

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.

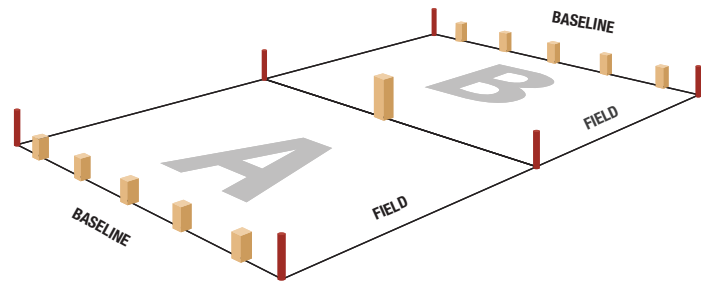
- All **field kubbs** on your opponent's side must be overturned *before* any **baseline kubbs** can be overturned.
- Always toss underhand from permanent baseline (never the temporary baseline — more on that later).

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.



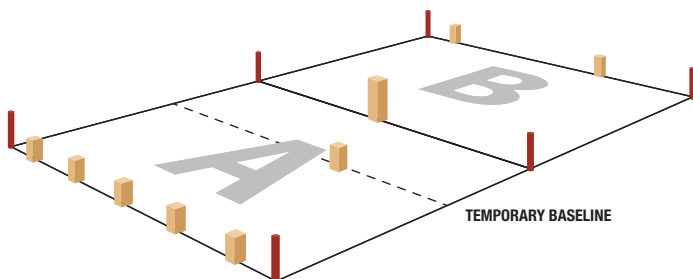
Kubb (Viking Chess)

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

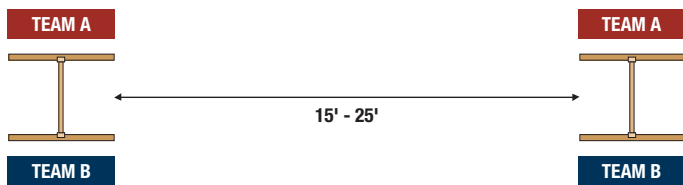
- 2 sets of 3 needed, with a different color for each set

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.



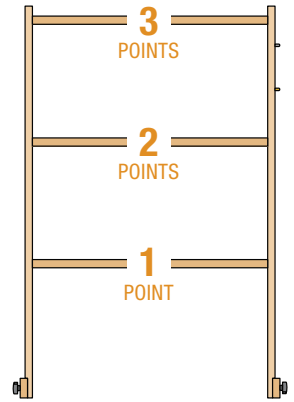
GAMEPLAY:

- 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:

1 point	dart closest to large ring
3 points	dart(s) inside 30" ring
5 points	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.