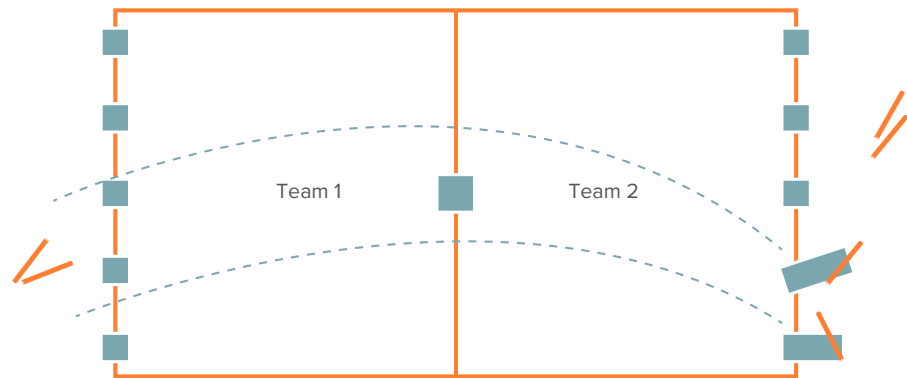


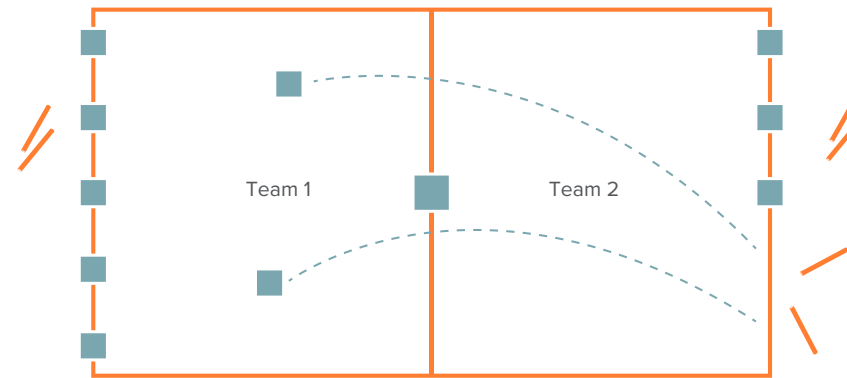
2. First Attack

Baton throw: The first throwing team (Team 1) uses **2 batons** to knock down as many of their opponent's baseline kubbs as possible.

All games start with the 2, 4, 6 open - meaning the opening team throws 2 batons, the second team throws 4 batons, and then all remaining turns are with all 6 batons.

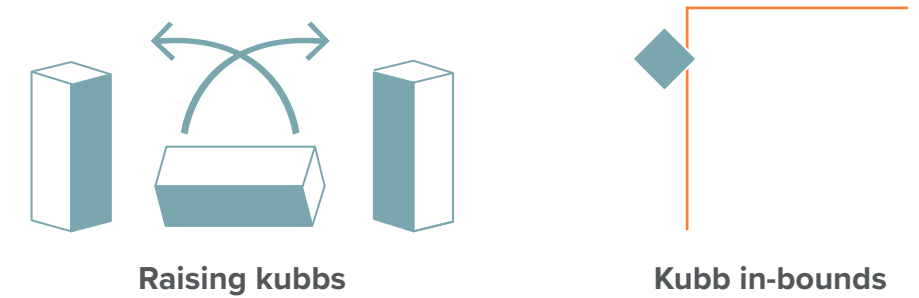


3. Kubb Return



Kubb Return: The defending team (Team 2) collects all fallen baseline kubbs and throws them into their opponent's (Team 1) half of the field to become "field kubbs".

Any baseline kubbs toppled by thrown kubbs should be replaced.



Raising kubbs: The field kubbs are raised vertically by the defending team (Team 1) from either end of the kubb desired.

A kubb is out of bounds if no part of it can touch the line when raised.

Any kubbs out of bounds should be re-thrown.

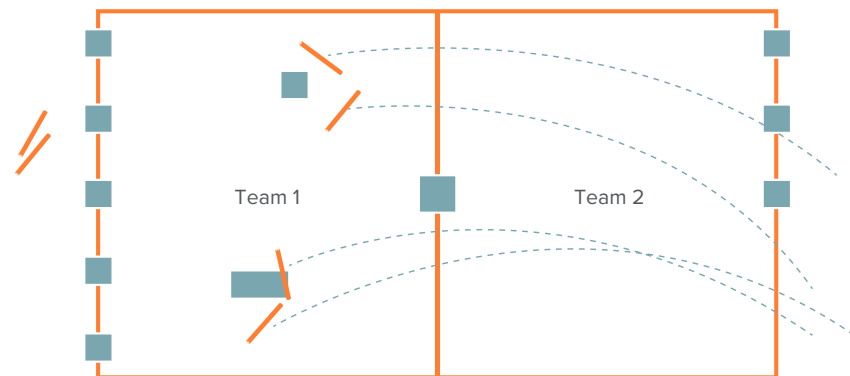
If a re-thrown kubb is still out, the opponent gets to place this "penalty kubb" anywhere in that half of the field, 1 baton length from any corner of the king.

2. Counterattack

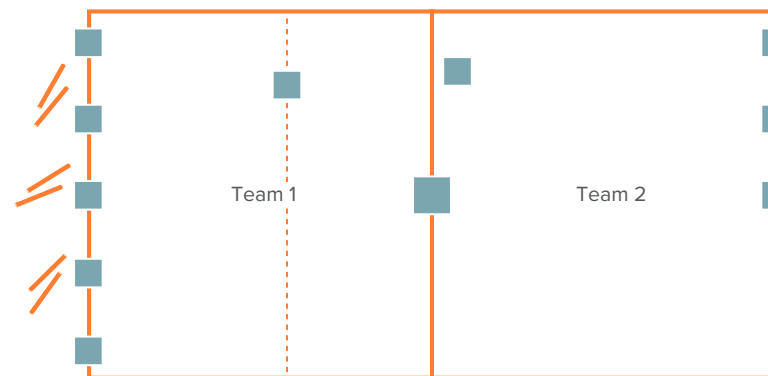
Baton throw: The second throwing team (Team 2) now has a chance to knock down their opponent's (Team 1) kubbs using **4 batons**, but they must first knock down all field kubbs before moving on to baseline kubbs.

Multiple kubbs can be toppled with 1 baton throw.

If a baseline kubb falls before all field kubbs the baseline kubb is returned and the baton is forfeited.



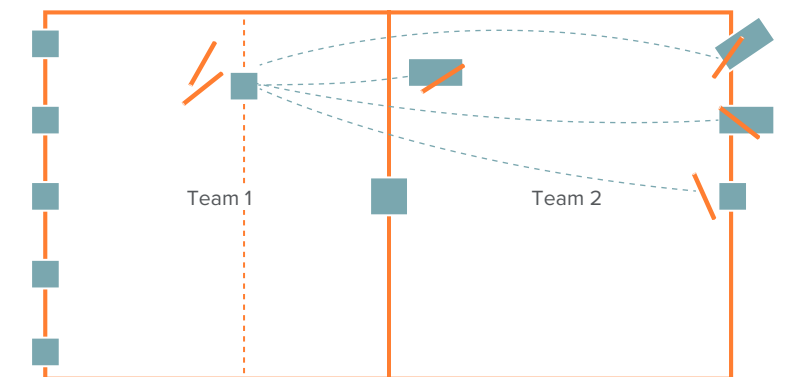
5. Return



Kubb Return: The defending team (Team 1) gathers all fallen kubbs and tosses them into their opponent's (Team 2) half like previously described.

Any field kubbs still standing are left in place and they will mark a temporary advantage line.

6. Temporary Advantage Baseline



Temporary advantage baseline: If all field kubbs were not toppled, the defending team (Team 1) can throw batons from the closest remaining field kubb to the king.

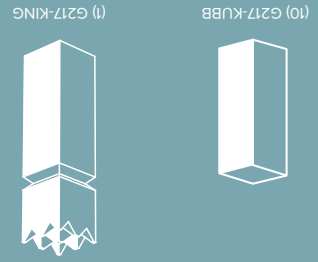
Kubbs must still always be thrown from the baseline, as well as batons when attacking the king.

7. Winning the Game

The game is won after toppling all your opponent's kubbs, followed by the king, with your batons during one turn. If the king is toppled out of order that team immediately loses the game.

INSTRUCTIONS

SET INCLUDES:



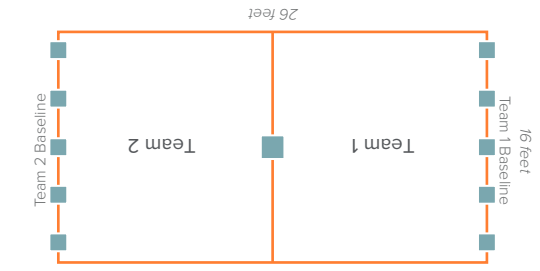
▲ Field Layout

Use 4 corner posts to form a 16' x 26' rectangle (5 x 8 paces) which forms the kubb playing field.
Stand 5 kubbs across each baseline equal distance apart.
Place the king in the middle of field.
Note: Field can be adjusted to 13' x 20' (4 x 6 paces) to better suit player's age and abilities.

▲ Teams

Kubb can be played with anywhere from 2-12 players. (2-6 is suggested).
Players divide into 2 teams of equal number, but uneven teams can still work.

▲ Court Diagram

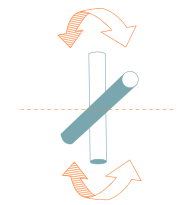


▲ Throwing Batons & Kubbs

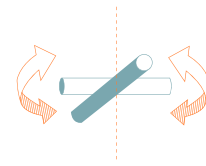
Batons need to be thrown 1 at a time, underhand, spinning vertically (no helicopter spins).
Batons should be as evenly divided as possible between team members each turn.
Kubbs need to be thrown 1 at a time underhand, but with any spin desired.

▲ Kubb Tosses

Kubb tosses can be divided in any fashion between team members.
When throwing batons or kubbs, players need to stay behind the baseline for the duration of their throw.



LEGAL BATON THROW



ILLEGAL BATON THROW

▲ Care Instructions

All kubb pieces are solid wood so please keep them out of the weather elements whenever possible and store them in the case when done. You can always use a stain or polyurethane sealant on your kubb set to promote long life and weather resistance.

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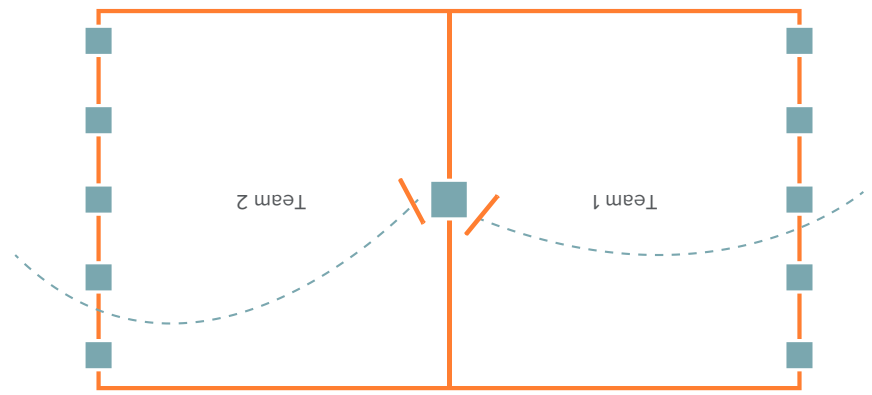


WARRANTY

Baden Sports, Inc. warrants this game to be free from defect in material and workmanship for 90 days by original purchaser of the unit. This warranty covers manufacturer defects only, not normal wear and tear. The manufacturer can service malfunctions due to normal wear and tear for a fee, this warranty does not apply to products damaged through accidents, misuse, or neglect. Baden Sports, Inc. reserves the right to make inspections and determination of all warranty claims.

Baden Sports, Inc.
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Renton, WA 98057

▲ 1. Starting the Game



Each team throws a baton towards the king at the same time and the closest without toppling it goes first.
If both teams contribute to toppling the king, re-throw.



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