

# Colossal Castle Contest

<http://www.Classic-Castle.com>

Text by Bruce N H

Pictures by their respective owners



At Classic-Castle.com, we like to refer to ourselves as “the source for all your LEGO® Castle needs”. In the pursuit of this goal we have resources like set guides and how-to articles, we host a vibrant online community that discusses all topics related to the LEGO Castle theme, and we hold regular contests to promote building in this theme. Our signature event is the Colossal Castle Contest, or CCC. This is a large contest announced each year around November 1. Multiple categories range from the size of a single customized minifig to large castle layouts covering multiple baseplates. Prizes include brand new LEGO sets, classic sets ranging back thirty years, and custom figures and accessories. Each year we attract a large number of entries from LEGO builders around the world, some who are old hands in our forums, and others who are trying their hands at the Castle theme for the first time.

We recently completed our eighth annual Colossal Castle Contest, and it was a huge success. Eighty-five different builders submitted two hundred and thirty-one different MOCs for the eleven categories. As a judge in this contest, I can tell you that it was tough to judge among the many excellent creations. People came up with great ideas, developed new building techniques, and wowed us with their creativity.

One category was called ‘**Castle Evolution**’. The challenge was to present the same setting at three different periods in history. I expected we’d see lots of castles under construction at one point, and then completed at another. Or maybe we’d see things set during the middle ages, and now visited as tourist destinations in the present day. We did see those, but Turambar’s winning entry turned the category on its head in a clever way. He showed us the devolution of a Roman road - a fine paved road during the height of the Roman Empire, then the paving stones being dug up to use in another structure during the medieval era, and finally just a small remnant alongside a modern highway.

The ‘**Medieval Maintenance**’ category brought out a lot of blacksmiths, a couple of shipyards, and other construction projects. Shmails won the category with a humorous entry. His C.H.I.M.P. Squad, or Castle Health, Improvement, & Maintenance People, springs into action after battle to clean up the random bodies of orcs lying about and patch up holes in the castle walls.

‘**Pastoral Life**’ encouraged builders to focus on the role of animals in medieval life. Skaldyr’s Silence Before the Storm showed a lone shepherd living on a lonely island with his



*Evolution of a road  
por Turambar*



*Order of Brothers  
of the German House  
Saint Mary  
in Jerusalem*



*Grand Master  
Dietrich von Altenburg  
Anno Domini 1337*

*Teutonic Knight from XIV century  
por Kris Kelvin*

sheep. The MOC truly captured the feel of the winds whipping up as a great storm batters the island. My favorite detail may be a bird swooping down to snatch a fish out of the ocean.

We had two different entries to entice the **minifig customizers**, one for realistic figs and another for fantastic ones. Kris Kelvin won the first category with a mounted Teutonic knight from the 14th century named Dietrich von Altenburg. Bluesecrets created *Violette Étoile*, a fairy with a flowing purple gown, to take the second category.



*The C.H.I.M.P. Squad por shmails*

Two categories looked specifically at wartime themes, and winners for both of these mixed scales in interesting ways. **'Preparing for War'** had builders setting aside supplies to



*Silence before the Storm por Skaldyr*



*Violette Étoile por Bluesecrets*

withstand a siege, or building catapults and battering rams. Jalkow won with 'Destroy the Neighbors'. The king and his generals make their plans for attack by moving around microscale figures and buildings. The details created at both the minifig scale and the microscale here were impeccable. 'Mythical Battle' had the forces of good beating back hoards of orcs, monsters, and the undead. Unitronus' winning 'Dragon Raid' had an army in the foreground rushing to the aid of a microscale city in the background that was beset by dragons. Unitronus designed dragons at three different scales to help create the illusion of distance through forced perspective.

'Rob the Rich' asked builders to come up with two scenes. In the first a band of outlaws was to, well, rob the rich, and in the second was to show what they did with the loot. Anyone familiar with the MOCs of Derfel Cadarn knows that he has developed a very striking a recognizable building style. He has extremely realistic buildings made of a mix of stonework and timbers surrounded by lush landscaping, and this category was no exception. His outlaws rob a mill in one scene and purchase an inn in the other, and both structures are works of art.

Unlike most of the other categories, the 'Realistic Castle' category had no size limitations, so builders were encouraged to pull out all the stops and wow us. Legacek certainly did that. He built a wonderful recreation of Orlik Castle, a real historical



*Destroy the Neighbours por Jalkow*





Dragon Raid por Unitronus



Reconstruction of Orlik Castle

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 Czech Republic

Reconstruction of Orlik Castle por Legacek

*Rich Man's Mill*



CCCVIII  
Rob The Rich to...  
Part 1

*Drink And Be Merry!*



CCCVIII  
Rob The Rich To...  
Part 2

*By*  
Defel Cadarn

*Rich Man's Mill & Drink And Be Merry por Defel Cadarn*

castle from his home in the Czech Republic. The real structure was full of interesting shapes coming together at irregular angles, and Legacek reproduced these beautifully.

The **'Miscellaneous'** group was for anything that didn't fit the other categories. Entries included inns, towers, churches, monsters, attacks and other scenes, but Davee123's Viking village took the prize. Vikings in MOCs are often shown in battle, but here Dave showed the peaceful side of their lives. Most notably, he developed a very realistic design for thatched roofs that impressed everyone who saw this MOC.

The **'Fairy Tale'** category had builders illustrating stories from traditional sources like the Brothers Grimm and Hans Christian Andersen or from more recent sources like Disney movies. Legohaulic's Little Red Riding Hood took top honors and really emphasized the 'big' and 'bad' in the 'big bad wolf'.

Finally, we awarded the **Master Builder prize**. This went to the builder who scored highly across multiple categories. There was no question that this went to Derfel Cadarn. In addition to winning one category, he received honorable mentions in four others. His body of work shows a consistency of both style



and quality, and each MOC showed a great deal of creativity. In addition to winning a great prize (set 1592!), he will carry the title of Master Builder in our forum for the next year, until CCCIX rolls around.

And we encourage anyone reading this to look forward to that next CCC, which will be announced on November 1. Anyone is able to enter, whether you've ever posted in our forum or even built a castle MOC before. There will be small categories to allow for builders with very modest collections of LEGO, and larger categories to let people impress us on a massive scale. In the meantime, we'd also invite you to check out [Classic-Castle.com](http://Classic-Castle.com) to learn more about the Castle theme and to join in the discussion with a great group of AFOLs.

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VIKING VILLAGE  
BY DAVEE

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Viking Village por Davee123

*Bron-Y-Thur*



CCCVIII  
Mythical Battle

*Troll Baiting!*  
By Defel Cadarn

CCCVIII  
Preparing For War



By Defel Cadarn



*No Remorse!*

By  
Defel Cadarn

*Ramble On!*

CCCVIII  
Pastoral Life



By Defel Cadarn

*Ye Old  
Forge*



CCCVIII  
Medieval Maintenance

By Defel Cadarn

por Defel Cadarn