

HALF PRICE BOOKS®

What is Kubb:

Kubb (rhymes with tube) is a lawn game where the objective is to knock over wooden blocks (kubbs) by throwing wooden batons at them. Kubb has been likened to bowling, bocce and horseshoes.

Game Pieces:

- Ten kubbs, rectangular wooden blocks.
- One king, a larger wooden piece with a crown design on the top.
- Six wooden batons
- Four field marking pins to designate the corners of the pitch.

The Pitch:

- Place a field marker at each corner of the 24'-26' l X 14'-16' w field or pitch so that a rectangle is formed (chalk lines are permitted if you need them). For young children the long side of the pitch can be shortened.
- Place the king in the center of the pitch, and 5 kubbs on each baseline. Kubbs should be equidistant from each other. Kubbs on the baseline are referred to as base kubbs.

How to Play:

- Must have two teams; 1-6 players on each team.
- The teams "lag" to see who goes first and which side they are on. Each team throws a baton in an attempt to be closest to the king without knocking it over. The team that is closest to the king gets to choose whether they throw first or choose a side.
 - If a team knocks over the king during the lag, the other team gets to choose to go first or pick a side. This is the one time where you can knock the king down out of sequence without losing the game.
- Team A throws the six batons from their baseline at their opponents' base kubbs.
 - Throws must be under-handed, from the end, and the batons must spin end over end. (Overhand throws and helicopter spins are not allowed.)
- Base kubbs that are knocked down by Team A are then thrown by Team B onto Team A's half of the pitch and stood on end. These are now referred to as field kubbs. Team B will want to keep the field kubbs close to each other so that more than one can be hit with one throw of a baton.
(The player that tosses the kubbs is called the inkastare.)
 - If a kubb is thrown out of play (beyond the boundary markers or not beyond mid-line) then one more attempt is given. If this also goes out of play, the kubb becomes a punishment kubb and can be placed anywhere in the target half by the opposing team as long as it is at least one baton length from the king or from the side line/boundary marker.
 - If a thrown kubb knocks over a baseline or field kubb, then the field kubbs are raised at the location where they rest and the baseline kubb is raised in its original position.
 - If a team has more than one base kubb to throw, they must rotate between teammates throwing the base kubbs.
 - If they are able to hit a punishment kubb, then those kubbs may be stacked on top of each other. There is no limit on how many punishment kubbs can be stacked.
 - You need only to knock down one of the stacked punishment kubbs for them all to be down (aka "one down all down").
- Play changes hands and Team B throws the batons at Team A's kubbs. However, they must knock down any standing field kubbs before they knock down the base kubbs.
 - If a baseline kubb is knocked down before all standing field kubbs, then it is returned to its upright position.
 - If a field kubb rights itself due to impact or if the kubb tilts and rests on another piece, it's considered knocked down.
- Kubbs that are knocked down by Team B are then thrown by Team A onto Team B's half of the pitch and stood on end.
- If either team fails to knock down all field kubbs before their time is over, a temporary advantage line is created and the kubb closest to the centerline now represents the other team's baseline. The advantage line is only for throwing batons. Kubbs are thrown from the original baseline, as are attempts to knock over the king.

- Play continues 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 batons to throw, they get one shot to attempt to knock over the king. If a thrower successfully knocks over the king, his team has won the game. If the throw misses the king, then that's the end of their turn and play goes back to the other team.
 - o If the king is knocked down by a baton or kubb before the other team's field and baseline kubbs have been knocked over, then the throwing team immediately loses the game.