

How to play Kubb (game rules)

Kubb is played with 2-12 players divided up evenly between two teams. It can be played on about any flat area. Use the pegs to mark off a rectangular area that is approximately 5yds x 8yds. Place the king in the center. Both teams then randomly place five blocks (Kubbs) on their baseline. To see who goes first, one person from each team tosses a baton at the king. The closest, without knocking the king over, goes first.

The Basic Rules Of Kubb

Objective: Tip over all of the opposing team's Kubbs and then tip of over the king.

Team 1 starts things off by taking position behind their own baseline, and in-between the corner stakes, and tossing the six batons at any of the opposing team's Kubbs. You must toss the batons underhanded. Spinning, "helicopter" type, throws are not allowed. Be careful to not tip the King over! If a team knocks down the King before they've knocked down all of the opponents' Kubbs, then the game is over and that team loses.

When Team 1 has tossed all six batons, Team 2 tosses any Kubbs that were knocked down back over into Team 1's half of the playing field. The Kubb must land so that, at least 1 end of the Kubb is at least 1 Kubb-length away from upright Kubbs and the King. If the Kubb is a legal distance from other pieces, team 1 can pivot the thrown Kubb to an upright, legal position. Team 2 will have up to two attempts to land each captured Kubb in the opposing team's half of the playing field. If they fail to do so, the opposing team gets to place that Kubb wherever they would like. Placing these Kubbs behind the King is a popular strategy, however it still must be at least 1 Kubb length away.

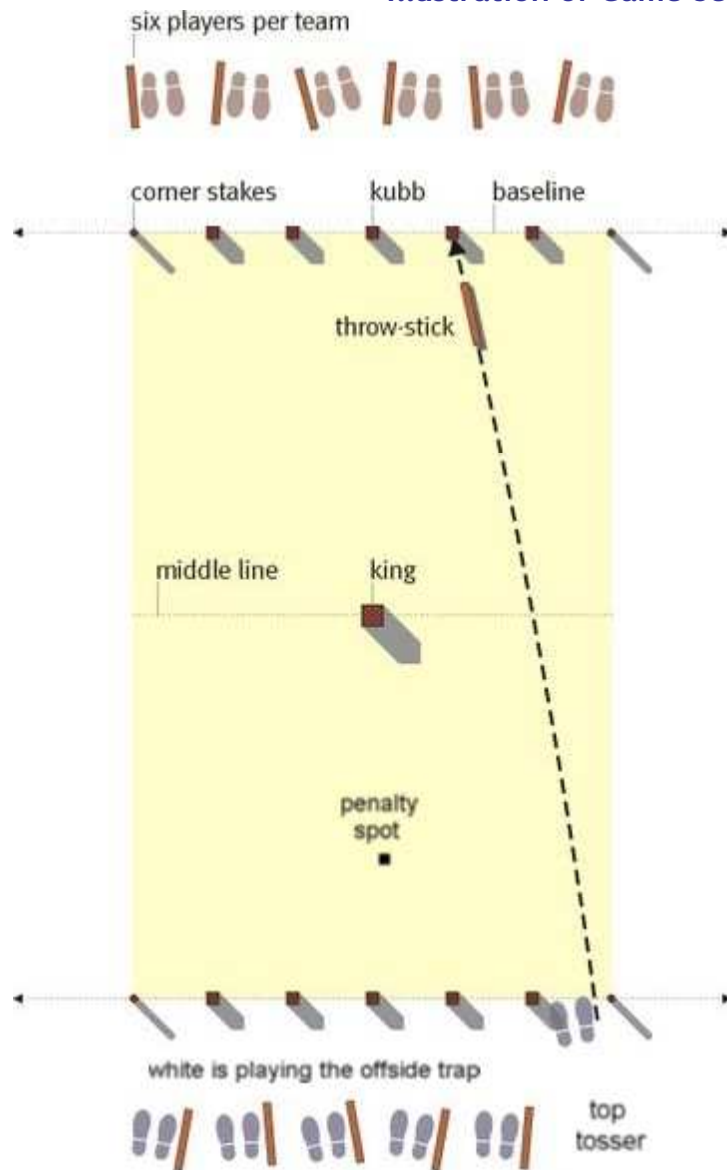
Now it is Team 2's turn to toss the batons. Any captured Kubbs that Team 1 knocked down and were thrown back onto their side of the field must be knocked down first. Only after that can Team 2 attack Team 1's five baseline Kubbs. If a Kubb on the baseline is knocked down before a field Kubb, then it is set back up again. **If a captured Kubb is not knocked down, the baseline moves to the Kubb that is closest to the King.**

Play continues with each side taking turns throwing the batons until one team has knocked over all of the opponents' Kubbs. When a team succeeds in knocking down all their opponents' Kubbs, they must knock down the King. When this happens, they win the game.

New Prague Rules (Determining the winner)

Once a team has knocked down all of the opponent's Kubbs, they can throw all of their remaining baton's at the king. At the same time, one member of the opposing team can pick up one previously-thrown baton, to attempt to knock down the king. **The opposing team cannot touch the baton until after the last Kubb is knocked down.** If the king is knocked over at the end of this half-round, the team throwing the baton will win the game. If the king is not knocked over, the piece(s) knocked down are put into the middle of the field of play, and the game continues.

Illustration of Game Setup



Wikipedia has a good Kubbing article at:

<https://en.wikipedia.org/wiki/Kubbing>

There are quite a few Youtube videos showing game setup and play. Here are a couple that we found to be helpful:

<https://www.youtube.com/watch?v=lhFayQ4JTxE>

<https://www.youtube.com/watch?v=wgei5lmLXKo>

Have fun Kubbing.