

# KUBBB

AT FORGOTTEN STAR



## ★ ATTENTION ★

Two teams are required, with a minimum of two players per team.

A match is determined by the winner of best-of-five games.

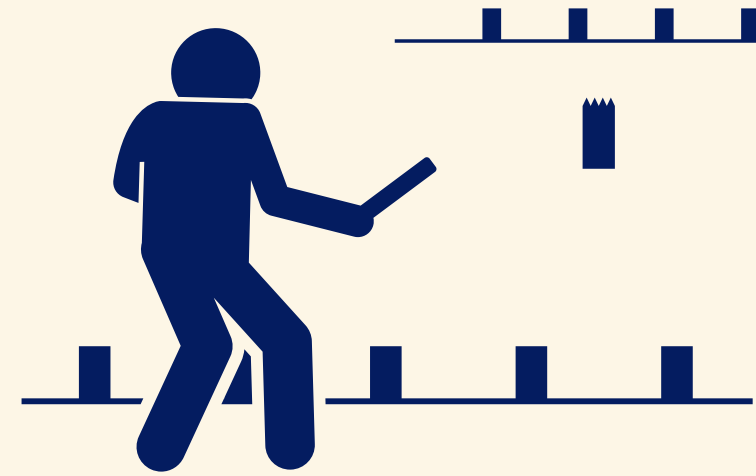
After each game, teams will alternate sides from which they throw from.

In league or tournament play, a match lasts under an 1hr, unless said otherwise.

Players under 18 must be supervised by an adult

## SET UP

Create a rectangular playing area with dimensions of approximately 24ft by 14ft. Place the king in the center of the field.



Place five kubbs on each baseline. Place the king in the center of the playing field, as shown in the graphic.

## HOW TO PLAY

- Two teams are required, one team will be at one end and the other, at the other end.
- To start the game, one player from each team will throw a single baton. The team whose baton is judged closest to the king without having knocked it over chooses the throwing order or chooses the side to throw first from.
- The game begins with the attackers throwing the batons from behind their baseline (view rules for instructions on how to open a game), attempting to topple the base kubbs on the defenders baseline.
- Once all the batons are thrown, the opposing team gathers any base kubbs that have been knocked down during the turn and throws them into the upfield (the far half of the pitch).
- Kubbs thrown into the upfield are called field kubbs, and are raised by the first team (now the defenders) where they came to rest. Kubbs are to be raised upon one end while keeping an edge on the ground.
- The second team (now the attackers) now throws the batons. Before they aim at the base kubbs, they first need to knock over any field kubbs, then they can aim at the base kubbs.
- Any field kubbs that get knocked over, are now dead and should be placed off to the side. Play then continues to the next round.
- Once all the field kubbs and base kubbs are hit down. The team now gets one chance to win. It is one baton throw at the king per team, per throwing possession, to knock over the king. If the team is able to knock over the king, then they are declared the winner for that game!

## RULES

- All games start with the 2, 4, 6 open: To start the game, the opening team throws only two batons at the opposing kubbs, the second team throws only four batons, and the first team then throws all six batons. The two teams take turns throwing the six batons for the rest of the game at the opposing team's kubbs.
- Batons must be thrown underhand. The baton does not have to rotate, but if it does it must rotate end-over-end vertically. The baton cannot go more than 45 degrees off the vertical plane.
- If the opposing team fails to topple all of their field kubbs on the previous turn then an advantage line is created running parallel to the baselines and through the center of the field kubb closest to the center line. While throwing batons, players may advance to and throw from behind this advantage line.
- If a team topples the king at any time prior to toppling all field and base kubbs then that team immediately loses the game.

## NOTES

- Be aware about sliding batons. Aim for the kubb rather than sliding the baton.
- All players should have an equal amount of throws.
- Here at Forgotten Star we don't stack kubbs in the field.
- Multiple kubbs can be toppled from a single baton throw.
- Players get two chances to land the field kubb in the playable area, if not successful, the opposing team may place that kubb anywhere in the field. Must be a baton's length from the king or out of bounds.

## OBJECTIVE

Be the first team to knock over the opposing team's kubbs and the king, by strategic throwing and placement of batons and kubbs, within the boundaries of the kubb pitch and the rules of the game.

For more clarification ask for more in depth rules

FOR MORE INFORMATION OR IF YOU HAVE ANY QUESTIONS EMAIL [LEAGUES@FSBC.BEER](mailto:LEAGUES@FSBC.BEER)