

Share items throughout our community, from our Library of Things, and beyond!

When we all share tools, we get access to more things, experiences and opportunities. Join us!

BORROW, RENT, and COOPERATE to join our sharing ecosystem

BORROW

...tools fromlike minded friends, groups or organizations who choose to own and care for specialty items.

Visit the Curtis Library of Things for tools, kits & equipment for crafts & hobbies; cooking, baking & preserving; home & garden; sports & recreation; music & education; science & technology; genealogy & research... and more! 1500+ things

For adaptive technology equipment, try Maine CITE

Harpswell Aging at Home

For medical supply equipment & aging-inplace aids, check out Harpswell Aging at Home and Partners for World Health



Maine CITE

RENT

..tools you only need occasionally that are too specialized or large for a public library to store and maintain.

For all-season recreation & camping gear, visit the Maine GearShare and the Adaptive Outdoor Education Center

To rent commercial kitchen space, visit Mid Coast Hunger Prevention Program

To rent big yard & construction equipment, trailers, rug cleaners, construction tools etc, visit Kennebec Equipment Rental and Home Depot

To rent large event equipment such as chairs, tents and tables check out event rental companies.

For specialty automotive tools, try AutoZone









NEW ENGLAND **TENT & AWNING**



COOPERATE

...to share your tools, services, skills or space, to repair, share or maintain items and experiences for the entire community.

For clothing, home goods, or consumables, rely on the free & resale economy!

Freecycle.org; neighborhood groups like Nextdoor; Goodwill; Buy-Nothing groups; Habitat for Humanity ReStore; and more! Plus, check out Curtis' free plant, art supply, and hardware swaps.

Need something fixed? Visit a Repair Cafe

For FAQ on sustainable waste disposal, check out EcoMaine's Recyclopedia

For items we don't lend, check out local associations which safely share speciality tools or can direct you to other resources for acquisition.













For more information on these resources, scan this code:

