TOO MUCH TO GO

<u>THINGAMAJIG</u> <u>DOOHICKEY</u> <u>WHATCHAMACALLIT</u> CONTRAPTION

"Back and forth" (move hand back and forth) "Up and down" (move hand up and down) "In and out" (cup one hand in semi-circle & dip other hand in and back out. "Hee Haw"

Ever since the beginning of time, men have been competing with each other, each one trying to invent something that will go farther, higher, or longer than any other thing. There are <u>*THINGAMAJIG*S</u> and there are <u>*DOOHICKEY*S</u> and even <u>*WHATCHAMACALLIT*S</u>. Nobody really knows what each of these <u>*CONTRAPTION*</u> S are supposed to do.

For instance, a <u>*THINGAMAJIG*</u> could be almost anything, and it probably wouldn't even have to have a moving part in it. The same goes for a <u>*DOOHICKEY*</u> or a <u>*WHATCHAMACALLIT*</u>. Whenever a man sees a <u>*CONTRAPTION*</u> which has a <u>*THINGAMAJIG*</u>, a <u>*DOOHICKEY*</u>, or a <u>*WHATCHAMACALLIT*</u> on it, then his mind immediately goes to work trying to invent something that will outdo that <u>*CONTRAPTION*</u>.

The man who really fouls this all up is the one who keeps trying to invent a better <u>THINGAMAJIG</u>, <u>DOOHICKEY</u>, and <u>WHATCHAMACALLIT</u>. For in the end, he'll probably be competing against himself. One such ambitious man created a <u>CONTRAPTION</u> upon which there was a <u>THINGAMAJIG</u> and a <u>DOOHICKEY</u> and a <u>WHATCHAMACALLIT</u>. Well after watching it work, he decided that the <u>THINGAMAJIG</u> needed to go faster and the <u>DOOHICKEY</u> needed to go higher, and the <u>WHATCHAMACALLIT</u> needed to go deeper. So he set about to correct it. However, in doing so, he completely destroyed the whole <u>CONTRAPTION</u>, for when he made the <u>THINGAMAJIG</u> go faster, it hit the <u>DOOHICKEY</u> which he had made go higher, which, in turn, shot right into the <u>WHATCHAMACALLIT</u> as it drove deeper, and the result being the whole <u>CONTRAPTION</u> quit going, for each part had knocked the other part out.

So, in making things go in this world, let's always remember that some things are better as is, and, remember, we must have the strength to change those things we can, the serenity to accept those we can't change, and the wisdom to know the difference. If we remember this, we won't become like the man to tried to better the <u>CONTRAPTION</u> and merely ended up with the <u>THINGAMAJIG</u> and the <u>DOOHICKEY</u> and the <u>WHATCHAMACALLIT</u> all working against each other. If

we remember this, we can really make things go!