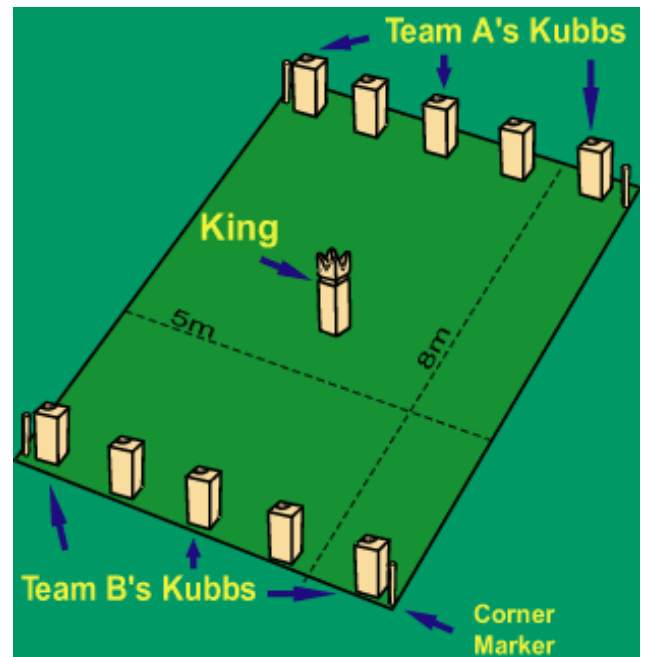


## KUBB – Open

1. Teams consist of three (3) players per side; Kubb field is 5 meters wide by 8 meters long.
2. The aim of Kubb is to be the first team to knock over the king; however if the King is knocked over before all wooden blocks (Kubb) are knocked down, then the team that knocks over the King loses and the game is over.
3. To start the game you need the King in the middle of the pitch and the six (6) Kubbs lined up at the baseline of each team in between the 2 corner sticks.
4. Team A will then throw their 6 sticks to try to knock over the Kubbs. **The throws must be under-arm and the sticks must spin end over end.** (Throwing sticks sideways or spinning them side to side is not allowed). **SAFETY NOTE:** When sticks are being thrown, teams must stand to the side of the court.
5. Kubbs that are successfully knocked over are thrown back by Team B onto Team A's side of the pitch and stood up. Team A then stands them up where they land with the marked end upwards. If they land outside of the court, then they should be stood up anywhere along the baseline.
6. Play then switches hand and Team B throws the sticks to knock over the Kubbs in Team A's side of the pitch. Again if Kubbs are knocked over they are tossed back into the other half of the court.
7. Play continues on this fashion until one team is able to knock down all Kubbs on one side. If that team has sticks left to throw they may now attempt to knock over the King. If the team is successful, they have won the game.
8. If the King is knocked over anytime during the game, even by a newly thrown Kubb, the offending team immediately loses the game.





## **Kubb – Open (continued)**

9. **SYG Modified Time Rule** – each game goes for a set time, if at the end of that time a winner is not found, the team that started 2nd must have the last throw. Kubbs are then added up and the team with less Kubbs standing is the winner. In case of the need to count back, please record the number of Kubbs standing.

### **EQUIPMENT AND SAFETY**

- SYG will supply all equipment