TEAM SATURDAY
kubb

RULES

1. Separate players into two teams. Stake off a 16-by-26-foot field. The baselines are the short sides.

2. Stand the king at the center of the playing field and space five kubbs evenly along each baseline.

3. Batons **must be tossed underhand**, and can only spin end-over-end (not sideways).

4. To begin, Team 2 stands out of the way while Team 1 **stands behind its baseline** and throws six consecutive batons at Team 1's baseline kubbs.

5. At the end of its turn, if Team 1 has knocked over a kubb, Team 2 stands behind its baseline to **toss the felled kubb somewhere into Team 1's side of the field**. This becomes a "field kubb," and Team 2 will have to knock it down before going for any baseline kubbs on its turn. Field kubbs are stood up where they land, after each toss.

6. Placement of field kubbs is critical to strategy, because the kubb closest to the king on your opponent's side of the field becomes that team's new baseline, making your kubbs easier targets. (Teams always return to their original baselines to toss field kubbs and aim for the king.)

7. After Team 2 tosses its field kubbs, to complete round one, it stands behind its baseline and **tries to topple field kubbs**, and then baseline kubbs.

8. If a team is **unable to toss a field kubb** over the centerline and within the playing field after two attempts, its opponent can place the field kubb anywhere on its side of the field, so long as it's at least one baton length away from the centerline.

9. If a baseline kubb is knocked over while field kubbs are still standing, it **must be stood up again**.

10. Once there are no kubbs remaining on your opponent's side of the field, your team has one chance per round to knock over the king. If a team has a baton left over after clearing its opponent's field of kubbs, it can go for the king on that same round.

11. A team **loses automatically** if it topples the king prematurely.

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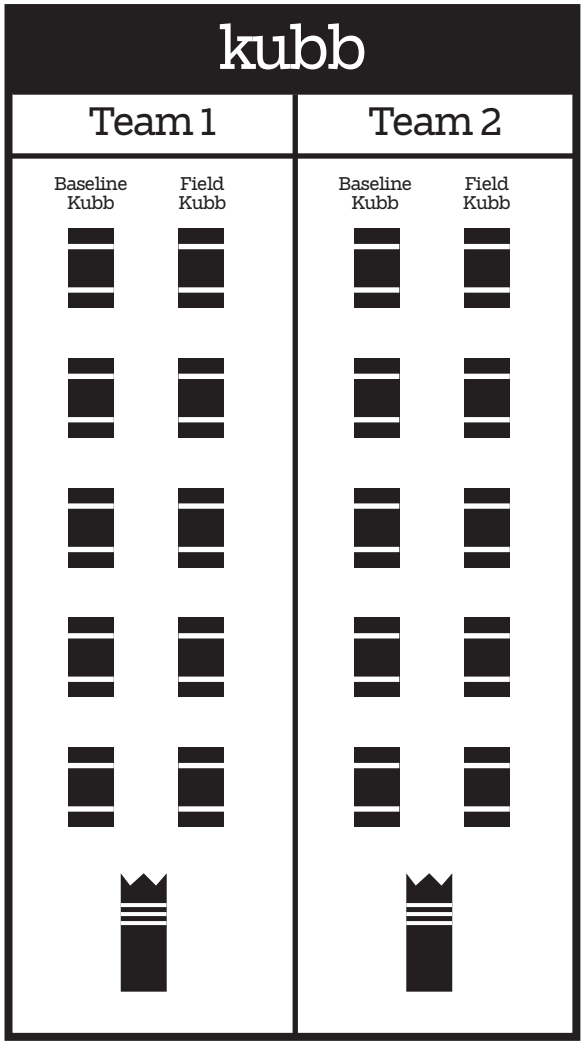
SCORE CARD

Cross off each kubb as your team knocks it over. Once all the kubbs are crossed off, go for the win and knock down the king.



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DRINK PAIRINGS

Four Sectors

Ingredients
1 ounce Jim Beam Black® Bourbon
1 ounce vodka
1 ounce triple sec or orange liqueur
1 ounce unsweetened lime juice
1 teaspoon bitters
Fruit slices
Cherry

Mixing
Combine with ice and shake well. Strain and add ice. Garnish with slices of fruit and a cherry.

Whiskey Sour

Ingredients
1½ ounces Jim Beam Black® Bourbon
1 ounce lemon juice
½ teaspoon sugar

Mixing
Mix lemon juice with sugar, add Jim Beam Black® Bourbon. Garnish with lemon or orange wedge and a cherry.

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