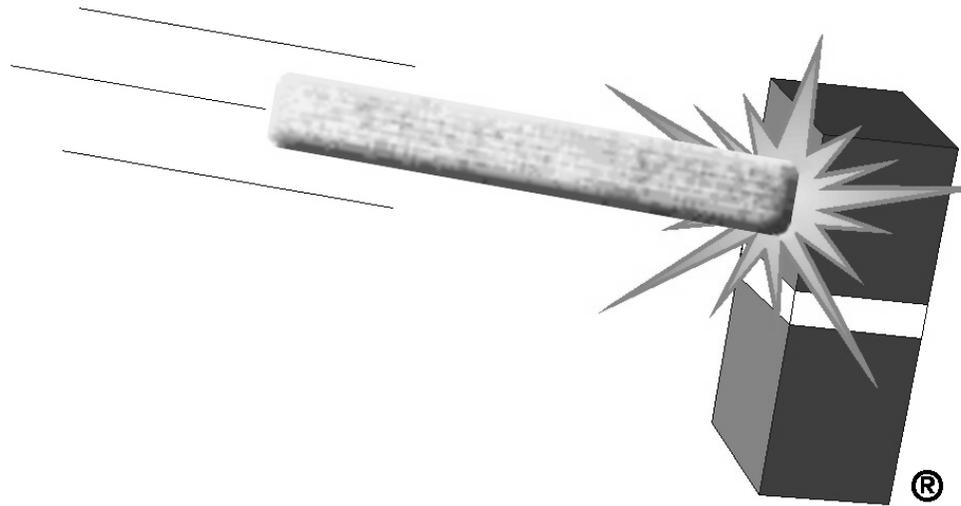


KUBB

A GAME FOR ALL



World Championship Rules

KUBB - A GAME OF TRADITION

Kubb is a very special game to the people of Gotland, a Swedish island in the middle of the Baltic Sea.

Kubb's roots are lost in the mists of time, but it certainly came from an age when every family had a woodpile beside their house. With some sturdy logs, a few strong sticks and a good imagination, a new game emerged.

Everyone can enjoy kubb, whether young or old, strong or weak. It is good on grass or at the beach, and takes only a few minutes to grasp. Whether you have lots of players or only a few (8 to 16 would be ideal) you will be sure to enjoy an exciting match with your friends.

This booklet begins by outlining the basic rules, and ends with an example of an imaginary game. Read through all the pages before you start to play, just to make sure everything makes sense. Then ...

ENJOY THE GAME

This rule book has been authorised as official by
The Kubb World Championship (VM i Kubb)

Internet: www.vmkubb.com

Original text in Swedish
English translation by *Kathy Gow-Sjöblom* (1998)
Updated in English by *Robin Hill* (2003)

GAME VARIATIONS

(not used in The KUBB World Championship)

- 1: To speed up the game, the field length can be shortened to 6m.
2. When field kubbs are thrown, they can be raised on top of each other. For example, if a team has three field kubbs to throw and the second kubb touches the first on landing, it is permissible to place it on top of the other. The third kubb will then be thrown and, if it overturns both, a tower of three may be built, to be overturned by the batons. Kubbs that are not overturned will be raised as single kubbs. Should the tower be too high to remain standing, a tower limit of three kubbs may be imposed, with others left at ground level.

VM I KUBB

www.vmkubb.com

The Kubb World Championship is organised by

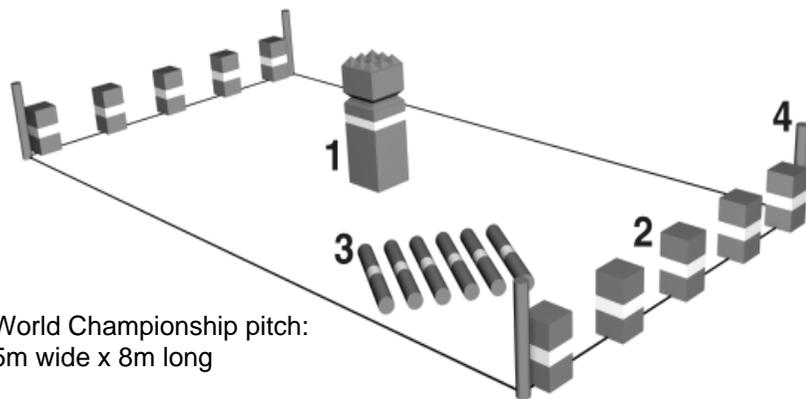


RONE GYMNASTIK
OCH
IDROTTSKLUBB

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① **The game pieces and their placing**

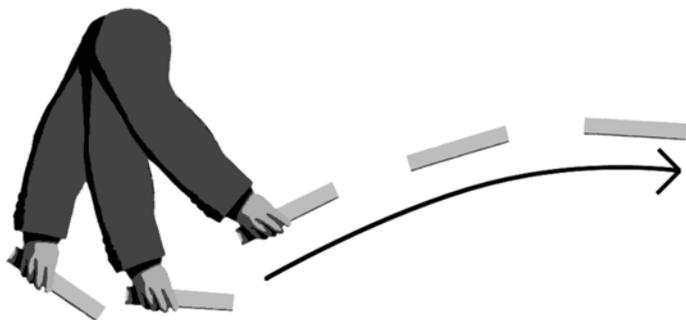


World Championship pitch:
5m wide x 8m long

- 1: One king 9x9x30 cm.
- 2: Ten kubbs 7x7x15 cm.
- 3: Six batons Ø 44 m.m. Length 30 cm.
- 4: Four corner stakes.

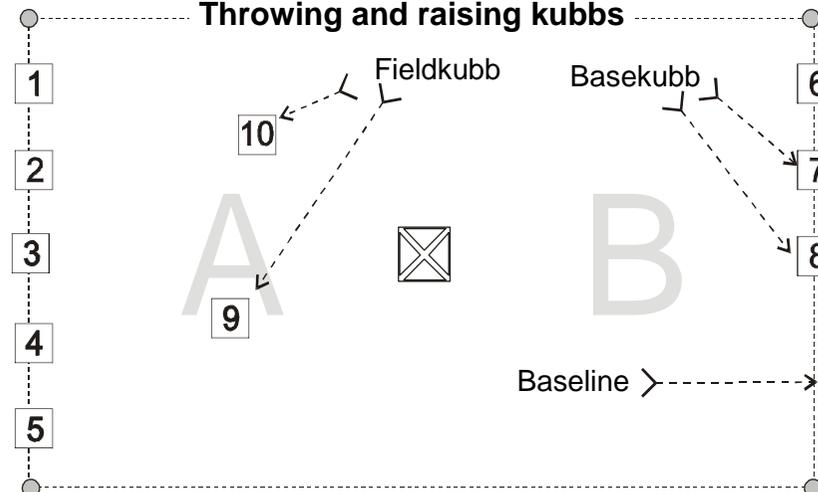
② **Batons and kubbs**

The game starts with one player from the attacking team throwing a baton from behind his or her baseline, aiming at a kubb on the defending team's baseline. The throw must be underarm, with the baton end pointing in the direction of flight. "Propelling" (allowing the baton to rotate horizontally like a helicopter blade) is prohibited.



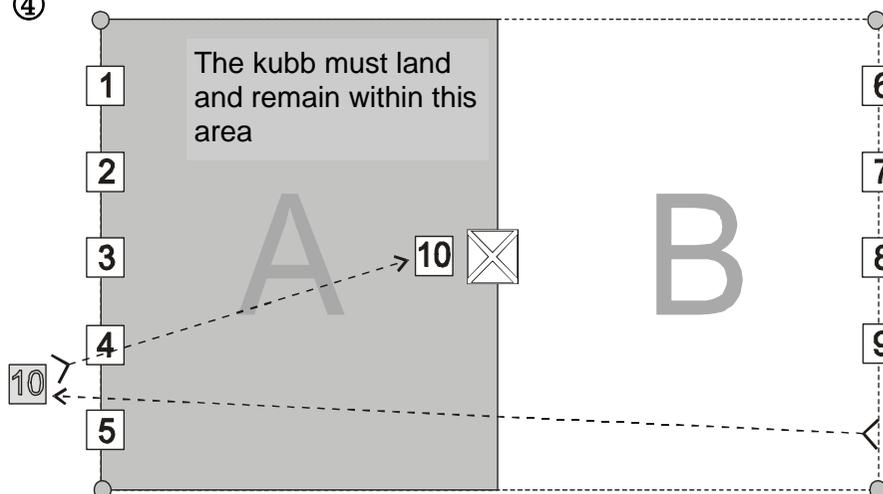
Kubbs may be thrown crosswise, though still only underarm.
All kubb throwing is done from the baseline.

③ **Throwing and raising kubbs**



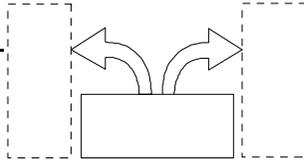
Kubbs that have been overturned and "joined the game" are called FIELD KUBBS (nos. 9 and 10 in the example above) The kubbs remaining on the respective base lines are called BASE KUBBS

④



If a field kubb comes to rest outside the defending team's half of the pitch, one re-throw is allowed by the attacking team. A second miss allows the defending team to position the kubb anywhere on the pitch (although there must be at least one baton's length between the field kubb and the king or a corner stake).

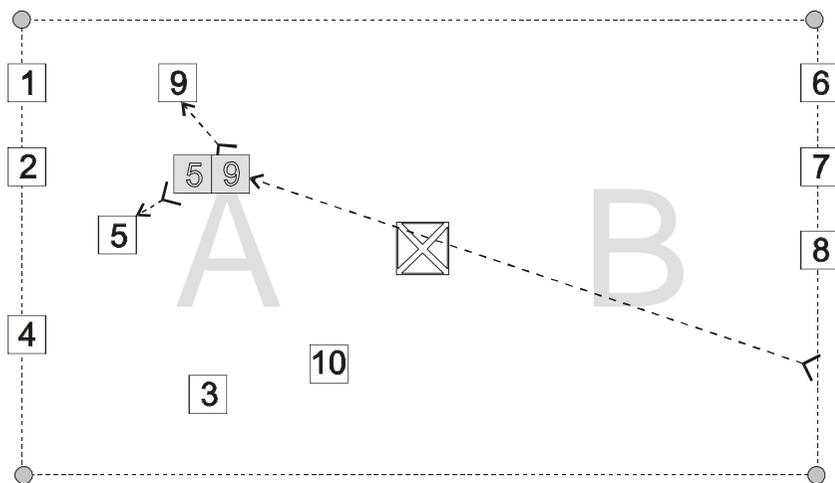
⑤



- A. Any thrown field kubbs are raised on the exact spot where they lie, in the direction of the defending team's choice. If any kubb has landed on the line, it must be raised so that at least half the kubb base is within the pitch area. Otherwise, it is deemed to be out.
- B. A kubb which has been overturned in the valid course of play remains overturned, even though it may later be raised accidentally in the course of the attacking team's turn.
- C. If a base kubb is overturned by a baton before all field kubbs have been overturned, it must be raised again, remaining a base kubb.
- D. Only after all field kubbs have been thrown can any invalidly thrown field kubbs be thrown again. Thus, it is permissible to attempt to knock any invalid kubb back into play with subsequent field kubb throws.

The king may only be overturned at the end of the game (to win). If it is overturned earlier, either by baton or kubb, the team responsible automatically loses the game.

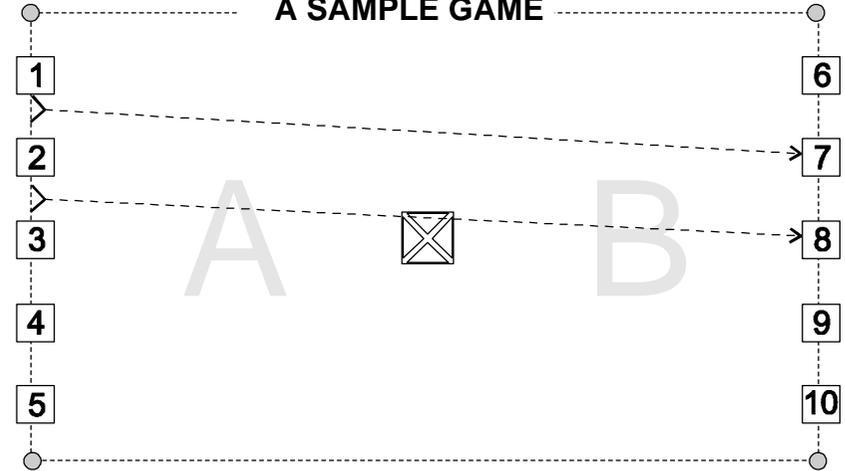
⑥



If a raised field kubb is overturned by a thrown kubb, it should be raised on the spot where it finally comes to rest. Should a base kubb be overturned by a thrown field kubb, it should be raised again, once all other field kubbs have been thrown. It remains a base kubb.

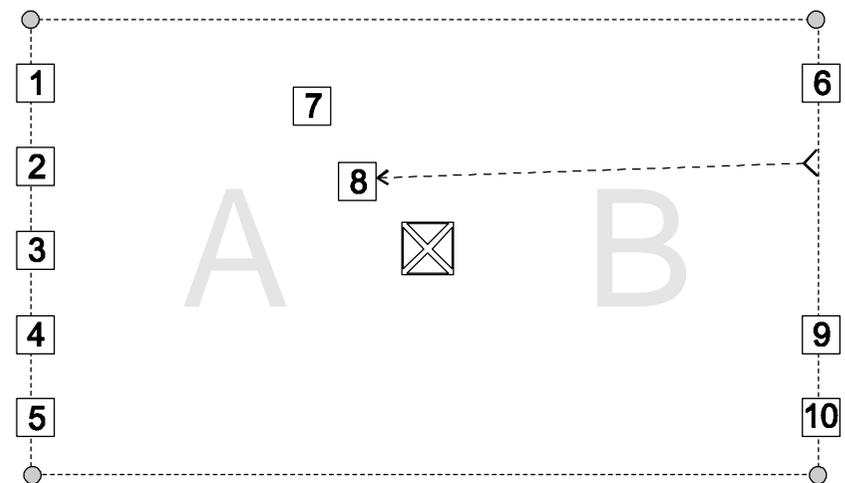
⑦

A SAMPLE GAME

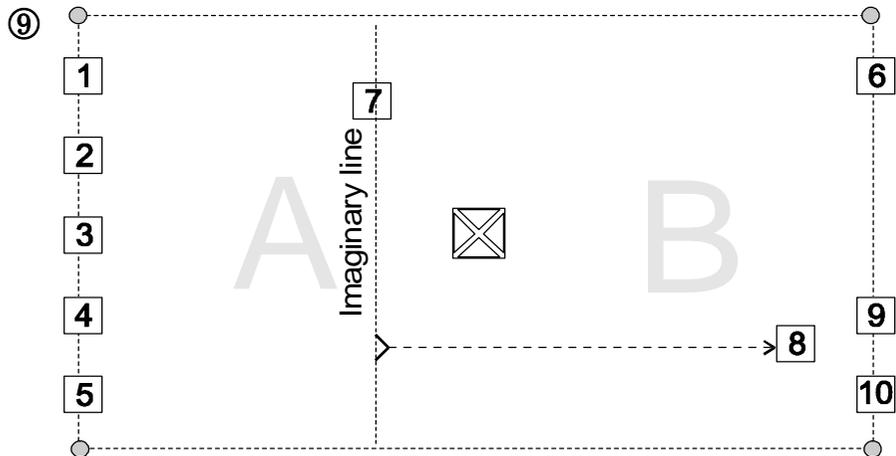


Members of Team A throw their six batons while standing on or behind their home base line, both feet within the sidelines. They aim to overturn Team B's five base kubbs, followed by the king. Assume that Team A overturns only kubbs 7 and 8.

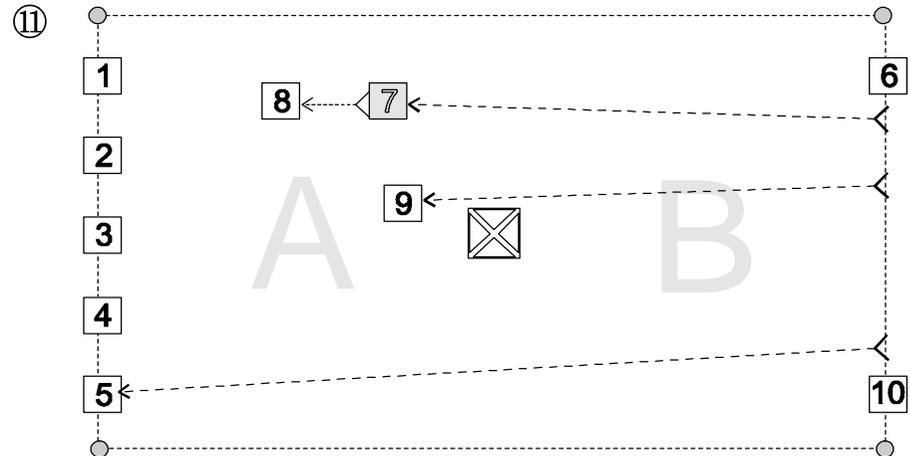
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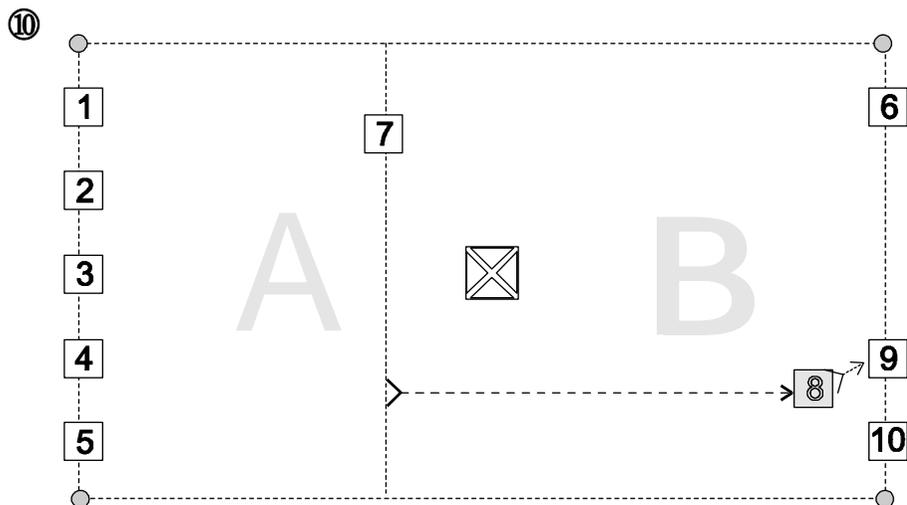
Team B first throws out field kubbs 7 and 8, which will then be raised by Team A. Team B must then overturn these field kubbs before attempting to overturn any of Team A's base kubbs. All these throws will be taken from the baseline. Assume Team B overturns only kubb 8.



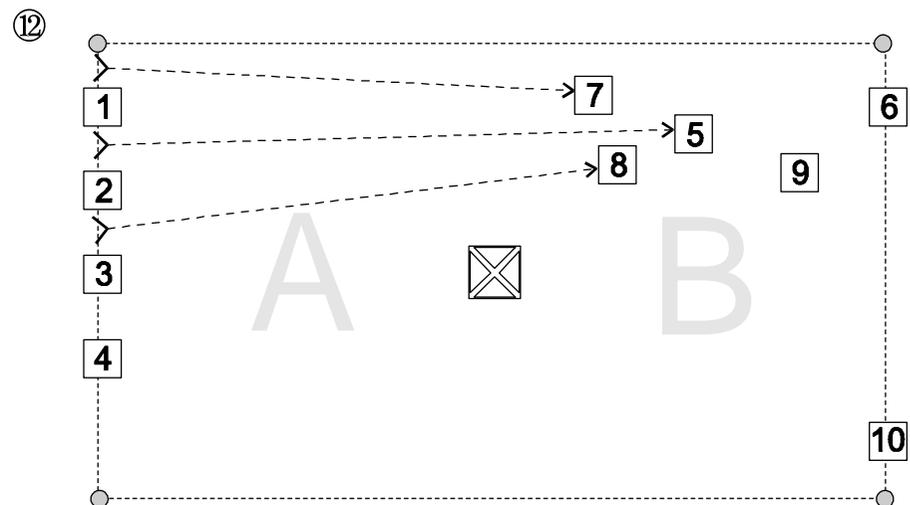
Team A throws the overturned kubb from its baseline into Team B's half of the pitch. Since Team B missed one of the field kubbs (kubb 7), Team A gains a territorial advantage, and may then move forward to an imaginary line level with kubb 7, parallel to the baselines. Team A's next six baton throws are taken from any point on this advantage line, starting with kubb 8.



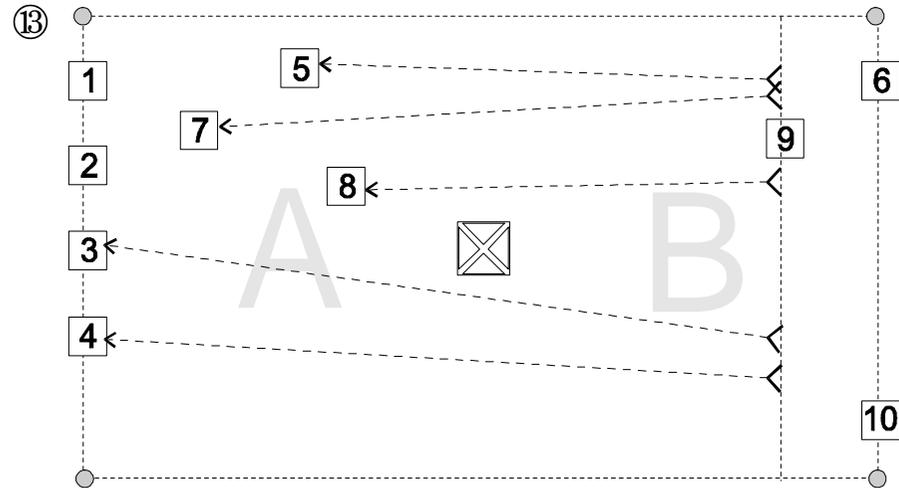
Team B throws out the two overturned kubbs, 8 and 9, which are then raised by Team A. Team B then overturns kubbs 7, 8 and 9, with kubb 7 knocking over kubb 8. With all field kubbs validly down, Team B aims for the base kubbs. Assume kubb 5 is overturned.



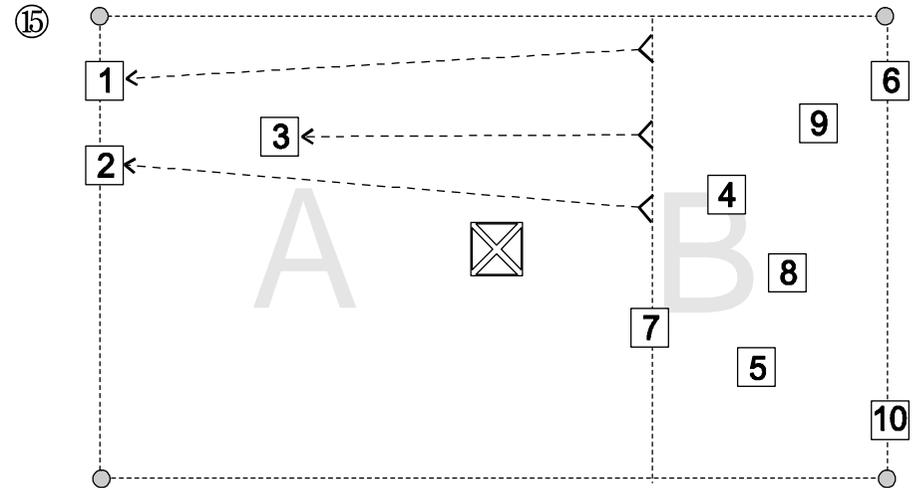
When kubb 8 is overturned, Team B's base kubb 9 is also knocked down (above). This is valid, since no field kubb was standing when it fell. Assume Team A fails to overturn any more base kubbs.



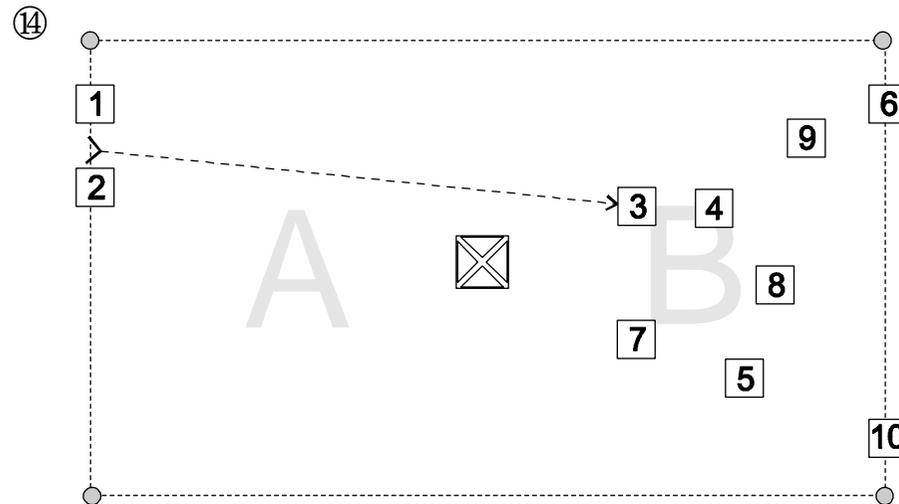
Team A has lost its advantage line, so must stand on or behind its base line to throw its four field kubbs into Team B's half of the pitch. Assume Team A overturns all field kubb except 9 (above).



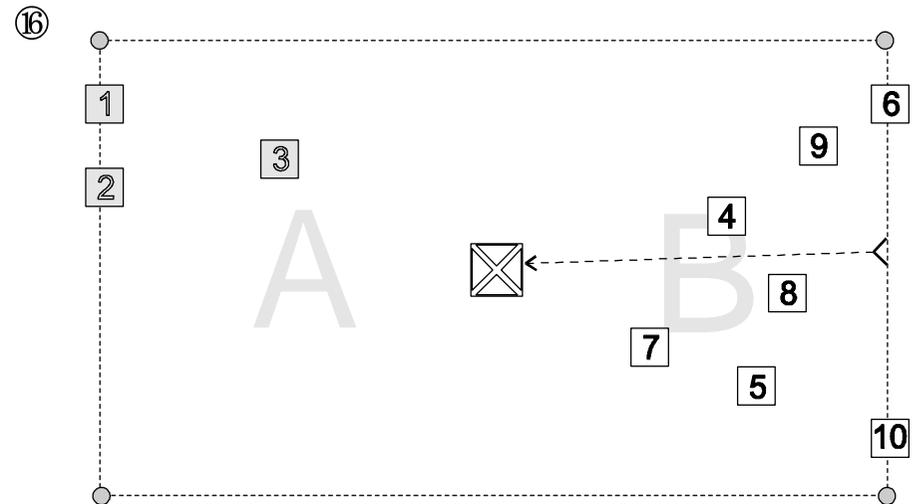
Team B throws its three field kubbs from its base line, then advances to its new advantage line, marked by kubb 9. Team B overturns not only the three field kubbs, but then base kubbs 3 and 4.



Team B throws field kubb 3, then advances to its new advantage line, marked by kubb 7. From there it overturns field kubb 3, followed by base kubbs 1 and 2. At this point, Team B retreats to its baseline and attempts to win the game by overturning the king.



Team A throws its five field kubbs, but then manages to overturn only kubb 3.



If Team B were to fail to overturn the king with any of its remaining batons, Team A would throw out field kubbs 1, 2 and 3, and carry on as before. The game progresses until one of the teams manages to overturn all the kubbs in their opponent's half, followed by the king. This team then becomes THE WINNER!!!