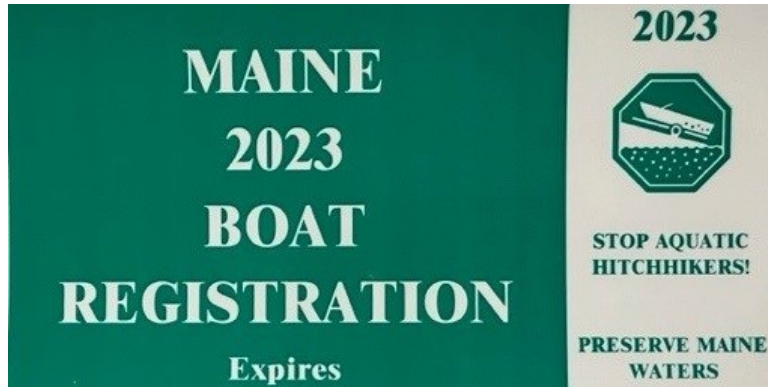


Harbor Master  
John McMullen



As the Cathance River and Merrymeeting Bay waterways become more crowded, boaters need to learn to watch their wakes. With excessive speed in such close quarters our wakes threaten the safety of the many paddlers using the river and potential damage to shoreline docks and plant life. The Cathance River is approximately 400-450 feet wide at its widest point during high tide, and less at low. Maine State Boating Law requires a boat to operate at headway speed within 200 feet of any shoreline. Although a good percentage of powerboats do abide (and thank you to those of you who do) by this requirement a need for improvement remains. So please, when boating on the Cathance - **"SLOW NO WAKE"**. It's for a reason.

The town harbor has space for anyone interested in installing a mooring. Contact me for details.

Make safety your foremost concern whenever you are on the water. Sign up for a boater's safety course with the US Power Squadron or Coast Guard Auxiliary.

If you have any questions, or ideas that you would like to discuss, please feel free to contact me by email at [jmcmullen@bowdoinham.com](mailto:jmcmullen@bowdoinham.com).

John McMullen  
Harbor Master

Reminders:

- Always check the weather and water temperature before going boating
- Always notify someone who can report your delay/non-return
- Always wear your life jacket (mandatory age 10 and under in Maine)
- Tie up time on the dock is limited to 2 hours. If your vessel is disabled or there is a critical need beyond 2 hours, contact the harbor master.
- In case of emergency, please put owner information on dinghies tied up at the dinghy dock.
- There is a charge for spaces on the kayak racks which are reserved for the season. Do not put your kayak in an empty space on the rack unless you have rented the space through the town office.

To ensure your boat is safe from bow to stern get your free Vessel Safety Check. It could save your life and the lives of your loved ones. Call the harbor master for an appointment.

