

Hawk of the West

RUSTLERS' WAR-PAINT FEINT

A radio-play by Anthony E. Palermo

TRUNCATED SAMPLE SCRIPT

The full script is 35 pages. The full show runs about 25 minutes.

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PRODUCTION SCRIPT

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'Hawk of the West, Rustlers' War-Paint Feint' (radio-play)

By Anthony E. Palermo

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(name of producer)
presents

Hawk of the West

RUSTLERS' WAR-PAINT FEINT

by ANTHONY E. PALERMO

SCRIPT HAS BEEN TRUNCATED AT THIS POINT

Author's Biography

NOTE: Up-to-date text of the two bios is available at: ruyasonic.com/tp-bio-playwright.html
You can cut & paste that on-line text into your playbill or program and thus not have to worry about typos. Cuts are permitted to fit the space available. Please include the final sentence and website URL, as many newcomers to radio drama attend productions by troupes like yours.

Pretty long bio:

ANTHONY E. PALERMO (PLAYWRIGHT) is a radio dramatist, performer, and educator based in Los Angeles. He has done over 2500 shows--on NPR and Satellite Radio, as well as in audiobooks and on-stage with L.A. Theatre Works, California Artists Radio Theater, numerous theatre troupes, and on national tours. His holiday-themed plays, *A Christmas Carol*, *It's A Wonderful Life!*, *Auntie Scrooge—a BACKWARDS Christmas Carol*, and *The Headless Horseman of Sleepy Hollow* have seen hundreds of productions around the world since 1996. His sound effects work on Yuri Rasovsky's *Sherlock Holmes Theatre* contributed to its winning an Audie Award--the Oscar of audiobooks. He directed the 60th anniversary production of Norman Corwin's *On a Note of Triumph*--for which he also re-created Bernard Herrmann's orchestral score. He provided live sound effects for shows such as Eric Idle's *What About Dick?* [currently on Netflix as a radio-show-on-film], CART's *Together Tonight*, *Good House for a Killing*, LATW's *Hamlet*, *A Doll House* and *Copenhagen*, as well as performing 65 solo shows at the California State Fair. His *Sonic Storytelling Studio* at San Francisco's Exploratorium is a permanent exhibit that has seen thousands of visitors since 2006. His *Sparx Sound Effects Extravaganza* assembly programs and workshops are popular with schools and colleges across California, the U.S. and the world. He also hosts the RuyaSonic radio drama website, offering info on writing, directing, scoring, engineering, and sound effects. www.RuyaSonic.com

Much shorter bio:

ANTHONY E. PALERMO (PLAYWRIGHT) is an award-winning radio performer, dramatist, and educator who has produced dramas and workshops for broadcast, stage, and schools. He hosts the RuyaSonic radio drama website, offering info on writing, directing, scoring, engineering, and sound effects. www.RuyaSonic.com

Cast of Characters

NARRATOR	The narrator (male/female)
HAWK OF THE WEST	The heroic western agent (male)
UZUMATI	Faithful Indian companion (male)
PRAIRIE ROSE	Tough lady rancher (female)
CLEM	16-year old, crack shot (male/female)
DUSTY	Comical old rancher (male/female)
WILSON	Evil cattle rancher (male/female)
BAXTER	Mean ranch foreman (male/female)
SHAKY	Nervous cow puncher (male/female)
SLIM	Nasty cow puncher (male/female)
SHORTY	Blacksmith (male/female)
RAMONA	Saloon keeper (female)
MIKE SULLIVAN	Homesteader (male)
PEARL SULLIVAN	Homesteader (female)
CHIEF THUNDERCLOUD	Yoxpocka Indian chief (male/female)

The above list is for a cast of 15. A smaller cast of 11 can be used if the following roles are combined for one actor each:

BAXTER/CHIEF THUNDERCLOUD
 RAMONA/PEARL SULLIVAN
 DUSTY/SLIM
 SHORTY/MIKE SULLIVAN

Five sound effects artists and several walla-walla artists are also required.

SCRIPT NOTE: Asterisks besides a cue number (for example: 3*) indicate that the performer of that cue wait for music or a sound effect to establish itself and in some cases, await a signal from the director to begin. It is recommended that the master script be marked with a hand-lettered "Q" to the left of these special cues, so they stand out better. Copies for cast and crew should be made from this master.

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INTRO - INT. RADIO STUDIO - DAY
(NARRATOR)

1. MUSIC: [MUS-01] (BED) "HAWK INTRO"--ESTABLISH. DUCK AFTER ENDING FIRST PHRASE. CONTINUE UNDER, VERY LOW.
- 2* SOUND: HORSE GALLOPING. GUNSHOTS (1X-1X-2X)
- 3* NARRATOR: [CUE] And now... Hawk... of the West!
4. SOUND: HAWK CRIES (2X).
5. MUSIC: "HAWK INTRO"--UP AND UNDER...
- 6* NARRATOR: [CUE] Another exciting tale of the Old West, as John Hawkins--town-tamer and western agent-- fights for law and order across the plains and mountains of the American Southwest. Known far and wide as the Hawk of the West, John Hawkins--with his faithful Indian companion, Uzumati--meet danger head-on in their battle for justice along a savage frontier. Saddle up for... Hawk of the West! (PAUSE)
Today's story... "Rustlers War-Paint Feint."
7. SOUND: TWO HORSES GALLOPING--UNDER.
8. MUSIC: "HAWK INTRO"--FADE UNDER NARRATION...

SCENE ONE: EXT. BALD BEAR CANYON - NIGHT
(NARRATOR, HAWK, UZUMATI, CLEM)

- 9* SOUND: WIND--CONTINUE UNDER ENTIRE SCENE.
- 10* NARRATOR: [CUE] The pan-handle of the Oklahoma territory was home to the Yoxpocka Indians, buffalo, cattlemen and the town of Coyote Creek. Late one night, the wind was up. Two riders struggled through a dust storm--an Indian riding a brown paint and a tall stranger on a great black stallion. But something was in the air beside the dust... Trouble!

1. **SOUND:** TWO HORSES RIDE UP AND THEN SLOW--STOP UNDER.
- 2* **HAWK:** Whoa there, Thunderbolt! Whoa!
3. **UZUMATI:** Hmmm. Why we stop here, Hawk?
4. **HAWK:** Well, Uzumati, we're almost at old Dusty's ranch, but I smell something... (SNIFFS) Smoke!
5. **UZUMATI:** Hmm. Yes. Maybe prairie fire ahead.
6. **HAWK:** Maybe Dusty's barbequing again. As You'll recall...
7. **UZUMATI:** Wait! Me hear horse come. This way!
8. **SOUND:** DISTANT PONY GALLOPING--APPROACHING.
- 9* **NARRATOR:** [CUE] And out of the dust came a pony, streaking head-long through the night. The rider was a small, wiry, sixteen year-old.
10. **HAWK:** (CALLS OUT) Whoa! Whoa there!
11. **SOUND:** PONY WHINNIES. PONY SLOWS AND STOPS.
- 12* **CLEM:** Get out the way, mister! I gotta get help for old... (NOTICES) Why... it's the Hawk of the West!
13. **HAWK:** Say, I know you! You're Clem--old Dusty's kin. Is something wrong?
14. **CLEM:** Oh, Mr. Hawk. You gotta come quick! We was attacked... by ind-ans! Just an hour ago!
15. **UZUMATI:** Hmmm. This Yoxpocka territory--Chief Thundercloud. Plenty braves. Plenty guns!
16. **CLEM:** I'm a crack shot and we tried to hold 'em off the best we could, but they set the cabin on fire! Dusty's hurt! You gotta help us!

1. HAWK: OK. Let's ride! Giddy-up, Thunderbolt! Away!

2. SOUND: THREE HORSES GALLOP OFF.

SCENE TWO: INT. COYOTE CREEK SALOON - NIGHT
(NARRATOR, RAMONA, SHORTY, SHAKEY, WILSON,
BAXTER, PRAIRIE ROSE)

3* NARRATOR: [CUE] Meanwhile, at Ramona's Saloon in town, it was just another Saturday night...

4. MUSIC: [MUS-02] (SOURCE) "TURKEY STOMP"--UP AND UNDER. LET IT STOP.

5. SOUND: STOMP DANCING (1-2-3-4).

5. WALLA: (CAT CALLS) "HOOCHIE-KOOTCHY!" "STOMP, YOU"

7* RAMONA: [CUE] Basta! Stop! A jumping bean has more life than you saddle tramps! You call that dancing?

8. SHORTY: You call that music? And, Tarnation, Ramona! If you want more life in us, don't water down the whisky so much!

9. WALLA: (MANY LAUGHS)

10, RAMONA: No, Senor Shorty! You want I should teach you to dance? Or Prairie Rose? She maybe bite...

11. SOUND: FOOTSTEPS RUN UP. SWINGING DOOR OPENS.

12* SHAKEY: (BREATHLESS) Mr. Wilson! It's terrible! T-terrible! Is Mr. Wilson here?

13. WILSON: Over here, Shakey! What is it? Spit it out!

14. SHAKEY: It's-it's-it's...Injuns, Mr. Wilson. Injuns!

15. WALLA: (SHOCKED GASPS!)

16. SOUND: RAMONA DROPS SERVING TRAY--CRASH.

17* SHAKEY: A whole pack of Injuns burned down Dusty's ranch! You can smell the smoke from here!

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(several scenes later...)

SCENE THREE: EXT. DUSTY'S RANCH - NIGHT
(NARRATOR HAWK, UZUMATI, CLEM, DUSTY)

- 6* SOUND: (DISTANT) FIRE CRACKLING
HAWK & DUSTY WALKING ON GRAVEL--UNDER.
7. WALLA (DISTANT COWS, MOOING--UNDER)
- 8* HAWK: [CUE] Your cabin's burned down--the barn too. And your herd is scattered. Looks pretty bad, Dusty.
9. CLEM: I reckon we're ruined, Dusty!
10. DUSTY: Oh, pshaw, Clem. I seen worse. Can't believe it though--a night-time Injun attack! Sorry Uzumati, but it was Injuns! Take a look at this arrow. That's Yoxpocka, ain't it?
11. UZUMATI: Hmmm. Yoxpocka no fight without plenty reason.
12. DUSTY: Reason or not, if I can't round up my cattle and rebuild, I'm busted. (LAUGHS) I'll wind up a beggar, a pan-handler. By cracky, I'll soon be "panhandling in the panhandle." (LAUGHS)

1. UZUMATI: Ugg. (TO HAWK) What Dusty say? Uzumati no savvy.
2. DUSTY: That heap big joke, Uzumati! "Panhandling in the pan-handle!" Ha ha ha... (IN PAIN) Ohh!
3. CLEM: Dusty, you're hurt! Uzumati, can you help?
4. UZUMATI: Uzumati try! Hmmm... Dusty hurt plenty bad, Hawk.
5. HAWK: Clem! You come with me to round up the herd. Uzumati, if it looks bad, take the buckboard and get Dusty to the doctor in town.
7. DUSTY: I hope you got heap big medicine, Uzumati.
8. UZUMATI: Here. Drink'um this. Otter water. You no like.
9. DUSTY: (GULPS) Ulk! You're right. (COUGHS) Me no like!
10. MUSIC: [MUS-04] (BRIDGE) "THE SEARCH"--UP AND LET IT FADE.

SCENE FOUR: EXT. CACTUS BLUFF - NIGHT
(NARRATOR, HAWK, CLEMMY)

- 11* NARRATOR: [CUE] By moonlight, Clem and the Hawk rode across Dusty's ranch searching for stray cattle. They had picked up a few and were riding along a rocky bluff when...
12. SOUND: HOOFBEATS. SLOW, THEN STOP. COYOTE CALL. DISTANT RUMBLING (STAMPEDE).
13. WALLA: (BUFFALO MOOING--BUILDS--UNDER.)
- 14* HAWK: Clem! What's that sound? Do you hear it?
15. CLEM: Yeah! From over there, on the plain. Look, Mr. Hawk! Buffalo! A whole herd!
16. HAWK: It's a stampede! And they're headed this way!

1. MUSIC: [MUS-05] (BED) "STAMPEDE"--UP AND UNDER.
2. SOUND: RUMBLING. HORSE WHINNIES. HOOFBEATS. STAMPEDE.
3. WALLA: (BUFFALO MOOING--BUILDS--UNDER.)
- 5* NARRATOR: [CUE] A wall of buffalo--wave after wave--came rushing at them. On his great horse, Thunderbolt, the Hawk galloped in front of the stampeding herd. He lassoed the leader before it reached the cliff, but was too late to save them all. A hundred head of buffalo plunged to their deaths in the dry creek-bed below...
4. SOUND: STAMPEDE OVER CLIFF.
5. WALLA: (BUFFALO HERD FALLING OFF CLIFF.)
- 6* NARRATOR: A short while later, the stampede had subsided. The Hawk and Clem looked on...
7. MUSIC: STAMPEDE BED-FADE AS NEEDED.
8. WALLA: (DISTANT, DYING BUFFALO MOANS--UNDER)
- 9* CLEM: All those buffalo...dead. What started it?
10. HAWK: By the looks of it, Clem, they've been "dry gulched!"
11. CLEM: Stampeded off the cliff, on purpose? That's an old Indian way of hunting buffalo. They'd kill them, but then use every part of the critters.
12. HAWK: But there aren't any Indians coming to butcher these buffalo. They're just left to rot.
13. CLEM: That's a waste! And the Yoxpocka depend on the buffalo. How could they just...
14. SOUND: GUNSHOT. (PAUSE) GUNSHOT. (PAUSE) GUNSHOT.

SCRIPT HAS BEEN TRUNCATED AT THIS POINT

(several scenes later...)

8. WILSON: No! These savages need an example made! If they see this Injun hanging from a tree, they'll think twice about raiding our ranches. Throw a rope over that tree! We're gonna have us a neck-stretching party with this Injun!
9. WALLA: "YEAH!" "STRING'EM UP!" "THAT'LL TEACH HIM!"
"THIEVIN' POLE-CAT!"
10. MUSIC: [MUS-07] INTERMISSION BED--UP, ESTABLISH, THEN DUCK.
- 11* NARRATOR: [CUE] The curtain falls on the first act of our Hawk of the West story. Before our next exciting scenes, please permit us to pause for just a few moments.
12. MUSIC: INTERMISSION BED--UP FOR 20 SECONDS THEN FADE.

SCENE SIX: EXT. SAGEBRUSH PASS - NIGHT

(NARRATOR, UZUMATI, WILSON, BAXTER, PRAIRIE ROSE,
SLIM, SHAKEY, HAWK, CLEM)

- 1* NARRATOR: [CUE] Now, to continue our story... Uzumati was taking the injured Dusty to town, when he ran into Jess Wilson's posse. Over the objections of Prairie Rose, they put a noose around Uzumati's neck and were going to hang him from a tree...
2. WALLA: "GO AHEAD!" "HANG THE INJUN!" "YEAH!"
- 3* UZUMATI: Wait! Uzumati help Dusty and Clem at ranch.
4. WILSON: Helped yourself is more like it! Say, where is Clem anyway?
5. BAXTER: He probably scalped Clem! Hang him, Boss!
6. WALLA: (ANGRY) "YEAH!" "HANG HIM!"
- X. SOUND: (DISTANT) HORSE GALLOPING.
- 7* PRAIRIE ROSE: Hold it, you blood-thirsty cow punchers! I... Wait! (PAUSE) Somebody's coming this way!
8. SOUND: HORSE APPROACHING--SLOWS UNDER.
- X. WALLA: (CLAMORING) "WHO IS IT?" "INJUNS?" "NO."
- 9* SLIM: It's...it's... Why, it's... Shakey!
10. SHAKEY: Mr. Wilson! Everybody! More Injuns! They just attacked Harrigan's ranch and Prairie Rose's too-- set'em both on fire!

1. WALLA: (VERY ANGRY CLAMORING) "HA!" "I KNEW IT."
2. WILSON: (NASTY) So, are you convinced now, Prairie Rose? These Yoxpockas are gonna burn every ranch this side of Coyote Creek! C'mon! Let's hang that red-skin and get moving!
3. PRAIRIE ROSE: Burn down my ranch? Oh, all right, Wilson. (PAUSE) Go ahead and hang the Injun!
4. SOUND: WHIP CRACKS. HORSE WHINNIES. HOOFBEATS AND WAGON ROLLS. ROPE GOES TAUT.
- 5* NARRATOR: [CUE] Wilson smacked Dusty's horse and the wagon took off! Leaving Uzumati hanging from the tree--the noose tight around his neck. Uzumati's body went slack...
6. UZUMATI (GRUNTS) Uhh!
7. WILSON: All right! Half of y'all go to Harrigan's, the rest to Prairie Rose's. Slim! You take Dusty in the buckboard and follow me! (TO HORSE) Yahh!
8. WALLA: (DEPARTING) "GIDDY UP!", "YAHH!"
9. SOUND: POSSE HORSES GALLOP AWAY--UNDER.
- 10* NARRATOR: [CUE] The posse rode off into the night and left Uzumati's body hanging from the tree. (PAUSE) Suddenly, a single shot rang out...
11. SOUND: GUNSHOT. UZUMATI DROPS TO GROUND.
- 12* NARRATOR: ...cutting the hangmen's rope and letting Uzumati fall to the ground--just moments before he strangled.
13. SOUND: TWO HORSES APPROACH, SLOW. HAWK DISMOUNTS.
- 14* HAWK: Uzumati! Clem and I got here just in time!

1. CLEM: That was some shootin', Mr. Hawk. Uzumati!
Uzumati! Are you OK? Clem, is he still alive?
2. UZUMATI: (COUGHING) Uzumati's neck strong, Hawk, but me no
hold out much longer.
3. HAWK: What made that posse clear out of here so fast?
4. UZUMATI: Two more Indian raids. Posse split'um up. Some go
to Harrigan ranch with boss man--take Dusty with
'em. Others go to lady rancher's.
5. CLEM: That's Prairie Rose's place, just a few miles west
of here.
6. HAWK: Clem, you go to Harrigan's and look after Dusty.
Uzumati and I will head to Prairie Rose's. C'mon,
Uzumati. We brought your horse along with us.
(PAUSE) Let's ride, partner!
7. SOUND: TWO HORSES GALLOP OFF.
8. MUSIC: [MUS-08] (BRIDGE) "LET'S RIDE"--UP AND LET IT FADE.

SCENE SEVEN: EXT. PRAIRIE ROSE'S RANCH - DAWN.
(NARRATOR, PRAIRIE ROSE, HAWK, UZUMATI)

- 9* NARRATOR: [CUE] By dawn, Prairie Rose's ranch was a smoking
ruin. The Indians were long gone and so was the
posse. The Hawk and Uzumati silently slipped
through the grease-wood bushes onto the ranch and
had just snuck by the tool shed when...
10. SOUND: CREAKING FLOOR. SHOTGUN COCKS.
- 11* PRAIRIE ROSE: [CUE] Hands up, you two! I got a sawed-off double-
barrel shotgun here that will cut you in half if
you try any... (TO UZUMATI) Hey, you again? Why,
you're that Injun we hung back at Sagebrush Pass!
Who's your friend? An outlaw?

1. HAWK: We're not outlaws ma'am. We're friends of Dusty's looking into the Indian raids.
2. UZUMATI: Hmmm. She gave'um OK to hang Uzumati. She tough.
3. PRAIRIE ROSE: That's right, Injun! You Yoxpockas burned my ranch and killed my foreman. I've heard enough. You won't escape a scatter gun, you...
4. SOUND: GUNSHOT. SHOTGUN DROPS TO FLOOR. SHOTGUN BLAST.
- 5* PRAIRIE ROSE: (YELLS) Hey! Why, you shot the gun right out of my hands! You're mighty fast with a shootin' iron. Well, go ahead and shoot me, you galoot! I ain't afraid!
6. HAWK: Sorry, Prairie Rose, but I've got to set you straight about these Indian raids.
7. PRAIRIE ROSE: (ANGRY) Those savages done burned me out!
8. HAWK: No! Look at the tracks here by this tomahawk.
9. PRAIRIE ROSE: What? That's where the Injuns rode through to set my barn on fire.
10. UZUMATI: No! Them white man's horse tracks.
11. PRAIRIE ROSE: White man's horses? How do you know that?
12. HAWK: These tracks were all made by shod horses. Indian ponies don't wear horse-shoes. The "Indians" that attacked your ranch were white!
13. PRAIRIE ROSE: White men? Posing as Injuns? But why?
14. HAWK: My guess is to rile up the territory and start a war. And these attacks are only part of it...

1. UZUMATI: Someone dry-gulching buffalo. Make Chief Thundercloud angry. Yoxpocka go on warpath.
2. HAWK: Then the Cavalry will be drawn in and the Yoxpocka will be run off of their lands. Who would benefit if they were forced to leave?
3. PRAIRIE ROSE: Well, that Yoxpocka reservation is prime grazing land. Any of us cattle ranchers would jump at it. Wait! Jess Wilson seemed mighty eager to start a fight...
4. HAWK: And hang my friend, Uzumati, here. Prairie Rose, you know the ranchers around here. We need your help to figure out who these fake Indians will attack next. I have a plan...
5. MUSIC: [MUS-09] (BRIDGE) "THE PLAN"--UP AND LET IT FADE.

SCENE EIGHT: INT. LAZY "R" RANCH - DAY
(NARRATOR, WILSON, SHAKEY, BAXTER)

- 6* NARRATOR: [CUE] Meanwhile, at the Lazy "R" ranch, Jess Wilson made his own plan with his men--Shakey and Baxter.
7. BAXTER: Y'know, Mr. Wilson? Attacking them ranches at night was pretty smart thinking. Eh, Shakey?
8. SHAKEY: Yeah, on this side of the creek, only your ranch and the Sullivan's are still standing.
9. WILSON: Yeah, but we can't wait for night-time again. Once the Cavalry gets here, we'll have lost our chance to clear out these small-fry ranchers.
10. BAXTER: Attack the Sullivan ranch by day? But suppose they see it's our men dressed as Injuns?

1. WILSON: Then they just won't live to tell anybody!
Besides, their ranch is closest to the Yoxpocka lands. Put on your Injun duds, men. We're leading this Injun attack ourselves! C'mon...

2. MUSIC: [MUS-10] (BRIDGE) "THE SCHEME"--UP AND LET IT FADE.

SCENE NINE: EXT. SULLIVAN'S RANCH - DAY

(NARRATOR, HAWK, UZUMATI, PRAIRIE ROSE, MIKE, PEARL, WILSON, SHAKEY, CLEM, CHIEF THUNDERCLOUD, DUSTY)

3* NARRATOR: [CUE] The Hawk of the West had figured the Sullivan ranch would be the next target. Joined by Uzumati and Prairie Rose, the masked man quickly rode to help Mike Sullivan and his wife, Pearl, defend their ranch against Wilson's murderous tribe of henchmen.

4. HAWK: OK. Mike, grab a rifle and take the back window. Prairie Rose, Uzumati and I will...

5. PEARL SULLIVAN: But sir, what about me and my new babies?

6. HAWK: Pearl, take them and hide out in the root cellar.
(TO ROSE) See anything, Prairie Rose?

7. PRAIRIE ROSE: Look! Over yonder! Smoke signals! See 'em Mike?

8. MIKE SULLIVAN: Smoke signals? Maybe those are real Yoxpockas!

9. UZUMATI: Them not real Yoxpocka smoke signal. Them say nothing. Just smoke. (PAUSE) Wait!

10. MIKE SULLIVAN: Hey, what's that Injun doing with his ear down on the ground?

11. UZUMATI: Uzumati hear many horses coming...

12. SOUND: GUNSHOTS. HORSES APPROACH-GALLOPING.

13. WALLA: (WHITE INDIAN YELLS--UNDER)

14* PRAIRIE ROSE: Get your guns! We'll get those fake Injuns!

1. HAWK: They may be fake, Rose but their bullets and arrows aren't. Uzumati! Mike! Take cover!
2. MUSIC: [MUS-11] (BED) "THE ATTACK"--UP AND UNDER. DUCK.
3. SOUND: GUNSHOTS. HORSES GALLOPING--CIRCLING--UNDER.
4. WALLA: (WHITE INDIAN YELLS--UNDER)
5. NARRATOR: [CUE] Wilson's Indians attacked! A force of twenty-five circled the Sullivan cabin, shooting flaming arrows and setting it on fire. Try as they may, the Hawk and Uzumati couldn't put out all the fires. Smoke engulfed them--soon forcing the defenders outside... and into Wilson's hands.
6. MUSIC: "THE ATTACK"--FADE AS NEEDED.
7. SOUND: FIRE. HORSES SLOW. GUNSHOTS CEASE--UNDER.
8. WILSON: (CALLS OUT) Hold your fire, men! (TO THE HOUSE) All right, Sullivan! Prairie Rose, and you two-- the Injun and the tall stranger! Hands up! Throw down your guns! Careful, there, pardner!
9. SOUND: GUNS THROWN DOWN.
- 10* HAWK: You won't get away with this, Wilson.
11. WILSON: I already did! (LAUGHS) This attack'll rile up the whole country-side. The Cavalry will go to war with Chief Thundercloud and I'll get that prime Yoxpocka grazing land. We just need the right way to kill ya. (THINKS) Hmmm... Scalpin's good! OK, men...
12. SOUND: GUNSHOTS. HORSES APPROACH-GALLOPING.
13. WALLA: (REAL INDIAN YELLS--UNDER)

- 1* SHAKEY: (BREATHLESS) Wait! Mr Wilson! Injuns! Boss. Injuns are coming!
2. WILSON: Shut your trap, Shakey! We're the only...
3. UZUMATI: Look Hawk! Real Yoxpocka warriors!
4. HAWK: It's Chief Thundercloud and his braves!
5. SOUND: GUNSHOTS. HORSES-GALLOPING.
6. WALLA: (REAL INDIAN YELLS--UNDER)
- 7* NARRATOR: [CUE] Within minutes, the real Yoxpocka Indians had captured Wilson's men and turned them over to the Hawk of the West. Just then, Clem and Dusty drove up in the buckboard...
8. SOUND: HORSE-DRAWN WAGON-PULLS UP AND STOPS.
- 9* CLEM: Howdy, Mr. Hawk! You were right! Chief Thundercloud wanted to know all about the fake Indian raids.
10. CHIEF THUNDERCLOUD: Yes, we see bad smoke signal. We come.
11. HAWK: Thank you, Chief. That's why I sent Clem to see you. Mike Sullivan and Dusty here will turn these men over to the U.S. Marshall. They'll face American justice and be punished.
12. CHIEF THUNDERCLOUD: Good. Them give Yoxpocka tribe bad name. Bring horse soldiers. Bring much bloodshed.
13. PEARL SULLIVAN: Excuse me, Chief. I'm Pearl Sullivan. I speak for Prairie Rose and all of us in saying we've misjudged you. Ranchers can be good neighbors, if we give it a try. (TO DUSTY) No hard feelings, eh, Dusty?

1. DUSTY: Naw! With the real varmints caught, we can fix up our ranches and have us a thanks-giving! Eh, Hawk?
(PAUSE) Hawk? Now where'd he go?
2. PRAIRIE ROSE: Say, Mike, who was that stranger?
3. MIKE SULLIVAN: The stranger? I don't know, Rose. Who was he?
4. DUSTY: Why, that was the Hawk of the West!

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[OPTIONAL PROGRAM CREDITS ON NEXT PAGE]

1* NARRATOR:

[CUE] Our program featured:

- As Baxter, _____,
- As Shakey, _____,
- As Shorty, _____,
- As Mike Sullivan, _____,
- As Pearl Sullivan, _____,
- As Slim, _____,
- As Ramona, _____,
- As Chief Thundercloud, _____,
- As Jess Wilson, _____,
- As Dusty, _____,
- As Clem, _____,
- As Prairie Rose, _____,
- As Uzumati, _____, -AND-
- As the Hawk Of The West, _____,

Our sound effects artists were:

_____, _____,
 _____, _____, AND
 _____,

Our director was _____,

Engineering by _____.

I'm your announcer, _____.

(PAUSE) "Hawk of the West" is a production of the
 _____ Radio Network.

--END OF EPISODE--

Radio Skills School

Microphone Technique:

- Sensitive and dead areas. Don't touch!
- Proximity effect. (Boomy if too close.)
- Proper distance for radio acting.
- Dynamics and distance. (Back off to yell.)
- Off mic use for distant sounds. Asides.
- Popping "P"s and S-S-S-Sibilance.
- Mic safety. (hitting, blowing, dropping)
- Assume every mic is always ON.
- Quiet script page turning.

Radio Acting:

- Quiet in the studio.
- Don't cough, laugh, or talk during production.
- Watch the director. Wait for your cue. (Q)
- Speed equals excitement. Don't bore audience.
- Jump in if there's dead air.
- Wait for director's signal at end of show.

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Writer/Director's Notes

Hawk of the West is a western, similar to *The Lone Ranger*, *Red Ryder*, or *Gunsmoke*. In this original episode, "Rustlers' War-Paint Feint," deadly night-time raids threaten to start an Indian war! Here, our mysterious lawman, The Hawk, is caught in a buffalo stampede while his Indian companion, Uzumati, is captured by an angry posse! Only Prairie Rose, the tough lady rancher, and Chief Thundercloud, can help our heroes survive this slam-bam action adventure. And far from stereotype, in *this* Western, the Indians ride to the rescue!

This show is a re-write of my own original *Lone Ranger* episode. Due to trademark issues, some venues do not want to risk using the Lone Ranger character, but since my script was original, this program can be presented with no questions as to legality.

CAST & CREW - Total: 19-26

(11-15 actors. 5-8 sound effects artists, 1 sound effects chief, 1 engineer, 1 director)

NOTE:

While the title of this episode, *Rustlers' War-Paint Feint* may appear to be stereotyping, the plot deals with how racial stereotyping and misunderstandings can lead to violence. Rather than reinforcing racism in the Old West, this storyline encourages cooperation and justice.

Casting Evaluation Hawk of the West: 'Rustlers War-Paint Feint'

CAST/CREW SIZE: 15/5 SFX: 5

_____	NARRATOR	The announcer
_____	HAWK OF THE WEST	The heroic western agent
_____	UZUMATI	Faithful Indian companion
_____	PRAIRIE ROSE	Tough lady rancher
_____	CLEM	16-year old crack shot
_____	DUSTY	Comical, old rancher
_____	+ SLIM	Nasty cow puncher
_____	JEB WILSON	Evil cattleman
_____	BAXTER	Mean ranch foreman
_____	+ CHIEF THUNDERCLOUD	Yoxpocka Indian chief
_____	SHAKEY	Nervous cow puncher
_____	SHORTY	Blacksmith
_____	+ MIKE SULLIVAN	Homesteader
_____	RAMONA	Saloon keeper
_____	+ PEARL SULLIVAN	Homesteader

Audition ratings: A to F

Actor Name	Rating	Bold?	Emotion	Accent?	Possible roles

Casting Monologues: 'Col. Frothingham, Egyppted Again!' (Part 2)

All actors are asked to read some lines, called "sides," aloud, to audition. The director will cast the roles in our production based upon these readings. Please take a moment to read the lines below several times, both silently and aloud. These monologues can also provide some "back story," giving an idea of who the characters are and what kind of story we are producing. Since radio actors often play several parts, we encourage the use of different voices or accents when auditioning for the different roles.

NARRATOR: My job is to excite the audience about this thrilling 1940's radio show and explain what the Hawk of the West is doing. I describe the setting for each scene and report on all the breath-taking slam-bam action! The Hawk of the West rides again!

HAWK: Howdy! I'm John Hawkins, known far and wide as the Hawk of the West--a western agent fighting outlaws. I have a trusty horse named Thunderbolt, and my faithful Indian friend, Uzumati, to help me. I'm handy with a shootin' iron and even handier with my wits.

UZUMATI: Me Uzumati! I am Indian brave who helps Hawk of the West. My English is not so good, but my heart is pure, my eye quick, my arm strong. Uzumati know many Indian ways and make good medicine. Hawk of the West once save Uzumati's life, now me ride with him.

PRAIRIE ROSE: Everybody calls me Prairie Rose because I'm sorta prickly. I'm a tough lady rancher and I gotta be. Raising cattle is a hard business, but I more than hold my own with my guns and my brains. The sooner them cow punchers realize it, the better!

JESS WILSON: Jess Wilson's the name. I own the biggest cattle ranch in Coyote Creek. I'd have the biggest ranch in the state if I could get my hands on them Yoxpocka grazing lands. If an Injun war broke out, I'd be sitting pretty. Well, no sharp shootin' stranger can stop a war, can he?

CLEM: My name's Clem and I'm the best shootin' 16-year old in all of Coyote Creek! Our ranch was attacked and old Dusty got hurt, so I rode off for help. I was plumb lucky to find the Hawk of the West and Uzumati, but there's more trouble brewin' so I gotta ride. Yee-haw!

Sound Effects: Hawk of the West - *Rustlers' War-Paint Feint*

SOUND EFFECT ARTIST #1:

Horses galloping, trotting, walking, neighing
Tray drops.
Rope goes taut
Guns thrown down

SOUND EFFECT ARTIST #2:

Horses Galloping, Trotting, Walking, Neighing
Boots Walking
Shotgun Blast
Man Dismounts From Horse (Jangling Spurs, Footfalls)

SOUND EFFECT ARTIST #3:

Gunshots (Pistols)
Rumbling
Wagon Wheels
Whip Cracks

SOUND EFFECTS ARTIST #4:

Wind
Swinging door opens
Fire crackling.
A coyote call "Ow-wooooo! Wooo wooo wooo"
Shotgun cocks.

SOUND EFFECT ARTIST #5:

Horse whinnies
Stomp dancing
footsteps run up
Stampede over cliff
A body hitting the ground
Creaking floor
Hawk cries

WALLA WALLA ARTISTS:

Gasps
"injuns?" And clamoring
"yeah" and clamoring
Angry "me!" "i am!" "count me in!"
Angry "yeah!"

Moos

Buffalo moans (moos)

"Yeah!" "String 'em up!" "That'll teach him!" "Thievin' pole-cat!"

"Go ahead!" "Hang the injun!" "Yeah!"

"Giddy up!" "Yahh!"

Indian yells (Woo-oo-oo-oo)

Sound Effects Cookbook: Hawk of the West, *Rustlers' War-Paint Feint*

HORSES GALLOPING, TROTTING, WALKING:

Use coconut shells in gravel box.

TRAY DROPS:

Drop a metal tray with some stuff on it.

ROPE GOES TAUT:

Slap springy doorstop or snap a rope.

GUNS THROWN DOWN:

Drop metal on cardboard box.

SHOTGUN BLAST:

Thrust and recoil crash box SFX device.

MAN DISMOUNTS FROM HORSE (JANGLING SPURS, FOOTFALLS):

Twist leather chamois and shake spur-rench SFX device.

GUNSHOTS:

Snap "slapshot" SFX device

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Engineer's Notes: Hawk of the West - *Rustlers' War-Paint Feint*

Equipment notes:

To simulate the tomb, one dialogue microphone and the sound effects microphone will be processed through (preferably) two separate reverb devices. These mics will be “wet” or “dry” depending on where the scene is set. The engineer will change the mix of wet/dry as needed. The announcer will always be “dry.”.

Playback devices:

This show uses many back-to-back music tracks. It may require TWO playback devices OR quick triggering using an MP3 playback app, such as Go Button (IOS) or Audio Cues (Android).

NOTE: RuyaSonic does not provide music for this show.

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