

Playing Pieces:

10 Kubbs - 1 King - 6 Batons - 4 Corner Markers

Objective:

Knock over all Kubbs then the King before your opponent.

Where to Play:

Game play can be set-up on a variety of surfaces as long as the playing area is flat and open— no obstructions - for even game play.

A. Set-up: Prepare a 16 foot wide by 28 foot long rectangular game field (called the Pitch) by placing the four corner markers at each corner. Place five Kubbs evenly apart between the two corner markers at the 16 foot wide game line. Place the King directly in the center of the game field.

Game Play: Game can be played with 2 to 12 players – each team should have an even amount of players. To choose which team goes first, one player from each team is to toss one baton towards the King from the baseline. The team that throws the baton closest to the King without hitting it wins and plays first.

B. The winning team starts play on the offense.

When on offense, take attempts at knocking over the defensive teams baseline Kubbs.

Note: Baton is to always be tossed underhand at a vertical angle, never side arm, over hand or thrown at a horizontal angle.

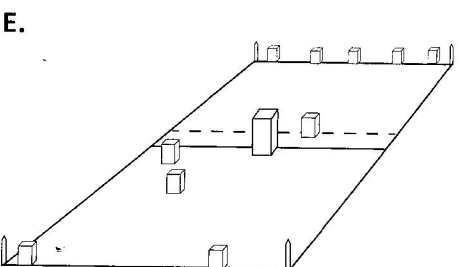
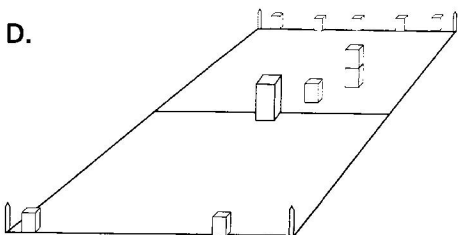
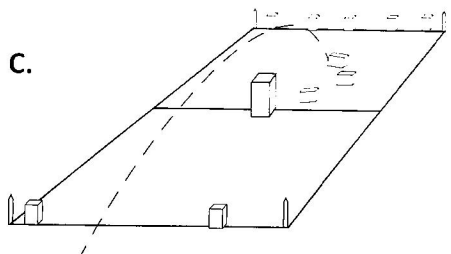
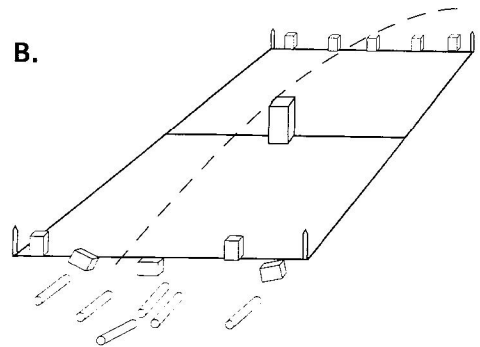
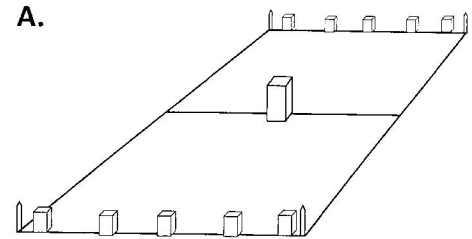
Each player on the team can throw the baton no more than three times. Once all six batons are thrown it is now the opposing teams turn.

C. Each Kubb that has been knocked down can now be picked up and strategically tossed onto the opposite side of the field.

The team that went first (now the defending team), then stand the Kubbs up to make a strategic defense for their baseline Kubbs.

D. If at any time a Kubb is struck by another Kubb, they can be stacked a top one another. If three tosses hit three Kubbs, the opposing team can stack all three together. If any Kubb is thrown out of bounds, it can be placed anywhere at least one baton length away from the King.

E. Once baseline Kubbs are tossed and standing in the playing field, they must now be knocked down and cleared before any of the baseline Kubbs can be knocked down. If any field Kubbs are left standing, this becomes the new throwing line. The opposing team can now toss their batons from behind the standing Kubb – imaginary line – instead of from the baseline.



Repeat game play until all opponents Kubbs are removed from the baseline and playing field. Now the goal is to knock over the King. All throw attempts at the King must be made from the original baseline. First team to knock over the King is the winner!

*If King is knocked over before all Kubbs are off of the playing field, the team that tossed the baton loses automatically.