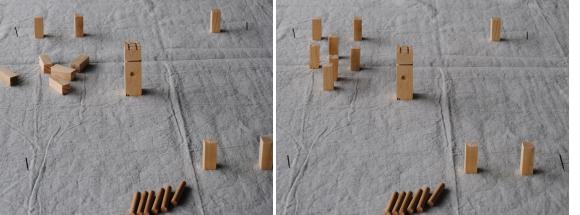
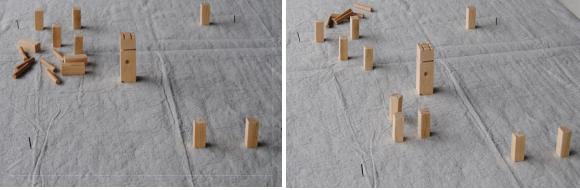
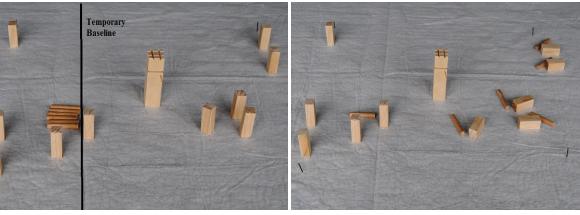
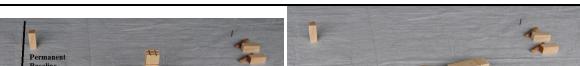


KUBB Setup, Rules and Game play

<p>The Playing Field</p> <p>The playing field is called the pitch, and is 8M x 5M (26'3" x 16'5")</p> <p>The pitch corners can be marked with stakes, rocks, bricks, just about anything</p> <p>The 2 ends of the pitch are the permanent baselines</p> <p>A center line, marked by stakes or left unmarked, runs across the center of the pitch, dividing the pitch into each teams field.</p>	
<p>Initial Setup</p> <p>The King is placed in the center of the field, the 10 Kubbs are placed 5 on each side.</p> <p>The Kubbs should be set evenly spaced with the permanent baseline running through the center of the kubb.</p> <p>The end kubbs should not be closer than a baton length, or 12", to the corner markers.</p> <p>Kubbs on the baseline are referred to as base kubbs.</p>	
<p>Game Play</p> <p>Teams decide who will go first. Some throw 1 baton each, the closest to the king without touching it goes first. The team throwing first are the attackers (team 1 for this demo), the other team (team 2) are the defenders.</p> <p>The attacking team, team 1, throws all 6 batons, knocking over the base kubbs. The king may not be knocked over during the initial attack. If 5 kubbs are knocked over with 5 batons, the initial attack is ended.</p>	
<p>A. The defenders, Team 2, now collect the batons and kubbs knocked down, and toss the kubbs collected into the opposite playing field. These tossed kubbs are now known as "field kubbs."</p> <p>B. Team 1 places the field kubbs upright where they landed.</p>	

<p>Team 2 now becomes the attackers, and tosses the batons knocking down as many field kubbs as they can. Only once all the field kubbs are knocked down, the baseline kubb is attacked and knocked down. If a baseline kubb is knocked down while a field kubb remains upright, the base kubb is placed upright again and play continues.</p>	
<ul style="list-style-type: none"> A. Team 1 now collects the batons and downed kubbs, and tosses the downed kubbs into the opposite field. B. Team 2 places the kubbs upright. 	 <div style="display: flex; justify-content: space-around; width: 100%;"> A B </div>
<ul style="list-style-type: none"> A. Team 1 now becomes the attackers, knocks down the field kubbs, then any remaining base kubbs. In this demo, team 1 failed to knock down all the field kubbs. B. Team 2 collects the batons and downed kubbs, tosses the kubbs into the opposite field. Team 1 places the tossed kubbs upright. 	 <div style="display: flex; justify-content: space-around; width: 100%;"> A B </div>
<ul style="list-style-type: none"> A. Team 2 is now attackers. Since team 1 didn't knock down all the field kubbs, the temporary baseline becomes where the kubb closest to the centerline is standing, and team 2 can throw from anywhere behind that line. B. Team 2 tosses the batons. In this demo, they knock down the field kubbs, then the 2 remaining base kubbs and still have 1 baton. All kubbs are down so they may attack the king. 	 <div style="display: flex; justify-content: space-around; width: 100%;"> A B </div>
<ul style="list-style-type: none"> A. When attacking the king, the baton must be tossed from behind the permanent baseline. B. If Team 2 knocks down the king, the game is ended, team 2 wins. Competition often consists of winning 2 out of 3 games. 	 <div style="display: flex; justify-content: space-around; width: 100%;"> A B </div>

Additional Rules:

- If when tossing the kubbs a kubb lands out of bounds (outside the opposite playing field,) it must be thrown again. If it lands out of bounds again the opposing team may place it anywhere in the playing field, but not within 12" (1 baton length) of either the king or the corner markers.
 - Multiple kubbs may be knocked down with 1 baton toss in a combo shot. If a field kubb and a base kubb are knocked down in a combo shot, as long as the baton hits the field kubb first and it is the last field kubb, the base kubb stays down. If the field kubb is not the last field kubb and one is still standing, or the baton hits the base kubb first, the base kubb is returned to its original upright position.
 - Batons must be thrown underhand, held by one end of the baton. They may turn end over end, but may not twist horizontally (a helicopter spin.) They may not be thrown side arm or held from the middle as to fly perpendicular to the field.