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# CLASSIC KUBBSPEL

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*An Ancient Outdoor Game for 2-12 Players*

## HOW TO PLAY KUBB *(Tips and advice are indicated in italics)*

1. Plot out a pitch with dimensions 6m x 4m. This can be on lawn, gravel or sand. Use the four stake posts to mark your new pitch corners.
2. Place the King, and all the kubbs in position *(as shown in illustration 1 overleaf)*.
3. Divide players equally into two teams. Each team can have up to six players.
4. Toss a coin to decide which team goes first.
5. From behind their own baseline Team A takes its turn to throw all six batons underarm *(as per technique shown in illustration 2 overleaf)* to knock as many of the opponents' baseline kubbs down.
6. Team B throw all of their fallen baseline kubbs into the other side of the pitch, before taking their turn. Wherever they land, they are stood up for their second life. Before Team B can knock down Team A's baseline, they have to knock down all of the kubbs they have just thrown into their opponents' half of the pitch. *(It is advisable that when throwing kubbs into your opponents' half, that you try to group them together, so it is easier to knock more than one down at a time)*.
7. The game continues. Each team taking turns until all the opponents' baseline is fallen. The team to reach this position first has the chance to knock down the King. Once the King is knocked down, the game is over and the Team successfully knocking the King down wins.
8. **BEWARE!** If the King is knocked down by any team accidentally before their opponents' baseline is fallen, the game is forfeited and won by the opposing Team.
9. A Twist to the game! If fallen kubbs are thrown outside the pitch, the opponents can place them anywhere, but not closer than a baton's length from the King *(the best strategy is to place the kubb as near to the King as possible, so there is a better chance that the opposing team will make a mistake and knock down the King)*.

*by*

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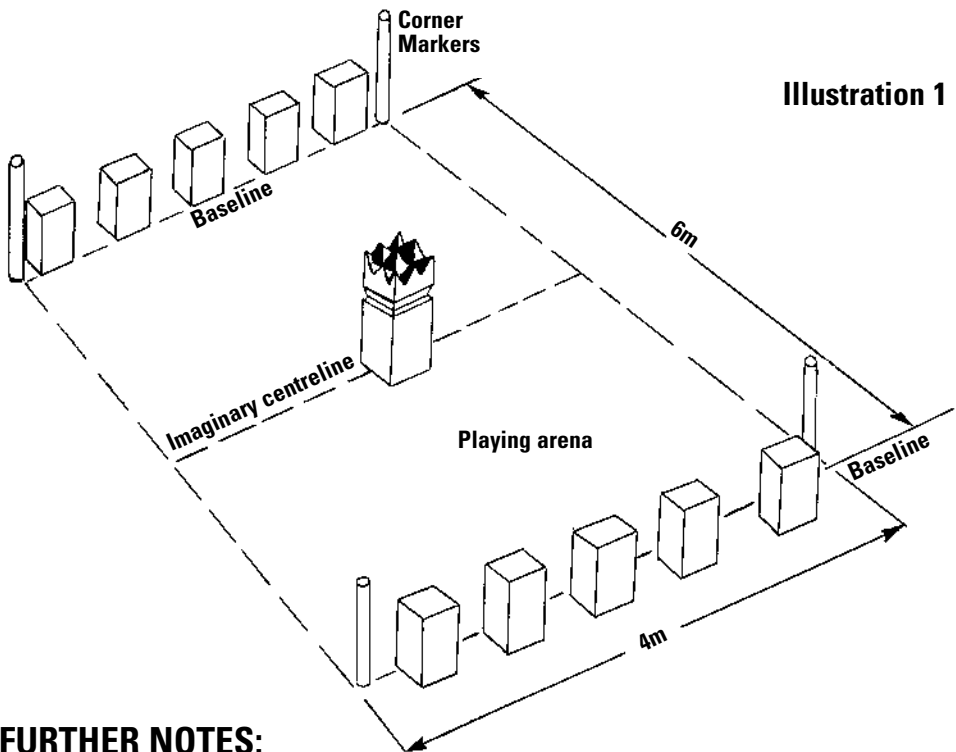


Illustration 1

**FURTHER NOTES:**

If a baseline kubb is knocked down before any second life kubbs have been knocked down within the playing arena, then the baseline kubb must be up righted.

If any kubb is knocked over and rests half-upright upon another kubb, it will be deemed dead.

If any player throws his/her baton in such a way that is not in keeping with the correct technique, any result of that throw shall be void.

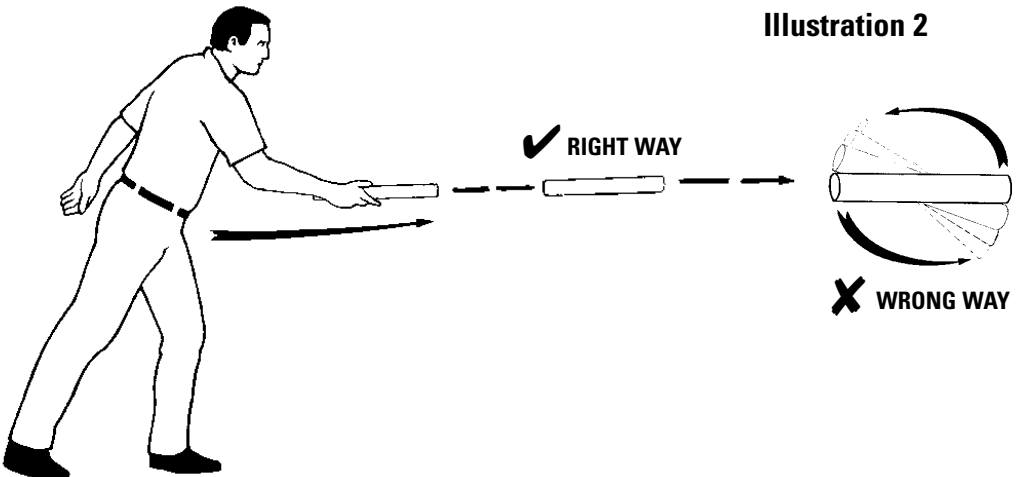


Illustration 2

**THIS PRODUCT IS NOT A TOY!**