

TRUNCATED SAMPLE SCRIPT

Two thirds of this radio play has been deleted. The full play runs 24 pages--about 24-27 minutes of air time.

If you wish to secure the royalties to the play and the recorded orchestral score, contact Palermo@RuyaSonic.com

HAWK OF THE WEST

"Injuns at Coyote Creek"

An original radio drama by

Tony Palermo

RuyaSonic
940 S. Windsor Blvd.
Los Angeles, CA 90019
(323) 938-0415
Palermo@RuyaSonic.com
www.RuyaSonic.com

PRODUCTION SCRIPT
August 24, 1999

© 1999 Anthony Edward Palermo
All rights reserved.

HAWK OF THE WEST

"Injuns at Coyote Creek"

Episode #1145

CAST

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

NOTE:

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.

Visit Tony Palermo's Radio Drama Resources web site: www.RuyaSonic.com

Injuns at Coyote Creek

1. MUSIC: [A-1] HAWK INTRO--UP. ESTABLISH. DUCK AFTER ENDING
FIRST PHRASE. CONTINUE UNDER, VERY LOW.
- 2* SOUND: HOOFBEATS GALLOPING. GUNSHOTS.
- 3* ANNOUNCER: (CUE) And now it's time for... Hawk of the
West!
4. SOUND: HAWK CRIES (2X).
5. MUSIC: HAWK INTRO--UP.
- 6* ANNOUNCER: (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 (PAUSE)
Hawk of the West! (PAUSE) Today's story...
"Injuns at Coyote Creek."

1. SOUND: HOOFBEATS GALLOPING.

2. MUSIC: HAWK INTRO-FADE AS NARRATION BEGINS.

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

3* SOUND: 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 tall stranger on a great black stallion. Something was in the air beside the dust--trouble!

5. SOUND: HOOFBEATS RIDE UP AND THEN SLOW.

6* HAWK: Whoa there, Thunderbolt! Whoa!

7. UZUMATI: Hmmm. Why we stop here, Hawk?

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

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

1. HAWK: Maybe Dusty's ranch is...
2. UZUMATI: Wait! Me hear horse come this way.
3. SOUND: HOOFBEATS GALLOPING.
- 4* ANNOUNCER: And out of the dust came a pony, streaking head-long through the night. The rider was a small, wiry, sixteen year-old.
5. HAWK: (CALLS OUT) Whoa! Whoa there!
6. SOUND: HORSE WHINNIES. HOOFBEATS SLOW AND STOP.
- 7* CLEMMY: Get out the way, mister! I gotta get help for old... Why it's the Hawk of the West!
8. HAWK: Say, I know you! You're Clemmy. Old Dusty's kin. Is something wrong?
9. CLEMMY: Oh, Mr. Hawk. You gotta come quick! We was attacked by Injuns! Just an hour ago!
10. UZUMATI: Hmmm. This Yoxpocka territory--Chief Thundercloud. Plenty braves. Plenty guns!
11. CLEMMY: 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

(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: [A-2] TURKEY STOMP BED-UP AND UNDER. LET IT STOP.

5. SOUND: 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. SOUND: WALLA--MANY LAUGHS.

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

10. SOUND: 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. SOUND: WALLA-GASP! TRAY DROPS.
- 4* SHAKEY: A whole pack of Injuns burned down Dusty's ranch! You can smell the smoke from here!
5. SOUND: 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. SOUND: 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.

1. WILSON: So, when did the town vote Prairie Rose mayor?
2. SHORTY: Wait, Wilson! Prairie Rose is right. This is a job for the Cavalry. Besides, we're no match for Chief Thundercloud and his warriors!
3. PRAIRIE ROSE: OK, Shorty. You ride out to Fort Benton and get Captain Stewart and the Cavalry.

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

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

2* SOUND: FIRE CRACKLING. BOOTS WALKING. WALLA-MOOS

- 3* HAWK: (CUE) Your cabin's burned down--the barn too. And your herd is scattered. Looks pretty bad, Dusty.
4. CLEMMY: I reckon we're ruined, Dusty!
5. DUSTY: Oh, pshaw, Clemmy. 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?

6. UZUMATI: 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. UZUMATI: Ugg. What Dusty say? Uzumati no savvy.
1. DUSTY: That heap big joke, Uzumati! Panhandling in the pan-handle! Ha ha ha... Ohh! (GROANS IN PAIN)
2. CLEMMY: Dusty, you're hurt! Uzumati, can't you help?
3. UZUMATI: Uzumati try! Dusty hurt plenty bad, Hawk.

**SCRIPT HAS BEEN TRUNCATED AT
THIS POINT**

(several scenes later...)

3. MUSIC: [A-5] STAMPEDE BED-UP AND UNDER.
4. SOUND: RUMBLING. HORSE WHINNIES. HOOFBEATS. STAMPEDE.
- 5* ANNOUNCER: (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...

6. SOUND: STAMPEDE OVER CLIFF. WALLA-BUFFALO MOANS.

SCRIPT HAS BEEN TRUNCATED AT THIS POINT

(several scenes later...)

SCENE FIVE: EXT. SAGEBRUSH PASS - NIGHT

(ANNCR, BAXTER, SLIM, UZUMATI, PRAIRIE ROSE)

8* ANNOUNCER: (CUE) Dusty had passed out from the loss of blood and needed to get to the doctor in Coyote Creek. Uzumati was racing there in the buckboard, but as he drove through Sagebrush Pass, Uzumati ran into Jeb Wilson and an angry posse...

1. SOUND: HOOFBEATS. WAGON. MANY HORSES.

2* BAXTER: (CUE) 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. SOUND: WAGON AND HOOFBEATS SLOW, THEN STOP.

- 5* UZUMATI: Whoa! Dusty my friend. Hurt'um bad. Go see
 Doctor. You let Uzumati pass!
6. WILSON: I'm Jeb Wilson and you ain't going nowhere!
 Injuns attacked Dusty's ranch tonight. You look
 like a Yoxpocka Injun to me.
7. UZUMATI: 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. SOUND: WALLA--"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!

**SCRIPT HAS BEEN TRUNCATED AT
THIS POINT**

(several scenes later...)

SCENE SIX: EXT. SAGEBRUSH PASS - NIGHT

(ANNCR, UZUMATI, WILSON, BAXTER, PRAIRIE ROSE, SLIM,
SHAKEY, HAWK, CLEMMY)

- 1* ANNOUNCER: (CUE) Now, to continue our story...Uzumati was taking the injured Dusty to town, when he ran into Jeb 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. SOUND: WALLA-"GO AHEAD!" "HANG THE INJUN!" "YEAH!"
- 3* UZUMATI: Wait! Uzumati help Dusty and Clemmy at ranch.
4. WILSON: Helped yourself is more like it! Say, where is Clemmy anyway?
5. BAXTER: He probably scalped Clemmy! Hang him, Boss!
6. SOUND: WALLA-"YEAH!" "HANG HIM!" HOOFBEATS GALLOPING.
- 7* PRAIRIE ROSE: Hold it, you blood-thirsty cow punchers! I...
Wait! (PAUSE) Somebody's coming this way!

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

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

4* ANNOUNCER: (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...

5. SOUND: CREAKING FLOOR. SHOTGUN COCKS.

6* 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... Hey, you again? Why, you're that Injun we hung back at Sagebrush Pass! Who's your friend? An outlaw?

7. HAWK: We're not outlaws ma'am. We're friends of Dusty's looking into the Indian raids.

1. UZUMATI: Hmmmm. She gave'um OK to hang Uzumati. Her tough.

2. 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...

3. SOUND: GUNSHOT. GUN DROPS TO FLOOR. SHOTGUN BLAST.

- 4* PRAIRIE ROSE: (YELLS) Hey! Why, you shot the gun right out of my hands! You're mighty fast with a shootin' iron. Well, go and shoot me! I ain't afraid!
5. HAWK: Sorry, Prairie Rose, but I've got to set you straight about these Indian raids.
6. PRAIRIE ROSE: (ANGRY) Those Injuns done burned me out!
7. HAWK: No! Look at the tracks here by this tomahawk.
8. PRAIRIE ROSE: What? That's where the Injuns rode through to set my barn on fire.
9. UZUMATI: No! Them white man's horse tracks.
10. PRAIRIE ROSE: White man's horses? How do you know that?
11. HAWK: These tracks were all made by shod horses. Indian ponies don't wear horse-shoes. The "Indians" that attacked your ranch were white!
1. PRAIRIE ROSE: White men? Posing as Injuns? But why?
2. HAWK: My guess is to rile up the territory and start a war. And these attacks are only part of it...
3. UZUMATI: Someone dry-gulching buffalo. Make Chief Thundercloud angry. Yoxpocka go on warpath.

4. 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?
5. PRAIRIE ROSE: Well, that Yoxpocka territory is prime grazing land. Any of us cattle ranchers would jump at it. Wait! Jeb Wilson seemed mighty eager to start a fight...

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

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

- 8* ANNOUNCER: (CUE) Meanwhile, at the Lazy "R" ranch, Jeb 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?

SCRIPT HAS BEEN TRUNCATED AT THIS POINT

(several scenes later...)

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

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

9. SOUND: GUNSHOTS. HOOFBEATS. WALLA--INDIAN YELLS.

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

11. HAWK: They may be fake, Rose but their bullets and arrows aren't. Uzumati! Mike! Take cover!

12. MUSIC: [A-11] THE ATTACK BED--UP AND UNDER, DUCK.

13* SOUND: 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 Hawk and Uzumati couldn't put out all the fires. Smoke engulfed them, forcing the defenders outside and into Wilson's hands.

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

8. SOUND: GUNSHOTS. WALLA-REAL INDIAN YELLS. HOOFBEATS.
- 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. HOOFBEATS. WALLA-INDIAN YELLS.
- 6* ANNOUNCER: (CUE) Within minutes, the real Yoxpocka Indians had captured Wilson's men and turned them over to the Hawk of the West. Just then, Clemmy and Dusty drove up in the buckboard...
7. SOUND: HOOFBEATS AND WAGON-PULLS UP AND STOPS.
- 8* CLEMMY: Howdy, Mr. Hawk. 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. HAWK: Thank you, Chief. That's why I sent Clemmy 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?

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

1. ANNOUNCER: (CUE) Tune in again, next week for more straight-shootin', rip-roaring action on "The Hawk of the West!" Today's program was written by Tony Palermo
2. SOUND: HAWK CRIES (2X)

[CREDIT SEQUENCE FOLLOWS ON NEXT PAGE]

1* HOST:

(CUE) Our program starred:

- _____ as The Hawk of the West
- _____ as Uzumati
- _____ as Prairie Rose
- _____ as Dusty
- _____ as Clem
- _____ as Jeb Wilson
- _____ as Baxter
- _____ as Shakey
- _____ as Slim
- _____ as Shorty
- _____ as Ramona
- _____ as Mike Sullivan
- _____ as Pearl Sullivan AND...
- _____ as Chief Thundercloud

Our sound effects artists were:

- _____, _____,
- _____, _____,
- _____, _____,
- _____, _____,

Our director was _____,

Engineering by _____. I'm _____,

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

THE END.

Radio Skills School

Microphone Technique:

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

Radio Acting:

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

Radio Direction "Sign Language"

- 1) "Wait" - Open hand.
- 2) "5-4-3---" - Finger count down.
- 3) "Theme starting" - Form a "T" with hands.
- 4) "Watch for cue" - Point to person then eye.
- 5) "You're on" - Pointing finger.
- 6) "Cut" - Finger slits throat.
- 7) "Faster" - Move index finger clockwise.
- 8) "Stretch it out" - Pulling taffy.
- 9) "Come in/"Back off" microphone - Move hand towards/away from face.
- 10) "Louder" - Elevate the hand, palm up.
- 11) "Quieter" - Lower the hand, palm down.

Writer/Director's notes for "Injuns at Coyote Creek"

By Tony Palermo

Hawk of the West is a western, similar to The Lone Ranger or Gunsmoke. In this original episode, "Injuns at Coyote Creek," 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 actually a re-write of my 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. Please note, even though this is a horse-opera, girls have plenty to do in this show.

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, "Injuns at Coyote Creek" may appear to be politically incorrect, the plot deals with how racial stereotyping and misunderstandings can lead to violence. Rather than reinforcing racism in the Old West, it encourages cooperation and justice.

CASTING MONOLOGUES: "Injuns at Coyote Creek"

Everyone participating in our radio workshop is asked to read some lines aloud for an acting audition. The director will cast the roles in our production based upon these "luke warm readings." Please take a moment to read the lines below several times, both silently and aloud. These monologues provide a bit of a "back story" giving an idea of who the characters are. Since radio actors often play several parts, we encourage the use of different voices or accents for the different roles. Good luck!

ANNOUNCER: 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!

JEB WILSON: Jeb 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?

CLEMMY: My name's Clemmy and I'm the best shootin' 16-year old in all of Coyote Creek! Our ranch was attacked by Injuns 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 EFFECT ROLES: "Injuns at Coyote Creek"**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 EFFECT 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 EFFECT HOW-TO: "Injuns at Coyote Creek"**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

RUMBLING:

Rotate crash box SFX device. Shake thunder sheet.

WAGON WHEELS:

Roll small wooden wagon.

WHIP CRACKS:

Use slapstick SFX device.

WIND:

Crank wind machine SFX device. Or use mouth sounds

SWINGING DOOR OPENS:

Use spring loaded door. Or twist tiny creaker box.

FIRE CRACKLING:

Crinkle stiff plastic bag.

A COYOTE CALL:

Vocal effect: "OW-WOOOOO! WOOO WOOO WOOO"

SHOTGUN COCKS:

Cock plastic gun. Or crank plastic ratchet noisemaker.

HORSE WHINNIES/NEIGHS:

Vocal effect: "Neighhhhh"

SOUND EFFECT HOW TO: "Injuns at Coyote Creek"**STOMP DANCING:**

Stomp on walkboard and clap hands. (1-2-3-4)

FOOTSTEPS RUN UP:

Run up on walkboard.

BOOTS WALKING:

Use wooden cowboy "boots" in gravel box.

STAMPEDE OVER CLIFF:

Marching machine--made to gallop.

A BODY HITTING THE GROUND:

Bash cardboard box with plastic club.

CREAKING FLOOR:

Twist squeaker SFX device.

HAWK CRIES:

Vocal imitation of a Hawk ("Awk! Awk!")

WALLA WALLA SOUNDS:**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)**

ENGINEER'S NOTES: "Injuns at Coyote Creek"**EQUIPMENT REQUIREMENT:**

Three unidirectional dialogue mikes and one unidirectional SFX mike.
One CD player. This show requires no filter effects or reverbs.

MUSIC CUES:

Hawk of the West uses short bridges between scenes that fade as the narration begins. All these cue tracks are self-faded, but they run long, so please fade as necessary for each bridge. Those cues designated as "Beds" will only be ducked under voices. Each cue has one second of silence at the beginning and eight seconds afterwards. This is to give the engineer time to stop the CD player without running into the next cue at the wrong time.

- 1) Hawk of the West Intro theme: (1:05)
William Lava's "Main Title" #1 from Shoot'em Ups
- 2) Turkey Stomp (BED): (0:27)
"Turkey in the Straw" Source cue. Let the song stop.
- 3) The Posse (BRIDGE): (0:25)
Cy Feuer's "Nightfall" #26 from Shoot'em Ups!
- 4) The Search (BRIDGE): (0:27)
William Lava's "Black Motive" #22 from Shoot'em Ups!
- 5) Stampede (BED): (0:56)
Paul Sawtell's "Quick Getaway" #14 from Shoot'em Ups!
- 6) Urgent (BRIDGE): (0:20)
Karl Hajos' "Mechanical Montage" #30 from Shoot'em Ups!
- 7) Intermission theme: (0:47)
Lizst's "Les Preludes - Finale" from 1:59 to 2:49.
- 8) Let's Ride (BRIDGE): (0:22)
Alberto Columbo's "Perpetual Motion" #31 from Shoot'em Ups!
- 9) The Plan (BRIDGE): (0:21)
Alberto Columbo's "The Getaway" #23 from Shoot'em Ups!
- 10) The Scheme (BRIDGE): (0:23)
Alberto Columbo's "The Revolt" #33 from Shoot'em Ups!
- 11) The Attack (BED): (1:32)
Alberto Columbo's "Turmoil/Calm" #38 from Shoot'em Ups!
- 12) Hawk of the West Outro theme: (0:25)

