

The Best Show In Town

“If you’re like me, then you’ve probably tried to plan your course in life at least once. But it’s hard sticking to your plan, isn’t it? There never seems to be enough hours in the day to do all the things that need doing. So here’s the most compelling reason I know for putting your sleeping energies to work.

“All journeys begin with a first step. Yet I’ve found as early as the second or the third that it’s pretty easy to lose your way, and it can happen when you least expect it. It could be a call from home reminding you of a forgotten responsibility. Or a chance encounter with a new love that breezes into your life and steals your heart away...down a long bumpy road.

“Sometimes it seems that destiny is waiting in the wings for just the right moment to substitute the past for the future. Doesn’t it? It can take a lot of discipline to break that cycle. Determination to stick to your course usually isn’t enough. You can put on blinders to help you run a race, but you can’t go around with them on and expect to see the bigger picture or the side-glances to help you avoid a nasty situation. And what about following your fancy to see how far a dandelion seed will float?

“But first steps are often small and cautious steps, and your progress will likely be slow. That’s why it’s important to reward yourself for your small successes. Because in each small success is a measure of renewed hope that will help you experience your future successes *in the present*. The same hope that will help you follow your dreams until they reach fertile ground. Yep, the first step is always to *believe* that you are capable.

“And because an infallible belief in yourself is vital to your success—it’s the easiest thing in the world to program it into your dreams. And you’re learning to do that right now.”

Daddy rearranges the top of the Maquette and a glass case appears on each desk. Inside each case light casts a shadow through a cloud of dust so fine it almost goes unnoticed. Confined to no discernible