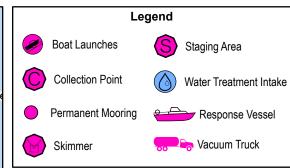
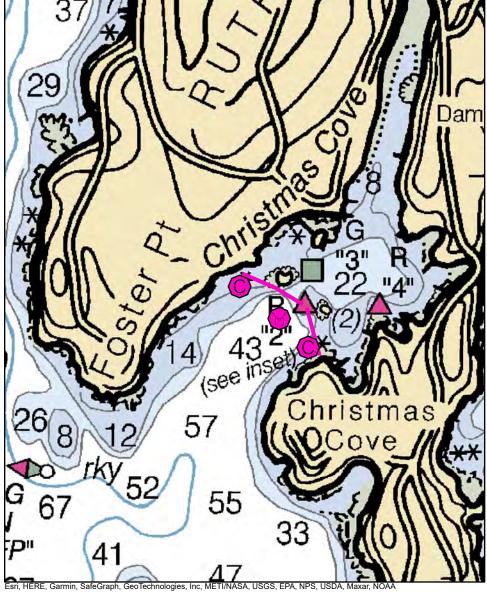
B-39-2

Lower Damariscotta River - Christmas Cove South Bristol, ME









Lower Damariscotta River - Christmas Cove

South Bristol

Latitude 43° 50.81' N Longitude 69° 33.48' W

Approx. Tidal Range (feet) 10

Max Current (knots) Flood

Ebb

Port Region Casco Bay NOAA Chart # 13293 1

ESI Map # 45A, 44B

EVI Map #

DeLorme Map # (2019) 7 C3

Resources At Risk

Source

ESI Primary Shoreline Type Exposed rocky shores (1A)

Exposed wave-cut platforms in bedrock, mud, or clay (2A) **ESI Secondary Shoreline Type**

Eelgrass beds and mudflats **Environmental Concerns**

None noted. Contact MHPC at (207) 287-2132 if archaeological items are discovered. **Archaeological Conflicts**

Strategy Information

Strategy Purpose To divert oil from Christmas Cove

Staging Areas Linekin Bay boat ramp (part-tide), Murray Hill Road, East Boothbay or Pemaguid Harbor boat launch, 2 Colonial

Pemaguid Drive, New Harbor

Site Access By water

Nearest Boat Ramp Linekin Bay boat ramp (part-tide), Murray Hill Road, East Boothbay or Pemaquid Harbor boat launch, 2 Colonial

Pemaguid Drive, New Harbor

Collection Points On water skimming. Possible access from Captain Smith Way, South Bristol

Special Instructions Large mooring field in Christmas Cove

Deploy 500' of boom from east side of Christmas Cove to red day beacon "2" (rock) in midchannel. Deploy 350' **Work Assignment**

of boom from day beacon "2" to rock to west of channel. Deploy 350' of boom from rock across flats to western

shore.

Recommended Equipment / Resources

Length of Boom (feet)

Type of Boom Intertidal Boom & Harbor Boom

Recommended **Equipment** (Minimum)

4 - shoreside connections

1 - skimmer and storage

1 - on water skimming system

2 - workboats with minimum 90 hp

2 - boat operators

4 - laborers

Unless otherwise indicated, the boom length given is the distance measured on the chart. Actual length required may vary with conditions.

Last Desktop Validation: 9/13/2020 **Last Field Visit** 8/1/2004 **Last Field Test:**