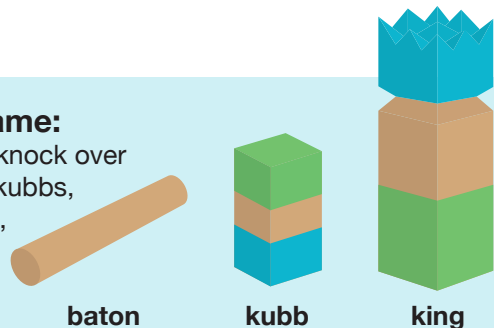


Kubb

Kubb (rhymes with tube) is a lawn game where the object is to knock over wooden blocks, known as kubbs, by throwing wooden batons at them. Kubb originated in Scandinavia and was introduced commercially in the late 1980's. It can be described as a combination of bowling and bocce.

Object of the game:

Be the first team to knock over all the other team's kubbs, followed by the king, all in one turn.



baton

kubb

king

6 batons — 44mm diameter x 300mm

Always tossed underarm. Sideways, horizontal tosses or "helicopter" spins are illegal throws.



legal throw

illegal throw

Always tossed from behind the baseline (but this can be a temporary advantage line as seen in the example in turn #7).

One baton can topple several kubbs in the same toss. Combos are a great strategy!

10 kubbs — 70mm sq x 150mm

Kubbs always start on the baseline, and move to the field only after they have been toppled.

All field kubbs on your opponent's side must be toppled before any baseline kubbs can be overturned.

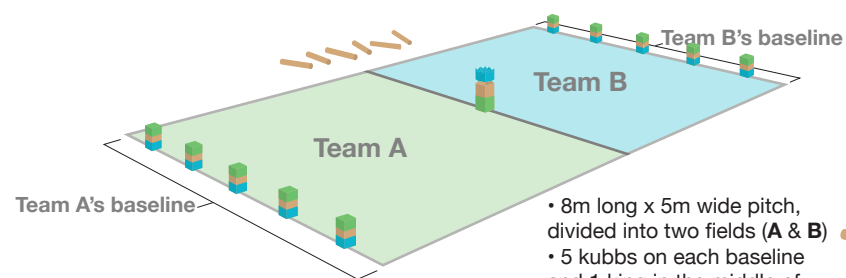
Kubbs can be thrown in any fashion, but must be underarm and from behind the permanent baseline (never a temporary advantage line).

1 king — 90mm sq x 300mm (crown optional)

The king is always the last to be toppled. If a team topples the king before they topple all their opponent's kubbs, they lose (it's sort of like an 8-ball in pool).

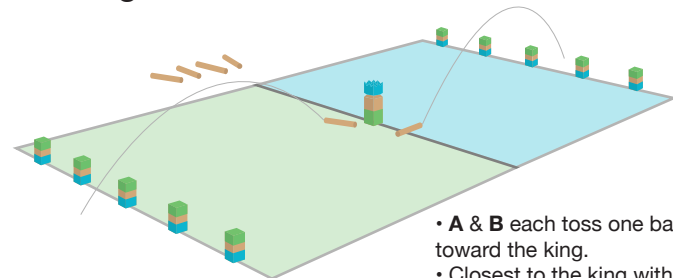
All king shots are taken from behind the permanent baseline.

1. Set-up



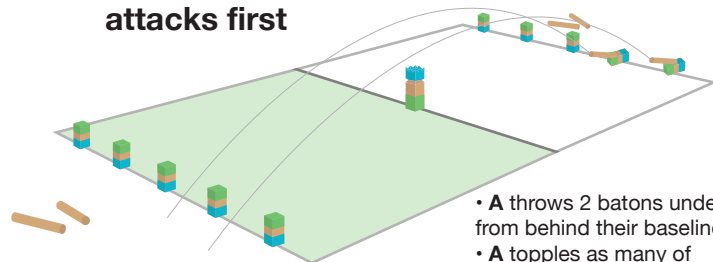
- 8m long x 5m wide pitch, divided into two fields (A & B)
- 5 kubbs on each baseline and 1 king in the middle of the pitch.
- 1 to 6 players per team.

2. King toss



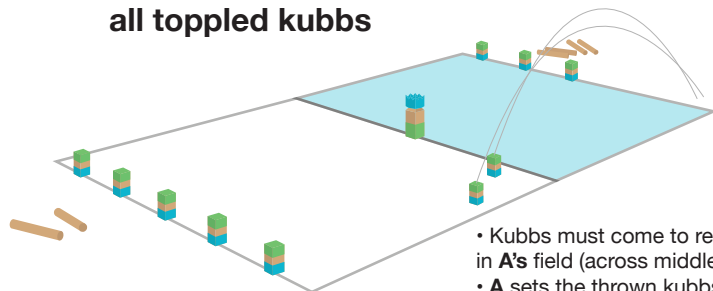
- A & B each toss one baton toward the king.
- Closest to the king without toppling it can choose to throw first or pick a side of the pitch to play from.

3. Team A wins toss and attacks first



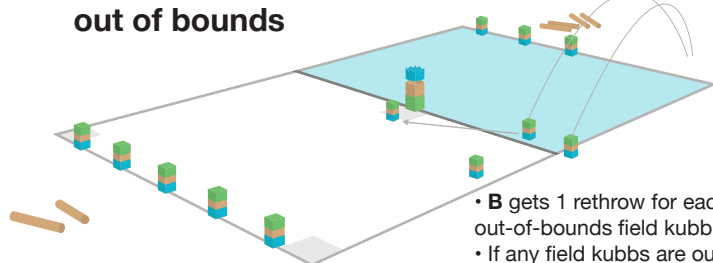
- A throws 2 batons underarm from behind their baseline.
- A topples as many of B's kubbs as they can.

4. Team B tosses (inkasts) all toppled kubbs



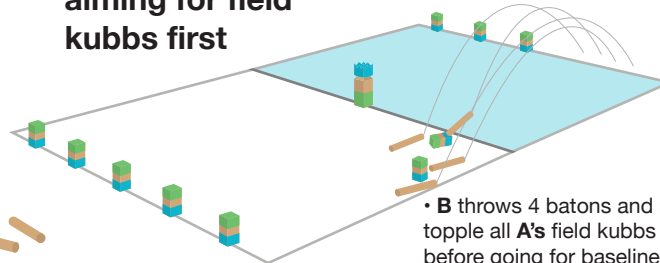
- Kubbs must come to rest in A's field (across middle line).
- A sets the thrown kubbs upright (as though they were on a hinge) by choosing an end to stand them on.

If tossed kubb(s) land out of bounds



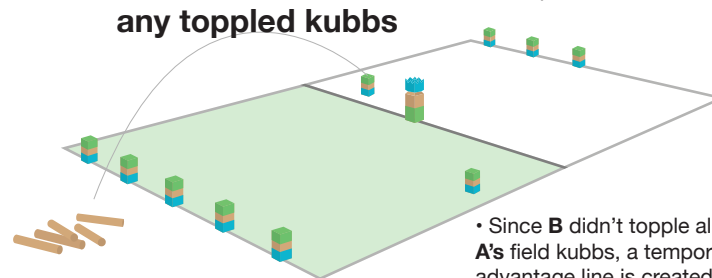
- B gets 1 rethrow for each out-of-bounds field kubb.
- If any field kubbs are out a second time, A can place them anywhere in their field, as long as they are at least one baton length from the king or corner of the pitch if stakes are used.

5. Team B attacks, aiming for field kubbs first



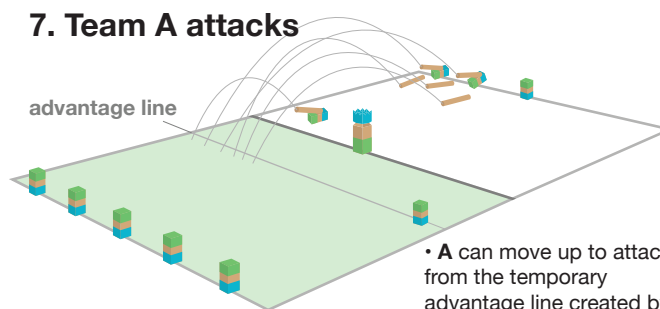
- B throws 4 batons and must topple all A's field kubbs before going for baseline kubbs.
- Baseline kubbs toppled before all field kubbs are put back up.

6. Team A inkasts any toppled kubbs



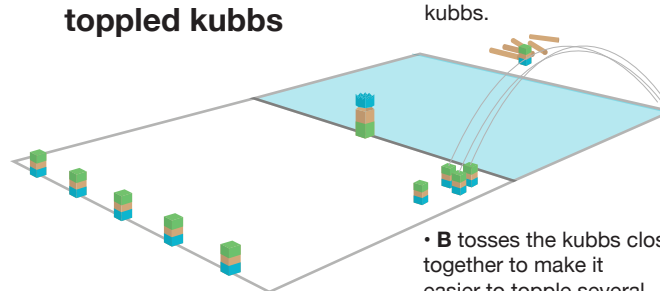
- Since B didn't topple all of A's field kubbs, a temporary advantage line is created.

7. Team A attacks



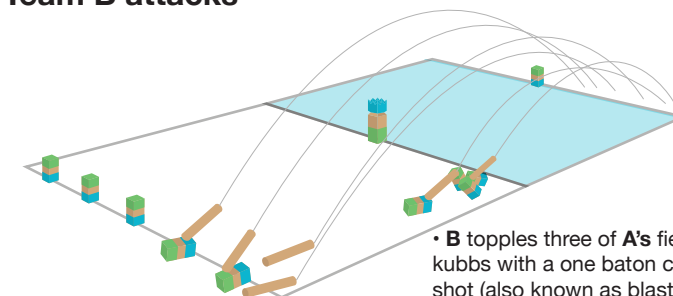
- A can move up to attack from the temporary advantage line created by the closest remaining field kubb.
- A throws 6 batons (used the rest of the game), toppling B's field kubb before baseline kubbs.

8. Team B tosses toppled kubbs



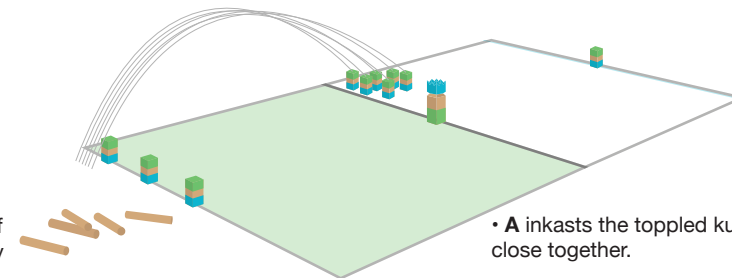
- B tosses the kubbs close together to make it easier to topple several with a single baton.

9. Team B attacks



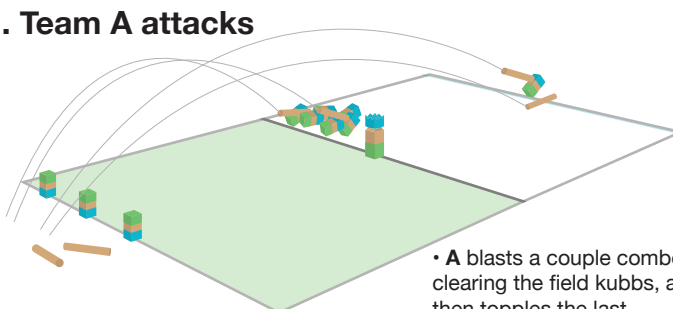
- B topples three of A's field kubbs with a one baton combo shot (also known as blasting).

10. Team A inkasts



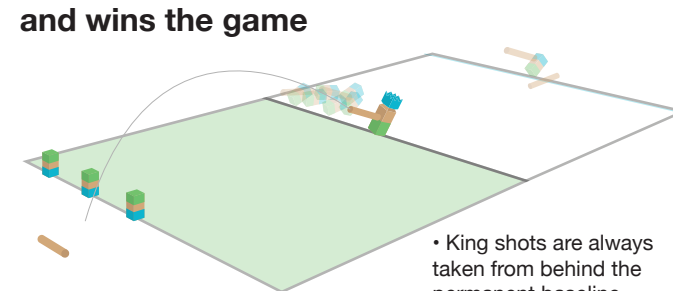
- A inkasts the toppled kubbs close together.

11. Team A attacks



- A blasts a couple combos, clearing the field kubbs, and then topples the last baseline kubb.

12. Team A slays the king and wins the game



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



legal raise

Note: if a kubb can be raised in-bounds it must be raised in-bounds



How-to videos and tournament rules available at www.kubbunited.com

For more information or answers to questions contact unitedwekubb@gmail.com

@KubbUnited

