

Kubb

· Outdoor game · 2–12 · 20–40 min

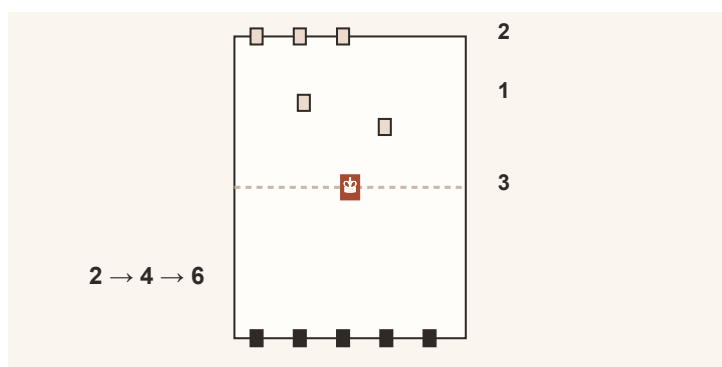
GOAL

Knock down all the opponent's kubbs, then the King last. The order is not optional.

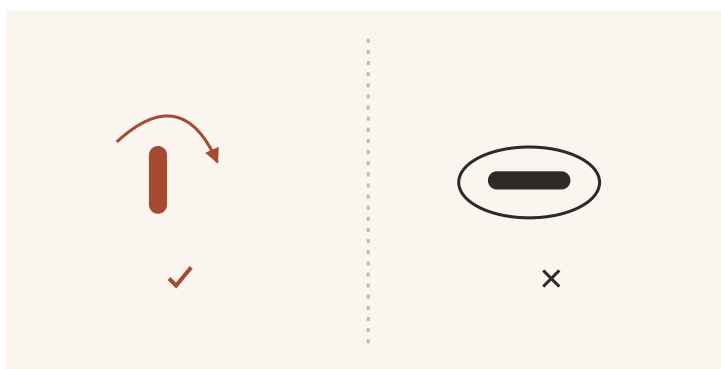
YOUR TURN

This guide uses the U.S. Championship profile: team A opens with **2 batons**, B with **4**, then both use **6**. Small backyard teams divide throws among their available players. Throw **underarm**, rotating end over end within 30° of the vertical plane. Horizontal helicopter throws are illegal.

A turn always runs in the same order: throw fallen kubbs onto the opponent's half, then **knock down the field kubbs**, only then the baseline ones, and **the King last of all**.



Target order: 1 field kubbs · 2 baseline kubbs · 3 King.

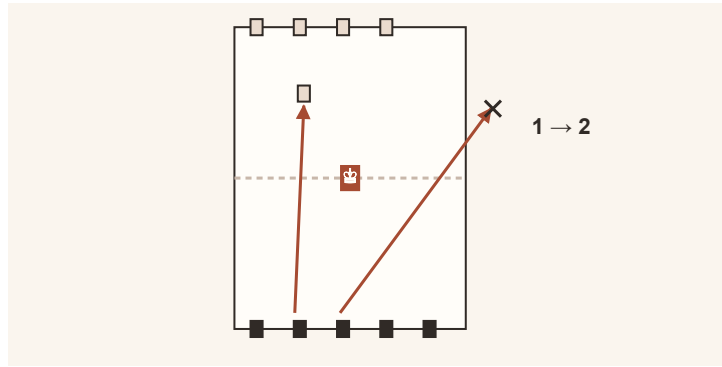


The baton travels lengthwise and rotates end over end. Horizontal helicopter spin is illegal.

Throwing advantage and instant loss

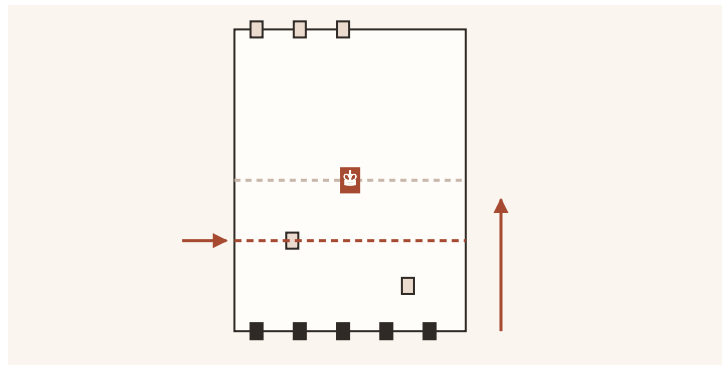
Field kubbs. At the start of your turn collect all kubbs the opponent toppled in your half and throw them from your original baseline into their half. The opponent raises them there. Clear these field kubbs before attacking their baseline kubbs. A baseline kubb toppled too early is stood back up.

Each kubb that cannot be raised in bounds gets one retry after all kubbs have been thrown. After a second fault the opponent places it anywhere in their half, at least **30 cm from the King and marking stakes**. Raise a kubb by pivoting onto one of its ends without sliding it; do not stack kubbs into towers.



Throw fallen kubbs from your baseline into the opponent half. A missed kubbs gets one retry.

Throwing advantage: if the opponent fails to clear all field kubbs, your next throwing line runs through the standing field kubbs nearest the centre. That is much closer.



The dashed line passes through the surviving kubbs closest to the centre. The right arrow shows a King attempt from the baseline.

Winning. Once all the opponent's kubbs are down, field and baseline, you may aim at the King. Whoever topples it wins.

If you knock the King down too early, you lose at once. This applies even if you hit it by accident.

Pitch and kit

The pitch is about **5 × 8 metres**. The King stands in the middle, and each team sets **5 kubbs** evenly along its own baseline.

You need: 10 kubbs, 1 King, 6 batons and 6 stakes (4 corners, 2 halfway). Determine the start by throwing closest to the King without toppling it; a coin toss also works for backyard play.

Variants and misconceptions

The World Championship allows an agreed six-baton or 2–4–6 opening. Choose before play and keep one tournament's kubbs-raising rules. Backward or between-the-legs King shots are house variants. Missing a legal King attempt does not by itself lose the game.

U.S. Championship v4.0 rulebook read 2026-10-02: [PDF](#), [Kubb-VM opening variants](#) · [Kubb-VM FAQ](#).

Sources: [U.S. National Kubb Championship rules](#) · [Kubb World Championship rulebook](#). Diagrams are original.