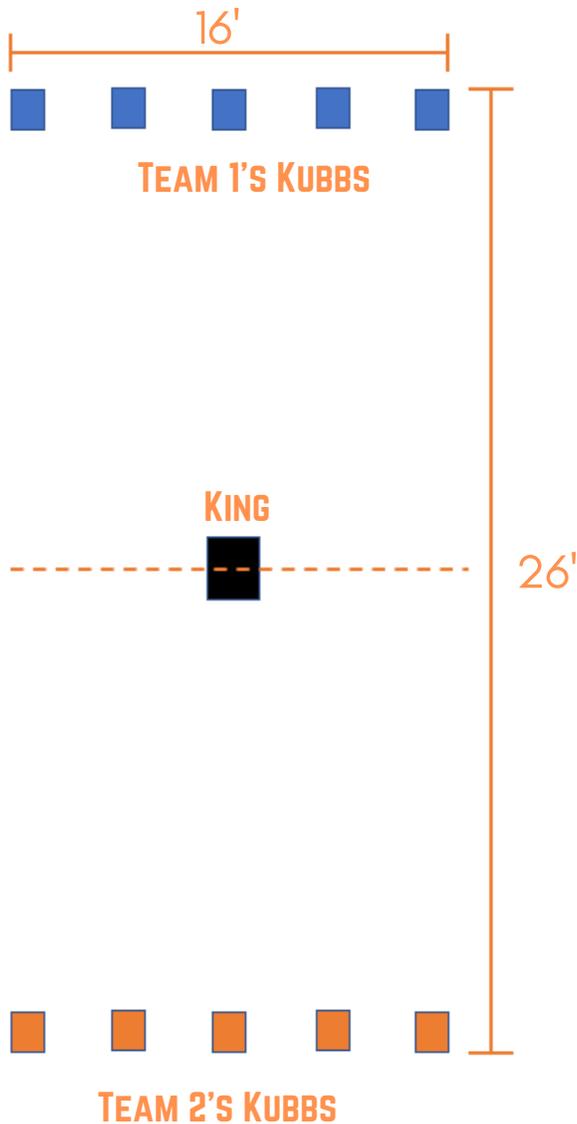


KUBB

SET UP



BEFORE YOU PLAY

There are 10 Kubb sticks and 1 King Kubb along with 6 throwing batons. The set up should follow the diagram on the left with the Kubbs equally spaced on the back line. There is an imaginary baseline at the back of the Team's Kubb line.

PLAYING THE GAME

There are two ways to win: You knock down all of your opponent's Kubbs and then the king or your opponent knocks down the King before knocking down all your Kubbs.

Team 1 starts the game by throwing the sticks underhand and vertically with the intent to knock down Team 2's Kubbs.

If they knock down any Kubbs, Team 2 throws them into Team 1's half of the playing area. Where they land, they are stood up. If they hit each other, they are stacked on top of one another. They have 2 chances to land each Kubb in bounds.

Team 2 then starts their turn by attempting to hit the thrown Kubbs in Team 1's half. Any Kubbs hit in the field are then thrown into Team 2's half. Once Team 2 has knocked down all field Kubbs they can knock down Team 1's Kubbs on their baseline. Team 1 must then knock down the Kubbs in the field that were thrown back before trying to knock down the baseline Kubbs.

For Example, if Team 1 knocked down 2 Kubbs, Team 2 throws those into Team 1's half. There are now 2 Kubbs in Team 1's half. Team 2 knocks both of those down and they are thrown back into Team 2's half. Team 2 uses their remaining batons to knock down Team 1's baseline Kubbs. They knock down one Kubb, it is thrown back onto Team 2's side. Team 1 must now knock down 3 Kubbs before attempting the baseline Kubbs.

Play continues this way until all the baseline Kubbs have been knocked down. Once those are knocked down the team will try to knock down the King Kubb, once the King Kubb is knocked down the game is over.