

## Kubb Rules



Kubb is an outdoor game for families and friends, sometimes called "The Viking Game." The aim is to topple all your opponent's kubbs and, in the end, the King. But be careful: if the

King falls too early, your team loses immediately!

### The Game Equipment

A full Kubb set includes one King ( $30 \times 9 \times 9$  cm /  $12 \times 3.5 \times 3.5$  in), ten kubbs ( $15 \times 7 \times 7$  cm /  $6 \times 2.75 \times 2.75$  in), six wooden throwing sticks (30 cm long, 44 mm diameter /  $12$  in  $\times$  1.75 in), and six markers for the playing field (four for the corners and two for the center line).

### Players

Kubb can be played one against one or with teams of any size. There is no maximum number of players. In tournaments, matches are usually six against six. These rules describe the game with two teams: Team A and Team B.

### Setting up the Field

Mark a rectangle of  $8 \times 5$  meters ( $26 \times 16$  ft). For larger games, a maximum of  $10 \times 5$  meters ( $33 \times 16$  ft) can be used. When children under ten play, the field can be scaled down proportionally. Place five kubbs along each baseline. These are called the baseline kubbs. Then place the King in the exact center of the field, on the middle line.

### Throwing Technique

All throws must be underhand. The throwing sticks must be released lengthwise, never spinning like a hammer.

### Deciding Who Starts

To decide who begins, each team throws one stick from its baseline towards the King. The team whose stick lands closest to the King goes first. If a team accidentally topples the King at this stage, the other team starts.

### Playing the Game

Team A begins. Each player throws in turn until all six sticks have been used. The aim is to knock over the baseline kubbs of Team B. Knocked-over kubbs

and landed sticks stay where they fall until all six sticks are thrown.

After this, it is Team B's turn. A turn from now on always has three steps:

1. Team B collects all kubbs that Team A knocked over. From their baseline, they throw these kubbs underhand into Team A's half of the field.
2. Team A then stands the thrown kubbs upright where they land, rotating them left or right into place. These pieces are now called field kubbs.
3. Team B now throws its six sticks. Field kubbs of Team A must always be knocked over before their baseline kubbs can be attacked. If a baseline kubb is toppled too early, it is immediately put back upright.

The teams now alternate in this way. Each turn, all kubbs that were toppled are thrown back in. Kubbs never leave the game.

### Shorter Throwing Line

If a team does not manage to knock over all of the opponent's field kubbs in its turn, the other team gains an advantage: they may throw their sticks not from the baseline but from a new, imaginary line. This line runs across the field through the frontmost standing field kubb. Only the throwing sticks may be thrown from this closer line; kubbs are always thrown in from the baseline.

### Winning the Game

The game continues until one team has knocked over all of the other team's kubbs, both field and baseline. That team may then, using any remaining sticks, try to topple the King.

This final throw must always be made from the baseline. If the King falls, the game is won! But if the King is toppled at any earlier

point in the game, the other team wins instantly.

