

you know.

(What kind of plant?)

I forget. They got a name for it but Apaches just call it \int áíííh. "Red gum." (Silphium laciniatum. This plant oozes a substance at the nodes which was chewed as gum.) It resembles resin. And they kind of bitter taste, but you keep chewin' 'em and chewin' 'em, and pretty soon they form a gum. Now you can chew them for a month or two months. Pretty good. Get ready and chew it again.

(What time of year is it ready?)

It oughta be this month before the--by the time the flowers come off, they form a substance--come out of them stems like a pine--and sunflowers--You see those things that look like resin. They come out of there and that's when you pick 'em off there. Just get a bunch of it. There's a bitter taste to them. But your gum, I don't know what you call it in your English, but we call it \int áíííh. That's "red gum".

(That's the one I think we've seen it before. I think that's the one they call it "compass plant".)

That's where they got, made chewing gum out of it. Apaches.

(Did they used to do that long time ago?)

Yeah. My grandfather used to show me.

APACHE NAME FOR MEDICINE BLUFF CREEK

(Listen while we're stopped here tell me again why they call that Medicine Bluff Road "axle grease".)

Well, the army, at the time, they're called cavalry. They have a lot of these horse-drawn guns, cannons. They got two wagon wheels on them. They camped down there and they take them wheels off. They'd grease their wheels and put them back on. Just kind of mess up that creek down there. Everytime the Apaches go through there. They had a big trading post. They called it the "Red Store". You heard of that. Go down there and they spend a night over there. Come back in the day. And they noticed that. That's the reason they call it "Axle Grease Creek."

(How do you say that in Apache?)

\int éí' góní'á. "Axle grease creek" \int éí' é- is "axle grease" -góní'á. means "Creek". Or "river," for that matter. And that's how they named that because them old calvary, they used a lot of