

VII International Virtual Kubb Championship 01.04. – 10.05.2026 www.ivkubbc.info

Gameplay

- A maximum of 6 throwing rounds consisting of 4, 5, 6, 7 and 8 meters plus a possible bonus round at the end are played.
- A maximum of 6 throwing sticks on 5 kubbs are available in each throwing round.
- If all Kubbs are knocked down in the distance in a round of throwing with the first 5 throwing sticks, the 6th throw to the king on the center line (4 m) is available.
- Bonus round: Each king's throw, hit or not, allows one bonus throw to 8 m at the end of the regular 5 throwing rounds.
- The two attempts can take place one after the other or at different times.

Rating

- The score depends on the distance. Each kubb knocked down scores points based on the number of meters from which it was hit. A knocked down king counts at twice the distance in which distance round it was hit. A hit 8m kubb in the bonus round simply counts as 8 points.

Example 1: Five hits with 6 throws at 7m: $5 \cdot 7 = 35$

Example 2: Five hits with 5 throws at 7m: $5 \cdot 7 = 35$

Additional hit with the 6th throw on the king: additional $2 \cdot 7 = 14$ points

Example 3: Two hits with three throws in the bonus round: $2 \cdot 8 = 16$

- If more than one kubb is knocked down with a throwing stick, only the first one counts. In this case, the other kubbs that are collaterally hit are put back in place immediately after the hit and the game continues.



DKubbB



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Name:	TRILANZATHLÓN
If you like, for this category: female♀ <input type="checkbox"/> male♂ <input type="checkbox"/>	participate <input type="checkbox"/>

team:	family:	mixed ♀♂with name:	club:	U2010: born up to 31.12.2009 <input type="checkbox"/>	nation:
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Score	Date	4 m	King	5 m	King	6 m	King	7 m	King	8 m	King	Bonus 8 m	King	Total
1st Attempt 01.04. – 30.04.2026														
2nd Attempt 01.04. – 30.04.2026														
Final 01.05. – 10.05.2026														