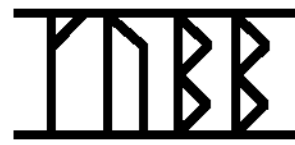
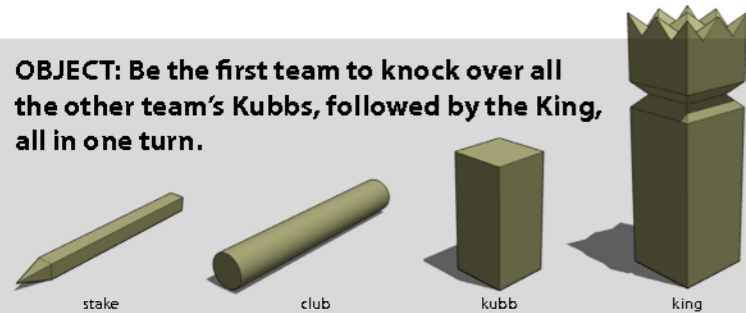


Kubb

Kubb (pronounced koob) is a fun Nordic game of mysterious origin. Some say it's Viking and ancient; some say it's Swedish and modern; most just say it's the best lawn game they've ever played! The skill of the tosses, the luck of the bounces, the ever-changing patterns of Kubbs to knock over, the satisfying clunk of wood hitting wood — once you start, it's hard to stop. So, find a patch of grass (or sand or even snow), get some friends, and toss some lumber!



OBJECT: Be the first team to knock over all the other team's Kubbs, followed by the King, all in one turn.



4 Corner Stakes (or markers of any kind) - 300mm; 12in

6 Clubs (or Batons) - 44mm dia x 300mm; 1-3/4in dia x 12in

- Always held by one end and tossed underhand, end-over-end. Sideways horizontal tosses or "helicopter" spins are not allowed.



- Always tossed from behind the baseline (but this can be the temporary baseline as seen in the example in turn #7).
- One Club can overturn several Kubbs in the same toss. Combos are great!

10 Kubbs - 70mm sq x 150mm; 2-3/4in sq x 6in

- Kubbs always start on the baseline, and move to the field only after they have been overturned.
- All **Field Kubbs** on your opponent's side must be overturned *before* any **Baseline Kubbs** can be overturned.
- Kubbs can be spun in any direction, but always underhand and from behind the permanent (never the temporary) baseline.

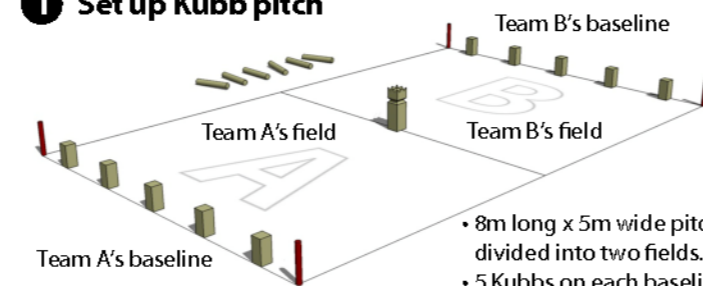
1 King - 90mm sq x 300mm; 3-1/2in sq x 12in (crown opt.)

- The King is always the last piece to be overturned. If a team overturns the King before they overturn all their opponent's Kubbs, they lose.
- All King shots are taken from behind the permanent baseline.

Building your own set

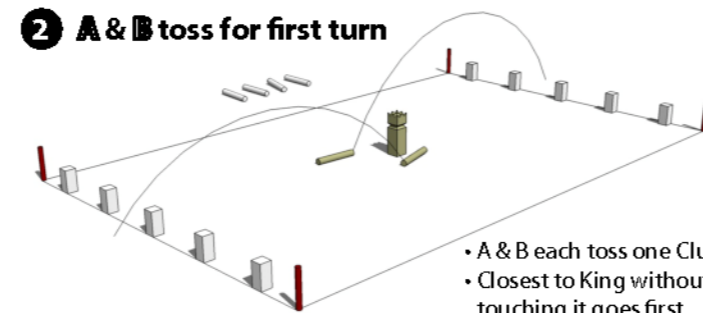
- Swedish Kubb - dimensions as noted above (Clubs can be smaller dia.)
- Kindling Kubb - cut from de-barked kindling for the feel of an ancient set.
- Foam Kubb - quiet set for indoors. Cut from upholstery cushion foam.

1 Set up Kubb pitch



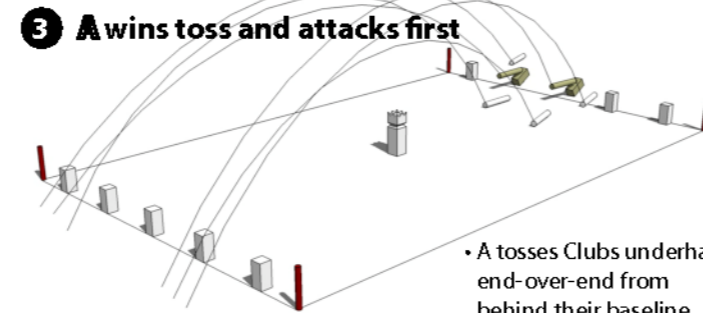
- 8m long x 5m wide pitch divided into two fields.
- 5 Kubbs on each baseline, and King in the middle.
- 1-6 players per team.

2 A & B toss for first turn



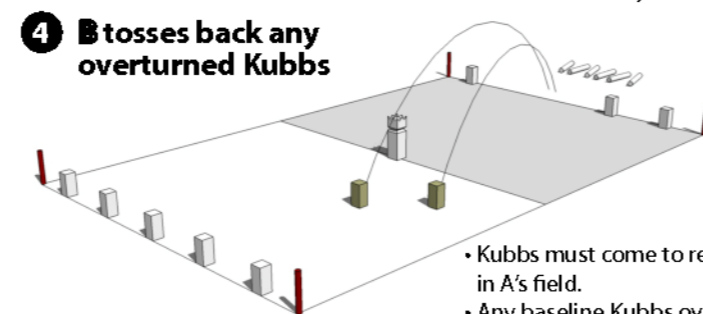
- A & B each toss one Club.
- Closest to King without touching it goes first.

3 A wins toss and attacks first



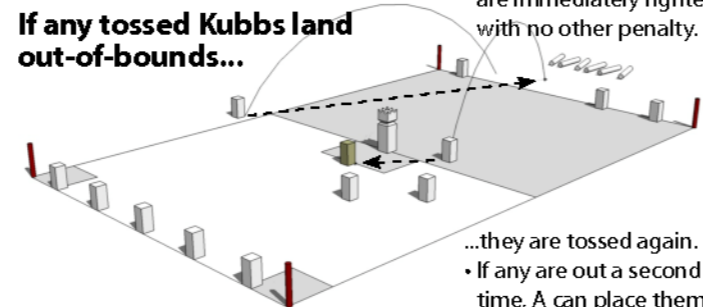
- A tosses Clubs underhand end-over-end from behind their baseline.
- A overturns as many of B's Kubbs as they can.

4 B tosses back any overturned Kubbs



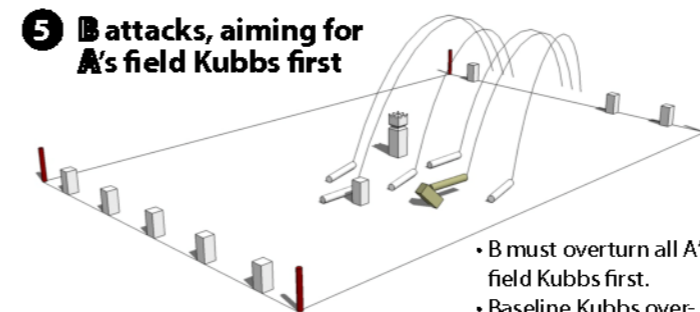
- Kubbs must come to rest in A's field.
- Any baseline Kubbs overturned by tossed Kubbs are immediately righted with no other penalty.

If any tossed Kubbs land out-of-bounds...



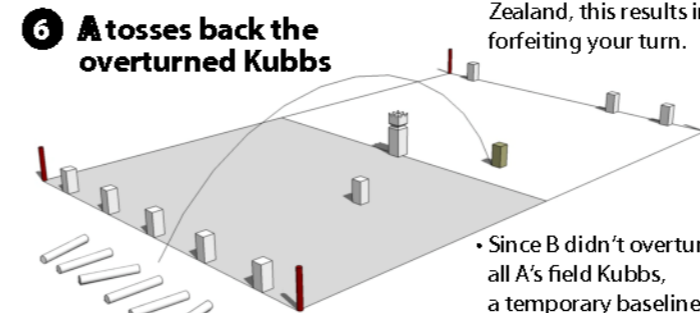
- ...they are tossed again.
- If any are out a second time, A can place them anywhere in their field, as long as they are at least one foot from the King or the corner posts.

5 B attacks, aiming for A's field Kubbs first



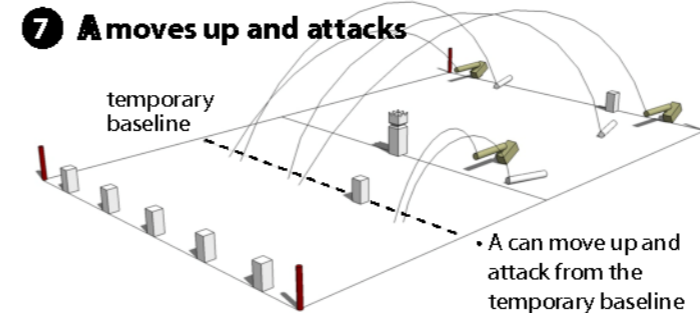
- B must overturn all A's field Kubbs first.
- Baseline Kubbs overturned before field Kubbs are righted again. In New Zealand, this results in forfeiting your turn.

6 A tosses back the overturned Kubbs



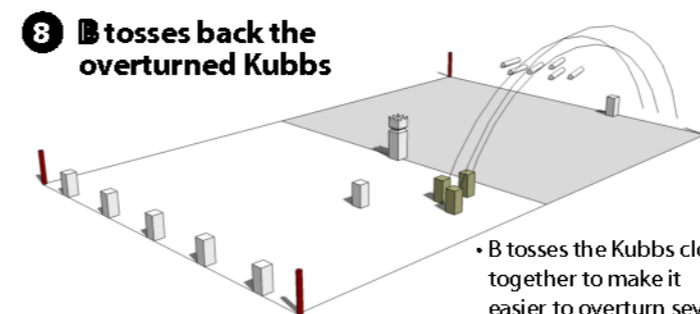
- Since B didn't overturn all A's field Kubbs, a temporary baseline is created, giving A an advantage.

7 A moves up and attacks



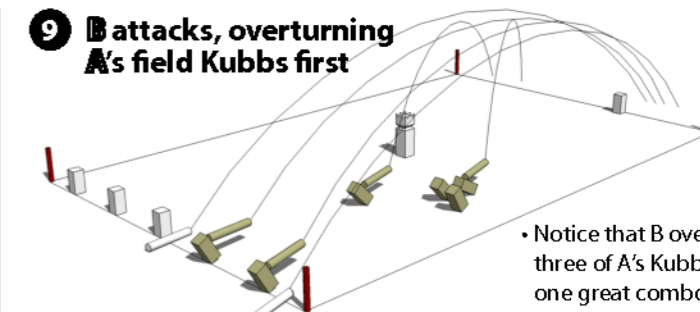
- A can move up and attack from the temporary baseline created by the closest remaining field Kubb.

8 B tosses back the overturned Kubbs



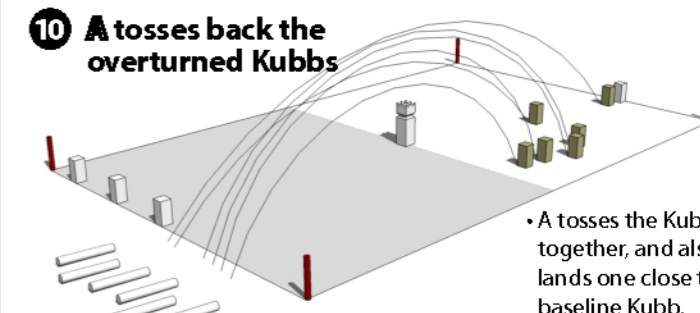
- B tosses the Kubbs close together to make it easier to overturn several with a single Club.

9 B attacks, overturning A's field Kubbs first



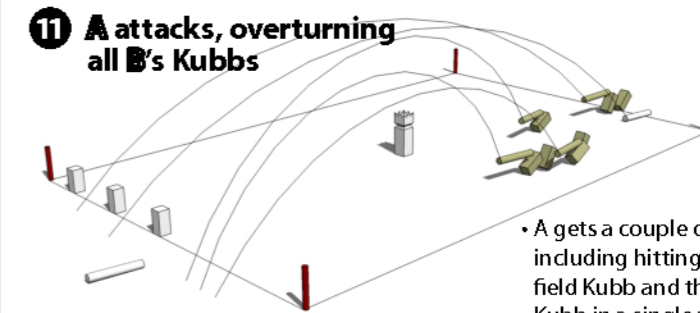
- Notice that B overturns three of A's Kubbs with one great combo shot. This is highly encouraged.

10 A tosses back the overturned Kubbs



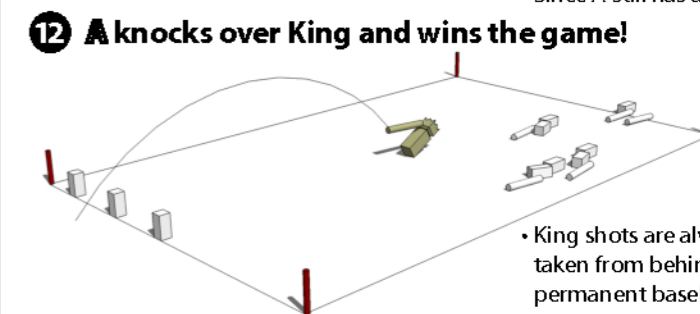
- A tosses the Kubbs close together, and also carefully lands one close to B's final baseline Kubb.

11 A attacks, overturning all B's Kubbs



- A gets a couple combos, including hitting the last field Kubb and then baseline Kubb in a single toss (legal, since the field fell first).
- Since A still has a Club left...

12 A knocks over King and wins the game!



- King shots are always taken from behind the permanent baseline
- 1 match is best of 3 games

Optional rules to speed up the game or add variety:

- **6m x 4m pitch** (makes Kubbs easier to hit; use paces instead of meters to make it faster to measure)
- **8 Clubs** (allows new players to miss more and still win)
- **stacking** (if any Kubbs hit each other when tossed, they are stacked in towers to make them easier to overturn with a single Club)
- **resurrection King**: if the King is accidentally overturned, the team only loses their turn, not the game.
- **mortal Kubbs**: Kubbs that are knocked over once in the field are tossed out of the game. With this fast variation,



each team is only allowed one King shot per turn.

- **open substitution**: any players can come and go as they please with no need to start the game over; just divide up the remaining Clubs to be tossed.

- **World Championship Kubb** - 8x5 pitch, 6 Clubs, no stacking
- **Friendly Kubb** - 8x5 pitch, 6 or 8 Clubs, stacking or not
- **Beginner Kubb** - 6x4 pitch, 8 Clubs, stacking
- **KinderKubb** - 4x2 pitch, 4 Clubs, stacking, 3 Kubbs per side
- **Adults vs. Kids Kubb** - 6x4 pitch, stacking. Adults get 6 Clubs, kids get 8 or 10, and everyone plays for real.