

# THE LONE RANGER

## *RUSTLERS' WAR-PAINT FEINT*

An original radio drama by Anthony E. Palermo

### TRUNCATED SAMPLE SCRIPT

**The full script is 38 pages. The full show runs about 25 minutes.**

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***RuyaSonic***

940 S. Windsor Blvd.  
Los Angeles, CA 90019  
[Sales@RuyaSonic.com](mailto:Sales@RuyaSonic.com)  
[www.RuyaSonic.com](http://www.RuyaSonic.com)

PRODUCTION SCRIPT

August 24, 1999

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## Cast of Characters

ANNOUNCER	The announcer (male/female)
LONE RANGER	The heroic masked man (male)
TONTO	Faithful Indian companion (male)
PRAIRIE ROSE	Tough lady rancher (female)
CLEM	16-year old crack shot (male/female)
DUSTY	Comical old rancher (male/female)
JESS WILSON	Evil cattleman (male/female)
BAXTER	Mean ranch foreman (male/female)
SHAKEY	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  
(ANNOUNCER)

1. MUSIC: [MUS-01] LONE RANGER INTRO--UP. ESTABLISH. DUCK AFTER  
ENDING FIRST PHRASE. CONTINUE UNDER, VERY LOW.
2. LIVE SFX: HOOFBEATS GALLOPING. SIX GUNSHOTS.
- 3\* LONE RANGER: [CUE] Hi-Yo, Silver!
- 4\* ANNOUNCER: [CUE] A fiery horse with the speed of light, a  
cloud of dust and hearty "Hi-Yo, Silver!"  
The Lone Ranger!
5. MUSIC: LONE RANGER INTRO--UP. FADE AT BIG FINALE.
6. ANNOUNCER: [CUE] With his faithful Indian companion, Tonto,  
the daring and resourceful masked rider of the  
plains led the fight for law and order in the  
early western United States. (PAUSE) Return with us  
now to those thrilling days of yester-year. From  
out of the past come the thundering hoof beats of  
the great horse, Silver! (PAUSE) The Lone Ranger  
rides again!
7. LIVE SFX: HOOFBEATS GALLOPING.

1. LONE RANGER: C'mon Silver! Let's go, big fellow! Away!

2. MUSIC: [MUS-02] LONE RANGER INTRO-END--UP FOR 15 SECONDS. FADE AS NARRATION BEGINS.

SCENE ONE: EXT. BALD BEAR CANYON - NIGHT  
(NARRATOR, RANGER, TONTO, CLEM)

3. LIVE SFX: WIND--CONTINUE UNDER SCENE.

4. ANNOUNCER: [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 masked man on a great white stallion. Something was in the air beside the dust... Trouble!

5. LIVE SFX: TWO HORSES RIDE UP AND THEN SLOW--STOP UNDER.

6. LONE RANGER: Whoa there, Silver! Whoa!

7. TONTO: Hmmmm. Why we stop here, Kemo-sabay?

8. LONE RANGER: Well, Tonto, we're almost at old Dusty's ranch, but I smell something... (SNIFFS) Smoke!

9. TONTO: Hmm. Yes. Maybe prairie fire ahead.

1. LONE RANGER: Maybe Dusty's ranch is...
2. TONTO: Wait! Me hear horse come this way.
3. LIVE SFX: DISTANT PONY GALLOPING--APPROACHING.
- 4\* ANNOUNCER: [CUE] And out of the dust came a pony, streaking head-long through the night. The rider was a small, wiry, sixteen year-old.
5. LONE RANGER: (CALLS OUT) Whoa! Whoa there!
6. LIVE SFX: PONY WHINNIES. PONY SLOWS AND STOPS.
7. CLEM: Get out the way, mister! I gotta get help for old... Why it's the Lone Ranger!
8. LONE RANGER: Say, I know you! You're Clem. Old Dusty's kin. Is something wrong?
9. CLEM: Oh, Mr. Ranger. You gotta come quick! We was attacked by Injuns! Just an hour ago!
10. TONTO: Hmmm. This Yoxpocka territory--Chief Thundercloud. Plenty braves. Plenty guns!
11. 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. LONE RANGER: OK. Let's ride! Hi-Yo, Silver! Away!

2. LIVE SFX: THREE HORSES GALLOP OFF.

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

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

4. MUSIC: [MUS-03] (SOURCE) "TURKEY STOMP"--UP AND UNDER. LET IT STOP.

5. LIVE SFX: STOMP DANCING (1-2-3-4). WALLA--CAT CALLS.

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

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

8. WALLA: (MANY LAUGHS)

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

10. LIVE SFX: FOOTSTEPS RUN UP. SWINGING DOOR OPENS.

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

1. WILSON: Over here Shakey! What is it? Spit it out!
2. SHAKEY: It's-it's-it's...Injuns, Mr. Wilson. Injuns!
3. LIVE SFX: WALLA-GASP! RAMONA DROPS SERVING TRAY.
4. SHAKEY: A whole pack of Injuns burned down Dusty's ranch!  
You can smell the smoke from here!
5. WALLA: "INJUNS?" AND CLAMORING.
6. WILSON: (ANGRY) Those stinking Yoxpocka devils! On the warpath, eh? Burning our ranches? We'll teach 'em a lesson! (CALLS OUT) Baxter? Baxter!
7. BAXTER: Yeah, Boss?
8. WILSON: Round up some men. Since our crew's down at River City, we'll need volunteers. Anybody?
9. WALLA: "YEAH!" AND CLAMORING.
10. PRAIRIE ROSE: Hold it, Wilson! You ain't gone loco, have ya?
11. WILSON: What do you want, Prairie Rose?
12. PRAIRIE ROSE: Just because you own the biggest ranch in these parts don't make you the boss everywhere! I own a ranch too. Leave the Indians to the Cavalry.

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**  
**(several scenes later...)**

SCENE THREE: EXT. DUSTY'S RANCH - NIGHT  
(ANNCR, RANGER, TONTO, CLEMMY, DUSTY)

2. LIVE SFX: FIRE CRACKLING. BOOTS WALKING. WALLA-MOOS
- 3\* LONE RANGER: [CUE] Your cabin's burned down--the barn too. And your herd is scattered. Looks pretty bad, Dusty.
4. CLEM: I reckon we're ruined, Dusty!
5. DUSTY: Oh, pshaw, Clem. I seen worse. Can't believe it though--a night-time Injun attack! Sorry Tonto, but it was Injuns! Take a look at this arrow. That's Yoxpocka, ain't it?
6. TONTO: Hmmm. Yoxpocka no fight without plenty reason.
7. 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 panhandler. By cracky, I'll soon be "panhandling in the panhandle." (LAUGHS)
8. TONTO: Ugg. What Dusty say? Tonto no savvy.

1. DUSTY: That heap big joke, Tonto! Panhandling in the pan-handle! Ha ha ha... Ohh! (GROANS IN PAIN)
2. CLEM: Dusty, you're hurt! Tonto, can't you help?
3. TONTO: Tonto try! Dusty hurt plenty bad, Kemo-sabay.
4. LONE RANGER: Clem! You come with me to round up the herd. Tonto, if it looks bad, take the buckboard and get Dusty to the doctor in town.
5. DUSTY: I hope you got heap big medicine, Tonto.
6. TONTO: Hmmm. Drink'um this. Otter water. You no like.
7. DUSTY: (GULPS) Ugg, you're right. (COUGHS) Me no like!
8. MUSIC: [MUS-05] (BRIDGE) "THE SEARCH"--UP AND LET IT FADE.

SCENE FOUR: EXT. CACTUS BLUFF - NIGHT  
(ANNCR, RANGER, CLEMMY)

- 9\* ANNOUNCER: [CUE] By moonlight, Clem and the Ranger rode across Dusty's ranch searching for stray cattle. They had picked up a few and were riding along a rocky bluff when...
10. LIVE SFX: HOOFBEATS. SLOW, THEN STOP. WALLA-MOO.  
COYOTE CALL. DISTANT RUMBLING.
11. LONE RANGER: Clem! What's that sound? Do you hear it?
1. CLEM: Yeah! From over there, on the plain. Look, Mr. Ranger! Buffalo! A whole herd!
2. LONE RANGER: It's a stampede! And they're headed this way!

3. MUSIC: [MUS-06] (BED) "STAMPEDE"-UP AND UNDER.
4. LIVE SFX: RUMBLING. HORSE WHINNIES. HOOFBEATS. STAMPEDE.
- 5\* ANNOUNCER: [CUE] A wall of buffalo, wave after wave, came rushing at them. On the great horse, Silver, the Lone Ranger 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...
6. LIVE SFX: STAMPEDE OVER CLIFF. WALLA-BUFFALO MOANS.
7. ANNOUNCER: A short while later, the stampede had subsided. The Ranger and Clem looked on...
8. MUSIC: STAMPEDE BED-FADE AS NEEDED.
9. CLEM: All those buffalo...dead. What started it?
10. LONE RANGER: By the looks of it, Clem, they've been "dry gulched!"

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**  
**(several scenes later...)**

1. LIVE SFX: HORSE-DRAWN WAGON--APPROACHING UNDER..
2. BAXTER: Well, what do we have here? (CALLS OUT) Mr. Wilson! It's Dusty's buckboard and there's an Injun driving it! Stop him, Slim!
3. SLIM: Hold on there red-skin! Where are you going?
4. LIVE SFX: WAGON SLOWS, THEN STOPS.
5. TONTO: Whoa! Dusty my friend. Hurt'um bad. Go see Doctor. You let Tonto pass!
6. WILSON: I'm Jess Wilson and you ain't going nowhere! Injuns attacked Dusty's ranch tonight. You look like a Yoxpocka Injun to me.
7. TONTO: Me Potawatomi. Not Chief Thundercloud tribe.
8. WILSON: I don't believe any Injun. He's stealin'. String up the dirty...
9. PRAIRIE ROSE: Blast it, Wilson! Why would an Injun who's stealing Dusty's wagon go for the doctor?
10. SLIM: I'll tell you why, Rose. It's an Injun trick! He puts old Dusty in there to get past us, then he kills the old coot and keeps the wagon. Right boys?

1. WALLA: (ANGRY MOB) --"RIGHT!" "YEAH!" "STRING 'EM UP!"
2. PRAIRIE ROSE: Stop. Stop! You ain't gonna hang a man on a fool notion like that! We're a posse, not a lynch mob! Untie him!
3. 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!
4. WALLA: "YEAH!" "STRING'EM UP!"  
"THAT'LL TEACH HIM!" "THIEVIN' POLE-CAT!"
5. MUSIC: [MUS-08] INTERMISSION BED--UP, ESTABLISH, THEN DUCK.
- 6\* ANNOUNCER: [CUE] The curtain falls on the first act of our Lone Ranger story. Before our next exciting scenes, please permit us to pause for just a few moments.
7. MUSIC: INTERMISSION BED--UP FOR 20 SECONDS THEN FADE.

SCENE SIX: EXT. SAGEBRUSH PASS - NIGHT  
(ANNCR, TONTO, WILSON, BAXTER, PRAIRIE ROSE, SLIM,  
SHAKEY, RANGER, CLEMMY)

- 1\* ANNOUNCER: [CUE] Now, to continue our story...Tonto 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 Tonto's neck and were going to hang him from a tree...
2. WALLA: "GO AHEAD!" "HANG THE INJUN!" "YEAH!"
3. TONTO: Wait! Tonto 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: "YEAH!" "HANG HIM!" (DISTANT) HORSE GALLOPING
7. PRAIRIE ROSE: Hold it, you blood-thirsty cow punchers! I...  
Wait! (PAUSE) Somebody's coming this way!
8. LIVE SFX: HORSE APPROACHESING--SLOWS. WALLA-CLAMORING.
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: ANGRY CLAMORING.
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. LIVE SFX: WHIP CRACKS. HORSE WHINNIES. HOOFBEATS AND WAGON ROLLS. ROPE GOES TAUT.
- 5\* ANNOUNCER: [CUE] Wilson smacked Dusty's horse and the wagon took off! Leaving Tonto hanging from the tree--the noose tight around his neck. Tonto's body went slack...
6. TONTO (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: "GIDDY UP!", "YAHH!"
9. LIVE SFX: POSSE HORSES GALLOP AWAY--UNDER.

- 1\* ANNOUNCER: [CUE] The posse rode off into the night and left Tonto's body hanging from the tree. (PAUSE)  
Suddenly, a single shot rang out...
2. LIVE SFX: GUNSHOT. TONTO'S BODY DROPS TO GROUND.
3. ANNOUNCER: ...cutting the hangmen's rope and letting Tonto fall to the ground--just moments before he strangled.
4. LIVE SFX: TWO HORSES APPROACH, SLOW. RANGER DISMOUNTS.
5. LONE RANGER: Tonto! Clem and I got here just in time!
6. CLEM: That was some shootin', Mr. Ranger. Tonto! Tonto!  
Are you OK? Is he still alive?
7. TONTO: (COUGHING) Tonto's neck strong, Kemo-sabay, but me no hold out much longer.
8. LONE RANGER: What made that posse clear out of here so fast?
9. TONTO: 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.
10. CLEM: That's Prairie Rose's place, just a few miles west of here.

1. LONE RANGER: Clem, you go to Harrigan's and look after Dusty. Tonto and I will head to Prairie Rose's. C'mon, Tonto. We brought Scout along with us. (PAUSE) Let's ride, partner! Hi-Yo, Silver!

2. LIVE SFX: TWO HORSES GALLOP OFF.

3. MUSIC: [MUS-09] (BRIDGE) "LET'S RIDE"--UP AND LET IT FADE.

SCENE SEVEN: EXT. PRAIRIE ROSE'S RANCH - DAWN.  
(ANNCR, PRAIRIE ROSE, RANGER, TONTO)

4\* ANNOUNCER: [CUE] By dawn, Prairie Rose's ranch was a smoking ruin. The Indians were long gone and so was the posse. The Ranger and Tonto silently slipped through the grease-wood bushes onto the ranch and had just snuck by the tool shed when...

5. LIVE SFX: CREAKING FLOOR. SHOTGUN COCKS.

6. PRAIRIE ROSE: Hands up, you two! I got a sawed-off double-barrel shotgun here that will cut you in half if you try any... Hey, you again? Why, you're that Injun we hung back at Sagebrush Pass! Who's your friend in the outlaw get-up?

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT  
(several scenes later...)**

1. PRAIRIE ROSE: White men? Posing as Injuns? But why?
2. LONE RANGER: My guess is to rile up the territory and start a war. And these attacks are only part of it...
3. TONTO: Someone dry-gulching buffalo. Make Chief Thundercloud angry. Yoxpocka go on warpath.
4. LONE RANGER: 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?
5. PRAIRIE ROSE: Well, that Yoxpocka territory is prime grazing land. Any of us cattle ranchers would jump at it. Wait! Jess Wilson seemed mighty eager to start a fight...
6. LONE RANGER: And hang my friend Tonto, here. Prairie Rose, you know the ranchers around here. We need your help to figure out who these fake Indians will attack next. Listen, I have a plan...
7. MUSIC: [MUS-10] (BRIDGE) "THE PLAN"--UP AND LET IT FADE.

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

- 8\* ANNOUNCER: [CUE] Meanwhile, at the Lazy "R" ranch, Jess Wilson made his own plan with his men, Shakey and Baxter.
1. BAXTER: Y'know, Mr. Wilson? Attacking them ranches at night was pretty smart thinking. Eh, Shakey?

2. SHAKEY: Yeah, on this side of the creek, only your ranch and the Sullivan's is still standing.
3. 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.
4. BAXTER: Attack the Sullivan ranch by day? But suppose they see it's our men dressed as Injuns?
5. 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 attack ourselves! C'mon...
6. MUSIC: [MUS-11] (BRIDGE) "THE SCHEME"--UP AND LET IT FADE.

SCENE NINE: EXT. SULLIVAN'S RANCH - DAY  
(ANNCR, RANGER, TONTO, PRAIRIE ROSE, MIKE, PEARL,  
WILSON, SHAKEY, CLEMMY, CHIEF THUNDERCLOUD, DUSTY)

- 7\* ANNOUNCER: [CUE] The Lone Ranger had figured the Sullivan ranch would be the next target. Joined by Tonto 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.

1. LONE RANGER: OK. Mike, grab a rifle and take the back window. Prairie Rose, Tonto and I will...
2. PEARL SULLIVAN: But sir, what about me and my new babies?
3. LONE RANGER: Pearl, take them and hide out in the root cellar.  
(TO ROSE) See anything, Prairie Rose?
4. PRAIRIE ROSE: Look! Over yonder! Smoke signals! See 'em Mike?
5. MIKE: Smoke signals? Maybe those are real Yoxpockas!
6. TONTO: Them not real Yoxpocka smoke signal. Them say nothing. Just smoke. (PAUSE) Wait!
7. MIKE: Hey, what's that Injun doing with his ear down on the ground?
8. TONTO: Tonto hear many horses coming...
9. LIVE SFX: GUNSHOTS. HORSES APPROACH-GALLOPING.  
WALLA-"WHITE" INDIAN YELLS.
10. PRAIRIE ROSE: Get your guns! We'll get those fake Injuns!
11. LONE RANGER: They may be fake, Rose but their bullets and arrows aren't. Tonto! Mike! Take cover!
12. MUSIC: [MUS-12] (BED) "THE ATTACK"--UP AND UNDER. DUCK.
13. LIVE SFX: GUNSHOTS. HOOFBEATS. WALLA-INDIAN YELLS.

- 1\* ANNOUNCER: [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 Ranger and Tonto couldn't put out all the fires. Smoke engulfed them, forcing the defenders outside and into Wilson's hands.
2. MUSIC: "THE ATTACK"--FADE AS NEEDED.
3. LIVE SFX: FIRE. HORSES SLOW. GUNSHOTS CEASE--UNDER.
4. WILSON: Hold your fire, men! All right, Sullivan! Prairie Rose, and you two strangers--the Injun and the man in the mask! Hands up! Throw down your guns! Careful, masked man!
5. LIVE SFX: GUNS THROWN DOWN.
6. LONE RANGER: You won't get away with this, Wilson.
7. WILSON: I already did! (LAUGHS) This attack'll rile up the whole country-side. The Cavalry will go to war with Thundercloud and I'll get that prime Yoxpocka grazing land. We just need the right way to kill ya. Scalpin's good! OK, men...
8. LIVE SFX: GUNSHOTS. HORSES APPROACH-GALLOPING.
- WALLA-REAL INDIAN YELLS.

1. SHAKEY: (BREATHLESS) Wait! Mr Wilson! Injuns! Boss. Injuns are coming!
2. WILSON: Shut your trap, Shakey! We're the only...
3. TONTO: Look Kemo-sabay! Real Yoxpocka warriors!
4. LONE RANGER: It's Chief Thundercloud and his braves!
5. LIVE SFX: GUNSHOTS. HORSES-GALLOPING.  
WALLA-REAL INDIAN YELLS.
- 6\* ANNOUNCER: [CUE] Within minutes, the real Yoxpocka Indians had captured Wilson's men and turned them over to the Lone Ranger. Just then, Clem and Dusty drove up in the buckboard...
7. LIVE SFX: HORSE-DRAWN WAGON-PULLS UP AND STOPS.
8. CLEM: Howdy, Mr. Ranger. You were right! Chief Thundercloud wanted to know all about the fake Indian raids.
9. CHIEF THUNDERCLOUD: Yes, we see bad smoke signal. We come.
10. LONE RANGER: 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.

1. CHIEF THUNDERCLOUD: Good. Them give Yoxpocka tribe bad name. Bring horse soldiers. Bring much bloodshed.
2. 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. No hard feelings, Dusty?
3. DUSTY: Naw! With the real varmints caught, we can fix up our ranches and have us a thanks-giving! Eh, Ranger? (PAUSE) Ranger? Now where'd he go?
4. PRAIRIE ROSE: Say, Mike, who was that masked man?
5. MIKE SULLIVAN: The masked man? I don't know, Rose. Who was he?
6. DUSTY: Why, that was the Lone Ranger!
7. LIVE SFX: WHIP CRACKS. HORSE NEIGHS.
8. LONE RANGER: Hi-Yo, Silver! Away!
9. LIVE SFX: SILVER GALLOPS OFF.
10. MUSIC: [MUS-13] LONE RANGER OUTRO THEME--UP. PLAY TO THE END.

--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.

### Radio Direction "Sign Language"

- "Wait" - Open hand.
- "5-4-3--" - Finger count down.
- "Theme starting" - Form a "T" with hands.

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**

## Writer/Director's notes

This script is my original story, but it uses the trademarked characters of the Lone Ranger and Tonto--as well as the famous William Tell Overture that introduced the original "Lone Ranger" radio series. As such, there may be issues related to gaining permission of the trademark holders in order to present a production of this script.

However, both the Museum of Television & Radio and the Thousand Oaks (CA) Public Library--who have extensive radio collections--were unable to track down whomever owns the rights to the Lone Ranger trademarks.

There's no issue regarding copyrights, because this is an original script. The music the "Lone Ranger" show used was "borrowed" from old Republic Studios movie westerns of the 1930s and was thus NOT "written for hire" for the Lone Ranger production company, network, nor sponsors.

Some acting troupes may not wish to risk getting a cease-and-desist letter from the "Lone Ranger" trademark holders, so for them, I have a rights-free version of this script in my series, "Hawk of The West." It has all the elements of this script--including the title, "Injuns at Coyote Creek," except the Lone Ranger and Tonto are replaced by The Hawk and his Indian side-kick, Uzumati. The theme music is also different.

Some troupes have worried at the use of the term "Injuns" throughout the script, wondering if they could substitute "indians" instead. However, that runs afoul of the plot here--where the prejudices of white settlers were being manipulated by greedy cattlemen to stir up a war. So "Injuns" is a deliberate use of the colloquial term. I won't object to troupes who change the term, but would suggest that whatever description accompany publicity about the show mention the faked "Indian raids" storyline.



## Casting Monologues: *Rustlers' War-Paint Feint*

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.

**ANNOUNCER:** I'm the announcer. My job is to excite the audience about our thrilling 1940's radio program and explain what the Lone Ranger is doing. I describe the setting for each scene and report on all the breath-taking slam-bam action! The Lone Ranger rides again!

**LONE RANGER:** Howdy! I'm the Lone Ranger, a masked lawman fighting outlaws in the Old West. I have a trusty horse named Silver, and my faithful Indian friend, Tonto, to help me. I'm known for my black mask, silver bullets, and straight shooting. Hi-Yo Silver...away!

**TONTO:** Me Tonto. I am Indian brave who helps Ranger. My English is not so good, but my heart is pure, my eye quick, my arm strong! Tonto know many Indian ways and make good medicine. Me call Lone Ranger "Kemo sabay" which mean "trusted one."

**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!

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**

## Sound Effects: *Rustlers' War-Paint Feint*

### SOUND EFFECTS ARTIST #1:

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

### SOUND EFFECTS ARTIST #2:

Horses galloping, trotting, walking, neighing  
Boots walking  
Shotgun blast  
Man dismounts from horse (jangling spurs, footfalls)

### SOUND EFFECTS 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 EFFECTS ARTIST #5

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

## 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: *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:

Hit leather seat with drum stick.

### MAN DISMOUNTS FROM HORSE (JANGLING SPURS, FOOTFALLS):

Shake small bell and pivot feet.

### GUNSHOTS:

Snap clipboards or whack drum stick on leather seat.

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**

## Engineer's Notes: *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. You could find suitable music from classical and sound track albums.

#### 1) Lone Ranger Intro theme: (1:05)

Rossini's “William Tell Overture” from 8:41 to 9:36. This excerpt is used for the intro only. Duck after 12 seconds.

#### 2) Lone Ranger Intro-End theme: (0:28)

Rossini's “William Tell Overture” from around 9:38 to 9:58. This excerpt is used for the intro end only.

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