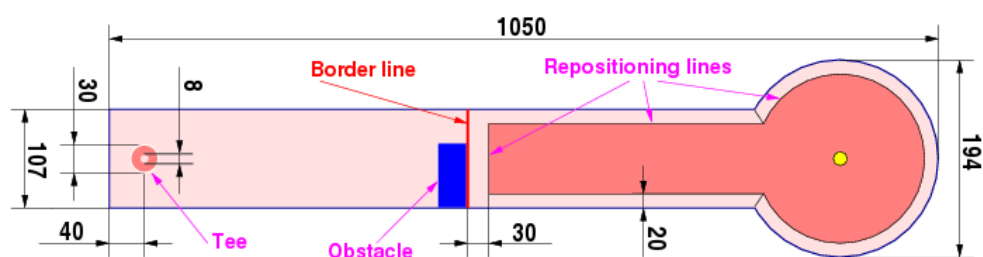


## Specific rules MOS “Olympiysky-Dagomys” (Sochi, Russia)

1. In general, lanes have the following dimensions:

Length: 10,50 m    Width: 1,07 m    Target circle diameter: 1,94 m

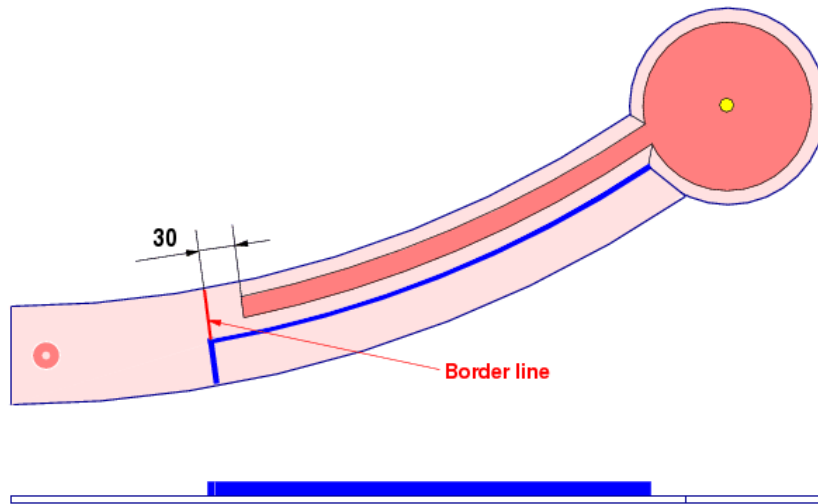
2. The teeing-off marking is a circle 30 cm in diameter, equidistant from the boundaries of either side of the lane. The center of the teeing-off marking is 40 cm from the beginning of the playing area and is a circle 8 cm in diameter.



3. In every target circle there must be a repositioning marking line at a constant distance of 20 cm from the boundary. It continues from the opening of the circle on both sides of the playing area until the 30 cm-line behind the last obstacle. At lanes 6, 7, 8, 16 and 18 it continues until the border line. At the corners of the opening to the circle there should be diagonal auxiliary lines at an angle of 45 degrees.
4. At all lanes except for 5, 6, 7, 12, 16, 17 and 18 the repositioning marking close 30 cm after the obstacle and parallel to it. If the obstacle construction has parts which protrude forward, the line has to be set at a distance of 30 cm from these parts.
5. In general, the specific rules for “Olympiysky-Dagomys” MOS are in accordance with the system specific rules concrete.
6. The course includes 18 lanes:
  1. Arc
  2. Double break lane
  3. Tramp with bunker
  4. Double rail
  5. One stroke lane
  6. Straight lane
  7. Bricks
  8. Central volcano
  9. Window
  10. Velodrome
  11. Tramp with frame
  12. Big volcano
  13. Angle lane with tunnel
  14. Triple wave

- 15. Tunnel
- 16. Arrow
- 17. Side obstacles
- 18. Double velodrome

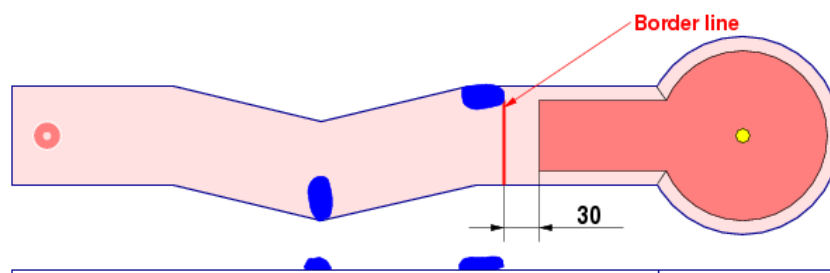
### Lane 1. Arc



The border line has to be marked at the beginning of the wall at 90° to the boundary.

The half of the lane on the other side of the wall has to be closed off at the beginning and end of the wall.

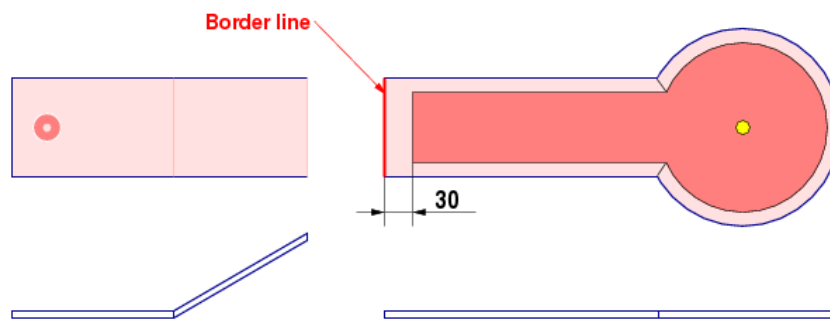
### Lane 2. Double break lane



The border line has to be marked immediately behind the last obstacle (stone) at 90° to the boundary.

The position of the stones must be marked in paint.

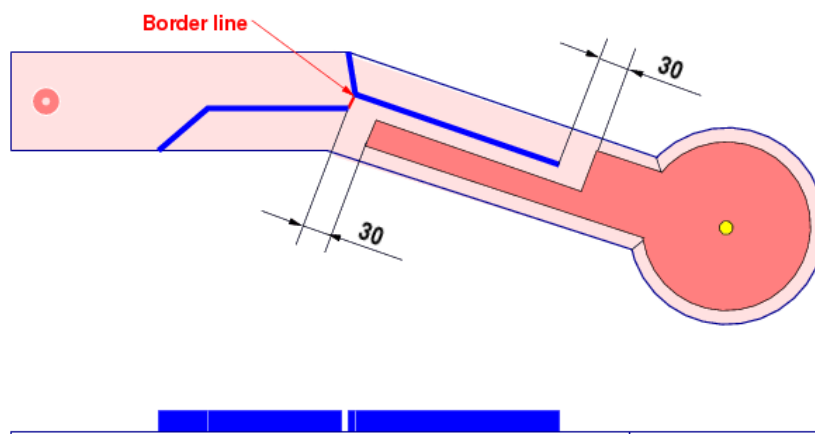
### Lane 3. Tramp with bunker



The border line has to be marked right at the beginning of the concrete lane behind the bunker obstacle.

The obstacle has not been passed successfully when the ball has flown over the end of the bunker outside the boundary lines or has touched the bunker (or a mat in the bunker). This case the stroke counts and has to be retaken.

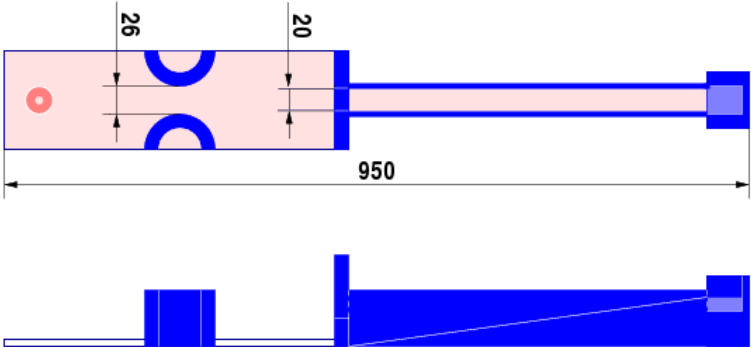
### Lane 4. Double rail



The border line has to be marked immediately in the narrowest pass between two parts of the obstacle.

The repositioning lines are 30 cm from the ends of the obstacle parts and at 90° to the boundary.

**Lane 5. One stroke lane**

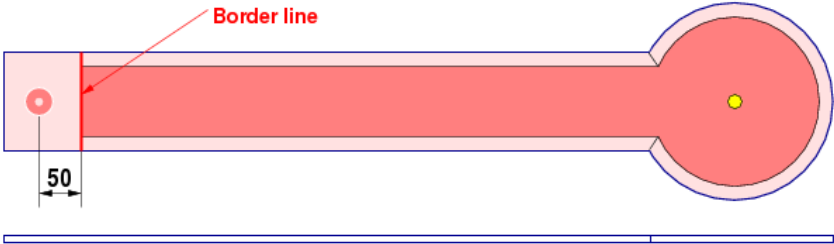


The lane has been completed successfully, if the ball having climbed the slope and remains in the collecting box.

If the ball after climbing the slope, rolls back down to the lane or springs away from the slope the shot counts and must be retaken.

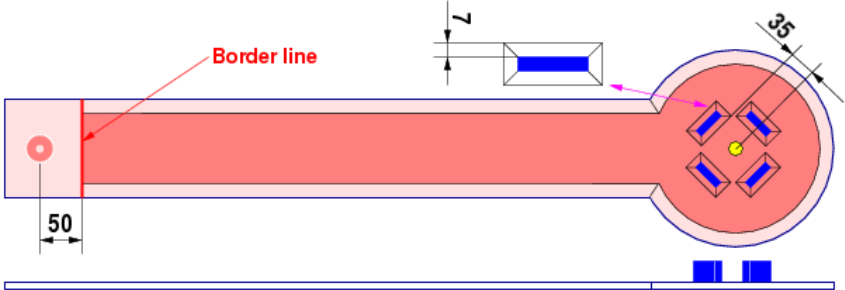
The lane has no border line and is only playable from tee-off area.

**Lane 6. Straight lane**



The border line has to be marked 50 cm from the center of teeing-off area.

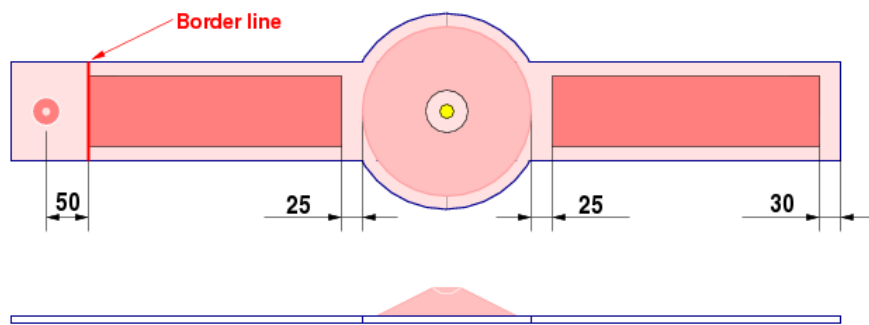
**Lane 7. Bricks**



The border line has to be marked 50 cm from the center of teeing-off area.

The ball repositioning rules are the same as for Lane 2 of the System specific rules concrete. Playing over the bricks also is not permitted.

## Lane 8. Central volcano

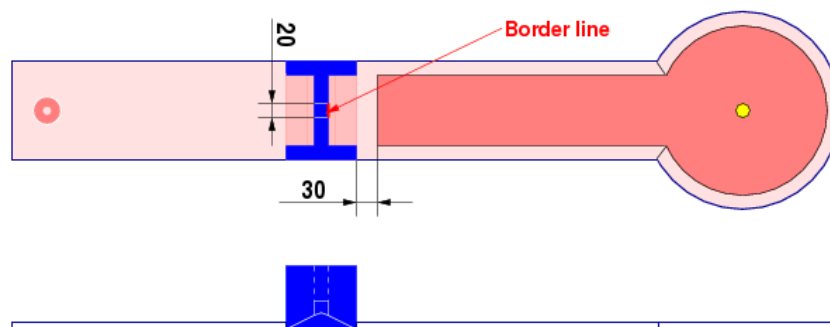


The aim of the lane is the top of the volcano cone.

The border line has to be marked 50 cm from the center of teeing-off area.

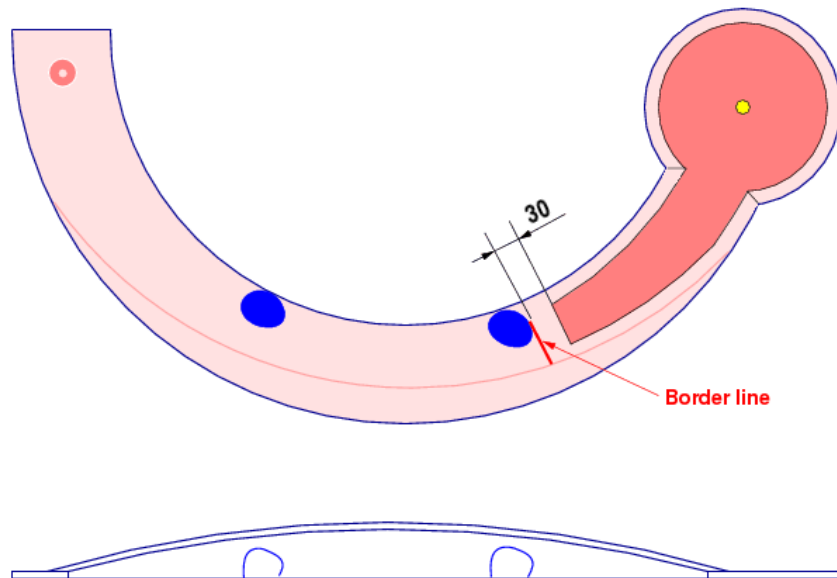
If the ball comes to rest closer than 25 cm to the foot of the cone, it can be repositioned according to the ball repositioning rules. If the ball comes to the rest on the target circle touching bound tube, it has to be repositioned to the closest corner of the repositioning marking taking into account the helping lines on the circle.

## Lane 9. Window



The border line has to be marked immediately behind the exit of the obstacle.

## Lane 10. Velodrome

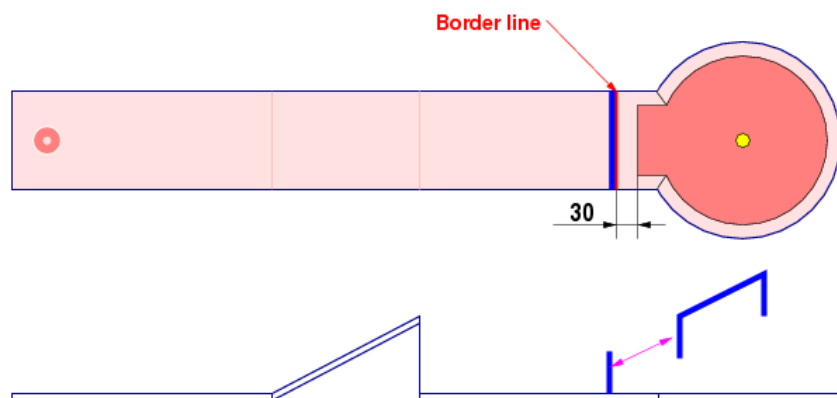


The border line has to be marked immediately behind the last obstacle (stone) at  $90^\circ$  to the boundary.

The ball repositioning rules are the same as for Lane 5 of the System specific rules concrete.

The position of the stones must be marked in paint.

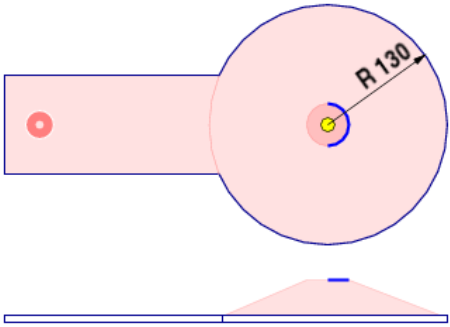
## Lane 11. Tramp with frame



The border line has to be marked under frame.

The ball has to pass the obstacle through the frame only. The other case the stroke counts and has to be retaken.

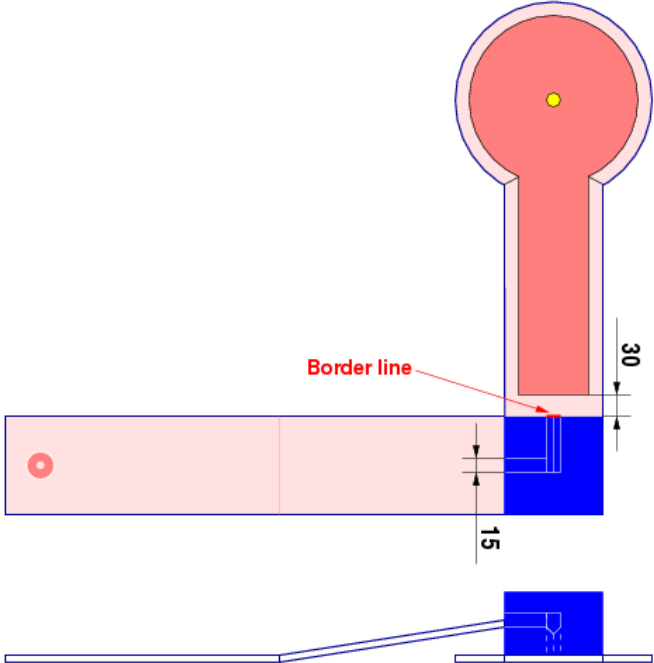
**Lane 12. Big volcano**



The aim of the lane is the top of the volcano cone.

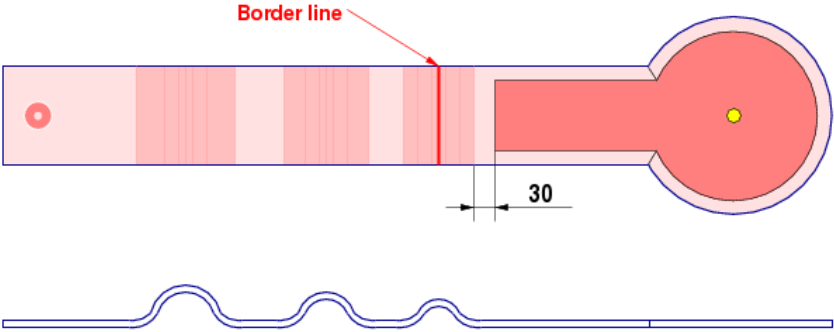
The lane has no border line and is only playable from tee-off area.

**Lane 13. Angle lane with tunnel**



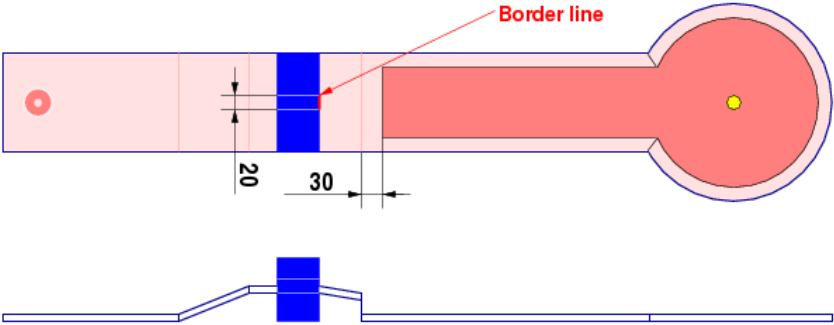
The border line has to be marked immediately behind the exit of the obstacle.

**Lane 14. Triple wave**



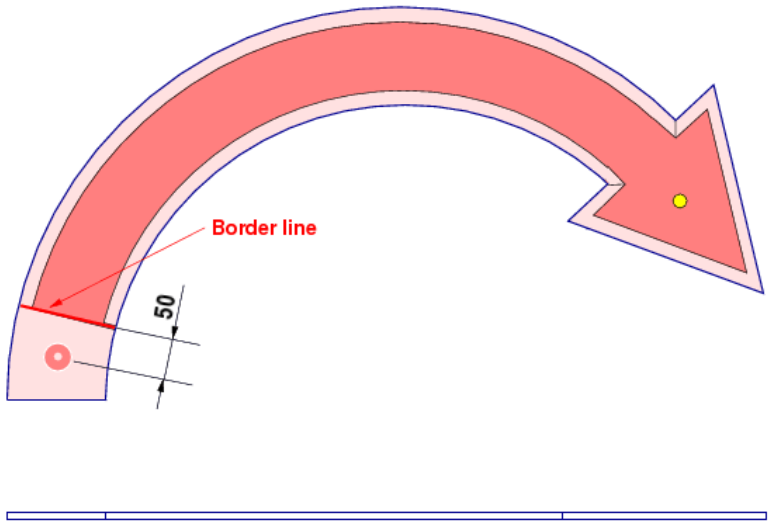
The border line has to be marked right after the top of the third hill.  
At the pass the ball must touch the ground between the hills.

**Lane 15. Tunnel**



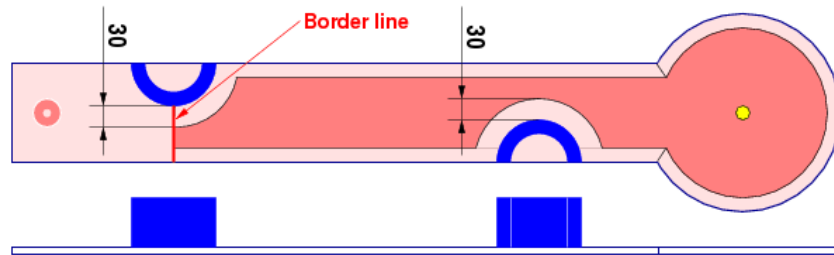
The border line has to be marked immediately behind the exit of the obstacle.

**Lane 16. Arrow**



The border line has to be marked 50 cm from the center of teeing-off area at 90° to the boundary.

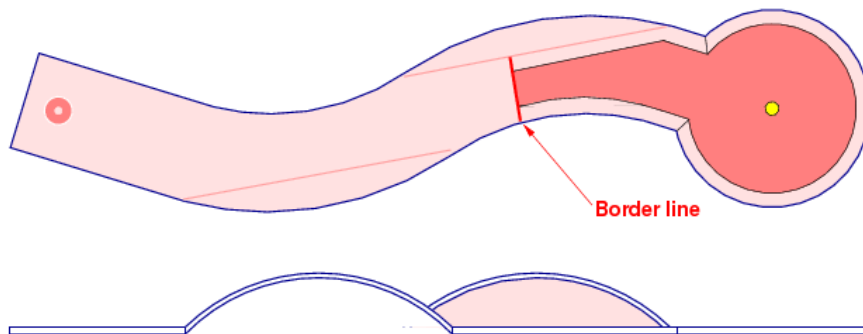
### Lane 17. Side obstacles



The border line has to be marked immediately in the narrowest pass of the first obstacle at 90° to the boundary.

The repositioning lines of the both obstacles are 30 cm from the obstacle.

### Lane 18. Double velodrome



The border line has to be marked immediately in the narrowest pass at the second slope at 90° to the boundary.

The ball repositioning rules are the same as for Lane 13 of the System specific rules concrete.