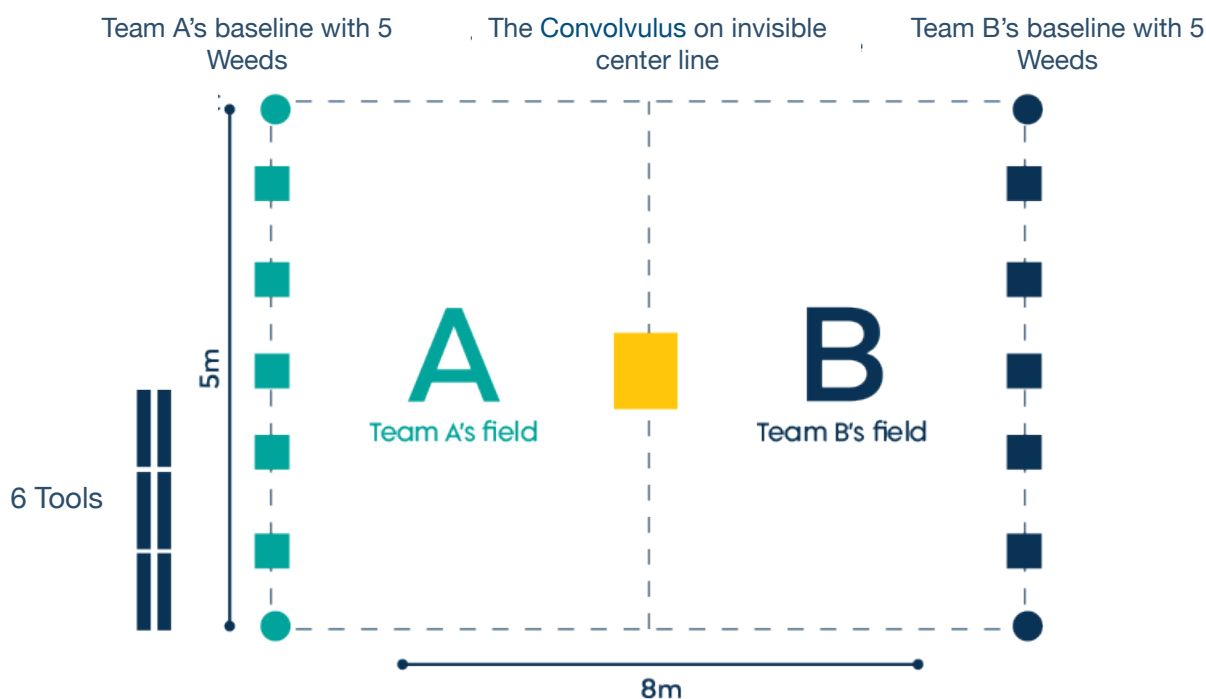


Kubb, or: Weeds Against Volunteers

Introduction

My version of this game is about a group of ESC-Volunteers in an Orchard in Jarenina, who fight against the Weeds on the farm with the help of different tools on a daily basis. Even though they take out the Weeds from the earth as thorough as they can, they always seem to grow back. The aim is to fight against the Weeds not only once but twice, and to remove them as fast as possible to win the game. I hope you have a lot of fun with it!



Warning: I know that the rules sound complicated and long, but once you get the hang of it, the game is really easy to play, I swear! In the best case scenario, for the first time playing, you have someone there who already knows the game and can explain it to you.

Equipment, Preparation and Terminology

The equipment consists of 10 small skittles (now called Weeds), one larger skittle (the Convolvulus) and 6 throwing sticks, representing the Tools. The best playing surfaces are grass or gravel.

To begin, the playing court should be marked out. There is no standard size but normally the size is something in between 10 x 5 m and 8 x 5 m. The longer the field, the harder will the game be.

The lines at either end of the court are called the "Baselines". The imaginary line parallel with the baselines through the middle of the court will be referred to as the "Middle Line".

Place the Convolvulus in the centre of the playing field, and the 5 Weeds at regular intervals along each baseline.

„Weeds against Volunteers" is played by one team against another. A good number in each team is 2 players. However, up to 6 players can be in a team and it's even ok to have more people in one team than the other.

The Weeds standing in their starting position on the baseline are called "Baseline Weeds". As part of the game, Weeds are thrown into the middle of the playing field and are erected where they end up. These Weeds are then called "Field Weeds".

To Begin

The Tools must always be thrown vertically and from below. "Helicopter" throws are not allowed!

When throwing at Weeds, Tools must be thrown from behind the "throwing line" which just means from behind the Field Weed closest to the opponent's side. If there are no Field Weeds in the own side of the field, the team must throw from the Baseline

One option to decide which team starts, is that one person from each team throws a Weed as close to the Convolvulus as possible, but without hitting it. The team with the Weed closest to the Convolvulus starts.

Second and Subsequent Turns

Each turn consists of potentially 4 phases. Here is an example of one whole turn of Team B:

Phase 1 - Throwing the Weeds

Players of Team B collect any Weeds that were knocked over by Team A. Like real Weeds, they are very persistent and grow new roots after they were ripped out by the Tools. This is why these Weeds are then thrown from the baseline back somewhere into the half of the court close to Team A.

Team A then raises each Weed to vertical. If a Weed comes to rest completely outside the half of the court of Team A, Team B has one more chance to get it right - it must be retrieved and thrown again. If a Weed fails to land in the required area for a second time, then Team A can place the Weed anywhere they like on their side of the court, although it must be at least one Tool-length away from the Convolvulus.

If two or more Weeds were knocked over by Team A before, after setting up the first Weed, Team B can try to throw the subsequent Weeds onto the first one. If Team B achieves that the Weeds touch each other in any way, Team A has to put the Weeds on top of each other (normally vertically on top of each other, if there are more than two, you can get creative with putting them on top of each other in the best way possible).

Phase 2 - Field Weeds

The next phase is for Team B to throw the Tools at the Field Weeds in the half of the court of Team A - i.e. the Weeds that were just thrown by Team A, that are not on the baseline. Players must throw from behind the Throwing Line (see above). When a Field Weed is ripped out by a Volunteer, it is removed from the game to the side of the Field and is no longer a part of the game.

If a baseline Weed is toppled before all the field Weeds have been toppled, then the baseline Weed is immediately returned to an upright position. The Field Weeds have to go first!

It is important for Team B to try to get out all the Field Weeds in the half of Team A, because otherwise, Team A will be able to throw from behind the nearest Field Weed in their half of the field instead of the Baseline during their next turn. This would be a lot easier for them. For that reason, a good strategy is to aim at the nearest Weeds first - so that if any Field Weeds are not toppled, at least Team A will be as far away as possible.

Phase 3 - Baseline Weeds

If there are any Tools left once all the field Weeds of the side of Team A have been toppled, Team B then aims at the Weeds on the baseline. Players must continue to throw from behind the Throwing Line (see above).

Phase 4 - The Convolvulus

If there are any Tools left, once all the Weeds (field and baseline) on the side of Team A have been toppled, then Team A may aim at the Convolvulus. When throwing at the Convolvulus, players must always throw from behind the baseline and between their legs, with the butt facing to the Convolvulus and with both feet on the ground.

When Team B has thrown its 6 Tools, the turn passes back to the Team A and the entire procedure is repeated.

End of the game

If the Convolvulus is knocked over by a thrown Volunteer or by a Weed before all the Weeds on the opponent's side have been toppled, then the team that knocked it over loses immediately and their opponents have won.

Otherwise, the game is won by the team that first topples all the Weeds on the opponents half of the court and then topples the Convolvulus from behind the baseline.

Variants

This is the way I learned the game and how I prefer to play it. However, there are a lot of different variations. If you are interested in learning them, feel free to inform yourself on the internet.