

Kubz rules

Tail tag

Pyramid group 1v1 player eliminator. 1 gold, 1 silver 2 bronze.

-115cm and 115.1+cm

Matches of 30 seconds

Kubz will have 2 tail tags that are fastened by Velcro, players will start with Kubz stances and at the shout of start the match will commence, the winner shall be who ever pulled the others tails off, or in case of a draw the loser will be decided on who has the most warnings.

Warnings should be given for, stepping outside of the mats with both feet, falling over, holding on to their own tail, grabbing the opponents clothing.

Power stamp

Individual eliminator. 1 gold

-115cm and 115.1+cm

Kub will start with a Kubz stance, and then power stamp on the weakest board first, points will be recorded, the Kub with the most points will continue in to the next round until a winner is found.

Yellow 1 point, Green 2 point, Blue 3 point, Brown 4 point, Black 5 points.

(Boards may be stacked, Yellow & Black, Yellow & Blue)

Flying long kick

Individual eliminator. 1 gold

115cm and 115.1+cm

Kub will start with a Kubz stance, and then run and fly over the obstacle and kick a paddle held off the ground, those that kick the paddle, and then land with both feet, without touching the ground with the hands or the bum, whilst avoiding contact with the obstacle will continue to the next round, those that did not will be eliminated.

The length will be increased by 250cm every round of players until a winner is found.

-115cm will start with 500cm

115.1+cm will start with 1m

