

MIGHTY KUBBER 2021 – INFOMAIL -EN-

TOURNAMENT START

Tournament start Mighty Kubber: 09:00 (sharp!!)

Tournament start Mighty Sheriff: 11:00 (not so sharp!!)

MODE

For the sixth time the Mighty-Kubber-Tournament will be held in a fuch-barred Special-Mighty-Double-KO-Mode© from the beginning. Double-KO means that you can lose a maximum of one game and still fish your way to the finals. The tournament will start with the 32nd final, which will be played best-of-3 just like the 16th final. After that, the following games will all be played best-of-5.

If you lose a game, you will drop from the winner's bracket down to the main bracket. If you are eliminated there as well, you will continue playing in Mighty Sheriff mode.

MIGHTY SHERIFF MODE

You are a gifted kubber and you do your job? The Mighty title doesn't interest you because you lack the necessary luck? Actually, you're only taking part anyway because there's cold beer? But there are still a few packs lying around in the cellar that need to be distributed? Then you are right here! A good run-in in the first KO matches and then you can grab the sheriff's star in the patented Mighty Sheriff mode!

FOR ALL MIGHTY SHERIFF PARTICIPANTS:

When eliminated from the main tournament (only up to and including 4th finals) the sheriff stars will be distributed. The players with sheriff stars can now duel among themselves as they please. The stake for each game is at least 1 sheriff star. As soon as one person has lost all sheriff's stars, he/she is eliminated. The four players with the most

sheriff's stars at the end will play the semi-finals and later the final for the new Mighty Sheriff.

Here are a couple of rules:

- No stars may be given away or passed on without a battle. Otherwise you will be excluded from the Mighty Kubber, KCUA Cup, Kubb it Up, Kubbmaister, Ice Rink Challenge, Kubb SM, EKC, Finisseur, Saison Lanceur, Kubb à Deux, Kubb for Africa the Kurpark Premier League and the Stausederby for life!
- How many stars are bet will be agreed among each other before the game. Minimum bet: 1 star!
- The stars must be worn visibly.
- If one is challenged to a Sternli-Battle, a challenge can always be declined. As soon as one accepts, however, the game must begin immediately.
- From the first thrown stick in the quarterfinals of the Mighty Kubber main round (approx. 16:00/16:30), the Mighty Sheriff round is considered to be over. From then on, no more Sternli games may be started. Games that are still running at that time will be finished.

Please respect these rules and be fair to each other Diggys! We also have another surprise for you:

HANGING MEN MODE

This year, for the first time, there will be a tournament for all those who are eliminated in Mighty Sheriff mode, i.e. who have gambled away their last Mighty Sheriff stars. Similar to the Mighty Sheriff mode, a gallows will be distributed to the players, which will be your stake for the upcoming games. Please note the following rules:

- A total of 20 gallows will be distributed, so only the first 20 eliminated from Mighty Sheriff mode will be able to participate in Hanging Men mode.
- Per participant in the Hanging Man mode a maximum of one gallows will be distributed at the beginning.
- Analogous to the Mighty Sheriff mode you can search for other participants in the Hanging Man mode and challenge them to a duel.
- Here you are always set „All In“. No matter if a player has more gallows than his

opponent, the winner gets all gallows and the loser is eliminated from the tournament.

- The gallows must always be worn visibly around the neck.
- The final is automatically determined by the last two „Hanging Men“.

RULES

The tournament is played according to the official rules of the Swiss Kubber Federation. With the exception that the face-off rule 2-4-6** applies in all games including the final. The king shot is of course thrown between the legs with the back to the king (Sureshot). Please note the special tie-break rules*.

FOOD/DRINKS

The OC team will provide 300 beers (3.-/stk.) and a grill. So please bring some coins for the beer and your own barbecue. Please also bring the 10.- CHF participation fee.

DIRECTIONS

From the train station Döttingen less than 15 minutes running time: Schule Bogen, Chilbert 28.

Should you unfortunately have to cancel your participation (Flitzis) or be late (Vorobe zu gefluscht gsi?), we ask that you contact us as soon as possible (the people on the waiting list will thank you) at one of the following numbers:

CONTACT

Christoph Fischer: 076 / 534 03 28

Marc Binder: 079 / 255 34 07

If you have any further questions, the tournament management will be at your disposal all day long.

*Rule explanations on the following page >

RULE EXPLANATION

For the first time this year, the Mighty Finisher will be held in place of the tiebreaker.

*The game will last a maximum of 45 minutes (best-of-3) in the first two rounds (32nd and 16th finals) until the Mighty Finisher starts, from the 8th final on the game will last a maximum of 60 minutes (best-of-5) until the Mighty Finisher starts. The Mighty Finisher begins with an announcement by the tournament director.

***MIGHTY FINISHER:**

When time expires, the Mighty Finisher will be called out. This means the following:

- Player A will finish the round he started as normal.
- If there is no winner after this round, player B throws in normally and finishes the game. He may take more than 6 throws. The throws are counted and the newly hit Basekubbs come out of the game.
- Now it is player A's turn and he must also throw in normally and then end the game. To win the game he has to beat the number of throws his opponent needed.*

*There can be no draw. In the event of a tie, player B wins because he has fired 2 or 4 more sticks during the game (depending on the start of the game).

ADDITIONAL RULE:

If there is a tie after sets when the Mighty Finisher is rung, the person who wins the current set wins (even if 1-0, 2-1 or 2-0). After the Mighty Finisher has started, a new set will be started only if the match was tied (1:1 or 2:2) after the first round of the Mighty Finisher. If an additional set has to be started in the Mighty Finisher, 7 cubes each are thrown in and then counted how many throws are needed to finish the game. This may result in a tie and a subsequent replay.

We ask you to respect the tie-break rules!

**** START RULE 2-4-6**

The person playing starts the first round with only two throwing sticks. In the second round four sticks are thrown and from the third round onwards the game is played normally with six sticks.