

Tobogganing in Camden

For a cheap thrill, you just can't beat the toboggan chute at the Camden Snow Bowl. For only a dollar a ride, you can rocket down the track at speeds of up to 37 miles an hour. If you bring your own toboggan, it's only 50 cents.

Here's how it works: You walk up a few sets of stairs, up the side of a small hill, so if an uphill walk is beyond you, don't try this. Then you climb aboard the toboggan, which you ride down inside a chute that's 400 feet long. It spits you out onto the surface of a pond where you come to a gradual stop. The toboggan run is only open when the ice on the pond is good and thick.

Helmets are not required but are strongly recommended. You can wear a bike, ski or snowmobiling helmet. You're also advised not to wear your best new winter clothes; you can sometimes rub an arm or leg on the chute or, worst case, come off the toboggan when you are outside the chute, on the pond. It's not recommended for children under the age of five, and the toboggans hold up to four people.



Staff photo by Herb Swanson

A two-man team from Portland grazes the wall of the chute at the 2002 U.S. Toboggan Championships. The annual event is held at the Camden Snow Bowl in early February.

Where:

Camden Snow Bowl, Hosmer Pond Road, Camden

When:

The toboggan run is only open on weekends, holidays and school vacations, from 9 a.m. to 4 p.m., when snow and ice conditions are appropriate.

How:

From downtown Camden, take Route 1 South for about one mile. Turn right on John Street (look for the Subway sandwich shop). After 0.5 miles, go straight through the four-way intersection. After another 0.1 miles, at the next stop sign, continue on main road which bears left. After another 0.2 miles, at fork in road, continue on Hosmer Pond Road (which bears left). Go about two miles to the north end of Hosmer Pond to reach the Camden Snow Bowl.

How much:

\$1 per person per ride (\$.50 if you bring your own sled).

More:

Call the Camden Snow Bowl (207-236-3438) or visit the [Web site](#).