



The Bare (Bear) Facts About the Lyfords of Cabot Quest

Cabot, Vermont

Easy

Historical

Pavement

1:00

Bring: Compass

To get there: Cabot and Marshfield are along US. Route 2. People traveling on I-91 should get off at St. Johnsbury and take US. Route 2 West. This is a driving Quest. You will make several stops where you will walk around.

Clues:

Come to Cabot and learn some history

Just for fun we'll make it a mystery.

Follow Route 2 to Marshfield store

Look for the sign [VT 215] to Cabot, 5 miles no more

Stop in the village and look around

Look for the church, it's easily found.

Turn right onto Danville Hill Road.

Go up ½ mile where the fields are mowed.

You'll see a sign *Old Center Road* on the right

Turn here and find a sign *First Cemetery 1800*—park at this site.

This is where Cabot Village got its start.

In front of you see stones of the old pound

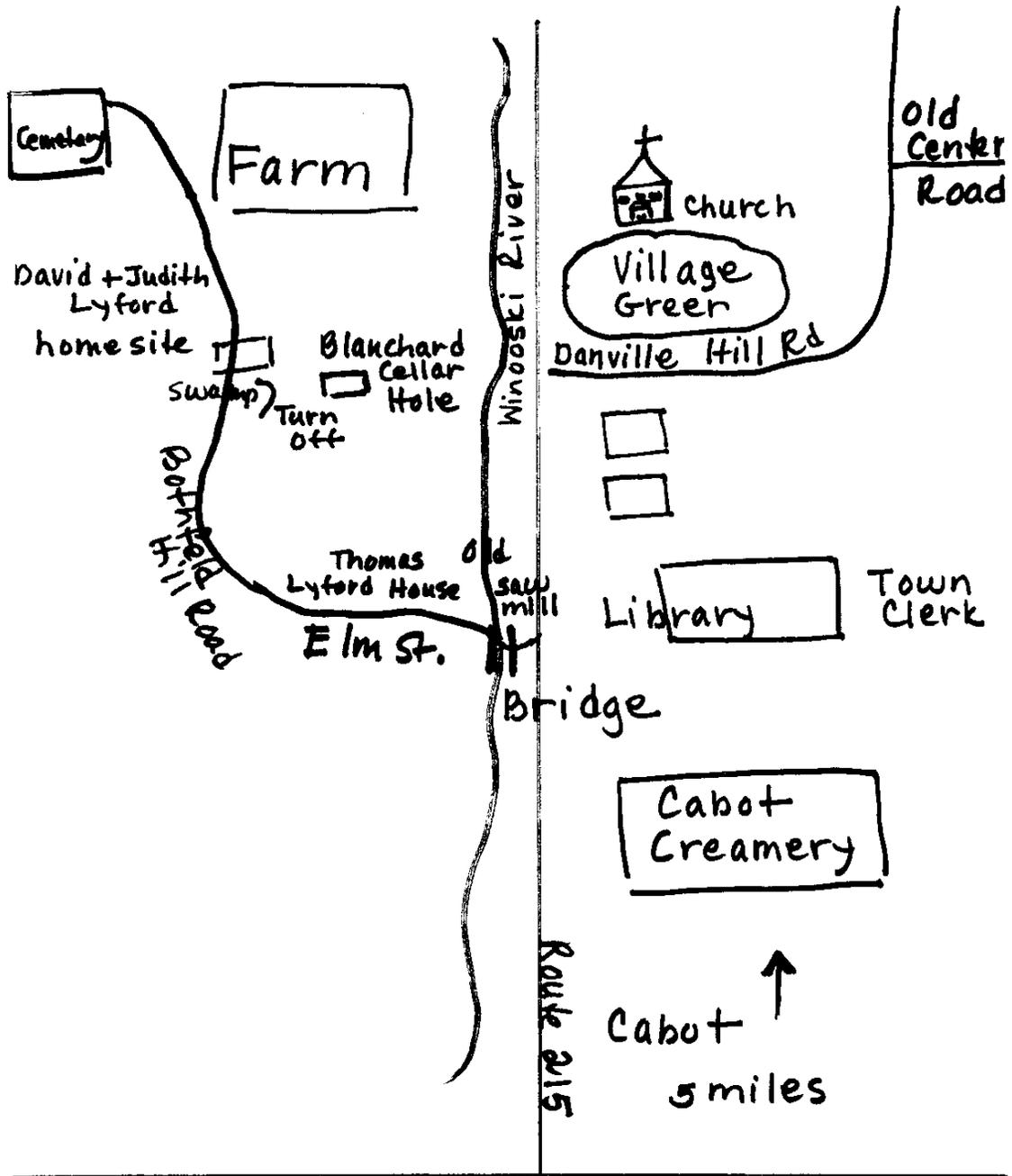
Where lost sheep, pigs or cattle, could be found.

Uphill past the sign about stocks and whipping

Find the site where the church used to be sitting.

Walk back past your car and down the hill

To where the first settlers are laying still.



Route 2 Marshfield

Find THOMAS LYFORD. Two stones you will see.
 First settler and soldier, next to a flag it should be.

His brother was DAVID who lived on West Hill
 Continue the Quest to get your thrill.

Return to the village going back the way you came.
We hope you are really enjoying this game.

Turn left at the bottom of the hill,
Take a right hand turn on to Elm St. you Quest to fulfill.
Now stop for a moment, it's not what it seems.
Get out of your car and walk to the stream.

Look to your North to see what you can see.
This is where THOMAS LYFORD's mill used to be.
On the west bank of the Winooski River
The sawmill foundation will give you a shiver.

Continue on Elm Street 1.1 miles
Where you'll see Bothfeld Hill Rd. in a while.
Go till you see a white sign with arrow pointing west.
Stop here and park on the right—the pullout is best.

On the right is a pile of logs and a cellar.
Here the BLANCHARDS lived, what a good feller.
His friend, DAVID LYFORD, built across the swamp up the hill.
DAVID is brother of THOMAS who owned the mill.

One day after JUDITH and DAVID's lunch
They brought out a bundle of flax read to crunch.
David had a flail and needed the hatchel.
JUDITH borrowed from neighbor BLANCHARD—that is natural.

When work was done at the end of the day,
She took it back to put it away.
Unsuspecting, she took the path headed home
And came face to face with a bear cub on the roam.

Then there was the mother bear three rods away.
JUDITH snatched the cub and decided not to stay.
Up the path she flew like a streak of blue.
Mother bear right behind her—Oh, what a stew!

Mother bear ran fast, but JUDITH ran more.
In the nick of time she slammed the door.
She dropped the cub and closed the bar.
DAVID was in the barn not too far.
With bear roaring at the front of the house,
DAVID ran to the back, quick as a mouse.

Through the window JUDITH gave him the gun
He crept to the corner and shot the bear in the bum.
Now they were safe and had lots of meat.
Through the long winter they'd have plenty to eat.

JUDITH lived a long life to age seventy-six.
Gave land for a cemetery up here in the sticks.
So let us go on to the place she was buried.
Enjoy the views and don't be hurried.

From the white sign with a squiggly arrow
Go up the hill two tenths of mile – the road is narrow.
Find the big barn, it's the BOTHFELD farm.
Across is a cemetery and cows not to harm.

There you will find the LYFORD stones
But you won't see any old bones.
Start from the corner nearest the barn.
Count five rows down. Then count from the fence
You'll find the LYFORD's fourth and fifth hence.

NOW
Look for a home where a bird might nest
AH, you've come to the end of your Quest.