REVISITING A BEACH IN MAINE
AND THINKING ABOUT MY BROTHER, RAYMOND

Cold Maine water, weirs and sea lions; all day in the strong sun with you, Raymond, one of the dead, clean as the salt spray, your eyes clear as the ocean glass the waves make of stone, as far-flung as the white mists which gather at each end of this beach I walk on,

and as near, as hard as the four and quarter-inch measure used to determine whether to keep the lobster or to throw it back in.

You, coming back to ask if I recalled the library ruins when you told me you'd found boys' legs as graceful as girls',

that you found their bodies to be the same.

And my rejection of you, my brother, and my fear of myself, or for myself, I still don't know which, and then my hesitation to drink from the same beer bottle.

So I walk along this rocky shore

letting myself be mesmerized by the slow sound of water on rock,

the hissing curves in salt-light, where the discarded shells remind me of half-lives and the sun burns its time on the sand, rises in waves as though a voice over a child's bed

Slowly the light on wave becomes more substantial than the shells, the water sounds and sand,

the light glittering on peaks of waves just as they turn under.

suck, crash, then glide in to ebb out.

And I remember, with the aid of the light, with the light reaching back further than I can go, let alone comprehend,

until the light becomes the pavilion light sparkling off your belt buckle as you danced in the center,

or the light on your bony spine mother ran her hand down that night near the campfire,

the light siren of the Massachusetts State Police bringing you home,

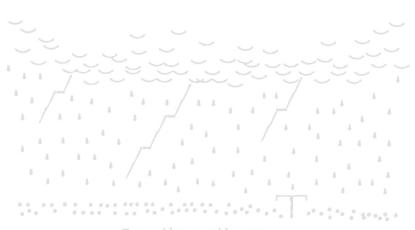
the empty light of YMCA rooms, the light on your forehead

as you said you didn't know how much more you could take.

Here, watching this wave light, flickering, covering everything,

here, trying to follow, to understand, but being tugged out by the motion of water beyond whatever you are or I am,

John Rothfork



in darkness I come for life mingling, washing, renewing