

What is Kubb?

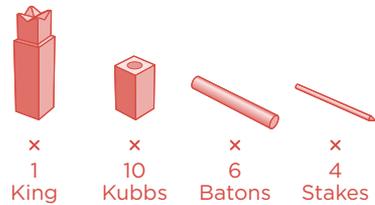
Legend has it that Kubb (pronounced keub) is an ancient game played by the Vikings. Others claim it was born from the off-cuts at the Ikea factory. Either way it's great fun!

Put simply, it's a game of strategy that involves throwing pieces of wood at other pieces of wood, good times and occasional trash talking.

Objective

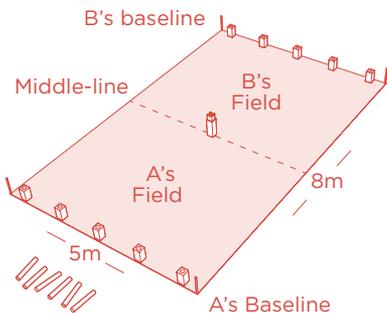
Knock over all the other team's Kubbs, then knock over the King!

Game Pieces



Set-up

- x The 4 Stakes are used to mark a 8m x 5m pitch (using paces to measure).
- x Place 5 evenly spaced Kubbs on each baseline.
- x Place the King in the center of the pitch.
- x Players are divided in to 2 teams of 1-6 players. Alternatively, multiple teams can be made and round-robin or 'King of the Pitch' formats can be played.
- x Each team stands behind their respective baselines.



Six-Pack-O-Kubb

The Six-Pack-O-Kubb is a re-design of the Swedish classic. More compact and lighter weight, it can be carried around town by bike or by hand. Everything fits neatly together to save space - the handle of the case is also one of the playing pieces. It just so happens that it's about the same size as the very familiar six-pack of beer (Hint: ditch the game pieces and use the case to carry (most) cans or bottles).

- x Play any season
- x Play anywhere: grass, sand, dirt, snow, carpet...
- x 2-12 players
- x ages 5+
- x around 15 minutes per game
- x Easy to learn, difficult to master
- x Super fun!

Lumbürr Co

Lumbürr Co products are designed and handmade in Canada from natural locally sourced materials. We strive to create products that promote well being throughout their life cycle. Infused with Canadiana and a hint of Swedishness, Lumbürr products exude craftsmanship and quality.

Your Six-Pack-O-Kubb has been made by a group of retired woodworkers in Sudbury, Ontario, Canada from locally sourced wood.

Handmade in



CANADA

Inspired by



SWEDEN



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#SixPackOKubb



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Rules of Play

× To determine which team goes first, both teams toss a Baton from their baseline towards the King, the closest to the King without toppling it goes first.

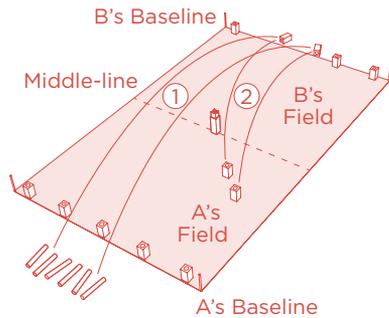
Sequence of Play

1: Team A throws the Batons at Team B's Kubbs.

2: Team B throws back any Baseline Kubbs toppled by Team A (if there are any). These are stood up on Team A's side of the pitch as Field Kubbs.

3: Team B then throws the Batons at the Kubbs on team A's side of the pitch.

× The teams alternate repeating steps 2 and 3 until one team knocks over all the opposing team's Kubbs, then knock over the king to win the game!



Baton Throwing

× The 6 Batons are divided amongst the throwing team's members.

× The Batons are thrown one at a time at the opposing team's Kubbs - all Field Kubbs must be knocked over before the Baseline Kubbs can be knocked over. When Field Kubbs are knocked over, they are removed from play.

× The Batons must be held at either end (not in the middle) and thrown underarm, end-over-end.

× Overhand, sidearm and "Helicopter" throws (where the Baton is spun horizontally) are NOT allowed.

× Batons must be thrown from behind the Baseline, and within the sidelines.

× Multiple Kubbs can be knocked down with a single Baton toss.

× If a Kubbs is hit but does not fall over, that Kubbs is deemed to be still in play.

Kubbs Throwing

× Any toppled Baseline Kubbs are thrown to the opposing side of the pitch.

× Kubbs are always thrown from the respective team's original Baseline, and within the sidelines.

× Kubbs must land within the boundaries of the opposite side of the pitch (from the King to the opposing team's Baseline and between the sidelines).

× Any Kubbs that fall outside of this boundary are re-thrown ONCE. If on the second throw the Kubbs lands outside of the boundary it is deemed a bad Kubbs. Bad Kubbs are placed anywhere within the boundary (a minimum of one Baton length from the King) by the opposing team.

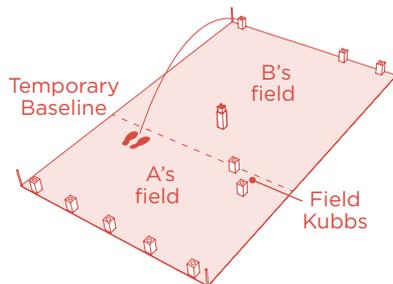
× Any Kubbs knocked-over by thrown Kubbs are stood back-up.

× All thrown Kubbs are stood-up were they fell and are referred to Field Kubbs from now on.

Temporary Baseline

× Should team B fail to knock over all of the Field Kubbs on team A's side of the pitch, on their turn, team A may stand in line with the Field Kubbs closest to the King when throwing the Batons.

× This does not apply when throwing the Kubbs or throwing at the King as these must always be thrown from behind the team's original Baseline.



Winning

× Once a team knocks over all the Kubbs on the opposing side of the pitch, they may attack the King.

× When attacking the King, the thrower must always stand behind the original Baseline.

× The team that knocks over the King wins the game!

× A match is typically the best of 3 games.

× Remember - should a team knock over the King before knocking over all the opposing Kubbs, they lose!

Optional Rules

× **The Money Shot:** When throwing at the King, turn around, bend over and throw the Baton back through your legs! (This should really be a mandatory rule.)

× **Stacks on Stacks:** Toppled Kubbs are thrown one at a time and stood-up right away. If subsequently thrown Kubbs knock over Field Kubbs, they are then stacked one on top of the other and therefore easier to knock over.

× **Killer Kubbs:** For a quicker game, when Baseline Kubbs are knocked over, they're removed from play instead of being tossed back and stood up as Field Kubbs.

× **Land Tax:** For a quicker, easier game reduce the size of the pitch - for example, to 6m x 4m.

× **Typsy Kubbs:** Beverage cans that are left on the ground can be knocked over by the opposing team. If knocked over, then the owner has to throw them back as a Field Kubbs. This rule makes sure everyone holds on to their bevies and stays hydrated!

× **CAN vs SWE - Game 7:** One team dresses as lumberjacks and the other as Vikings, playing for all the maple syrup and kanelbullar!

