

# Kubb (Viking Chess)

## OBJECTIVE:

Be the first team to knock over all the other team's kubbs, followed by the king.

## GAME PIECES:

**BATONS** – Always toss underhand from behind the baseline.

**KUBBS** – Starts on the baseline and moves to the field after they have been overturned.

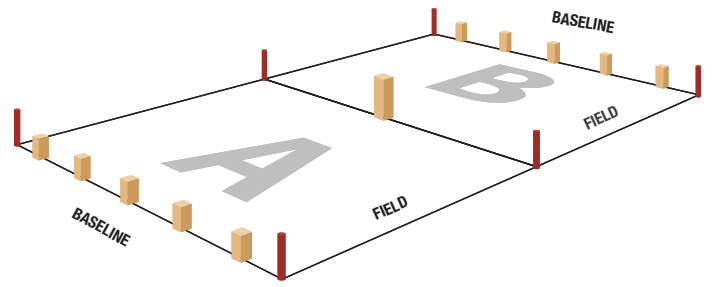
- All **field kubbs** on your opponent's side must be overturned *before* any **baseline kubbs** can be overturned.
- Always toss underhand from permanent baseline (never the temporary baseline — more on that later).

**KING** – All shots at the king are taken from the permanent baseline.

- The King is always the last piece to be overturned. If it's accidentally knocked over before the opponent's kubbs, the team loses.

## SET-UP:

- 1-6 players per team
- 25' long x 15' wide rectangle divided into two fields, **A** and **B**.
- **5 kubbs** on each baseline and **King** in the middle
- **Stakes** are placed at the corners and in middle (if desired)



## 1 Teams toss for first turn

- 1 player from each team tosses one baton toward the King.
- The baton closest to the king without touching it goes first. This team is now Team **A**.

## 2 Team **A** wins toss and attacks first

- **A** tosses batons underhand from behind their baseline.
- **GOAL:** Overturn as many of team **B**'s kubbs as they can.

## 3 **B** tosses overturned kubbs to team **A**

- Kubbs must come to rest in **A**'s playing field.
- If a baseline kubb is knocked over, it is placed back.
- If any tossed kubbs land out-of-bounds... toss again.



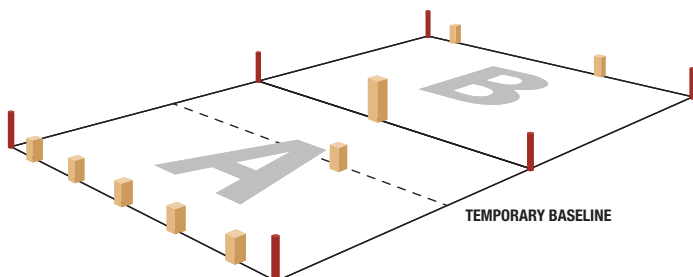
# Kubb (Viking Chess)

## 4 **B** attacks, aiming for **A**'s field kubbs first

- **B** must overturn all **A**'s field kubbs first.
- All field kubbs must be knocked over before baseline kubbs.

## 5 **A** removes any overturned field kubbs

- Are there any of **A**'s field kubbs left standing? If yes... a temporary baseline is created, which team **A** can now throw from.
- If more than one field kubb remains, the temporary baseline is at the field kubb closed to the king.



## 6 Continue until **A** removes all of their opponent's kubbs

## 7 **A** gets 1 chance to overturn the King

- King shots are taken from behind the permanent baseline.
- If the King still stands, **B** gets another chance to win.

## 8 **A** knocks over the King and WINS!

### OPTIONAL RULES:

- **Smaller playing field** - makes kubbs easier to hit
- **8 batons (not 6)** - more chances to overturn kubbs
- **Stacking kubbs** - if any kubbs hit each other when tossed, stack in towers to make them easier to overturn
- **Resurrecting king** - if the King is accidentally overturned, the team only loses their team, not the game
- **Mortal kubbs** - kubbs that are knocked over once in the field are tossed out of the game making the game faster

# Ladder Golf

**OBJECTIVE:** Be the first team to 21 points without going over!

## GAME PARTS:

**BOLAS** – two golf balls connected by cord makes up 1 bola

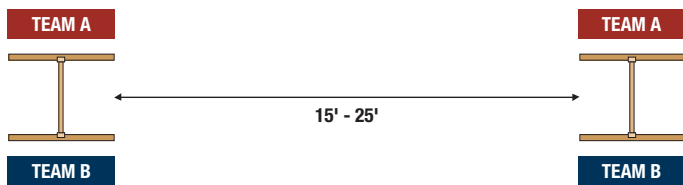
- 2 sets of 3 needed, with a different color for each set

**GAME LADDER** – 2 ladders with 3 rungs. Each rung represents a different point value.

## SET-UP:

- Place game ladders 15' to 25' apart. The farther apart the ladders are, the more challenging the game will be.
- 2 teams, 1-2 players per team. One player from each team stands next to the ladder when it's their turn.

**No way to measure the distance?** Use the game ladder to mark the distance out. Approximately 5-8 ladder lengths apart.



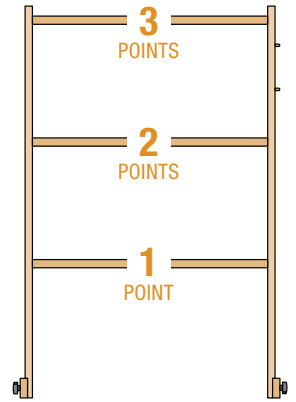
## GAMEPLAY:

- Decide which pair of opponents goes first. That side takes alternating turns throwing bolos to the opposite ladder until all have been thrown. Then calculate scores.
- The team that earns the most points in a single round, goes first in the next round.
- First team to reach 21 wins.

## SCORING:

- Points are calculated at the end of each round for the tossed bolos that stay wrapped around one of the 3 ladder rungs.
- **Add up the points and compare the scores.** Each team's points cancel each other out.

For example, team A scores 3 points and team B scores 5 points. Points are canceled out leaving Team B with 2 points. Points are added to their overall score.



## OPTIONAL RULES:

- **Team scores more than 21** - that round's points do not count
- **Have a tie?** - Each player with 21 points goes to overtime until 1 player gains 2 points at the end of the round.



# Lawn Darts

## OBJECTIVE:

Be the first team to score 21 points by tossing the darts into or closest to the target ring.

## GAME PIECES:

**30" TARGET RING**, plus an optional **16" ring** (a smaller target for bonus points)

## SET-UP:

- Place the 30" ring in a large area with little to no obstructions. (If using the 16" ring, place it inside of the 30" ring.)
- Mark a throwing line that is 25' to 30' away from the target ring.
- 2 or 4 players divided into 2 teams

## GAMEPLAY:

- Decide who goes first. Each team alternates tossing 2 darts at the target ring. Once all 4 darts have been thrown, determine the score and continue to the next round.
- The team that scores the most points in the last round tosses first in the next round.
- First team to reach 21 wins.

**DISCLAIMER:** Please use caution and ensure that children and pets are kept far away from the playing field. We take no responsibility for anyone not using their heads. And please: don't drink and dart.

## SCORING:

<b>1 point</b>	dart closest to large ring
<b>3 points</b>	dart(s) inside 30" ring
<b>5 points</b>	dart(s) inside 16" ring

## QUICK PLAY:

First team to 21 points wins.

## CLASSIC:

Only 1 team can score per round. The team with the most points scores the difference between the 2 teams points.

## TOURNAMENT:

A team most score exactly 21 points to win. If a team *exceeds 21 points*, their score is *deducted, not added*. Play continues until exactly 21 points are scored.