

CAMP GIMMIYABEYVA



Handbook
Summer 2003 Season

About the Camp:

Camp Gimmiyabeeya is located on picturesque Sokokis Lake in Limerick, Maine. The grounds are approximately a billionth of an acre, and offer nearly every kind of terrain. There are stunning evergreen forests, quaint dirt roads, sandy beaches, various weeds, and even a hill! You'll stay in deluxe accommodations* with every comfort of home** at your disposal 24 hours a day***.



Sokokis Lake, July 2001 Image © 2001 Matt Dunn

When you get there, one of the first things you learn is that the camp has its own timeline. It's important that you think of yourself not so much as a guest as you are a participant. That's a nice way of saying that at some point in each day, everybody works. Common chores include dishes, food and beer runs, cleaning up the beach and gathering firewood. Get used to it.

Depending on the weekend, there may also be a required donation which will go toward the purchase of food and frosty beverages (beer).

A note on etiquette... A lot of people have significant others and it stands to reason that these people would want to have some time alone together. If you happen to bump into people having quality time together, let them be for a bit; they're sure to rejoin the party at some point. On the other hand, if you're looking to have quality time yourself, make sure it's not in someone else's bed (or with somebody else's significant other, for that matter.)

* In fact, the accommodations are as deluxe as you want them to be. You're bringing them in your car.

** This assumes you live in a shack with mostly running water and electricity. Telephones and Cable TV are not included.

*** Unless there are other people there trying to sleep, in which case you suffer.

Before you leave home...

Your stay at Camp Gimmiyabeeya will be a unique experience. Like any other camp, however, what you bring with you may have significant effects on the quality of your experience. The following list was culled from our staff members' years of experience with lack of preparation, and the consequences thereof.

DO Bring:

- Clothing
 - More underwear than you think you'll need.
 - Swimsuit(s)
 - Sneakers or Hiking Boots (to taste)
 - Sandals, flip-flops, Texas, etc.
 - Jeans
 - Shorts
 - T-Shirts
 - Raincoat
 - Sunglasses
- Personal Care
 - Toothbrush/paste
 - Deodorant
 - Shaving Equipment (optional)
 - Feminine Hygiene Products (as appropriate)
 - Shampoo
 - Soap (rope optional)
 - Sun Block
 - Two (2) beach towels
 - Bug Spray
 - Medications (only the ones that were prescribed to you, you damned druggie)
 - Birth Control Pills, Condoms, Lubricant, "Toys", whatever...

DO Bring (cont.):

- General
 - Tent (it's safe to say you won't have a bed in the cabin.)
 - Air mattress & Sleeping bag
 - Flashlight
 - Cash
 - Cards or Board Games
 - Movies (VHS format)
 - Cooler (with enough booze to last you a week)
 - Batteries
 - 4WD Vehicle
 - Munchies

DON'T Bring:

- Clothing
 - Expensive shoes (They will get ruined. The exception would be high heels, as long as they're only used in bed. Be warned that they may have undesired consequences when used in conjunction with air mattresses and tents in general. Your mileage may vary.)
 - Expensive Jewelry (It'll invariably get lost at some point, probably when you're too drunk to effectively look for it.)
 - Anything that would require dry cleaning
 - Anything that would be ruined by sand, water, sun, or general roughhousing.
- Personal Care
 - Novelty condoms or anything else that looks like forms of birth control but aren't intended to be used as such.
- General
 - Pets.
 - **Whiney or otherwise annoying personality.**
 - **Whiney or otherwise annoying friends or significant others.**
 - **Video Games**

Getting to the camp...

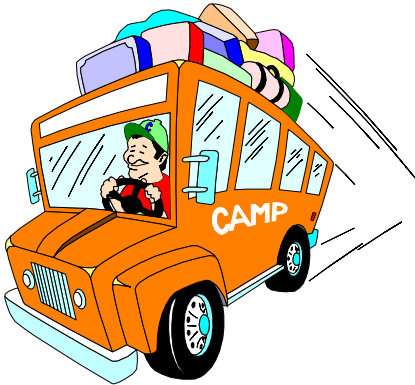
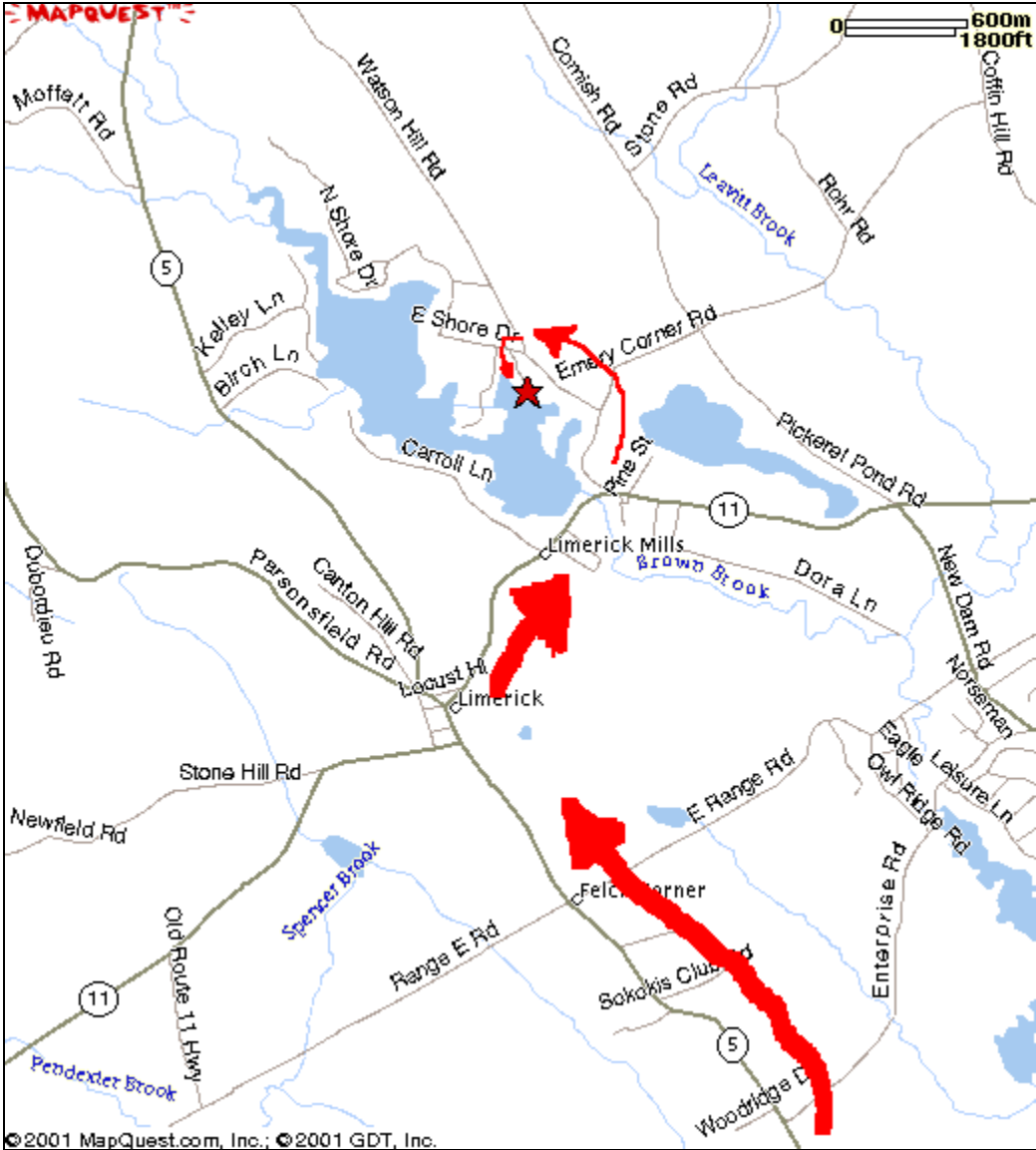
From Boston, it typically takes 2 ½ to 3 hours to get to the camp, but allow more time for weekend traffic, especially Memorial Day weekend, the 4th of July, and Labor Day weekend.

Directions:

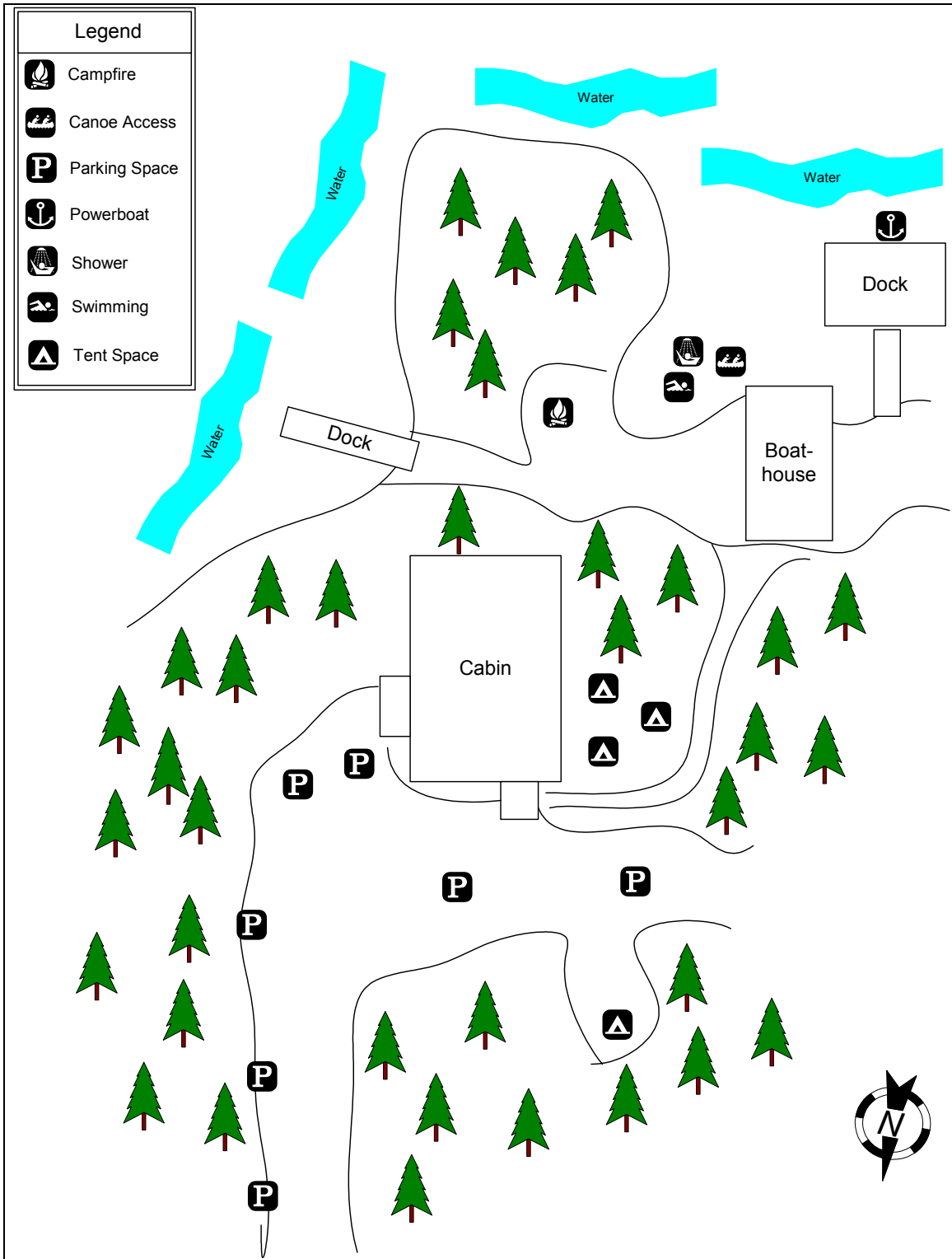
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|---|--|
| I-95 N | Take I-95 North to Maine |
| Exit 3 (236/Eliot) | Take exit 3, and merge onto Rt. 236 toward Eliot |
| 10.7 miles, Right onto Rt. 4 | Approx 10.7 miles down, in the town of South Berwick, take a right onto Rt. 4 |
| 18.7 miles (4 becomes 4/US-202) | Approx. 18.7 miles down, in the town of Alfred, at the junction of Rt. 111, Rt. 4 becomes Rt. 4/ US-202. Stay on 4/US-202 |
| 6.7 miles, left at blinking yellow light | Approximately 6.7 miles up, there will be a blinking light at a "T" intersection. Take the left onto Old Alfred Rd. |
| 2 miles, bear left onto Rt. 5 | Approximately 2 miles up, bear left onto Rt. 5 |
| 8.5 miles, Right onto Rt. 11 | Approx. 8.5 miles down, you'll be entering Limerick center. Rt. 11 will merge in from the left. At the far end of the main drag (all of 200 yards or so) there'll be a big church straight ahead, and a post office on the left. At this point Rt. 11 goes down to the right of the church. Take a right turn onto Rt. 11. |
| Left onto Emery Corner Rd. | At the bottom of the hill there will be a triangular intersection with a donut place on the left. Bear left onto Emery Corner Rd. |
| Left onto Watson Hill Rd. | Take the first left onto Watson Hill Rd. A big tree stump is in the middle of the intersection. |
| Left onto dirt road | About a third of a mile up, there'll be a dirt road that bears off to the left. Take it. |
| Left onto dirt rd. – keep left | Almost immediately there's another dirt road that goes off to the left (and itself splits almost immediately). Take it and bear all the way to the left. |
| Park on left side of loop at end of road. | Follow this road until it splits at the end to form a loop. Go down the left side (right side is neighbor's driveway) |

You... should... have... bought... a... squirrel!

Map of Limerick:

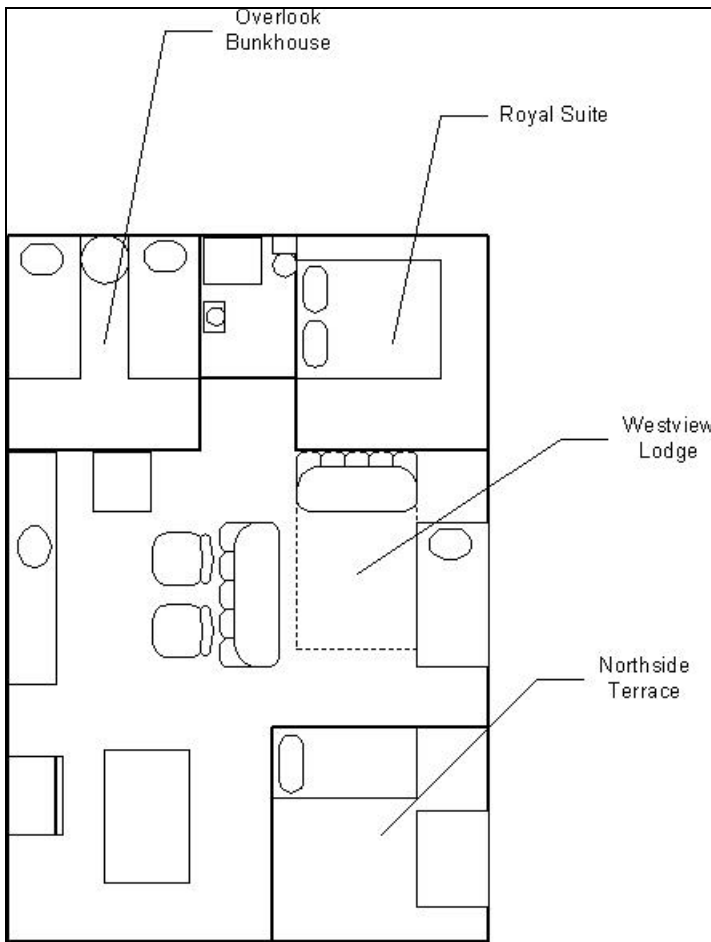


Map of the Camp:



(This map is not to scale, and is barely accurate even in general terms)

Interior of the Cabin:



Guest Room Capacities:

| | |
|---------------------|---|
| Royal Suite: | 2 |
| Overlook Bunkhouse: | 2 |
| Westview Lodge: | 4 |
| Northside Terrace: | 2 |

Note: Guest room bookings require advance reservations. The camp staff is currently accepting reservations for the 2047 summer season.

Activities...



Campfire - *Nightly from dusk to about 2AM, rain or shine (moonshine that is), open enrollment*

Enjoy the company of other campers as they joke, tell stories, sing songs, and slowly drink themselves to oblivion.

Canoeing - *Daily, weather permitting, equipment reservation necessary*

Glide through the pristine waters of Sokokis Lake in a glistening Grumman® canoe (seating for three). Lost paddle charges may apply.



Card & Board Games - *Daily, equipment reservation may be required*

Whether it's because there's nothing else to do due to weather, or you just feel like a nice friendly game of asshole, cards and a limited number of board games should be available.

Lake Tours - *Daily, weather permitting, equipment reservation necessary*

Cruise around picturesque Sokokis Lake with a qualified guide and captain in a low-slung powerboat with seating for five (5) passengers.



Movies - *As desired, equipment reservation necessary*

For those nights when the bugs are just too much, or the sun has you half-baked, a television with a VHS VCR is available for use. Movie selection is limited.

Off-Road Adventures - *By appointment, guided*

See the verdant backwoods of the local landscape from the back of a genuine Jeep Wrangler®, or if you want to bring your own rig out to get dirty and/or broken that's fine too (subject to equipment inspection). Seating is limited, so signup early!





Swimming - *Daily, weather permitting, from about 10AM to about 2AM, open enrollment, clothing optional after 10PM, NO LIFEGUARD ON DUTY*

Let the silky waters of the ever-sublime Sokokis Lake swirl away your tension as you bob merrily on one of the many personal floats* available, or for the more athletically minded, go for a quick dash out to Rock Island, around the bend to the rope swing, or even across the lake for a nice lunch!

* Personal floats are not personal floatation devices, and are not recommended for floatation usage outside the confines of the purely theoretical.

Sunbathing - *Daily from about 11AM to dusk, weather permitting, open enrollment*

Strip down (whoa! Not that far down), lather up (waaay up), don those shades and hit the beach. It's all about getting that tan just right, and at Camp Gimmiyabeeya, we don't compromise a bit.



Tubing & Water-skiing - *Daily, weather permitting, equipment reservation required*

Grab that rope and hang on! Our experienced drivers will toss your ass all over the lake if you're tubing, or give you a nice steady run if you're skiing, unless we don't like you, in which case you're screwed either way. We might just leave you out there.

Campfire Reference Materials:

Fuzzy Duck - Fuzzy duck is a word game that should be played with a fairly drunk group of people. The group should be arranged in a circle of some sort (campfires work well). One person (it doesn't really matter who, but it's usually Lil-Anne) will start by saying "Fuzzy Duck" to the person to either the left or the right. That person must either say "Fuzzy Duck" to the next person, continuing the direction around the circle, or may instead say "Does He?" at which time the direction of play reverses, and the people must say "Ducky Fuzz" until someone elects to say "Does He?" This continues until someone screws up, at which point they must take a drink. Once they've taken their drink, play resumes where it left off.

The Name Game

This is a game where go around the circle saying the names of famous people, where the first letter of the first name of each person is the same as the first letter of the last name of the previous person. If the name is a single word name (e.g. Madonna), the 'M' counts as both the first name and last name letter, continuing in the same direction. If the name is a 'double', (e.g. Roy Rogers), the direction of play is reversed. When it's your turn, and you're not in the process of saying a name, you're imbibing. Drink while you think, you might say. The name must be sufficiently famous that at least a couple people know what the hell you're talking about. The same name may be used twice if and only if it refers to more than one person (e.g. Freddie Prinze was a comedian, and his son's name is Freddie Prinze Jr., the actor).

One Fat Hen...

Since one fat hen is a memory game, writing down the sequence for reference would defeat the purpose. Suffice it to say that people who've played before have a significantly greater chance of coming out of it less drunk than the others. Also, since alcohol impairs short-term memory, the difference between someone playing well, and someone who is not might end up being as easy to spot as the ability to stand up afterwards.

Austin's Joke

Apparently, Austin can only ever remember one joke. As a result, the number of times that most of us have heard this joke is in the hundreds, if not the thousands. It's printed here on the off chance you've never heard it, so that we'll know ahead of time that it's not new to anybody by the time he gets around to telling it.

A bear and a rabbit are taking a shit in the woods. The bear says to the rabbit, "Do you have a problem with shit sticking to your fur?"

The rabbit says, "Not really."

So the bear wipes his ass with the rabbit.

The National Anthem

Every year on the evening of July 4th, some of us sing the national anthem. It's tradition. Don't screw with it.

The Band

There may or may not be a band present during your stay. If there is, try to keep the jeering to a minimum, and bear with them in general. Chances are, they'll play a couple of songs you can't stand... badly. Get over it, they're working for free.

