## MARK

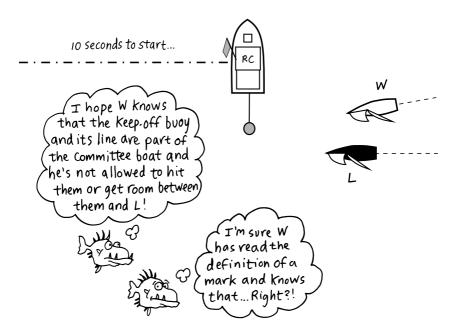
An object the sailing instructions require a boat to leave on a specified side, a race committee vessel surrounded by navigable water from which the starting or finishing line extends, and an object intentionally attached to the object or vessel. However, an anchor line is not part of the *mark*.

A *mark* can be an inflatable ball, a bell buoy, a large power boat, an island or any object the sailing instructions so indicate. Notice that often the sailing

instructions require that government marks be passed on their required side as you sail from one turning *mark* to the next. These government marks are *marks* of the course as well. Also note that the entire object is the *mark*, not just the above-water part.

On a starting line between a race committee vessel and a buoy, the **entire** race committee vessel is a *mark* even though the actual end of the line is marked

by a flag or some other specific point on the boat. Note that anything that is



intentionally attached to the object is also part of the *mark*; for instance, a flag, a long antenna or a swimming platform. This also includes something temporarily attached such as a Whaler tied up to the race committee vessel, or a "keep-off buoy" hung off the transom of the race committee vessel to keep boats farther away. However, the race committee's anchor line is not part of the *mark*.