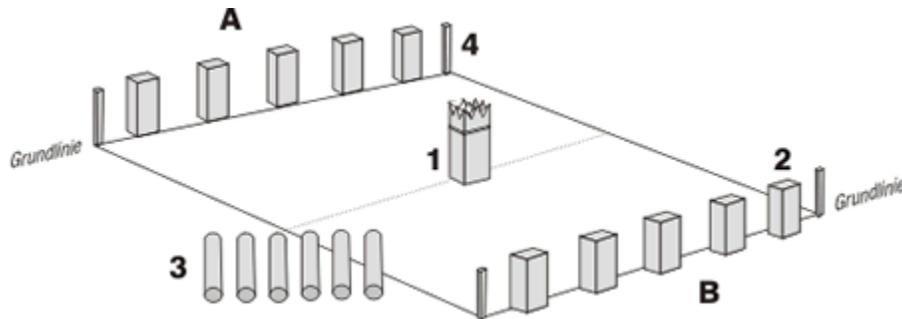


Official Game Rules for Kubb

Kubb is a lawn game where the object is to knock over wooden blocks by throwing wooden sticks at them. Kubb (the vowel is pronounced similar to the “oo” in “boob”) means “wooden block” in Gutnish, a Swedish dialect. Kubb can be quickly described as a combination of bowling, horseshoes, and chess. Today’s version originated on Gotland island in the kingdom of Sweden.



A Kubb game consists of

- 1 x King
- 10 x Kubbs
- 6 x round wooden sticks
- 4 x pegs to mark out the foeld

Setup

Kubb is typically played on a rectangular pitch approximately 10 feet by 20 feet. The king is placed in the center of the pitch, halfway between baselines. An imaginary line drawn through the king and parallel to the two baselines divides the field into two halves. The kubbs are set up across each baseline, five to a side.

There are two phases for each team’s turn:

- Team A throws the six sticks, from their baseline, at their opponent’s lined-up kubbs (called Baseline kubbs). Throws must be under-handed, and the sticks must spin end over end. Throwing sticks sideways or spinning them side-to-side is not allowed. For the first round only, if two Baseline kubbs are successfully knocked down then no more wooden sticks shall be thrown and play continues with the next step (successfully knocked down kubbs are thrown over to the other half of the pitch).
- Kubbs that are successfully knocked down are then thrown by Team B onto Team A’s half of the pitch, and stood on end by Team A. These newly thrown kubbs are called field kubbs.

Play then changes hands, and Team B throws the sticks at Team A's kubbs, but must first knock down any standing field kubbs. (Field kubbs that right themselves due to the momentum of the impact are considered knocked down.) Again, kubbs that are knocked down are thrown back over onto the opposite half of the field and then stood up. If either team leaves field kubbs standing, the kubb closest to the king now represents that side's baseline, and throwers may step up to that line to throw at their opponent's kubbs. This rule applies to field and baseline kubbs only; fallen kubbs are thrown from the original baseline, as are attempts to knock over the king.

Play continues in this fashion until a team is able to knock down all kubbs on one side, from both the field and the baseline. If that team still has sticks left to throw, they may make one attempt at knocking over the king. If a thrower successfully topples the king, they have won the game.

However, if at any time during the game the king is knocked down by accident -- even by a newly thrown kubb -- the offending team immediately loses the game.