

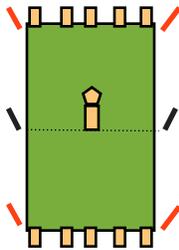
Pitch Wizard

To stake the perfect Kubb Pitch (playing field) single-handedly every time!

The official Kubb Pitch (playing field) is a rectangle measuring 5m (16' 5") by 8m (26' 3").

The two 5m ends represent the opposing Baselines, with each team's 5 Kubbs bisecting them, evenly spaced (8" from corner stakes).

The Kung (King) is placed in the center of the pitch, bisecting the Midline which runs parallel to the baselines.

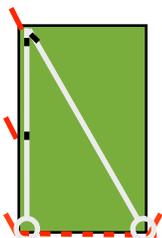
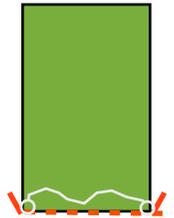


Stakes (or bright screwdrivers for easier placement) are positioned at the 4 Corners of the Pitch, defining the baselines and the outline of the playing field. Stakes may also be positioned on the sides of the Midline to make it easier to define the 2 sides of the Pitch.

Now you can use your **Pitch Wizard** to quickly and accurately measure and stake the Baselines, Corners, and Midline, all in under 2 minutes! That leaves you more time to enjoy tossing wood!!

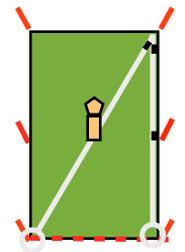
The accuracy and simplicity of the **Pitch Wizard** is based on forming 2 long right triangles, extending from a Baseline. The tips of these 2 triangles mark the corners of the opposite Baseline. Simple geometry with pinpoint accuracy!

- 1) Begin by determining the desired location for the first Baseline, and carefully release the opening ring from the **Pitch Wizard** handle. Stake this ring as the first corner of your Baseline with one of your Kubb stakes. Now continue to unwind and stake the ring at the other end of your colored line (pull taut) to complete your first Baseline.



- 2) Now finish unwinding the **Pitch Wizard** as you walk to the opposite end of the Pitch, until the line is completely free of the handle [HINT: Keep the empty handle in your pocket so it's handy when you wind the line back up, in step #4]. Pull tight at the double black mark to form the point of a perfect right triangle extending from the first Baseline. Stake this as the corner of the new Baseline. Then stake the Midline position (single black mark on the line).

- 3) Lift the **Pitch Wizard** line off the new corner stake, and walk to the final corner, pulling tight at the other double black mark to form the point of a new right triangle extending from the other side of your original yellow baseline. Stake this final corner, and then stake the final Midline position (single black mark). You have now successfully staked your 4 Corners, both Baselines, and the Midline!



- 4) **IMPORTANT!!!** Your **Pitch Wizard** is only effective if you rewind the line correctly, ending at one of the original Baseline corners rings. Begin by lifting the line from all but one of the original Baseline stakes. Pull the lines straight by walking outward from the remaining staked ring. Then carefully wind the line onto its handle, winding your way back to that remaining corner stake. Lift that final ring from the stake and loop it over the **Pitch Wizard** handle so that it is ready the next time you need a perfect Pitch! [Avoid the temptation to just wrap the line around the handle without winding, because you could end up with a twisted snarl the next time you use the **Pitch Wizard**!]

Check our website www.kettlemorainekubb.com for more info and a video demonstration of the **Pitch Wizard** in action!

Congrats! You too, are now a Pitch Wizard, ready to position the Kubbs along the Baselines and toss some wood on your perfectly square, perfectly aligned Kubb Pitch! Enjoy!!