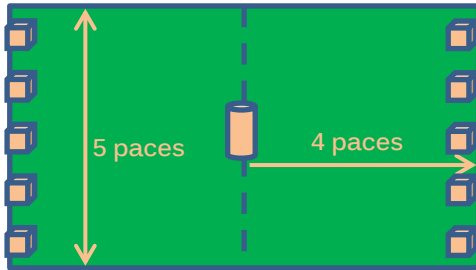


How I play Kubbb



Setting up

Place the King in the middle of a rectangle that measures approximately 5 paces wide by 8 paces long and line up five Kubbs at each end. You can mark the corners if you wish, using the pegs.

Tournaments generally use a rectangle of 5m by 8m but you should reduce it slightly, because this Kubbb set is slightly smaller than the standard; oak is not light and my friends wanted to be able to lug the set to their local parks. Be fair and go with a pitch size where everyone has a reasonable chance of hearing the 'tock' of a well aimed or lucky bounce baton felling oak.

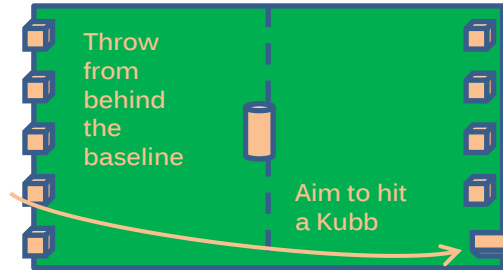
Where to stand

Two teams stand behind the baselines facing each other. The batons are thrown with the aim of knocking over the Kubbs at the opposite end. Don't daydream while the other team is throwing, because you are in their line of fire and a baton to the shin can be surprisingly painful.

How to throw

The baton must be thrown under-arm and vertically. It must not be thrown flat or spinning like a helicopter's rotors. Throws at the King must be taken facing backwards and between the legs – loss of dignity is the price of winning.

This Kubbb set is handmade from untreated green oak that has been air dried and the batons are made from untreated beech. Oak weathers to a light grey and is susceptible to lichens and moulds if stored damp, so please ensure everything is dry or can air before packing away, especially if you are using a wooden box rather than the canvas bag. It is not necessary, but if you decided that a light oil would improve the look or make the set more resistant to moisture, Danish or Tung Oil would be my choice.



Start of play

One player from each team throws a baton from the baseline. The team whose baton lands nearest the King without knocking it over starts.

The game in a nutshell

The starting team throws six batons, divided among the players, aiming to knock over all five Kubbs at the far end, then the King to win.

Before the other team tries to do the same, they must first throw all Kubbs felled by the other team, to land beyond the King. These 'Field Kubbs' are set upright where they came to rest. All Field Kubbs must be knocked down before a team can target Kubbs on the baseline. When no Kubbs are left standing the target is the King and victory!

Variation from the standard rules

Once a Field Kubbb has been knocked over, it should be removed from play.

In the official rules they are set upright again where they came to rest, because all Field Kubbs and the King must be knocked over in a single turn... strategists cluster Field Kubbs so they can be felled with fewer batons leaving more for the King, but oh how the game must drag on!

Rules

When throwing fallen Kubbs, if they hit another Field Kubbb they can be stacked, making it easier to knock more than one over with a single baton. Enjoy the challenge of getting a tower of three or more Field Kubbs to stay upright!

If a Kubbb is thrown short of the King when it first lands, it can be thrown again. But do this twice and the other team can place it where they like, normally near to but not closer than a baton's length from the King (you'll see why soon).

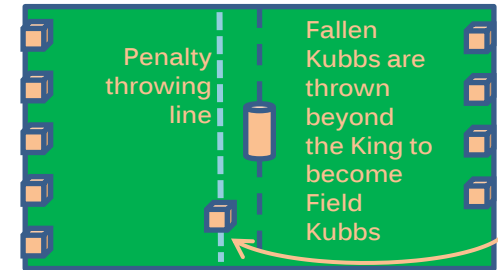
If any Field Kubbs remain standing at the end of the team's turn, the other team can throw from the 'penalty line', defined by the Field Kubbb nearest to the centre line.

Tactics

When throwing Field Kubbs, there is a decision to be made. Throw short and they are easier to hit, but if your team fails to knock them all over during its turn, the other team throw from the penalty line, so perhaps to throw long is best?

Oooh

It is next to impossible not to utter an Oooh wherever someone almost hits something (or an Aaah if it's you). This is permitted.



How to lose quickly

Knock over the King mid-game and it's all over.

Have fun

Never forget that Kubbb is a timeless garden game, invented aeons before gardens and probably even YouTube instructions existed, so while championships, tournaments and governing bodies have sprung up in more recent times, don't let rule nitpicks spoil the fun.

Never lose heart

Fortunes can change quickly in Kubbb. One team might be bent double, flinging batons furiously towards the King with blood rushing to their heads. Meanwhile the other team's Kubbs remain resolutely standing, yet when they finally succeed in hitting one, the team that was prematurely smug must throw it into play and fell this Field Kubbb before resuming their attack on the King. It is surprising how often this allows the struggling team to catch up and win.