

# KUBB

Game instructions english



**Weizenkorn**

## Game concept

Two teams face off against each other. A team consists of at least one and up to six people. The players attempt in turn to knock down the other team's kubbs ("kubb" is Swedish for "pin") using the throw stick. The king, which stands in the middle of the playing field, has to be knocked down last. Whoever first knocks down all the opponent's pins on the other side of the playing field wins the game.

## Game set-up

**A** Before the game starts, two teams are formed, each consisting of 1 to 6 people.

The traditional playing field is 8 by 5 meters in size. This size can however be changed depending on the players' abilities. The area can be marked off with corner posts. You can play kubb on all kinds of surfaces, like grass, sand, snow or solid surfaces.

The game set consists of six solid, round throw sticks, ten pins to knock over (kubbs) and one large king.

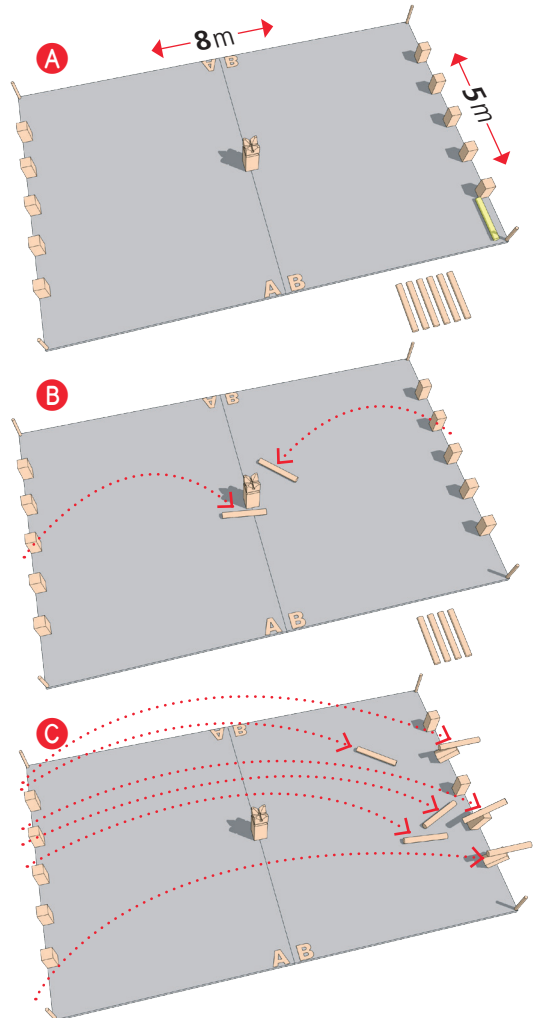
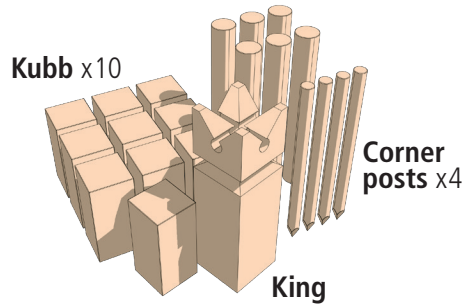
Five kubbs are set up at approximately one meter spacing between them on each side and constitute the base line. The king stands in the middle of the playing field.

The two teams take position facing each other on each side behind their respective base lines that are formed by the standing kubbs (baseline or base kubbs). A game goes on for several rounds of play.

## Playing the game (sample situations)

**B** Each team throws a throw stick. The team whose throw stick lands closest to the king goes first. After that they take turns getting the sticks for each round of play.

Throw stick x6



Starting Team A gets the six throw sticks first. To the extent possible, all team members get the same number of throw sticks.

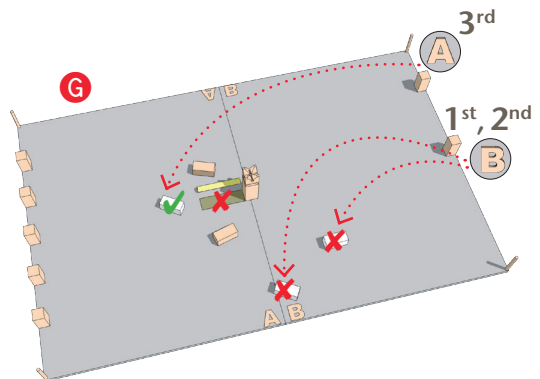
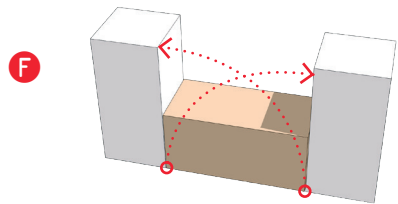
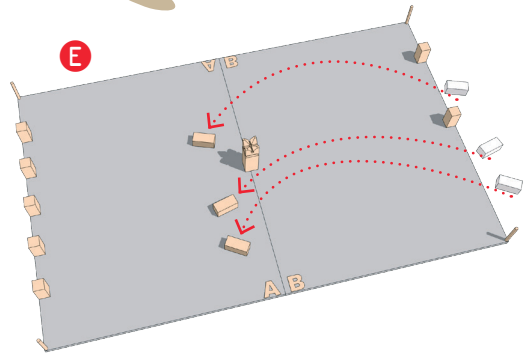
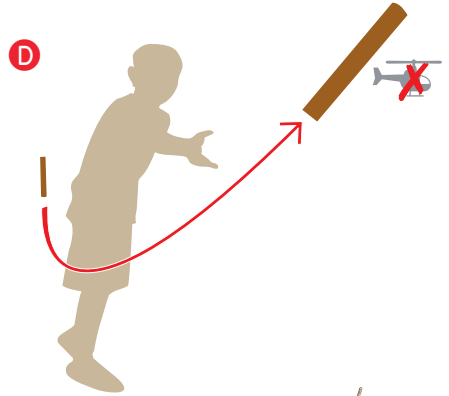
**C** Now they try to knock over their opponents' kubbs with their throw sticks.

**D** Throw sticks are thrown underhand. The stick should fly with its vertical axis in the direction of the throw. Horizontal throws and rotating throws are prohibited. The throw sticks and any kubbs that are knocked down stay where they land until all team members have thrown all of their throw sticks. After Team A has finished its throws, Team B collects all the throw sticks and the knocked-over kubbs and takes their turn.

**E** The kubbs that were knocked over are now tossed by Team B into Team A's side of the field. The members of Team A set up the kubbs where they landed. However, the team members have discretion in determining in what direction the kubb tipped when they are deciding how to set it up. F If a kubb is lying on a mid-line or one of the perimeter lines, it must always be set up so that at least half of its base area extends over the middle of the line.

**G** Team B has at most two attempts per kubb to hit the other side of the field. If the kubb also lands outside the opposing half of the field on the second attempt, Team A may throw the kubb into its own half of the field from the opponent's base line. The kubb must be spaced at least the length of one throw stick from the king or the corners of the field. The kubbs that they throw in are called field kubbs.

Most of the time Team B will try to throw the field kubbs as close to the middle line as possible. This has the advantage that they are easier to hit due to the shorter distance.



Players also try to place the field kubbs as close to each other as possible so that there is a chance of knocking down two or more kubbs with one toss of a throw stick.

**H** After the field kubbs are placed, Team B throws the six throw sticks to the kubbs on Team A's side of the field. All of the field kubbs have to be knocked over first. If one of the base kubbs is knocked over before all the field kubbs are knocked over, it has to be set up again. As soon as Team B has knocked over all the field kubbs, it may start throwing at the base kubbs again.

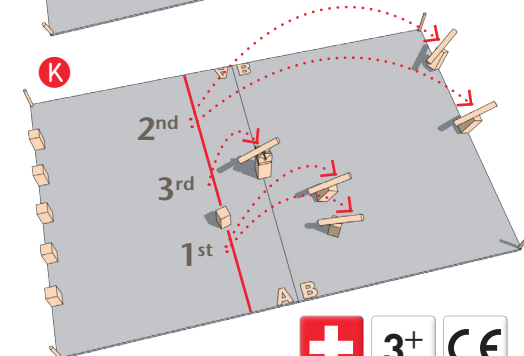
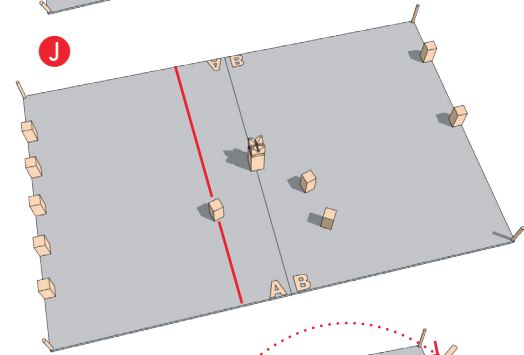
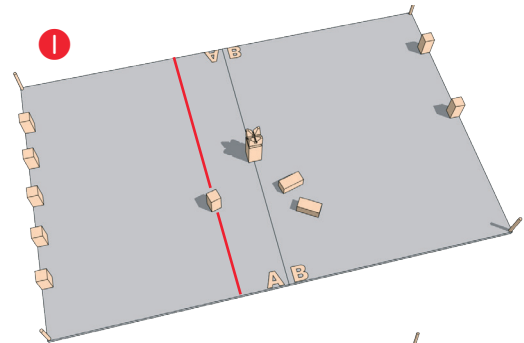
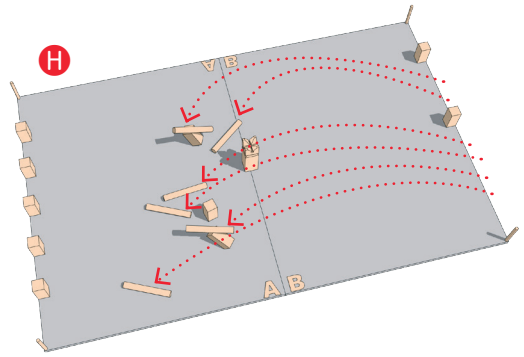
Then Team A has another turn. First, Team A throws all the kubbs that Team B knocked over into the opposing side of the field.

**I** If Team B is not able to knock down all field kubbs, Team A may now move up with its throw sticks to the field kubb on its side of the field, which is closest to the mid-line. This kubb is now the throw line for this round for Team A.

### Winning the game

**K** As soon as a team has knocked down all of the other team's field and base kubbs, it may throw at the king from its current base line. If they knock the king down, they win the game.

If a team knocks the king down before it is able to knock down all the opponent's field and base kubbs, it loses the game.



**Caution!** The thrown pieces of wood can injure people!



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