

Kubb

Kubb (pronounced koob) is a fun Nordic game of mysterious origin. Some say it's Viking and ancient; some say it's Swedish and modern; most just say it's the best lawn game they've ever played! The skill of the tosses, the luck of the bounces, the ever-changing patterns of Kubbs to knock over, the satisfying clunk of wood hitting wood — once you start, it's hard to stop. So, find a patch of grass (or sand or even snow), get some friends, and toss some lumber!



OBJECT: Be the first team to knock over all the other team's Kubbs, followed by the King, all in one turn.



4 Corner Stakes (or markers of any kind) - 300mm; 12in

6 Clubs (or Batons) - 44mm dia x 300mm; 1-3/4in dia x 12in

- Always held by one end and tossed underhand, end-over-end. Sideways horizontal tosses or "helicopter" spins are not allowed.



- Always tossed from behind the baseline (but this can be the temporary baseline as seen in the example in turn #7).
- One Club can overturn several Kubbs in the same toss. Combos are great!

10 Kubbs - 70mm sq x 150mm; 2-3/4in sq x 6in

- Kubbs always start on the baseline, and move to the field only after they have been overturned.
- All **Field Kubbs** on your opponent's side must be overturned *before* any **Baseline Kubbs** can be overturned.
- Kubbs can be spun in any direction, but always underhand and from behind the permanent (never the temporary) baseline.

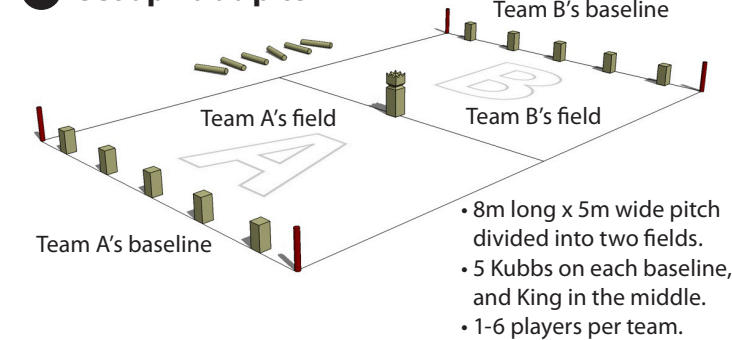
1 King - 90mm sq x 300mm; 3-1/2in sq x 12in (crown opt.)

- The King is always the last piece to be overturned. If a team overturns the King before they overturn all their opponent's Kubbs, they lose.
- All King shots are taken from behind the permanent baseline.

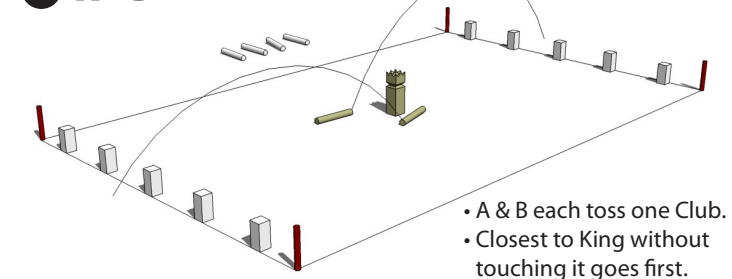
Building your own set

- Swedish Kubb - dimensions as noted above (Clubs can be smaller dia.)
- Kindling Kubb - cut from de-barked kindling for the feel of an ancient set.
- Foam Kubb - quiet set for indoors. Cut from upholstery cushion foam.

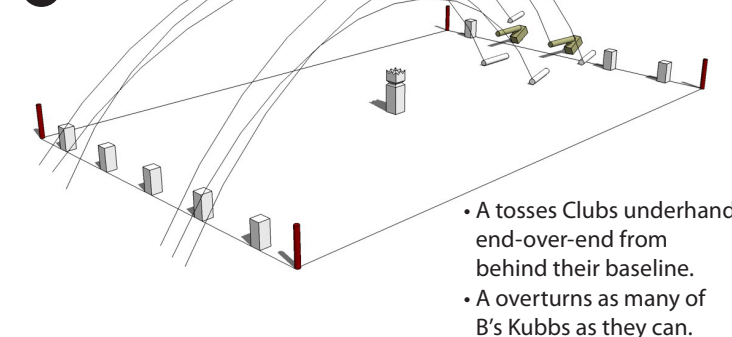
1 Set up Kubb pitch



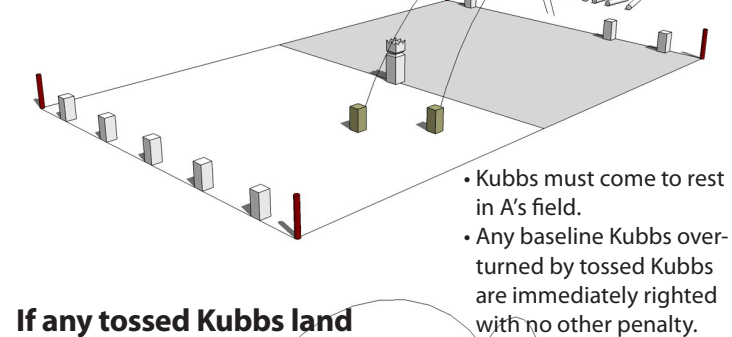
2 A & B toss for first turn



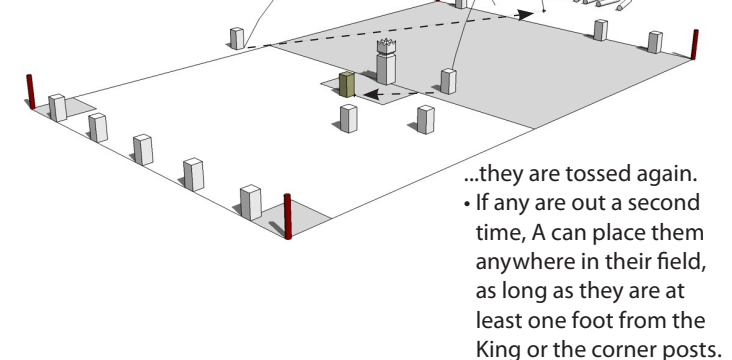
3 A wins toss and attacks first



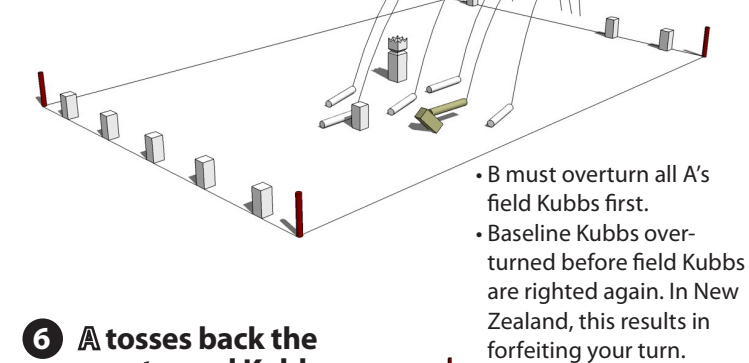
4 B tosses back any overturned Kubbs



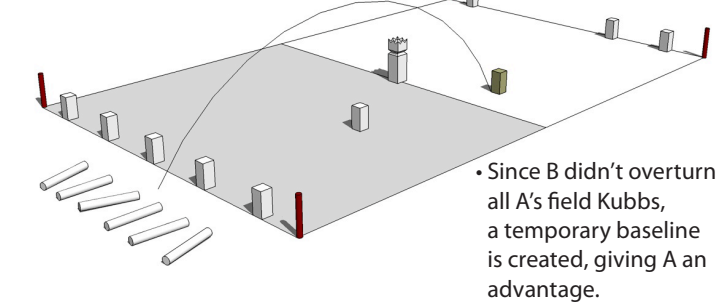
If any tossed Kubbs land out-of-bounds...



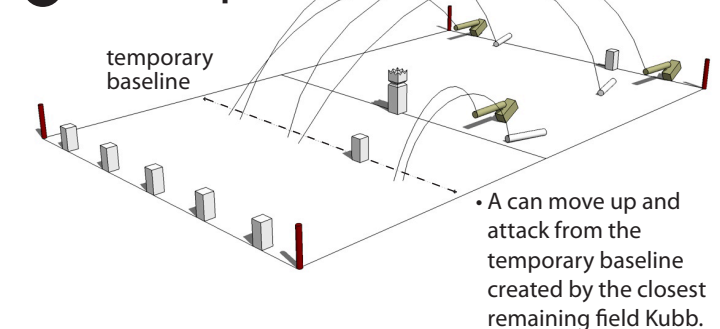
5 B attacks, aiming for A's field Kubbs first



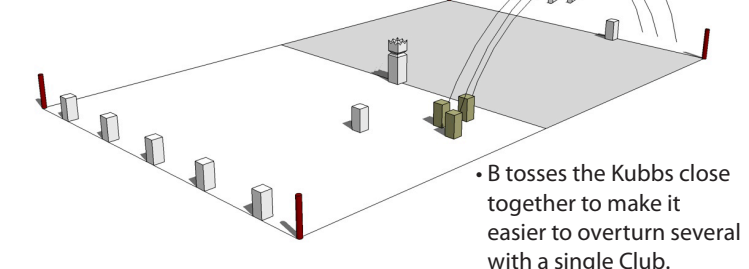
6 A tosses back the overturned Kubbs



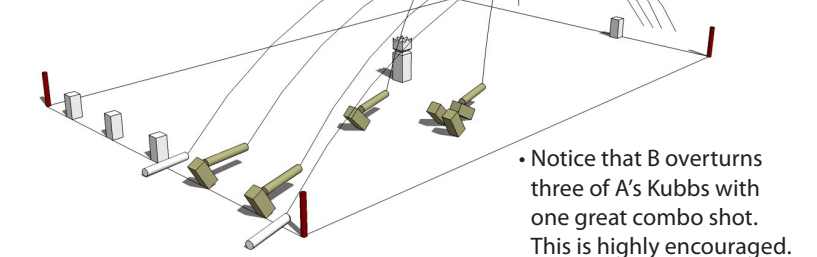
7 A moves up and attacks



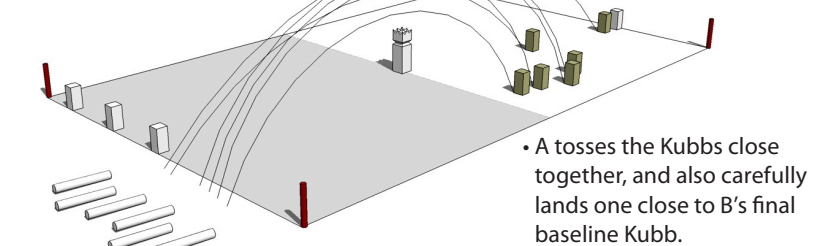
8 B tosses back the overturned Kubbs



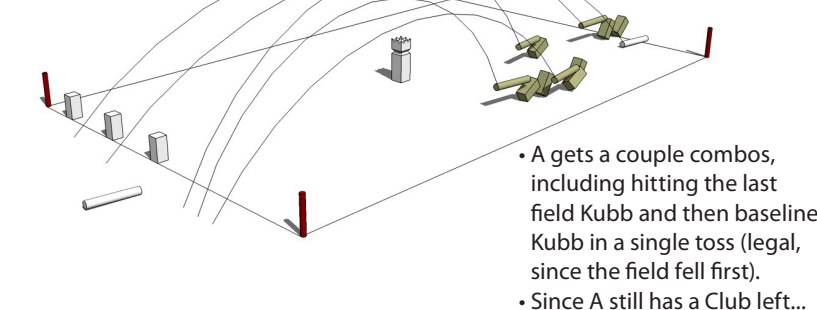
9 B attacks, overturning A's field Kubbs first



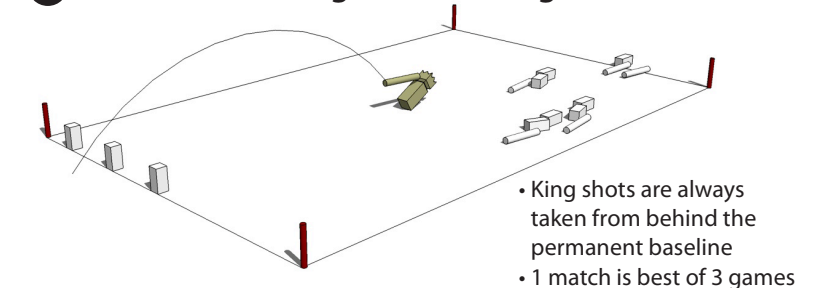
10 A tosses back the overturned Kubbs



11 A attacks, overturning all B's Kubbs



12 A knocks over King and wins the game!



Optional rules to speed up the game or add variety:

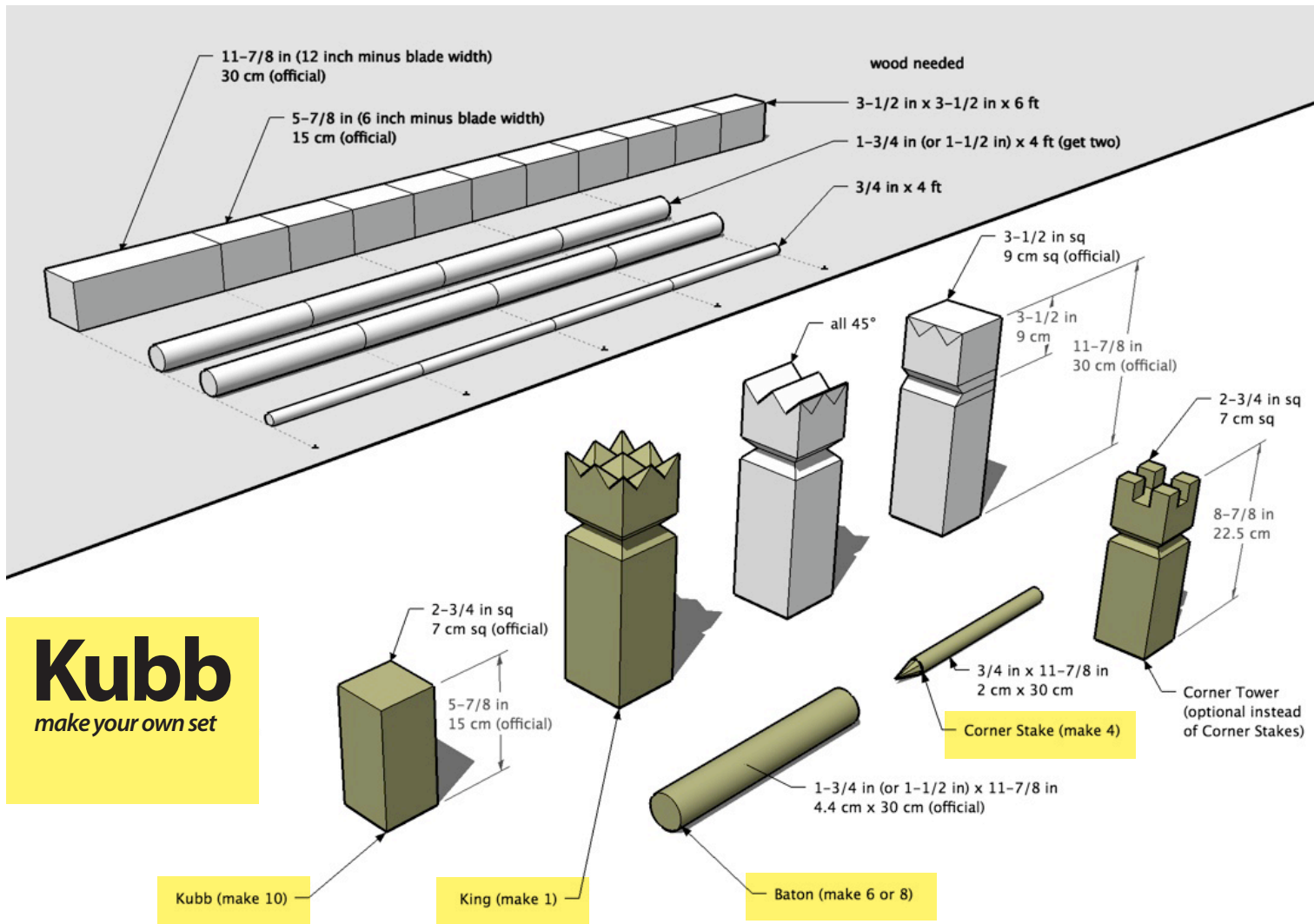
- 6m x 4m pitch** (makes Kubbs easier to hit; use paces instead of meters to make it faster to measure)
- 8 Clubs** (allows new players to miss more and still win)
- stacking** (if any Kubbs hit each other when tossed, they are stacked in towers to make them easier to overturn with a single Club)
- resurrection King** : if the King is accidentally overturned, the team only loses their turn, not the game.
- mortal Kubbs** : Kubbs that are knocked over once in the field are tossed out of the game. With this fast variation,



each team is only allowed one King shot per turn.

- open substitution** : any players can come and go as they please with no need to start the game over; just divide up the remaining Clubs to be tossed.

- World Championship Kubb** - 8x5 pitch, 6 Clubs, no stacking
- Friendly Kubb** - 8x5 pitch, 6 or 8 Clubs, stacking or not
- Beginner Kubb** - 6x4 pitch, 8 Clubs, stacking
- KinderKubb** - 4x2 pitch, 4 Clubs, stacking, 3 Kubbs per side
- Adults vs. Kids Kubb** - 6x4 pitch, stacking. Adults get 6 Clubs, kids get 8 or 10, and everyone plays for real.



The Awesomeness of Kubb

There's more to Kubb (pronounced Koob) than meets the eye. Here's some of the reasons why lots of people around the world think it's the best lawn game ever!

- It's fun to throw things and knock stuff over. Big, heavy wood blocks look good, feel good, and sound good.
- Only two physical abilities are required. First, you need to be able to aim and throw a piece of wood underhand a distance of 5-8 paces. Second, you need to be able to pick up the pieces so you can throw them again. That's it.
- You can play on grass, sand, gravel, dirt, snow, or even inside if you have the non-breakable space (gym or basement). You can even build a set out of upholstery foam that's almost silent indoors.
- If you keep a set in your car, any time you have 15 minutes and a flat open space, you can play.
- No refs, no math, no keeping track of score. The pieces keep track of the game. You could even find a game people left mid-way, and pick up where they left off.
- As few as two, or as many as 12 can play, and the teams don't have to be even. Players can join or leave at any time, and the throwing batons would just be redivided among the players.
- The rules are so easy to learn, there's no need to stop the game to explain them. Hand someone a couple clubs, show them their target, and they can learn as they go.

- Just because it's easy to learn doesn't mean it's boring or gets old. Every toss and every game is different. It's more like golf than bowling, where the random bumps in the grass, unexpected bounces, and different paths through the air mean you can never make exactly the same shot twice. It requires almost as much luck as skill.
- It's easy to adjust the game's difficulty to the players. Simply change the number of clubs or the pitch size. Really young or inexperienced players? Make the field 5x2 paces. Older or better players? 6x4 paces. World Championship level? 8x5 paces. Mixed-ability players? The better players have to move back a pace or two to toss, or the other team gets a couple more throwing batons. Parents and kids can play this way without holding back, and it's fair and competitive.
- It's easy to adjust the game's length, too. Playing by the world championship rules takes from 15 minutes to several hours. Increasing the number of clubs, decreasing the pitch size, or allowing stacking usually shortens the games to 10-15 minutes each.
- The game is not over until the King is down. Either team can have good tosses, catch up and win at any time.
- Pretending to be Vikings is fun. Good-natured tauntings that include Thor, Odin, and Loki make it even more fun. There's even a free hand for holding your favorite Viking beverage, increasing the likelihood of tauntings and fun!

