

KUBB is played using 4 different types of pieces

1 King

6 Throwing sticks

10 KUBBS (blocks)

4 Stakes (corner sticks)

Playing the game

Goal of the game

The goal is to knock over all of the opponent's Kubb's and finally the King.

Starting the game

Players start off by standing on their side of the field behind their baseline. Each team starts with 3 throwing sticks.

They then alternate between teams, throwing their throwing sticks as close to the King as possible without knocking the King over.

The team's throwing stick(s) that land's closest to the King without knocking it over gets to start the game.

Note: If anyone knocks the King over then the other team gets to start off the game. In the case that the King is knocked over then it is stood back up, prior to beginning throwing at the opponent's Kubbs.

The team starting the game then gets all 6 throwing sticks.

The team who starts the game then takes turns among teammates throwing at their opponent's baseline Kubbs from behind their own baseline. Throws must be made underhand and vertically.

Note:

- You cannot throw side arm or overhand. No "helicopter" throws are allowed (throwing the throwing sticks sideways spinning)

- In the case that the team that throws first knocks down all of their opponent's baseline Kubb's on their first try and have a throwing stick remaining, then they must pass on the opportunity to throw the last stick rather than throw at the King (This rarely happens). In the case that it is a team's second time or greater throwing, they can then try knocking over the King.

Once the first team has thrown all of their throwing sticks, it is then the second team's turn to throw.

Note: Before the second team throws their throwing sticks they must throw the Kubb's that have been knocked down by their opponents onto the other side of the King. (These baseline Kubbs now become field Kubbs.)

The Kubbs must be thrown underhand; they must land on the other side of the King, and must be thrown from behind the baseline. The Kubbs are then stood up where they landed. When standing up the Kubbs that have been thrown back they must be stood up on the end that is closest to the King.

In the case that a Kubb does not go completely past the King then the other team has their choice where to place the Kubbs between their own baseline and the King. The Kubbs must be placed within the boundaries of the Kubb field. They cannot be placed outside of the stakes. The Kubb must be placed at least a throwing sticks length from the King.

Something very important to consider before throwing the Kubbs onto the opponent's side is that once you begin throwing the throwing sticks, you must knock down those Kubbs in the pitch (field) before throwing at your opponent's Kubbs that are on their baseline. Also, if you do not knock down all of the Kubb's in the field then the other team gets to throw from the Kubb that is closest to the King on their side of the pitch (field). The Kubb that is still standing on your opponent's side of the field after you are done throwing marks the opponent's new baseline.

Once, all Kubbs have been thrown back and stood up the 2nd team can then begin throwing at their opponent's Kubbs. They then get all six throwing sticks and now try to knock over their opponent's Kubbs. Before throwing at the opponent's baseline Kubbs the 2nd team must knock down all of the opponents field Kubbs. Once, all of the field Kubbs have been knocked down they can then throw at the baseline Kubbs. Once all of the Kubbs on the opponent's side have been knocked down then you can throw at the King. The first to knock down the King wins the game.

Other Notes:

- Kubbs must always be thrown from behind the original baseline.
- When throwing at the King you must always throw from behind the baseline.
- If a team knocks over the King before knocking down all of the Kubb's on their - opponents side then they lose the game. (This of course does not count when you are throwing the sticks closest to the King when determining who starts the game)
- In the case that Kubb's are knocked down they must be thrown onto the other side of the King and stood up.
- Before each team throws their throwing sticks at the Kubbs, all Kubbs must be thrown back onto the opponent's side of the field.
- If when throwing the Kubbs back onto your opponent's side, you knock over another Kubb, then that Kubb is stood back up.

- If, when throwing a Kubb back it does not go past the King and you have another Kubb left to throw back, you may try and knock the first Kubb past the Kubb with the second Kubb.
- In the case that a player steps in front of the baseline when throwing a throwing stick then they forfeit that throw and any Kubbs knocked down must be thrown back up.
- In the case that a player steps in front of the baseline when throwing a Kubb back then the other team gets to place the Kubb anywhere they want to on their own side of the King.

WARNING: When your opponents are throwing make sure that you stand at least ten feet away from your baseline. Kubbs and throwing sticks can bounce unpredictably and often further than expected and can cause bodily injury. Children should play under adult supervision.