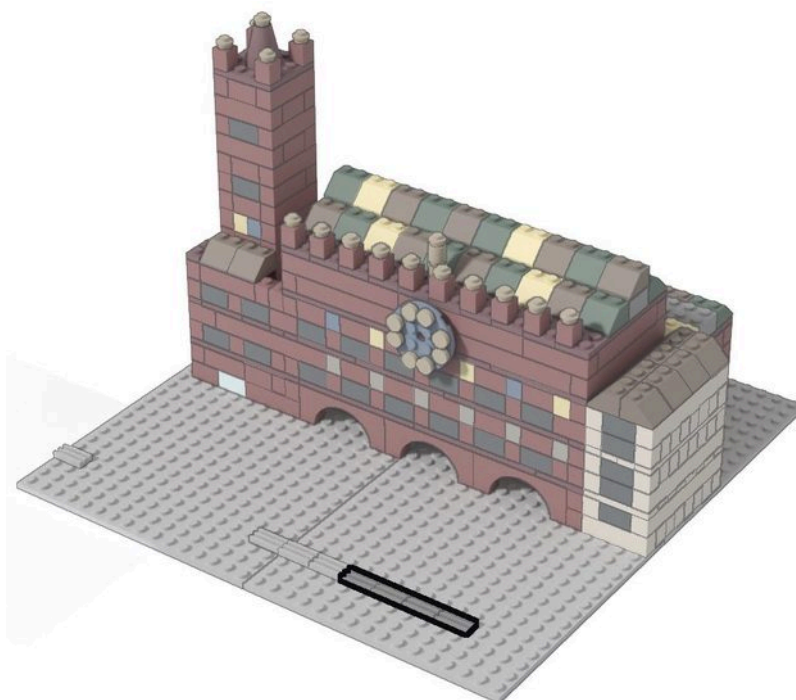
114



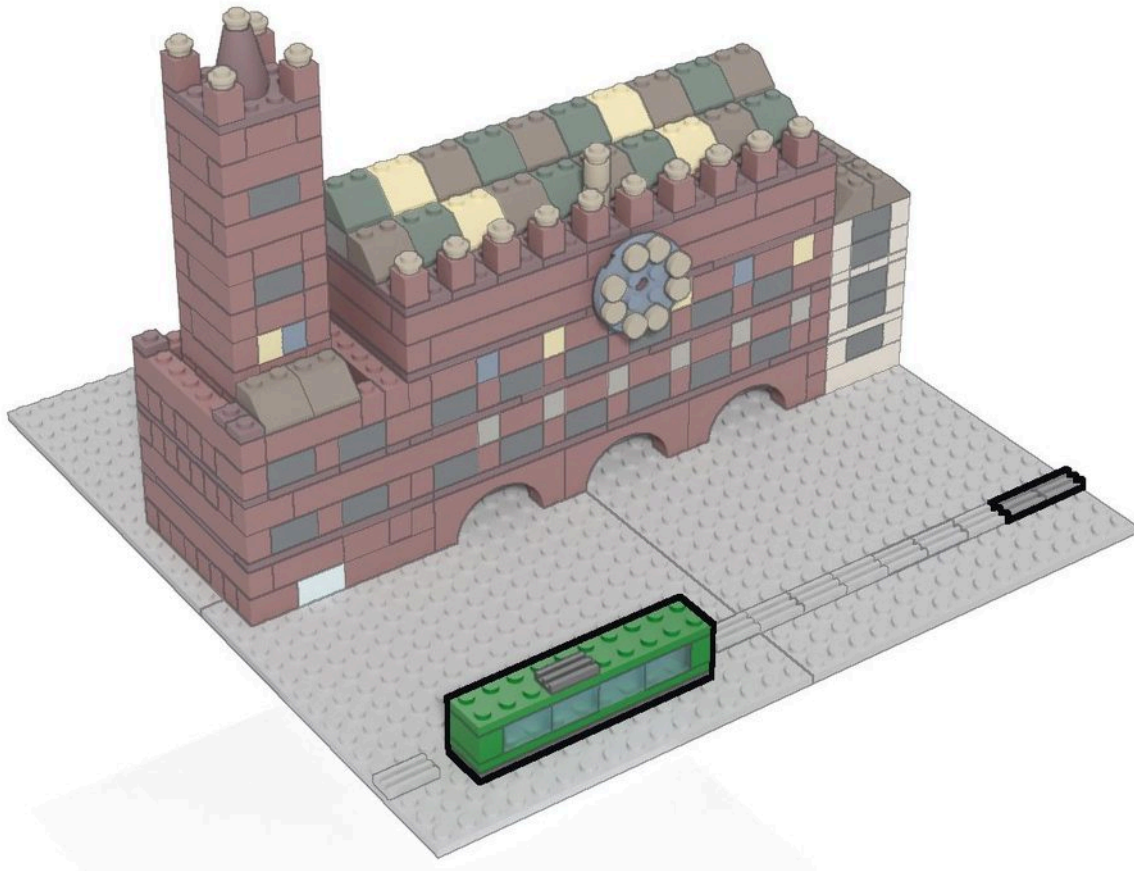
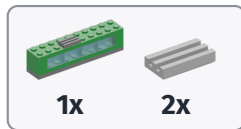
115



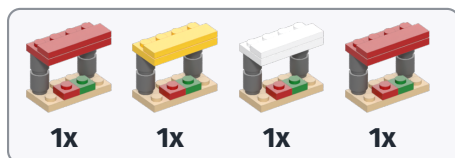
turn the model around



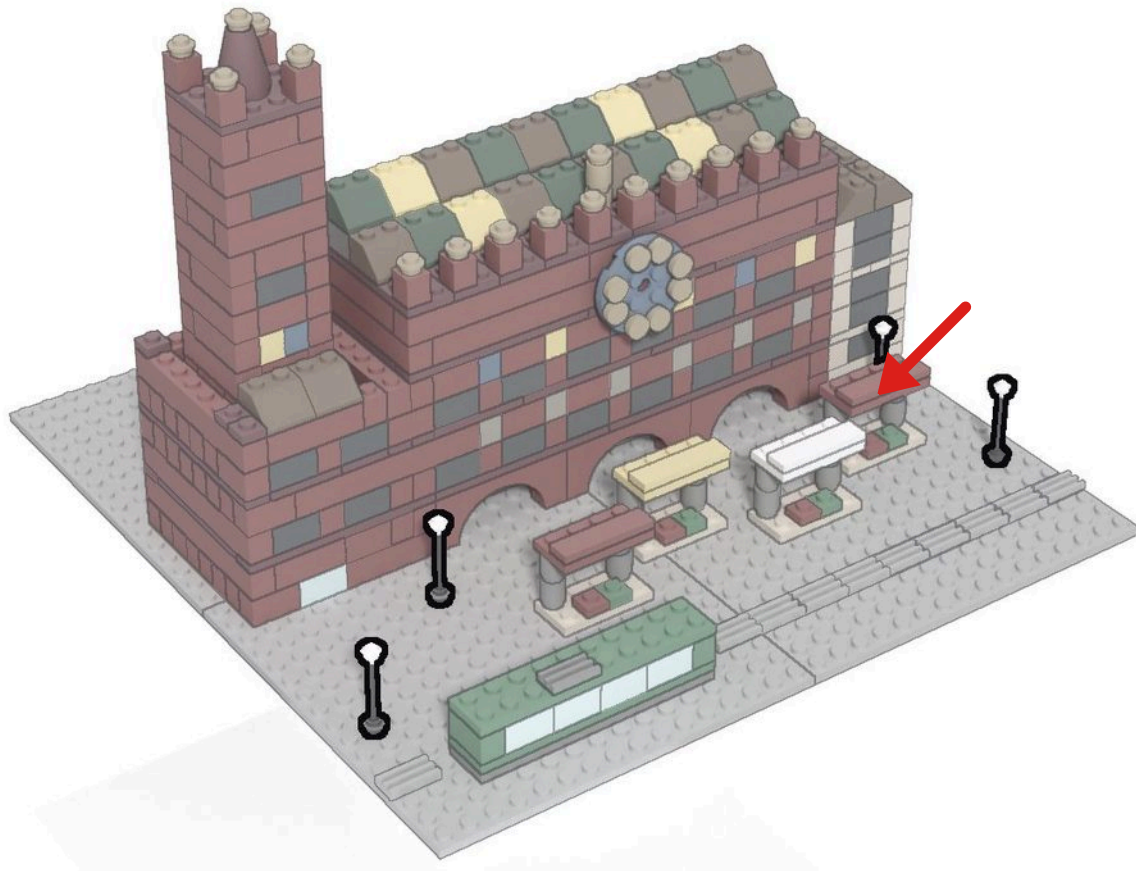
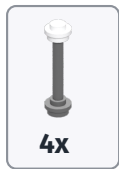
116



117



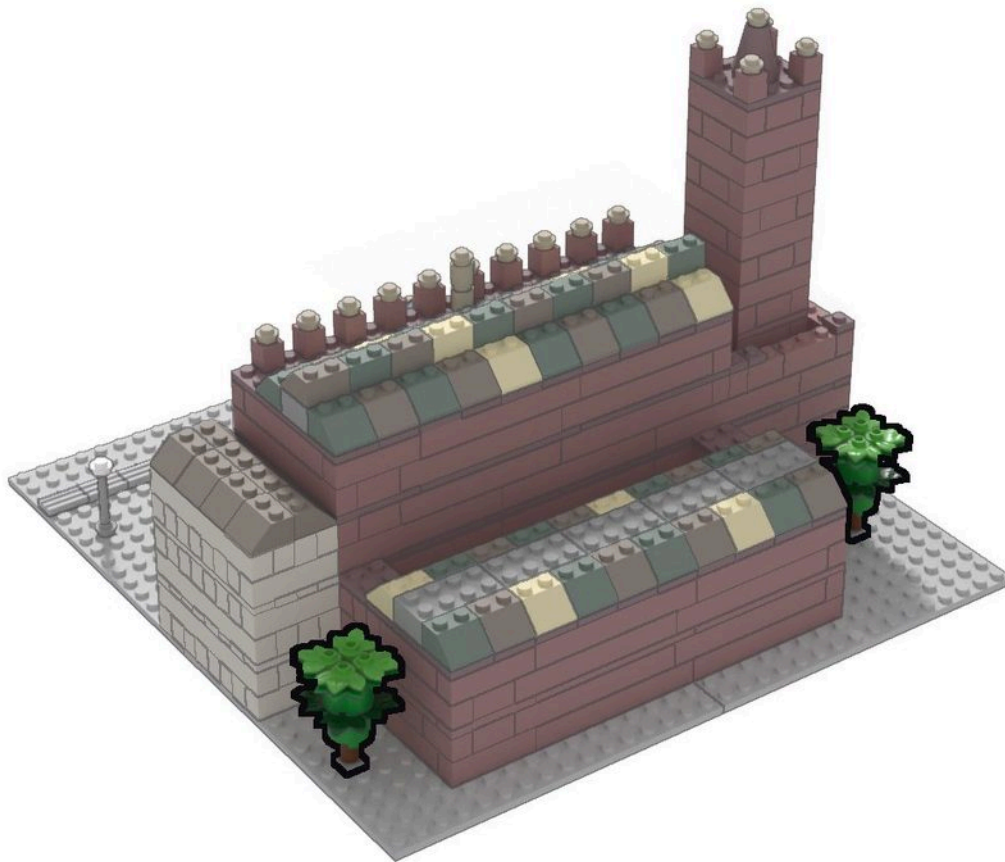
118



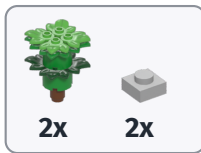
119



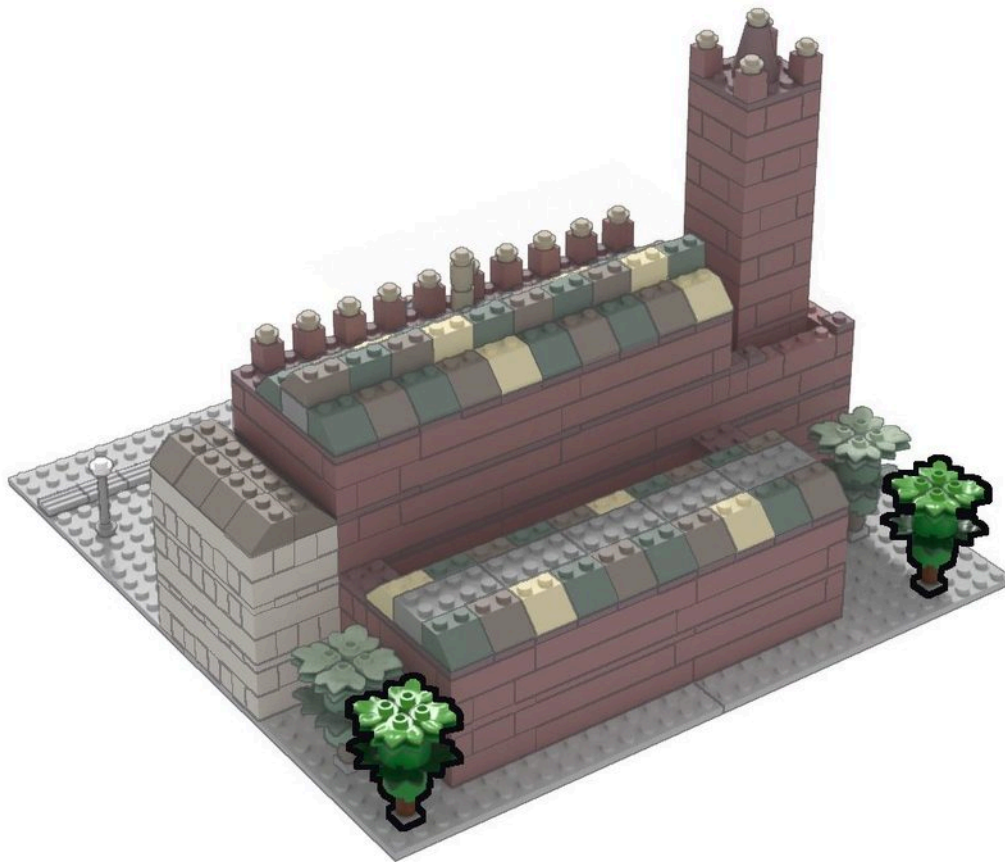
turn the model around



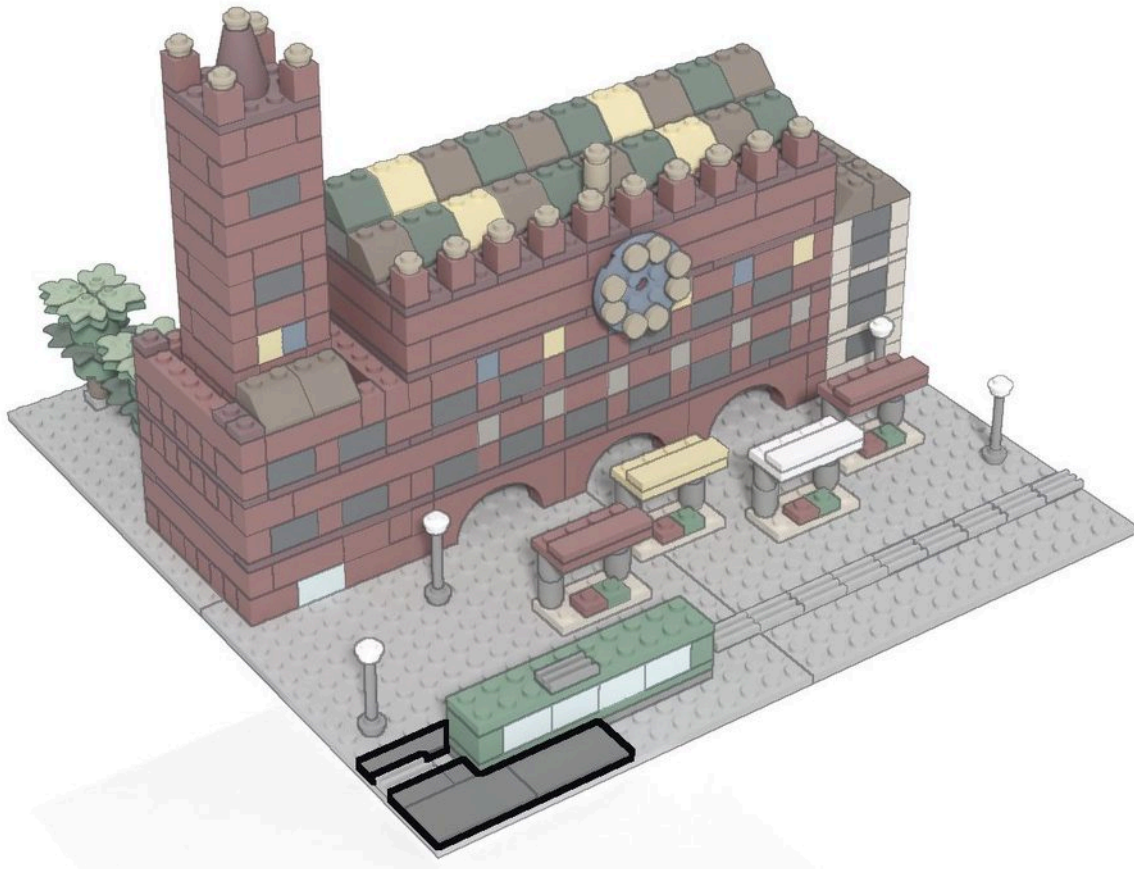
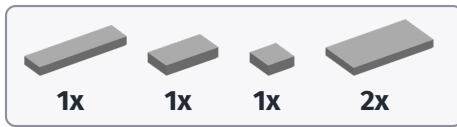
120



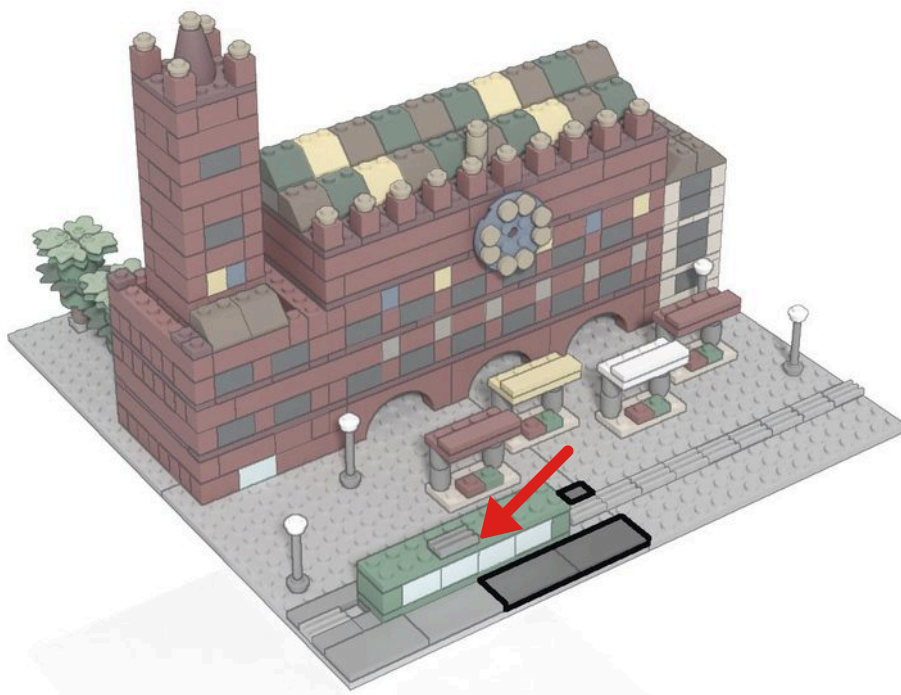
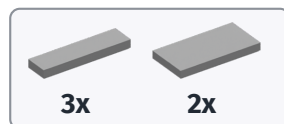
turn the model around



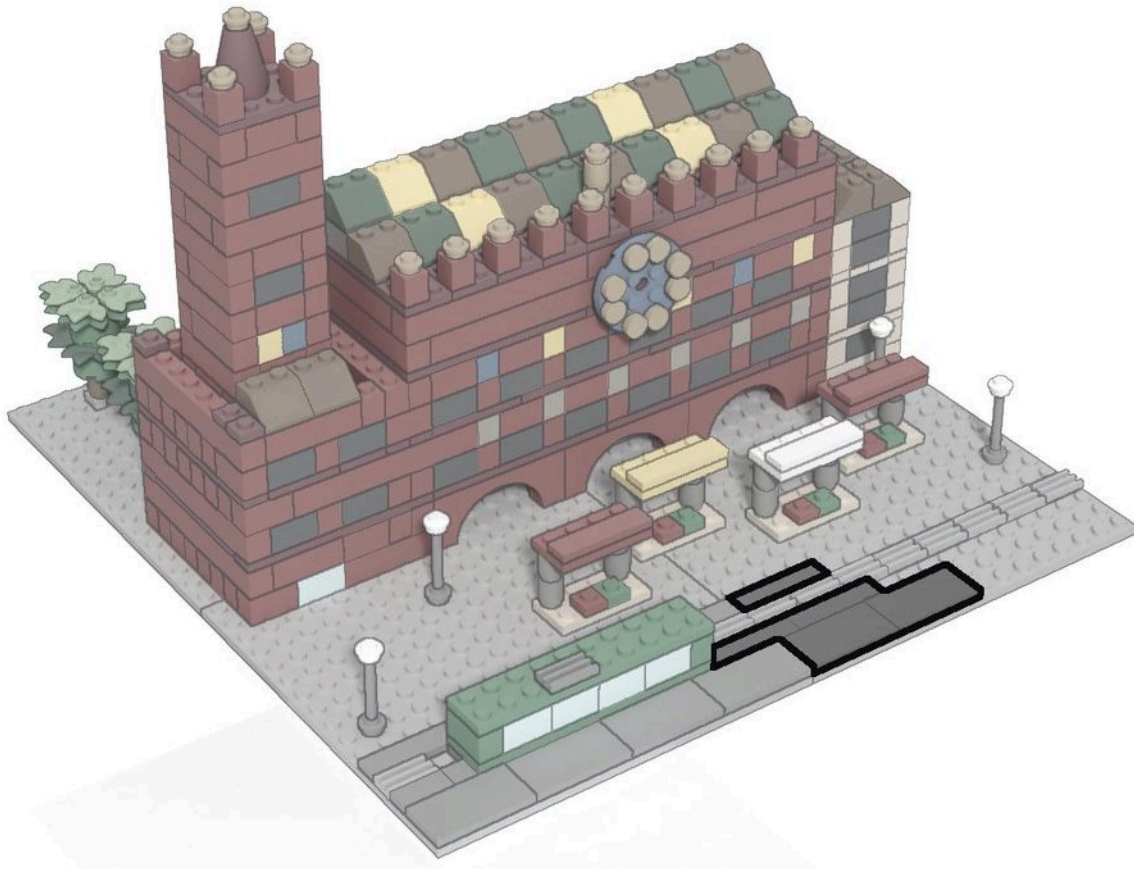
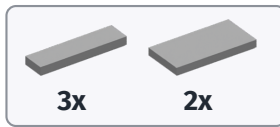
121



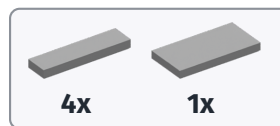
122



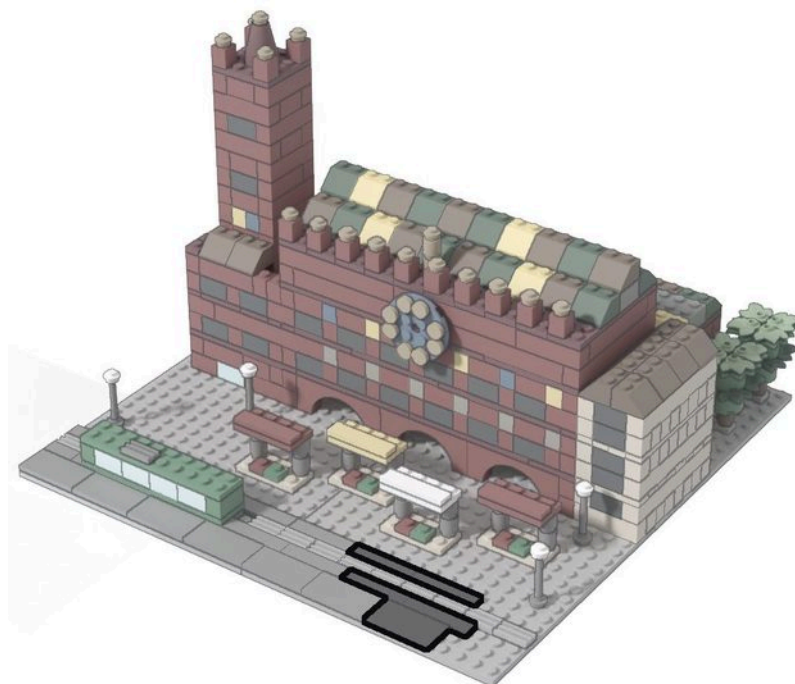
123



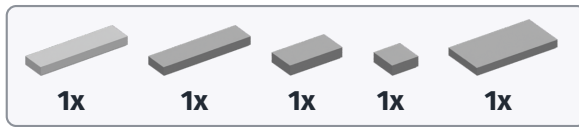
124



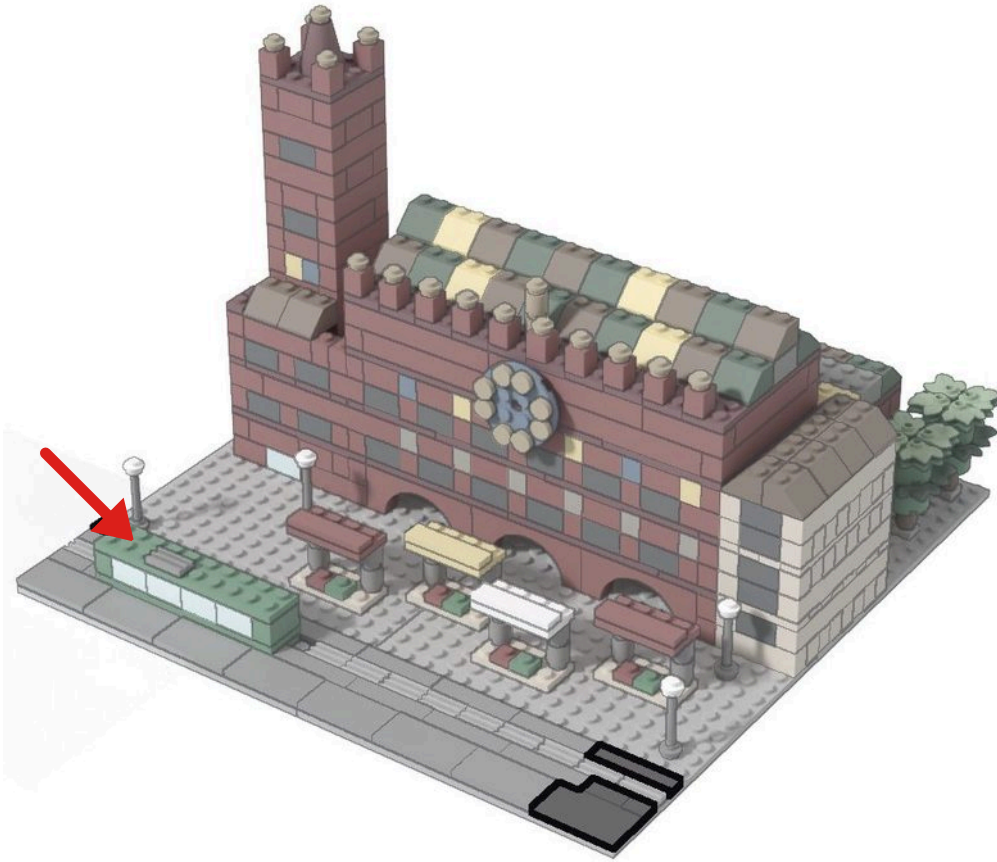
turn the model around



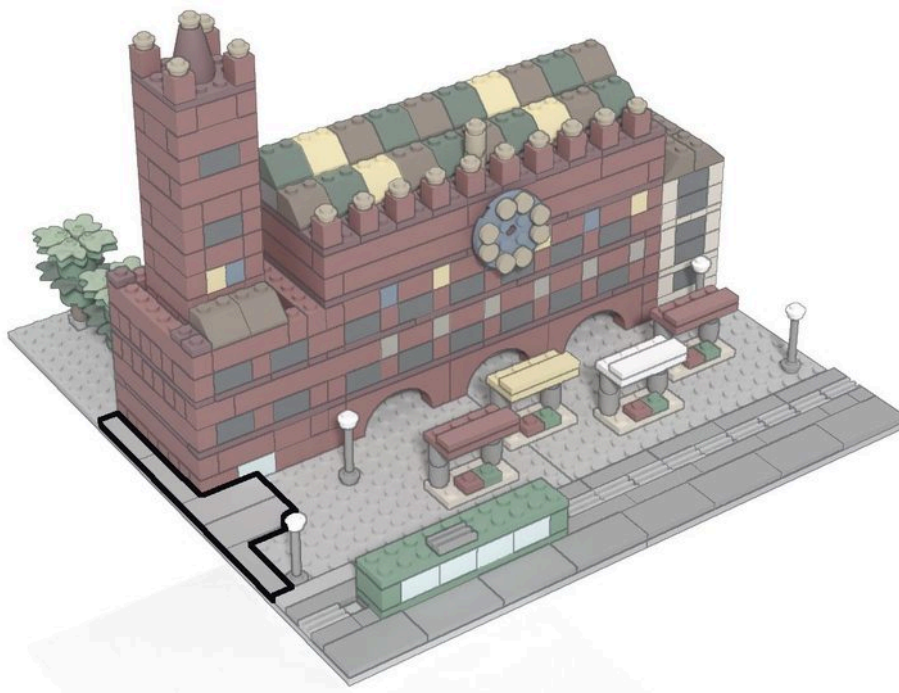
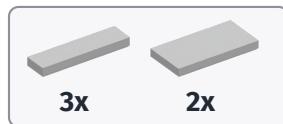
125



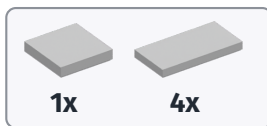
turn the model around



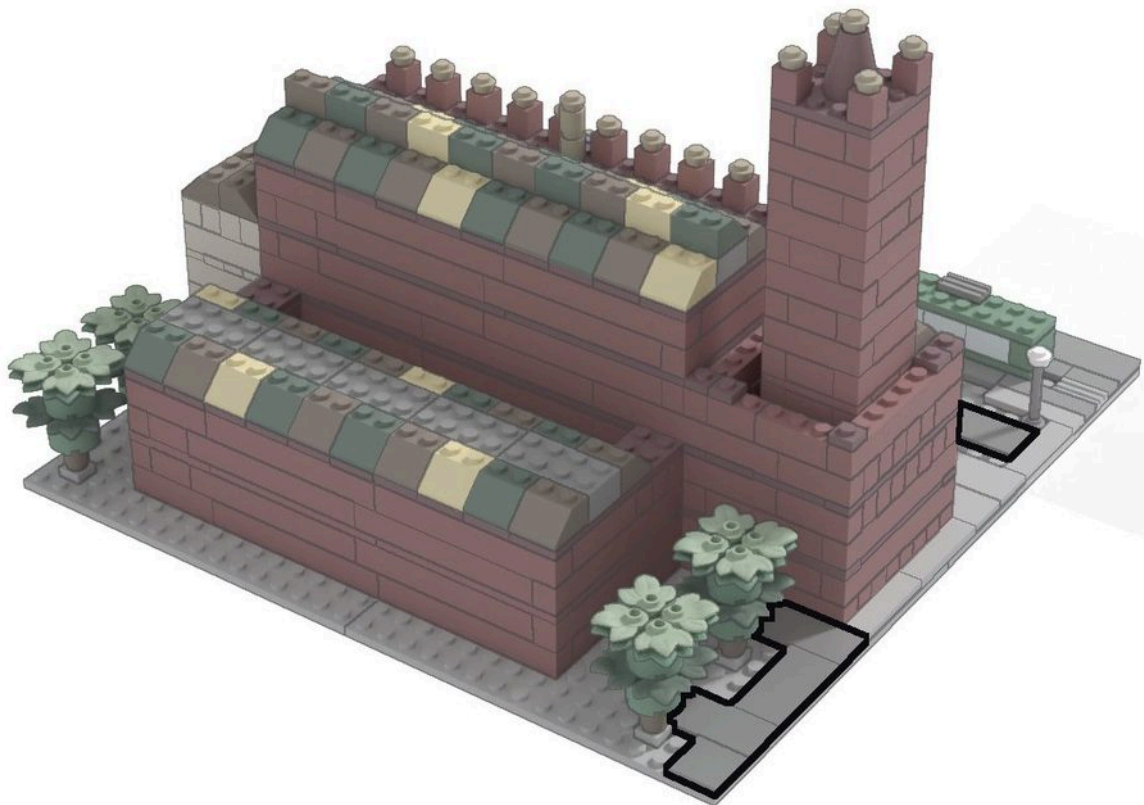
126



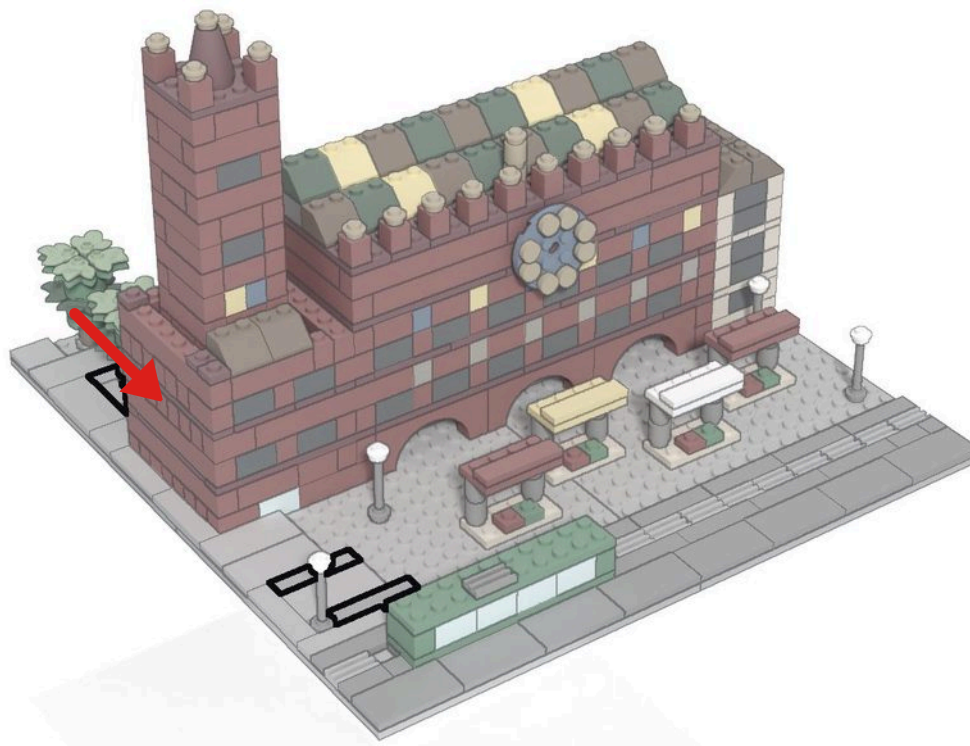
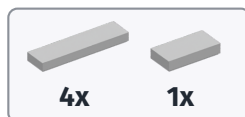
127



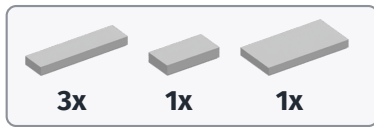
turn the model around



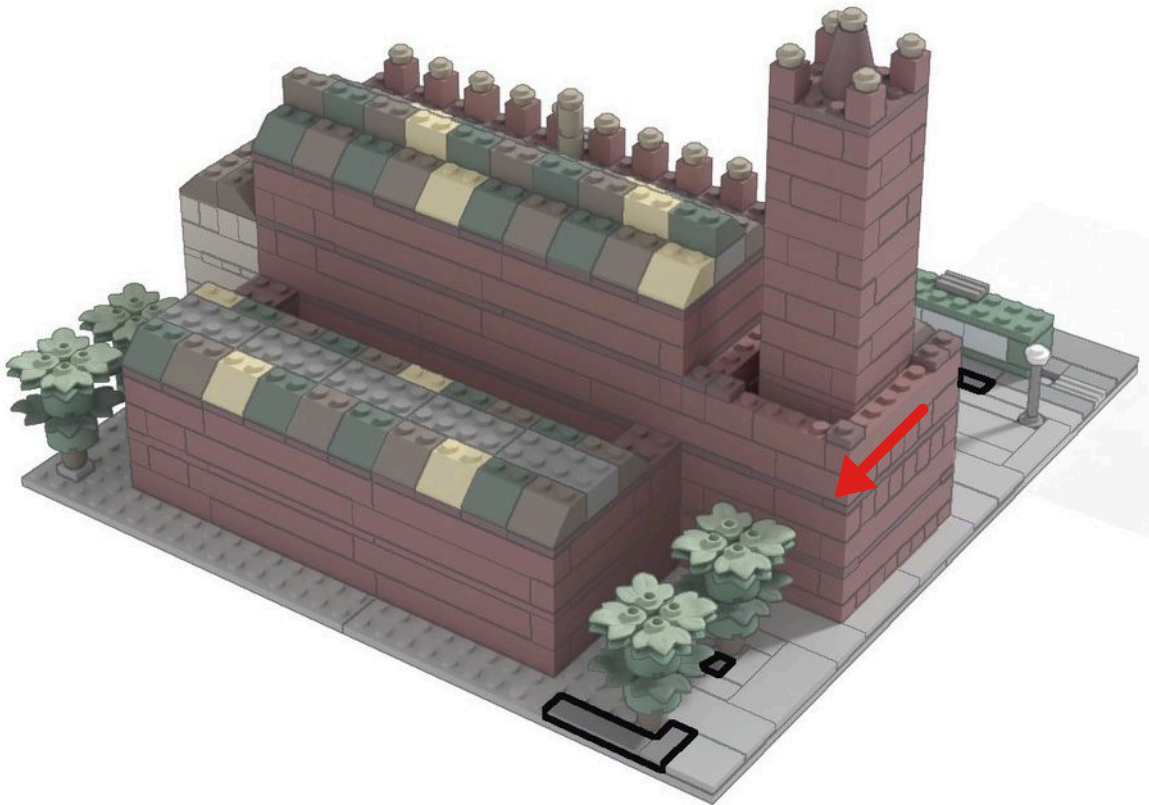
128



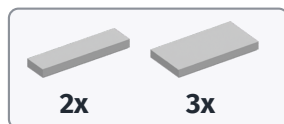
129



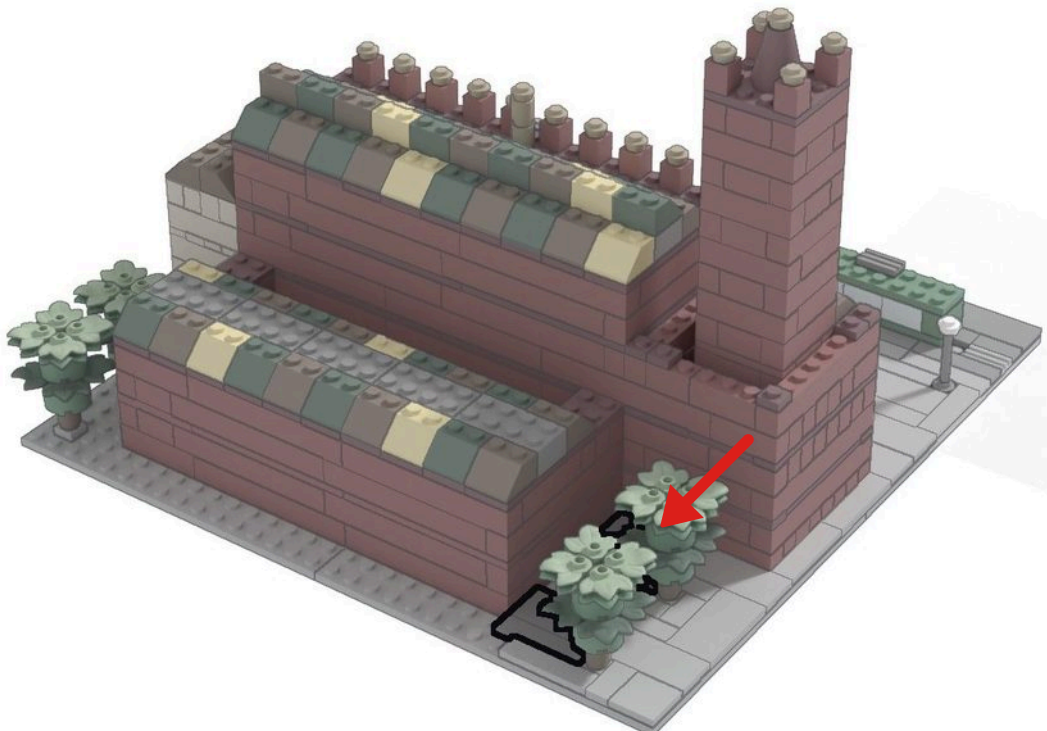
turn the model around



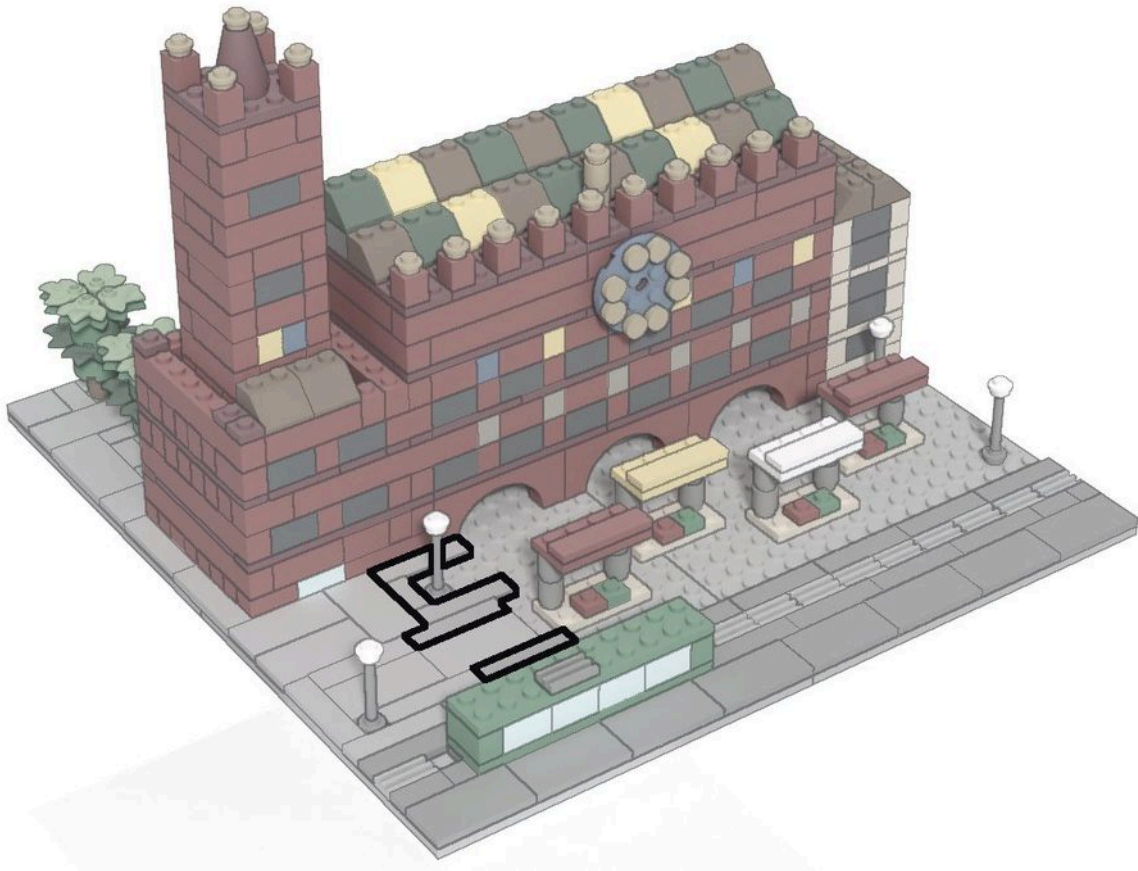
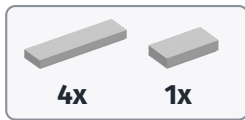
130



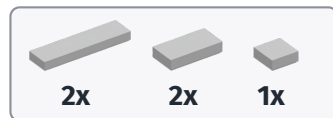
turn the model around



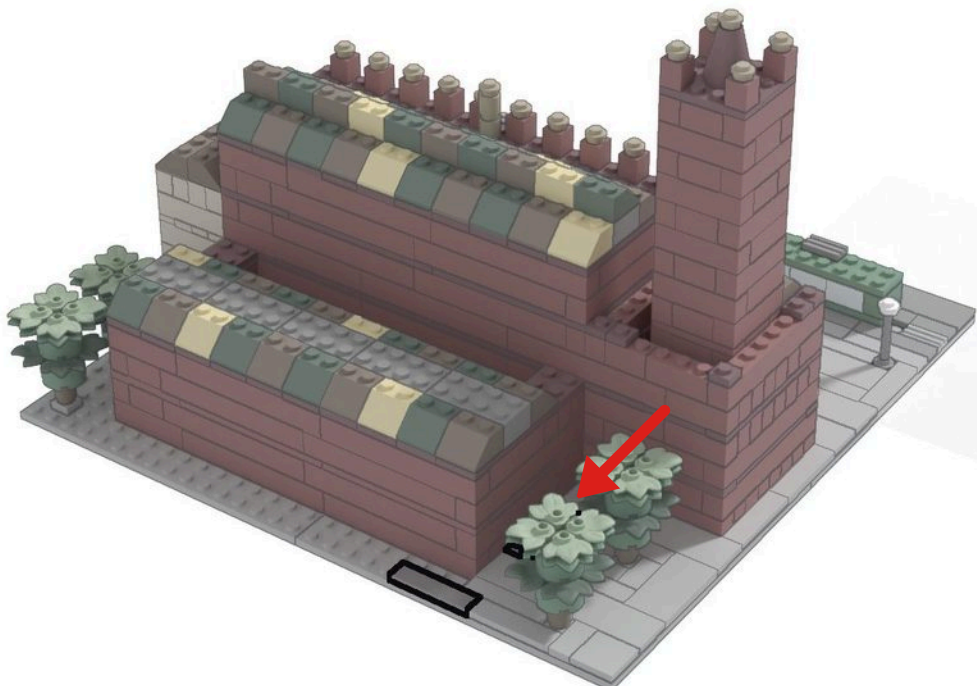
131



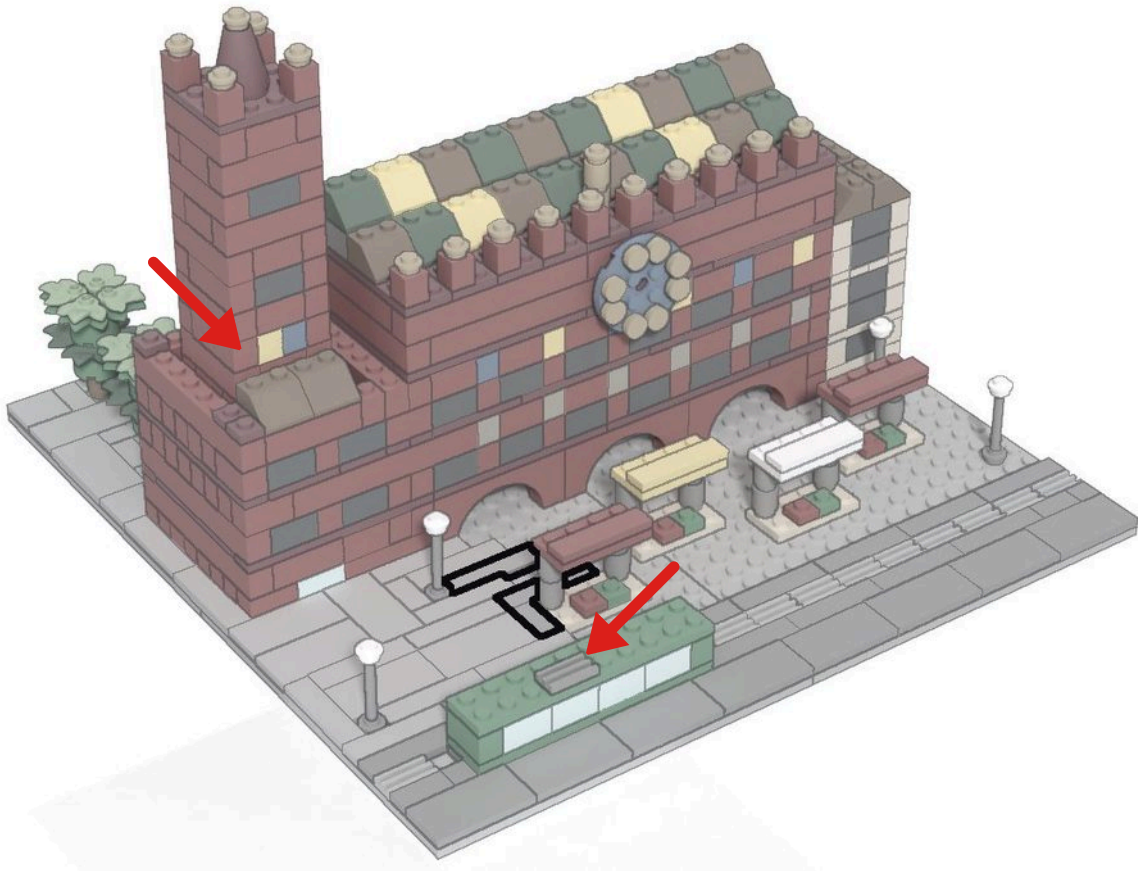
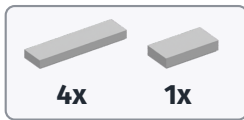
132



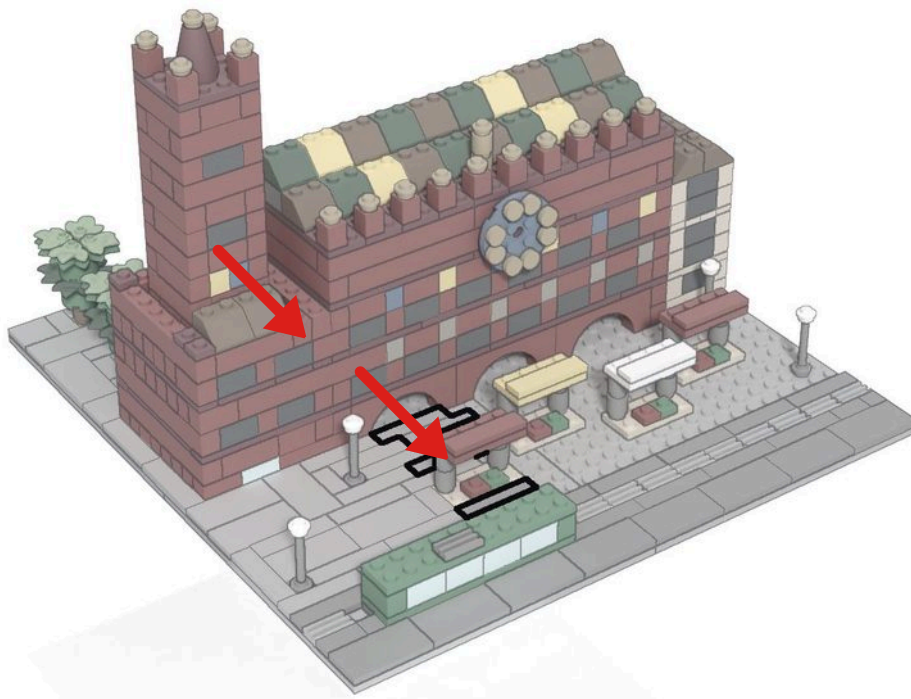
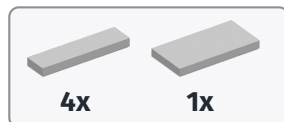
turn the model around



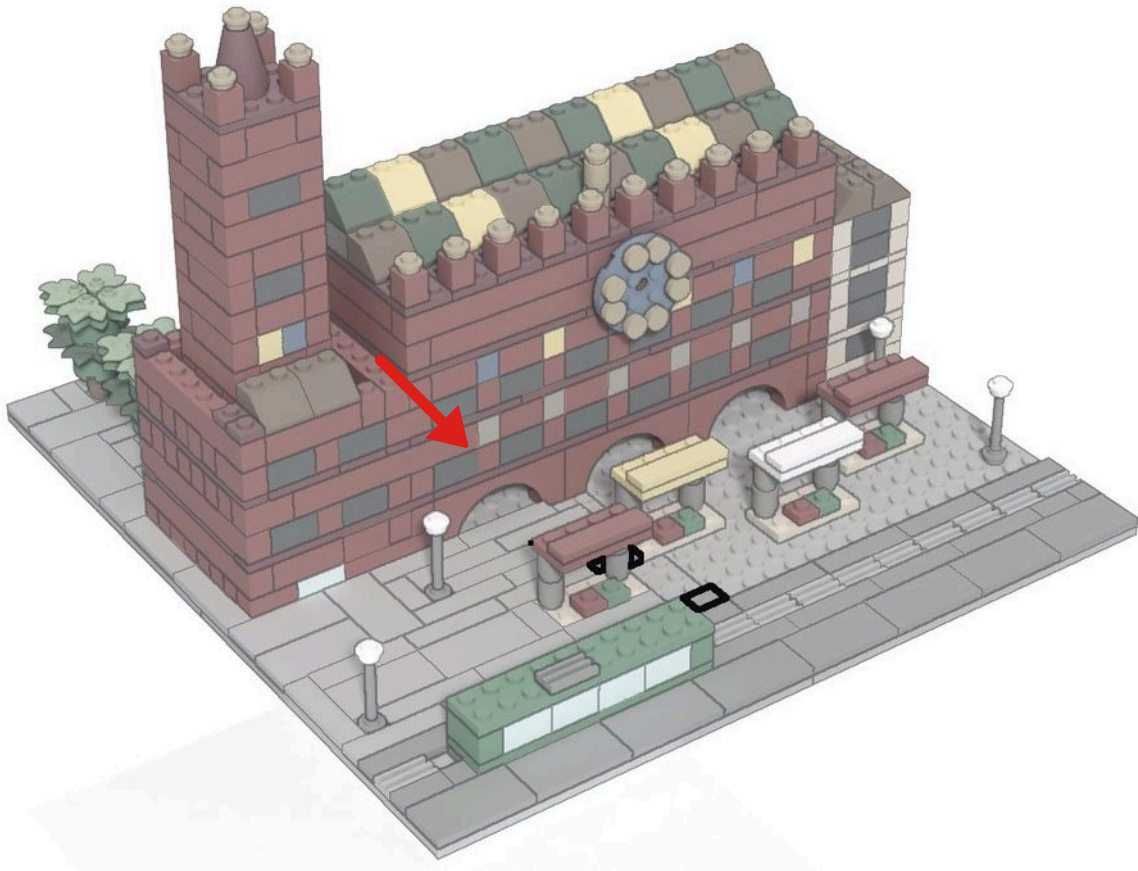
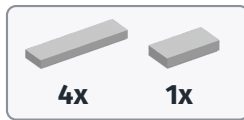
133



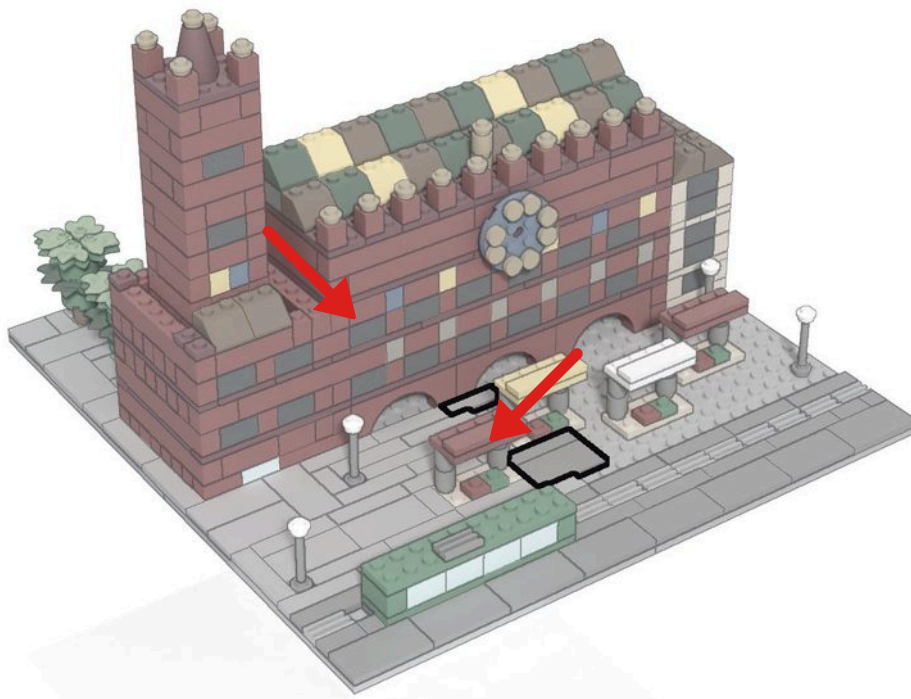
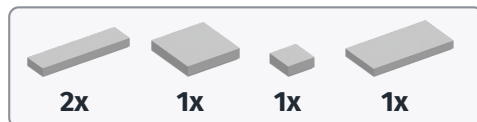
134



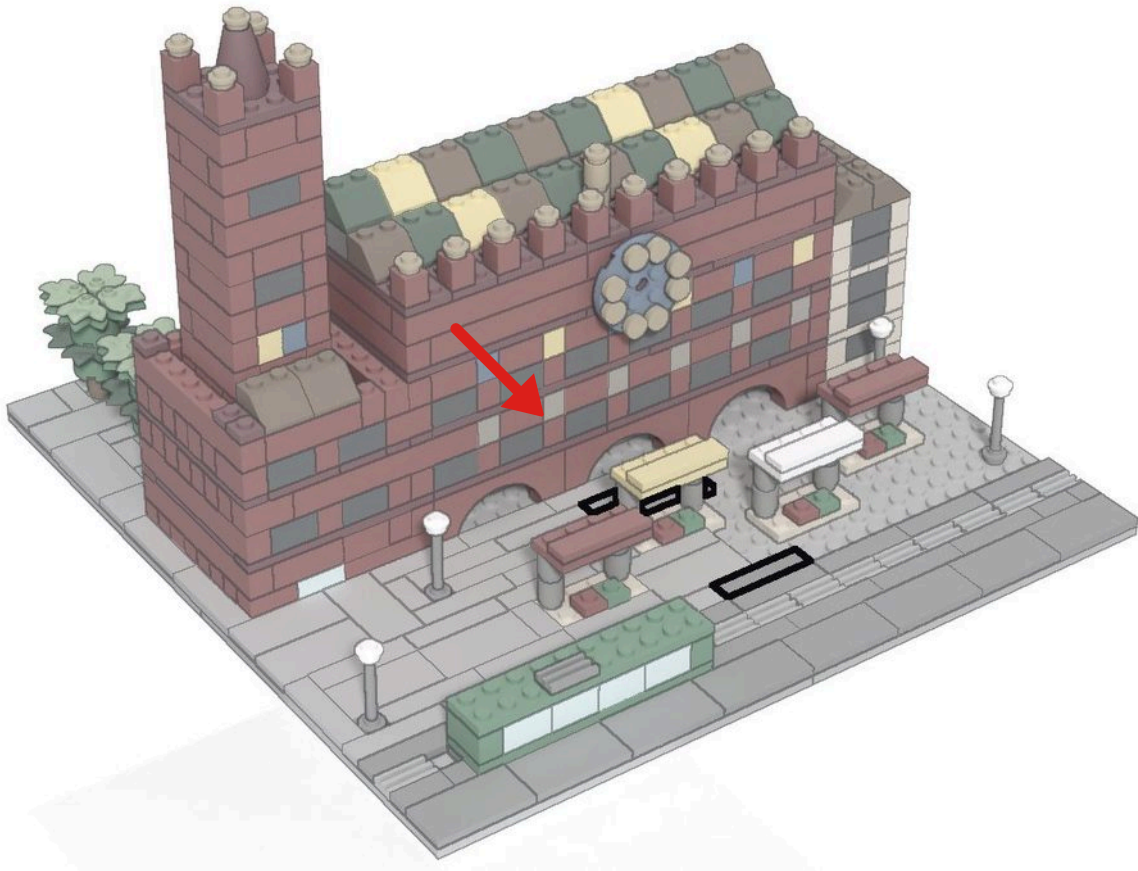
135



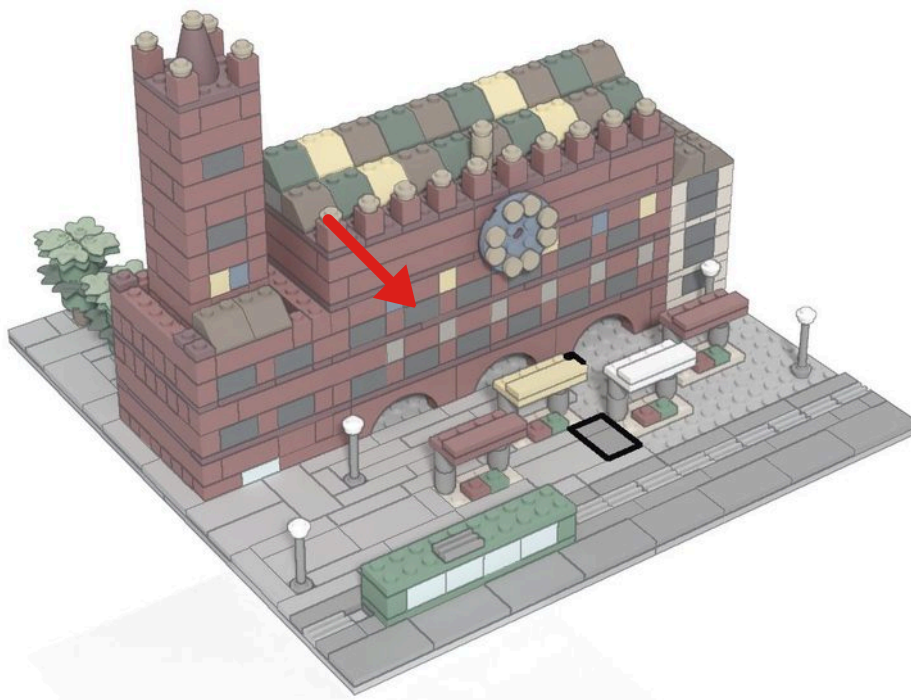
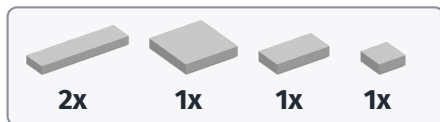
136



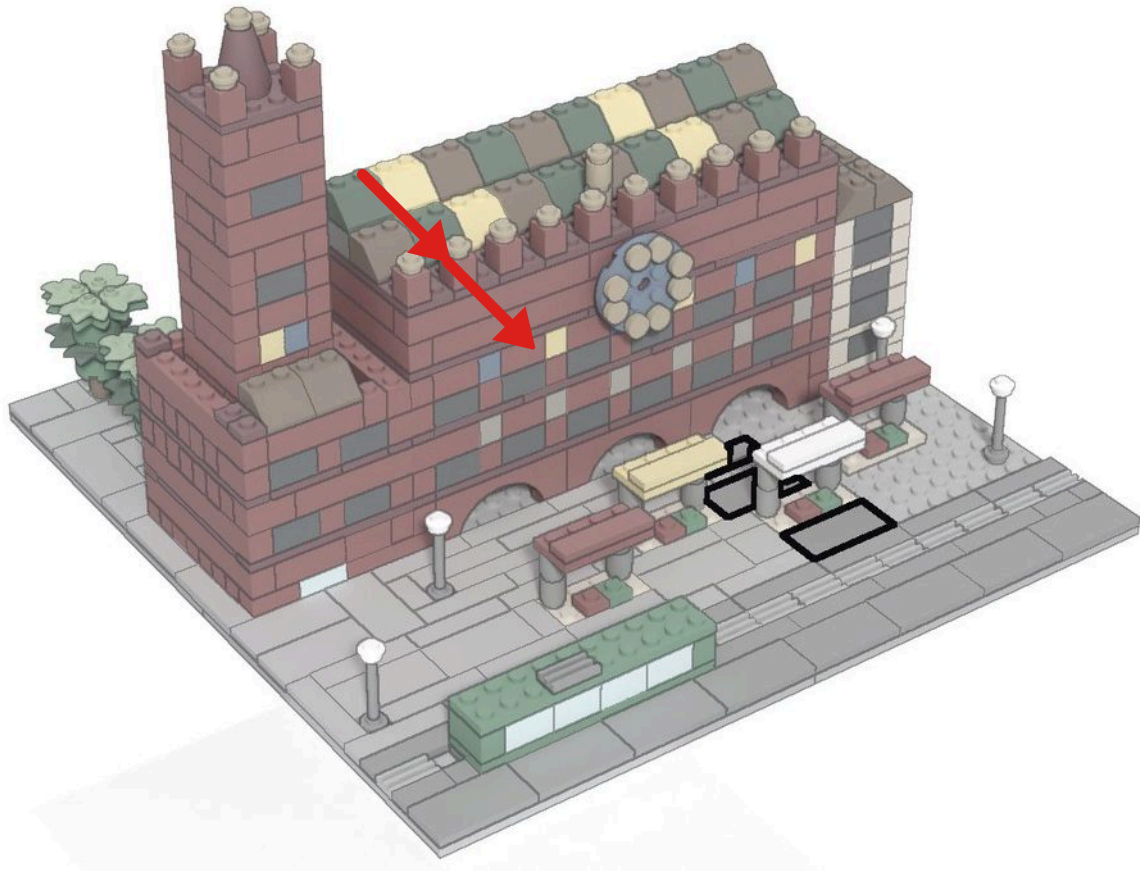
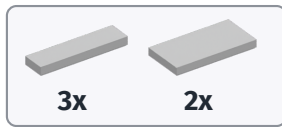
137



138



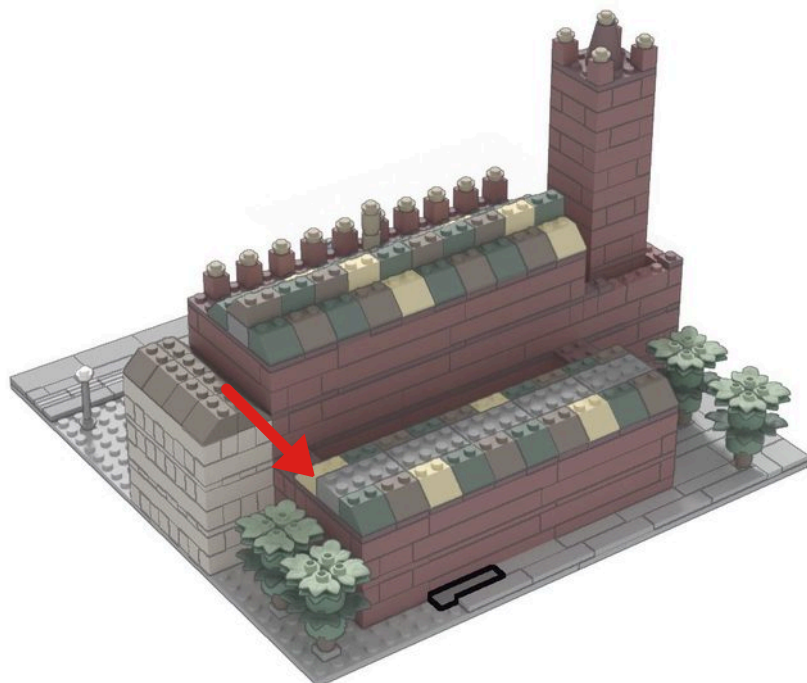
139



140



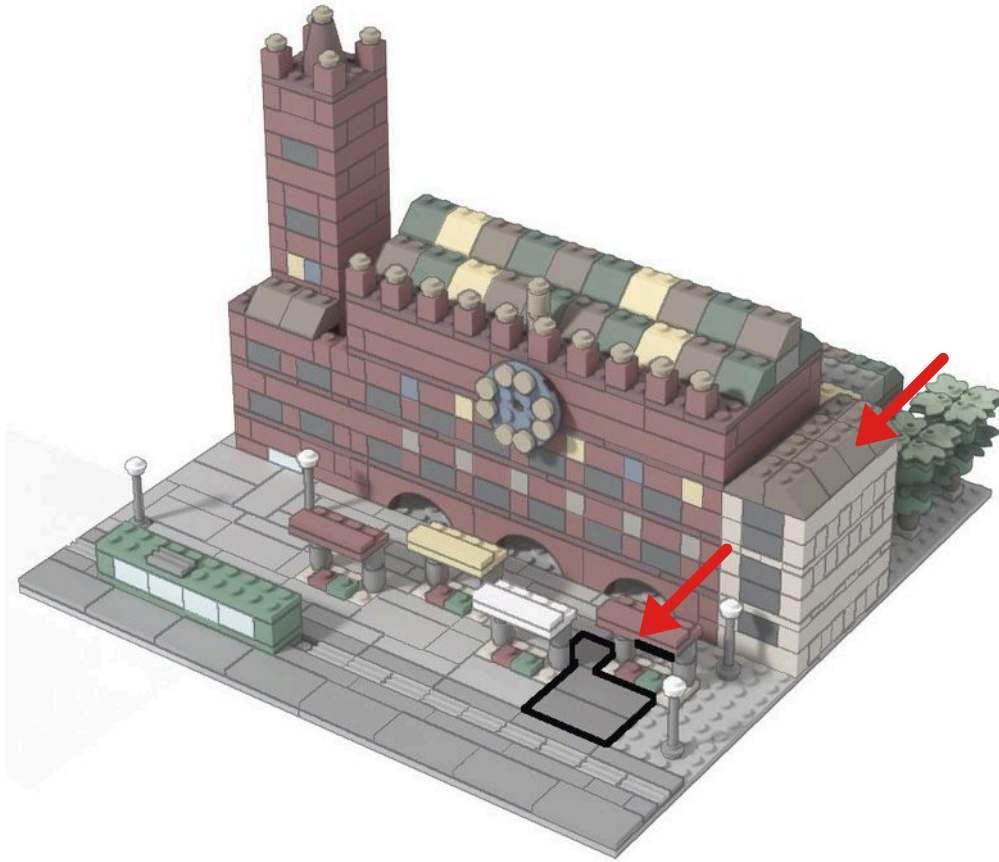
turn the model around



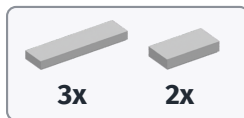
141



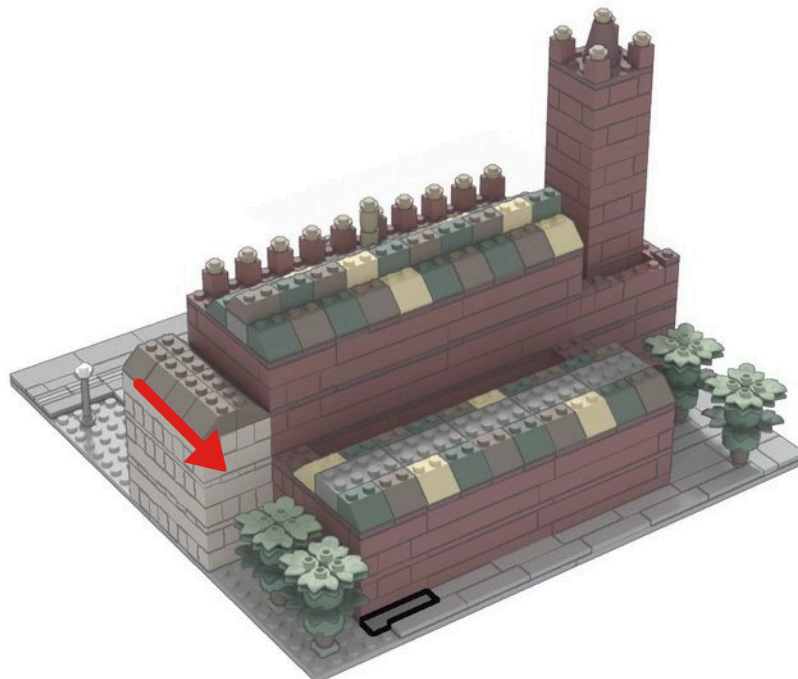
turn the model around



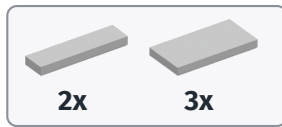
142



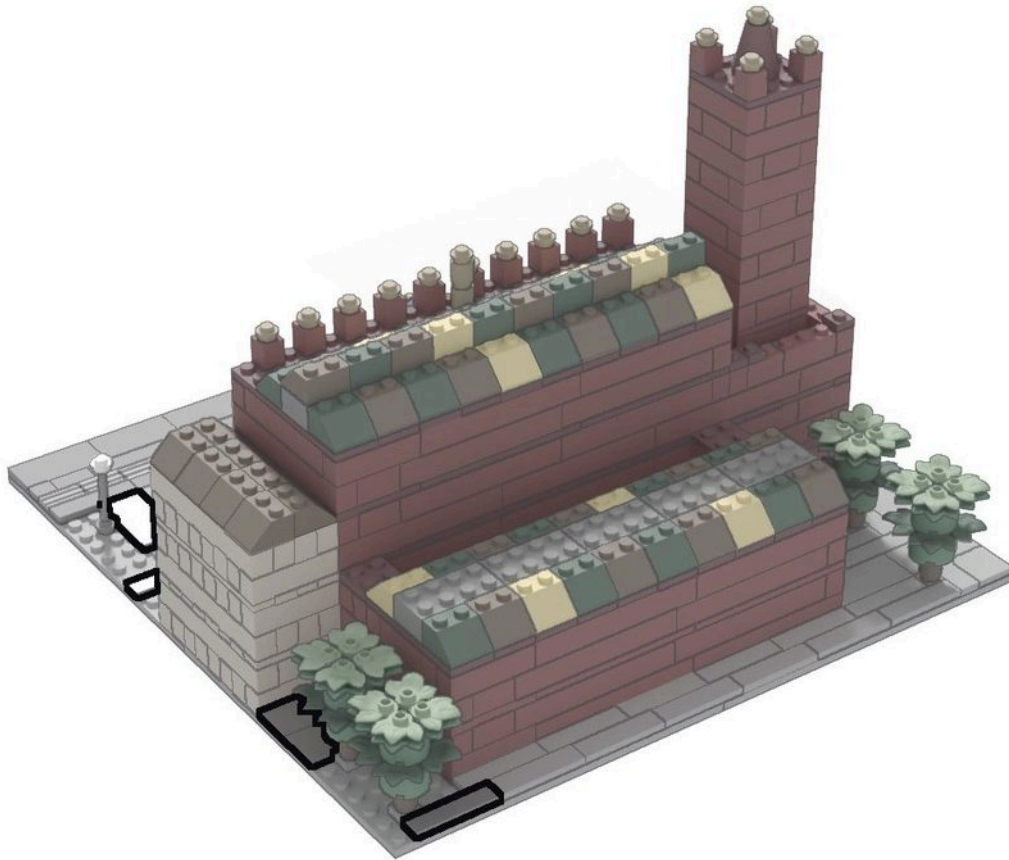
turn the model around



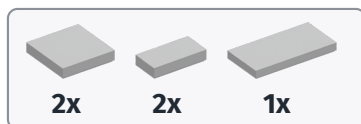
143



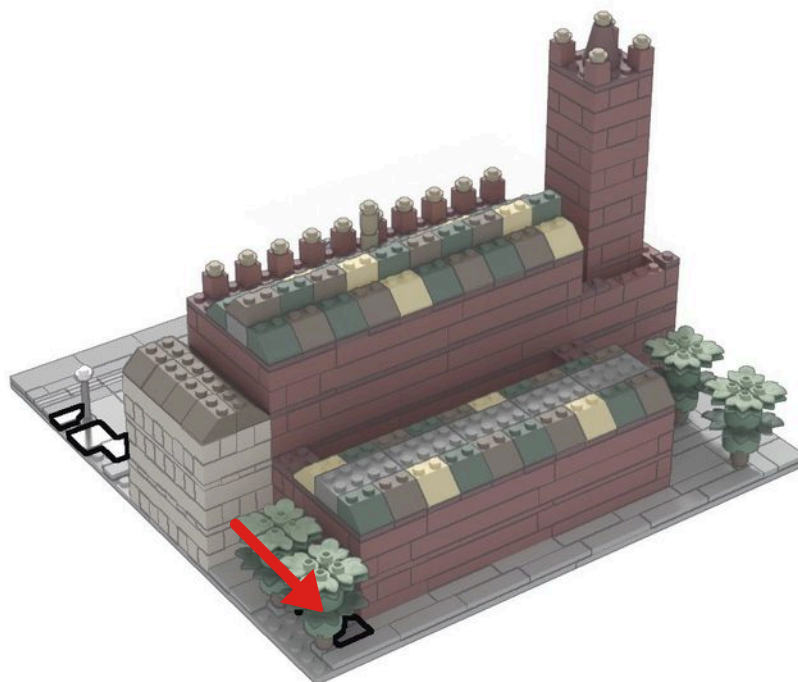
turn the model around



144



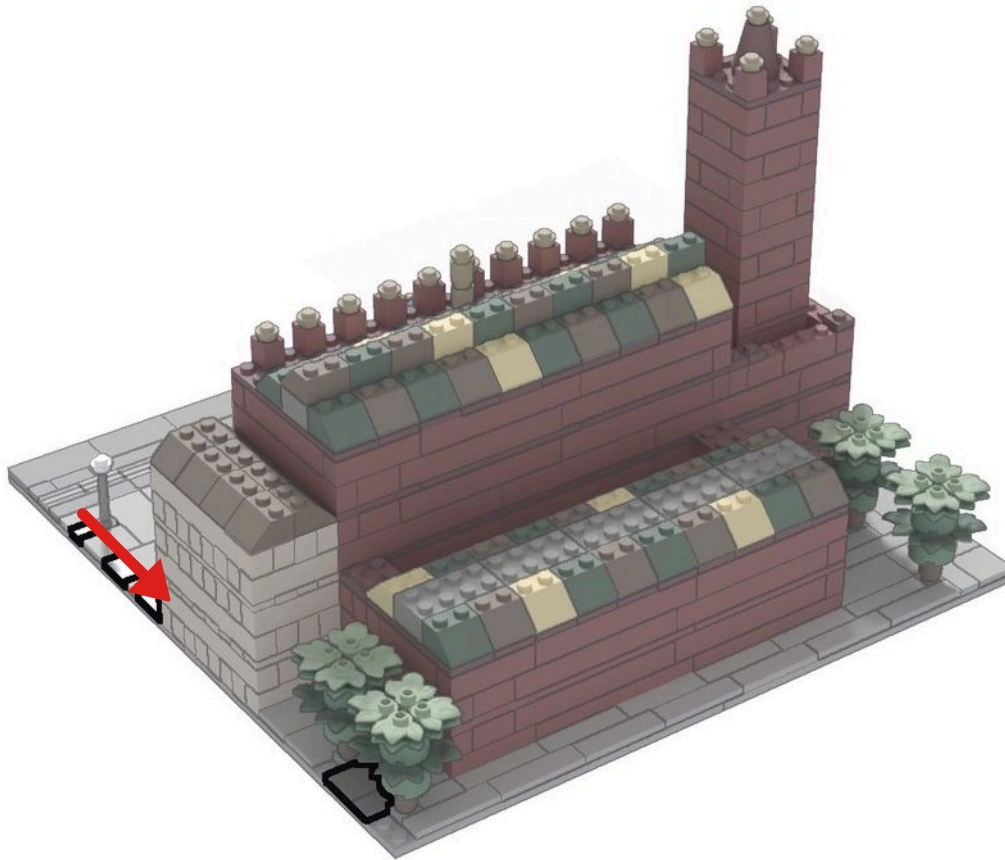
turn the model around



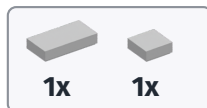
145



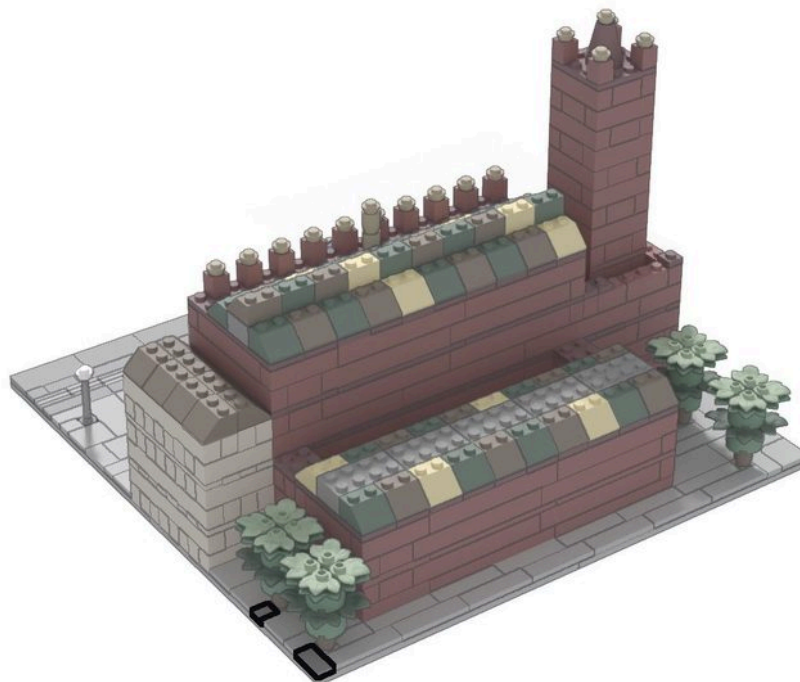
turn the model around



146



turn the model around



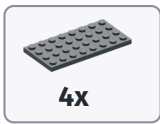
Last chapter

The display stand

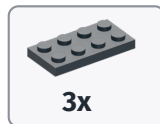
Every model in the series stands on the same black stand with a nameplate, so your souvenirs line up on the shelf. Build the black strip, press it under the front edge of the model, and press the small 2 × 4 plates (the feet) under its back corners. Then stick the label from the nameplate page on the tan tiles.

The display stand

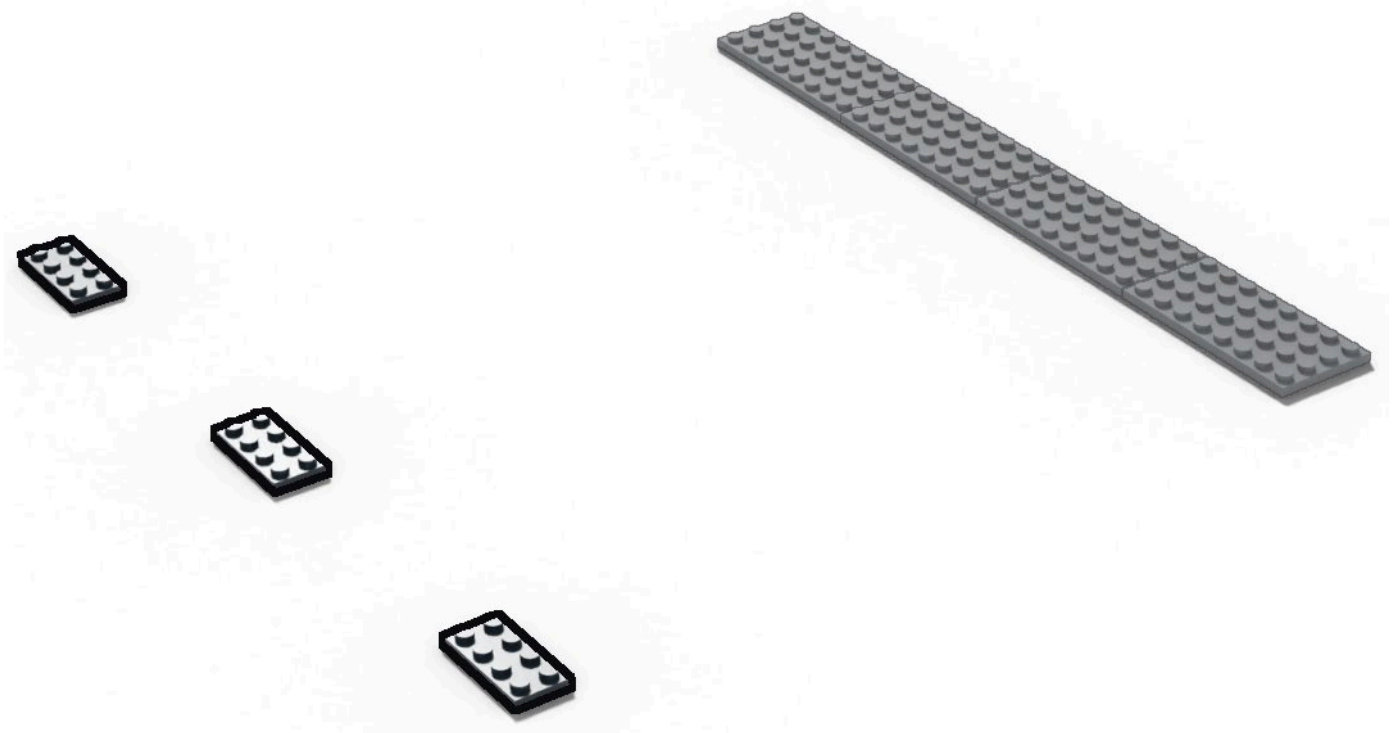
1



2



turn the model around

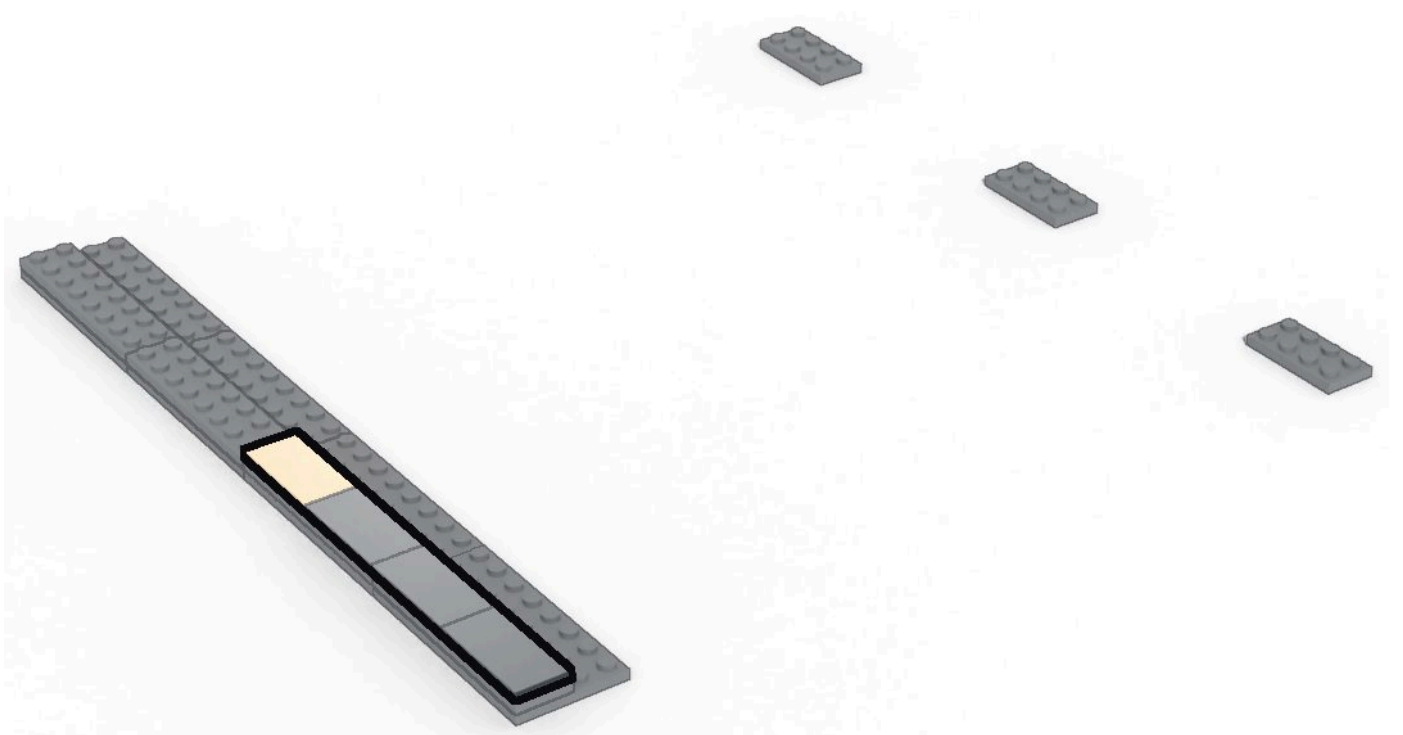
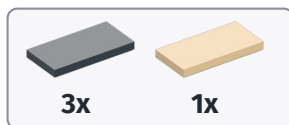


The display stand

3

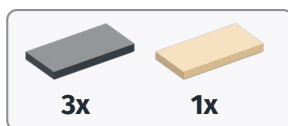


4

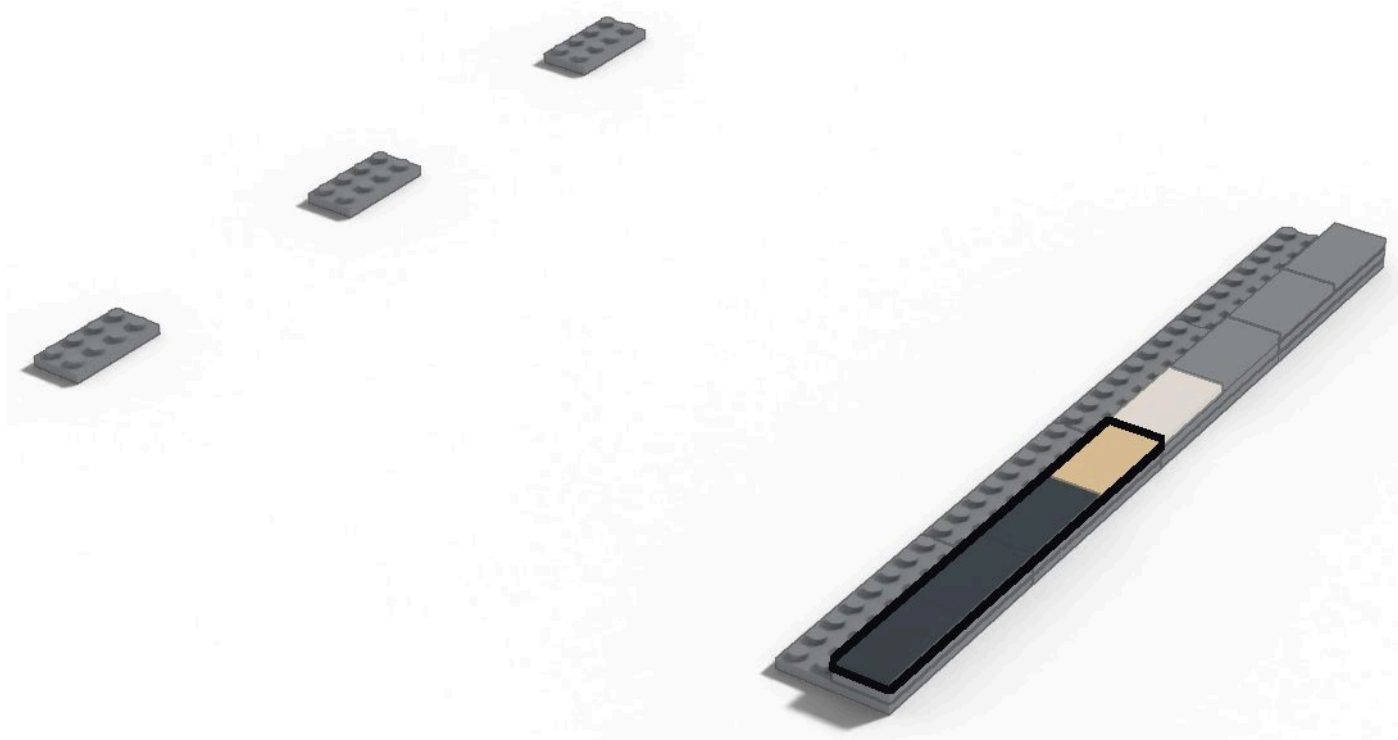


The display stand

5

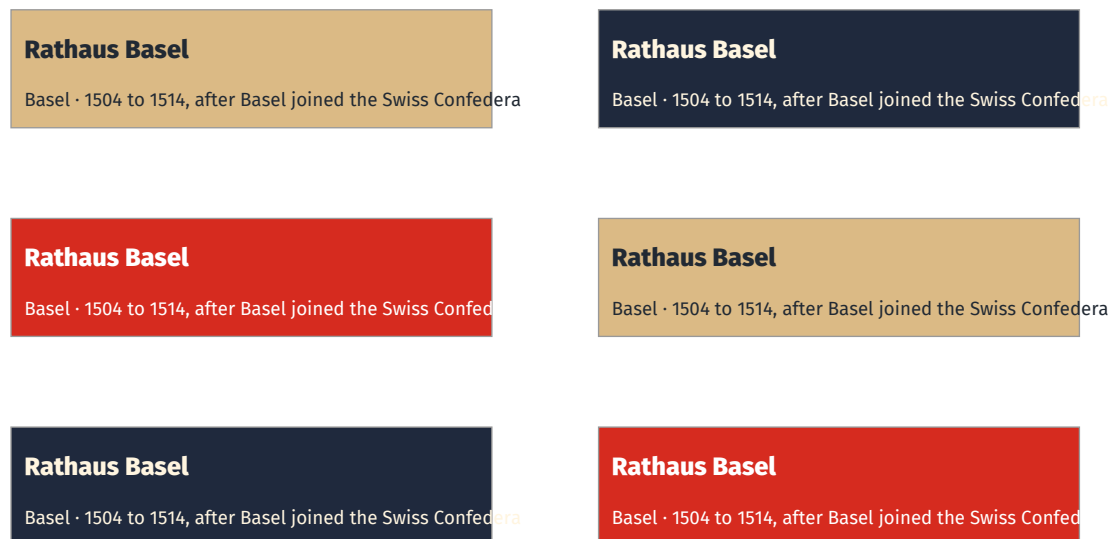


turn the model around



Your nameplate

Print this page at 100 % (no “fit to page”), cut out a label along the grey line and stick it on the tan 2 × 8 nameplate of the display stand. Tip: sticker paper or a strip of clear tape on top makes it last.

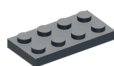


Labels: three colours to choose from (tan, navy, Swiss red).

Parts list



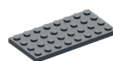
23x
3004 · Black



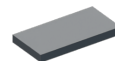
3x
3020 · Black



4x
3034 · Black



4x
3035 · Black



6x
87079 · Black



4x
3005 · Blue



1x
60474 · Blue



16x
32607 · Bright Green



1x
2412b · Dark Bluish Gray



12x
2431 · Dark Bluish Gray



10x
3001 · Dark Bluish Gray



16x
3062 · Dark Bluish Gray



2x
3069 · Dark Bluish Gray



2x
3070 · Dark Bluish Gray



1x
3832 · Dark Bluish Gray



4x
85861 · Dark Bluish Gray



8x
87079 · Dark Bluish Gray



4x
87994 · Dark Bluish Gray



20x
3039 · Dark Green



16x
32607 · Dark Green



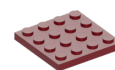
2x
3022 · Dark Red



9x
3023 · Dark Red



5x
3024 · Dark Red



1x
3031 · Dark Red



10x
3034 · Dark Red



16x
3460 · Dark Red



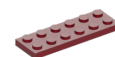
4x
3623 · Dark Red



7x
3666 · Dark Red



2x
3710 · Dark Red



10x
3795 · Dark Red



1x
3942c · Dark Red



6x
3005 · Dark Tan



2x
3004 · Green



4x
3024 · Green



16x
32607 · Green



2x
3832 · Green



8x
3941 · Green



10x
2412b · Light Bluish Gray



55x
2431 · Light Bluish Gray



1x
3005 · Light Bluish Gray



4x
3024 · Light Bluish Gray



8x
3068 · Light Bluish Gray



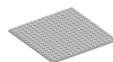
15x
3069 · Light Bluish Gray



5x
3070 · Light Bluish Gray



20x
87079 · Light Bluish Gray



4x
91405 · Light Bluish Gray

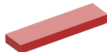
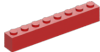
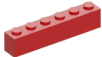
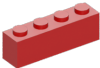
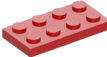
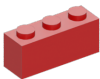
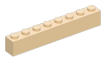
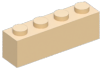
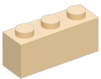


3x
3062 · Pearl Gold



17x
4073 · Pearl Gold

Parts list

					
8x 98138 · Pearl Gold	1x 11211 · Red	1x 15573 · Red	2x 2431 · Red	85x 3004 · Red	33x 3005 · Red
					
56x 3008 · Red	4x 3009 · Red	42x 3010 · Red	2x 3020 · Red	10x 3023 · Red	4x 3024 · Red
					
3x 3307 · Red	4x 3460 · Red	19x 3622 · Red	10x 3710 · Red	30x 3039 · Reddish Brown	4x 3062 · Reddish Brown
					
4x 3005 · Tan	6x 3008 · Tan	28x 3010 · Tan	4x 3020 · Tan	4x 3460 · Tan	6x 3622 · Tan
					
8x 3710 · Tan	2x 87079 · Tan	9x 3065 · Trans-Light Blue	1x 2431 · White	1x 3020 · White	4x 4073 · White
					
1x 2431 · Yellow	4x 3005 · Yellow	1x 3020 · Yellow	10x 3039 · Yellow		

The Roman in the courtyard

Look behind the façade, in the courtyard: a small golden figure stands there.

It is Lucius Munatius Plancus, a Roman general who founded the colony of Augusta Raurica near Basel in 44 BC. Basel honours him as its founder; his statue in the Rathaus courtyard dates from 1580.

The Rathaus is still at work: the cantonal parliament and government of Basel-Stadt meet here.

Sources and credits

- Rathaus Basel (German Wikipedia): https://de.wikipedia.org/wiki/Rathaus_Basel (Wikipedia (CC BY-SA), used for facts only)
- History text written in our own words from the sources above; facts checked in at least one source.
- Maps: © OpenStreetMap contributors (ODbL).
- Part geometry: LDraw parts library (CC BY 4.0). Instructions, model and renders: CC BY-NC 4.0, free to share with credit, no commercial use.
- An independent, non-commercial hobby project, not affiliated with any brick manufacturer.



Rathaus Basel

Basel



Scan for this landmark online: the instructions, its story and the parts order (one BrickLink Wanted List for all the bricks).

<https://myswissbricktrip.github.io/my-swiss-brick-trip/landmarks/baselrathaus.html>