



Pathfinder Pathways...

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February 2005

The Daffodil Principle

-- by Jaroldeen Asplund-Edwards --

Several times my daughter had telephoned to say...
"Mother, you must come see the daffodils before they are over."

I wanted to go, but it was a two-hour drive from Laguna to Lake Arrowhead.

"I will come next Tuesday," I promised, a little reluctantly, on her third call. Next Tuesday dawned cold and rainy. Still, I had promised, and so I drove there. When I finally walked into Carolyn's house and hugged and greeted my grandchildren.

I said, "Forget the daffodils, Carolyn! The road is invisible in the clouds and fog, and there is nothing in the world except you and these children that I want to see bad enough to drive another inch!"

My daughter smiled calmly, "We drive in this all the time, Mother."

"Well, you won't get me back on the road until it clears -- and then I'm heading for home!" I assured her. "I was hoping you'd take me over to the garage to pick up my car."

"How far will we have to drive?"

"Just a few blocks," Carolyn said, "I'll drive. I'm used to this."

After several minutes I had to ask "Where are we going? This isn't the way to the garage!"

"We're going to my garage the long way," Carolyn smiled, "by way of the daffodils."

"Carolyn," I said sternly, "please turn around."

"It's all right, Mother, I promise, you will never forgive yourself if you miss this experience."

After about twenty minutes we turned onto a small gravel road and I saw a small church. On the far side of the church I saw a hand-lettered sign "Daffodil Garden." We got out of the car and each took a child's hand, and I followed Carolyn down the path. Then we turned a corner of the path, and I looked up and gasped.

Before me lay the most glorious sight. It looked as though someone had taken a great vat of gold and poured it down over the mountain peak and slopes. The flowers were planted in majestic, swirling patterns, great ribbons and swaths of deep orange, white, lemon yellow, salmon pink, saffron, and butter yellow. Each different-colored variety was planted as a group so that it swirled and flowed like its own river with its own unique hue. Five acres of flowers.

"But who has done this?" I asked Carolyn.

"It's just one woman" Carolyn answered. "She lives on the property. That's her home."

Carolyn pointed to a well-kept A-frame house that looked small and modest in the midst of all that glory. We walked up to the house. On the patio we saw a poster. "Answers to the Questions I Know You Are Asking" was the headline. The first answer was a simple one.

"50,000 bulbs," it read.

The second answer was, "one at a time, by one woman. Two hands, two feet, and very little brain."

The third answer was, "Began in 1958."

There it was, The Daffodil Principle.

For me that moment was a life-changing experience. I thought of this woman whom I had never met, who, more than thirty-five years before, had begun -- one bulb at a time -- to bring her vision of beauty and joy to an obscure mountain top. Still, just planting one bulb at a time, year after year, had changed the world. This unknown woman had forever changed the world in which she lived. She had created something of ineffable magnificence, beauty, and inspiration.

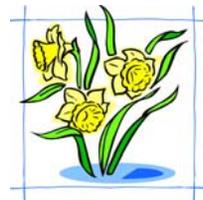
The principle her daffodil garden taught is one of the greatest principles of celebration: learning to move toward our goals and desires one step at a time -- often just one baby-step at a time -- learning to love the doing, learning to use the accumulation of time. When we multiply tiny pieces of time with small increments of daily effort, we too will find we can accomplish magnificent things. We can change the world.

"It makes me sad in a way," I admitted to Carolyn. "What might I have accomplished if I had thought of a wonderful goal thirty-five years ago and had worked away at it 'one bulb at a time' through all those years? Just think what I might have been able to achieve!"

My daughter summed up the message of the day in her direct way.

"Start tomorrow," she said.

It's so pointless to think of the lost hours of yesterdays. The way to make learning a lesson a celebration instead of a cause for regret is to only ask, "How can I put this to use today?"



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Striving for success without hard work is like trying to harvest where you haven't planted.

David Bly

## Outreach Activity Ideas

The NAD website has an article on Outreach ideas called *Love by the Month*. Here's the idea for February.

Bake or buy valentine cookies (with or without sugar), and take them to a convalescent home. Call ahead for an appointment, and make sure to set aside plenty of time to visit. Also take in consideration different dietary needs and if possible also include some sugar-free treats.

If a unit decides to bake some of the cookies, this could be done as part of the baking honor.

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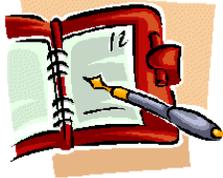
## Knot this Month

### Giant Clove Hitch

Put a pole in a ten-foot circle. (In a gym, a volleyball net pole in the middle of the Center basket ball circle works fine.) Hand each end of a thirty foot plus rope to two Pathfinders, and tell them to tie a clove hitch on the pole, without stepping into the circle, and without letting go of the rope.

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## Camping



### Trail Journals

This may not seem like the usual camping hint, but encouraging your Pathfinders to start journaling on their camping trips may inspire a few of them to a life time of keeping journals that they can enjoy looking back on for years to come.

When you journey into the backcountry your senses will expand, and you will start to notice more detail. You will make observations; perhaps learn lessons, philosophize, and possibly find some answers. Being in the wilderness also lends itself well to contemplation, and this is why keeping a trail journal is extremely worthwhile. Recording those bits of wisdom, the observations, and the many interesting details of your hike may not seem important beforehand, or even at the moment, especially when you are tired. But months and years later you will probably enjoy reminiscing, and reliving your experiences through your trail journals. In your trail journal you can write whatever you like. You can keep only the most basic log, noting where you camped and how many miles you hiked. Or you can record some of the details of what you saw, who you met, and how you were feeling. Journal writing has no limits.

Carry your trail journal in a resealable plastic bag, along with maps and any other paperwork.



## Hike of the Month

*'The journey is the destination'*

### Disney Trail, Dalton, GA

#### From Northbound I-75

Take Exit 336 and bear left at the fork about halfway down the exit ramp. Go north (left) on US Highway 41.

#### From Southbound I-75

Take Exit 336. Turn right on US Highway 41. Continue to the second entrance to the Georgia State Patrol station at Mill Creek Gap and turn left. Make the first left. Down on the left is a Georgia Historic Marker about the grave and the trail. Also, this is a "pocket park" built by the WPA to commemorate the Atlanta Campaign (The Battle of Rocky Face was the first large-scale action in this campaign.) Continue on the road, returning to Highway 41. Turn right. Make the first right into the Church of the Nazarene and climb the hill. Behind the church is a "family life" building. Go to the end of this lot and park. A hand-painted sign indicates the trailhead.

This steep trail is the most challenging trail in northwest Georgia, and the most challenging short trail in the state. It ascends Rocky Face, a mountain west of Dalton, Georgia ([History of Dalton, Georgia](#)) and site of fighting from May 8 - 10, 1864 ([Battle of Rocky Face](#)). The trail gets its name from the grave of George Disney at the end of the hike.

Part of the Rocky Face Trail System, which is under development, the Disney Trail will permit access to the north end of the mountain which the Army of Tennessee [CS] defended during the American Civil War. On May 8, 1864, men under the command of William Tecumseh Sherman ([Biography of William T. Sherman](#)) were advancing on the lines of the Confederate Army, entrenched along the ridge. Battles raged for two days in both Dug Gap and Mill Creek Gap. Fighting came to an end when Sherman successfully outflanked his opponent, Joseph E. Johnston ([More on Joseph E. Johnston](#)), forcing him to withdraw.

In 1912 the grave of George Disney was discovered by Boy Scouts who had hiked to the top of the mountain. The scoutmaster made a project of restoring the grave and providing access to the site. For more than 80 years the Disney Trail has been used by area residents to climb Rocky Face, making the trail one of the oldest in the state of Georgia, pre-dating the [Appalachian Trail](#) in the state by some 20 years.

A short, sharp climb at the trailhead carries you to a level historic road that follows the curve of the mountain towards Mill Creek Gap. The Disney Trail turns right and climbs some very old stone steps at 0.4 miles. From this point on the trail makes a steep ascent to the top of Rocky Face Ridge and Disney's grave. About half-way up the trail becomes steeper and switches back several times. In

this area is a rock-outcropping dubbed "Georgia's Gibraltar" by locals. The grave is located at the top of the mountain at the present end of the Disney Trail.

Once you have finished hiking the Disney Trail you can access another 6 miles of trails that have been marked but are not yet developed. These trails take you along the ridge top to the Hardee Trail that begins at Dug Gap Park. A Palisades Trail comes off this trail to the right. Stunning views of the Ridge and Valley Section of northwest Georgia accentuate this trail.  
[www.geogiatrails.com](http://www.geogiatrails.com)

**Trail Length:** 2.4 miles

**Type of trail:** In and out

**Rating:** Strenuous



## Geocaching

As we said last month the geocaching honor has now been approved by the NAD honor committee. Here are the requirements for the Advanced Geocaching honor requirements.

1. Have Basic Geocache Honor
2. Briefly describe the origin of the global positioning satellites? What is their history – when and how did they get there? By whom?
3. Define latitude, longitude. What is meant by degrees, minutes, seconds?
4. Complete two or more of the following:
  - a. Establish and maintain a new geocache in your area for at least 6-months.
  - b. Send out and follow a TB (travel bug) for 6 months.
  - c. Find 2 travel bugs and follow for 6 months
  - d. Participate in a geocache meeting or event in your area (attend).
5. Find and record at least 18 geocaches; include:
  - a. Traditional cache with 3-star difficulty
  - b. One Multi-level
  - c. One virtual
  - d. One micro
6. What are the laws/rules/guidelines for placing caches in the following locations?

*There has been an alarming increase in the number of things you know nothing about.*

- unknown

## Camp Cooking

### *Dutch Oven Spicy Enchiladas*

<http://papadutch.home.comcast.net/dutch-oven-recipe-spicyenchiladas.htm>

#### **Filling**

- 2 lbs. Vega burger
- 1 medium yellow onion; chopped
- 3 cloves garlic; minced
- 1 11 oz. can mexicorn; drained
- 1 15 oz. can black beans; drained
- 1 cup black olives; chopped
- 3 Tbs. fresh cilantro; chopped
- 2 tsp. chili powder
- 1 tsp. paprika
- 1 tsp. ground cumin
- salt and pepper to taste
- 2 lbs. cheddar jack cheese; shredded

#### **Sauce**

- 1 Tbs. olive oil
- 1 medium yellow onion; diced small
- 4 cloves garlic; minced
- 1/2 cup green bell pepper; diced small
- 2 14 oz. cans tomato sauce
- 1 4 oz. can diced green chiles
- 1 Tbs. chili powder
- 1/2 tsp. paprika
- 1/2 tsp. ground cumin
- 1/2 tsp. red pepper flakes
- salt and pepper to taste
- 24 10" flour tortillas

**Prepare Filling:** Heat a 12" Dutch oven using 20-22 briquettes bottom until hot. To oven add Vegaburger, onions, and garlic. Cook until burger is brown and onions are translucent. Stir in mexicorn, black beans, olives, cilantro, chili powder, paprika, and cumin. Salt and pepper to taste. Heat thoroughly then remove mixture from Dutch oven.

**Prepare Sauce:** Heat a 10" Dutch oven using 12-14 briquettes bottom until hot. Add olive oil, onion, garlic, and bell pepper. Sauté until peppers are soft and onions are translucent. Stir in tomato sauce, green chilies (juice included), chili powder, paprika, cumin, and red pepper flakes. Salt and pepper to taste. Bring sauce to a boil and simmer gently 10 minutes. Remove from heat.

**Assemble Enchiladas:** Place a tortilla in oven with sauce covering both sides of tortilla. Place on a plate and fill with 1/4 - 1/3 cup of the burger filling and sprinkle with cheese. Fold in ends and roll up tortilla. Place in original

12" Dutch oven seam side down. Repeat process for each tortilla covering the bottom of the Dutch oven. Make additional layers as needed. Cover tops of enchiladas with remaining meat filling. Pour remaining sauce over top and sprinkle with remaining cheese.

**Bake:** Cover and bake using 12-14 briquettes bottom and 12-14 briquettes top for 20 minutes until sauce bubbles and cheese is melted.

Serves: 10-12.

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Computer Connection

Use your computer to standardize the notices that you need to hand out to your Pathfinders. For example, the notice that has the information for each camping trip is usually the same except for the "Where" and "When". So make a document with all the information except the parts that change and save it. Depending on how familiar you are with your word processing software you can even put together a form.

In MS Word you would use the 'Forms' Toolbar and insert the blanks in the spaces that would need to be filled in each time. You can also save the form so that it can be used over again.

Not computer literate? See if there is someone in your church that could help. Maybe someone that would prefer not to come to Pathfinder meetings but would like to help in some way. They could put together the forms that the club needs and give them to the director or secretary to use.

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## Coordinator's Corral

### Pioneer Crafts and Games

Some of you may still be working to come up with an activity to do for the Camporee. Here's a few ideas that may help. And if you don't have a Pioneer Camporee to get ready for you can use these ideas to teach the Pioneering honor.

Pioneer children didn't play with video games or watch TV. Instead, they read books, and played with board games, rag dolls, and wooden toys. Store-bought toys and games were expensive and hard to come by. If parents did buy toys or books, they were probably serious and religious in nature – designed to teach kids how to be good. Since the pioneers couldn't bring many things with them on the Oregon Trail, whatever toys boys and girls might have had back East would get left behind. Only a few precious dolls or books would have made it all the way to the Pacific Northwest or Washington.

Although pioneer children had many chores to do, including cooking, cleaning, and caring for animals, they

still managed to have fun. Instead of buying toys, pioneer children used their imaginations to create their own toys and games out of the materials that were available – wood, leftover cornhusks, and fabric scraps. The games they played were memorized and handed down from generation to generation. Some pioneer games like hopscotch, jump rope, and hide and seek, are still played today.

Life was very different for pioneer girls and boys. Girls weren't allowed to do many of the things that boys did, such as building and woodcarving. Boys weren't taught to cook or sew, things that were considered "women's work." Girls weren't given the same opportunities as boys. When they grew up, girls were expected to get married and take care of their husbands and children, while boys were supposed to take care of the farm, get a job, and support a family. It was very difficult for women to become trades people, shopkeepers, or artists. Today girls and boys have many more options in what they want to pursue as a career.

You can try your hand at some of these pioneer crafts and games. Although pioneer children would have considered some of these activities to be chores instead of games, it's still fun to make things the pioneer way.

## Whirligig

The whirligig, or buzz saw, will spin and hum while you pull your arms apart and push them together. See how long you can keep it going!



You'll need:

- a piece of string about twice as long as your arm
- a large button with two holes

1. Thread the string through the button holes and tie the ends in a knot, forming a loop.
2. Hold each end of the string so that the button hangs slack in the middle. Swing the button in a circle to tightly wind up the string.
3. Pull your hands apart and push them together again. Watch the button whirl and sing!

\*Once you've made a whirligig with a button, try making one with a cutout wooden disk, about 3 inches in diameter and ½ inch thick. Make sure that the holes are centered in the disk so that the whirligig spins evenly. If you drill small holes around the edge of the disk, the whirligig will make a louder humming noise. Paint swirling designs on your whirligig and watch it spin!

More pioneer craft ideas can be found on the following website.

### Pioneer Crafts and Games

Pioneer children played a lot of games that children still play today by different names. They are:

- Drop the Handkerchief is a pioneer game that is the same as Duck, Duck, Goose. Someone would go around the circle of people and drop a handkerchief on a player to chase them (the goose).
- Blindman's Buff is an old time game that is similar to Marco Polo. One person would be blindfolded. It was played several different ways. One way you played the game was to call out in Blindman's Buff like you do in Marco Polo. In another way to play the game, you were silent and the person had to find you. When the person finds you, they don't just tag you. They have to guess who you are.
- Leapfrog is a game we still play like they did long ago. One person would be the leaper and the other people would stand in a line, put their hands on their knees, and bend over just a bit. When the leaper got to the end of the line this action was repeated.
- Hunt the Shoe is almost like Doggie, Doggie, Where's my Bone? A guesser sits in the middle of the circle as the people around the circle pass different shoes around the circle behind their backs. (All the shoes are passed at once). The guesser holds the match to one of the shoes that is being passed. Then the guesser would try to guess who has the match to the shoe they were holding.

Here are some games from long ago that you might not have played:

- Croquet is almost like miniature golf. You would hit a ball through stakes (wire loops).
- Shuttlecock is a thing made of feathers that you hit back and forth with a racket. Today it is called Badminton.
- Lacrosse is a game that some said was played to cure the sick. The Native Americans invented it and the settlers played it for fun.

### Pioneer Games



**A SHORTCUT IS OFTEN THE  
QUICKEST WAY TO SOME  
PLACE YOU WEREN'T GOING.**

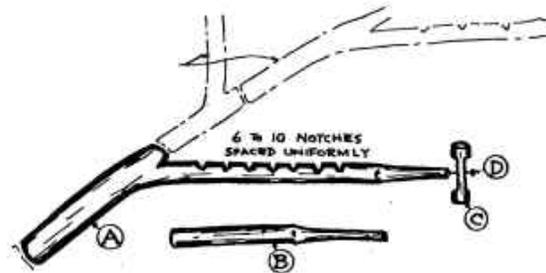
### Pioneer Toys

WHIMMYDIDDLE  
(Hooey Stick or Gee-Haw)

This stick seems to be magic. When another stick is rubbed across its notches, the little propeller at the end is caused to turn. When it is rubbed differently, the rotor turns in the opposite direction. These "gee" and "haw" movements have created a legend that the whimmydiddle is a lie detector, but actually the operator controls the "true" and "false" answers.

#### MATERIALS:

- 1 (A) body, hardwood branch, 7" to 9" long
- 1 (B) rubbing stick, hardwood branch 4" long
- 1 (C) rotor, hardwood twig, three sixteenth diameter by one and one half inch long
- 1 (D) nail, box nail, 1" long small diameter



Use any small hardwood branch which does not have a pithy center. Green (live) wood is the easiest to carve and will harden as it dries. Cut the sticks as shown. Carve down the end of the body and the end of the rubbing stick. Carve six to ten notches, about one eighth inch deep and evenly spaced, into the top edge of the body. Carve out the rotor to concentrate weight at its ends. Drill a hole in the center of the rotor for the nail. Drive the nail into the end of the body, leaving the rotor free to rotate. Test the Whimmydiddle by rubbing the notches briskly, using the rubbing stick. If the rotor will not turn or reverse properly, keep carving down the diameter of the body and/or deepen the notches. When the Whimmydiddle reaches the "happy spot," then stop carving.



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