

# THE LONE RANGER

## The Return of Butch Cavendish

Originally aired January 30, 1953

Transcribed by The Indefensible Craig Gustafson for "Those Thrilling Days of Yesteryear" old time radio recreations.  
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**CAST:**

**ANNOUNCER –**  
**THE LONE RANGER –**  
**THUNDER MARTIN –**  
**BUTCH CAVENDISH –**  
**DAN REID –**  
**CAPTAIN REID –**  
**RANGER 1 –**  
**RANGERS –**  
**COLLINS –**  
**TONTO –**  
**SPARKS –**

**Sound Effects**

Thundering hoofbeats.  
Various horse movement & vocal sounds.  
An incredible amount of gunshots.  
Knocking on heavy door.  
Door opens.  
Door closes.  
Footsteps – two men running at each other.  
Fistfight.

**MUSIC: OPENING FANFARE OF THE WILLIAM TELL OVERTURE.**

**ANNOUNCER:** Two decades have passed since radio listeners first heard the cry of “Hi yo, Silver!” Tonight’s adventure is a milestone, marking the twentieth anniversary of the creation of this program, and the broadcasting of the three thousand one hundred and twenty-eighth radio adventure of the Lone Ranger – a character who now ranks in fame with Robin Hood and King Arthur of the Round Table – and whose adventures have enriched the library of Americana. *(beat)* And now... CHEERIOS (the Nourishing Breakfast Cereal Made from Oats and Ready to Eat) presents... *The Lone Ranger!*

**MUSIC: WILLIAM TELL OVERTURE – ONE PASS THROUGH THE CHORUS, THEN FADE SLIGHTLY UNDER.**

**SFX: THUNDERING HOOFBEATS (CONTINUE UNDER ANNOUNCER)**

**LONE RANGER:** *(off-mike)* Hi yo, Silver!

**MUSIC OUT AS:**

**SFX: TWO EXCITING GUNSHOTS, FOLLOWED BY THREE MORE.**

**ANNOUNCER:** A fiery horse with the speed of light, a cloud of dust and a hearty “Hi yo, Silver!” The Lone Ranger!

**SFX: HOOFBEATS OUT**

**MUSIC: WILLIAM TELL OVERTURE IN UNDER ANNOUNCER**

**ANNOUNCER:** Yes, when you hear that galloping horse, it's *The Lone Ranger!* And, when you see that delicious breakfast cereal – shaped like tiny crisp little letter “O”s, it's CHEERIOS!

**MUSIC: WILLIAM TELL OVERTURE FADES UP LOUDER**

**ANNOUNCER:** 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! Nowhere in the pages of history can one find a greater Champion of Justice! Return with us now to those thrilling days of yesteryear.

**MUSIC OUT AS:**

**SFX: THUNDERING HOOFBEATS FADE IN**

**ANNOUNCER:** From out of the past come the thundering hoofbeats of the great horse Silver! The Lone Ranger rides again!

**LONE RANGER:** (*off-mike*) Come on, Silver! Let's go, big fella! Hi yo, Silver! Away!

**SFX: CROSSFADE HOOFBEATS OUT AS:**

**MUSIC: WILLIAM TELL OVERTURE FADES UP, ESTABLISHES FOR A WHILE, THEN FADES UNDER ANNOUNCER**

**ANNOUNCER:** In place of the commercial announcement usually heard at this time, our sponsor General Mills, makers of Cheerios, would like to pay special tribute to the Lone Ranger on this historic occasion of his twentieth anniversary program.

**MUSIC: EXCITING START-OF-STORY MUSIC (FADE OUT UNDER ANNOUNCER)**

**ANNOUNCER:** Thunder Martin was one of the closest friends of the Lone Ranger and Tonto.

**SFX: CLOSING WOODEN DOOR. HORSES IN THE BACKGROUND**

**ANNOUNCER:** He was closing the corral gate of the ranch where he worked as top hand, when he saw a stranger approaching.

**SFX: HOOFBEATS IN THE DISTANCE**

**ANNOUNCER:** Thunder observed that the man's clothes were too large, and his face peculiarly pale.

**BUTCH:** Whoa. Whoa!

**SFX: HORSE STOPS. PERIODIC ANGRY NEIGHS THROUGHOUT THE SCENE.**

**THUNDER:** Howdy, stranger!

**BUTCH:** Howdy. This the Hornblow Ranch?

**THUNDER:** Yep. And I'm the top hand. State your business.

**BUTCH:** You must be Thunder Martin.

**THUNDER:** Yes. That's my name.

**BUTCH:** Is it true that you're a friend of the Lone Ranger?

**THUNDER:** Yep.

**BUTCH:** I have an important message for the masked man. Where is he?

**THUNDER:** Well, he's travelin' with a young gent named Dan Reid. Just uh... leave a message with me and I'll give it to the Lone Ranger's injun pal. He'll be here soon.

**BUTCH:** No, I must see the Lone Ranger. It's a matter of life and death.  
*His death!*

**THUNDER:** Well, he said somethin' about going to a place called Bryant's Gap...

**BUTCH:** *Bryant's Gap?!*

**THUNDER:** It's two, three days travel south of here.

**BUTCH:** Yes, I know the place. *(to horse)* Steady, fella! Giddyup! Come on!

**SFX: HORSE THUNDERS AWAY.**

**THUNDER:** Doggone. "A matter of life and death!" I wonder what he meant.

**MUSIC: EXCITING BRIDGE MUSIC (FADE OUT UNDER ANNOUNCER)**

**ANNOUNCER:** That night found the Lone Ranger and his teenaged nephew, Dan Reid, camped in mountainous country west of Bryant's Gap. After leaving Thunder Martin, they made a side trip to visit the Lone Ranger's secret silver mine. Dan met a trusted old man who lived there, working the mine and refining the ore necessary to provide silver for the Lone Ranger's bullets, and his own simple needs.

**LONE RANGER:** My brother and I discovered that mine long ago, Dan. Before you were born.

**DAN:** That was before you and my dad joined the Texas Rangers, wasn't it, sir?

**LONE RANGER:** Yes; when we joined the Rangers, we couldn't work the mine, so we kept the location a secret. Your father's share of that

property is now yours, Dan. Someday, you may become very wealthy by starting large scale operations there.

**DAN:** Oh, I don't care about that. I just want to travel with you and Tonto.

**LONE RANGER:** Thanks, Dan. *(beat)* But later I'd like to discuss that with you.

**DAN:** How soon will we reach the place where – where Dad is buried?

**LONE RANGER:** We'll be at Bryant's Gap the day after tomorrow.

**DAN:** Well, that's the...

**LONE RANGER:** Yes. The anniversary of your father's death.

**DAN:** Yes.

**LONE RANGER:** I'll... always remember that day. The things that happened completely changed my life; your life; in fact, the lives of many people. Your father and I were in a group of six Texas Rangers, who were trailing the Cavendish gang.

**DAN:** That was a powerful gang, wasn't it?

**LONE RANGER:** Yes, Dan. Butch Cavendish and his outlaw followers terrorized the entire southwest. We heard that the gang was hidden in the canyon known as Bryant's Gap. The six of us rode into the canyon.

**SFX: SIX HORSES TROTTING.**

**LONE RANGER:** Your father, who was in charge of our group, signaled a halt.

**CAPT. REID:** Whoa. Whoa there.

**RANGERS:** *(ad lib "whoa"s)*

**SFX: SIX HORSES HALTING.**

**RANGER 1:** Captain Reid? Why are we stopping here?

**SFX: HORSEY NOISES IN BACKGROUND.**

**CAPT. REID:** I sent a guide ahead to scout the canyon so we'll not be ambushed. We'll wait for him to report.

**RANGERS:** *(ad lib "Yes, sir"s)*

**LONE RANGER:** The guide was not a Ranger. He was a civilian. And (unknown to any of us) he was working for Cavendish. *(beat)* We waited only about fifteen minutes.

**SFX: HORSE APPROACHING.**

**LONE RANGER:** Then the guide rode up to us and reported.

**COLLINS:** Ho there – ho! Ho there!

**SFX: HORSE WHINNIES.**

**COLLINS:** Captain Reid. I've located the Cavendish gang.

**CAPT. REID:** In the canyon?

**COLLINS:** No, sir. They're camped in the woods beyond the far end of the canyon.

**CAPT. REID:** You hear that, men?

**RANGERS:** (*ad lib "Yes, sir"s*)

**CAPT. REID:** We'll go through the canyon, on the double. Come on. (*to horse*) Easy!

**RANGERS:** (*ad lib "Horsey get goin'" noises*)

**SFX: SEVEN HORSES DASHING AWAY.**

**MUSIC: EXCITING AMBUSH MUSIC (FADE OUT UNDER LONE RANGER)**

**LONE RANGER:** Collins, the guide had lied to us. Cavendish and his men knew that we were coming. They were waiting behind protecting rocks on both rims of the canyon. They opened fire with high-powered rifles

**SFX: GANG OPENING FIRE WITH HIGH-POWERED RIFLES, LIKE HE SAID. HORSES STUMBLE, WHINNY, SCREAM. ALL HELL BREAKS LOOSE. HELL FADES SLIGHTLY UNDER LONE RANGER.**

**LONE RANGER:** Our horses went down, and the six of us were trapped on the canyon floor. Three of us were wounded in the opening volley. We found meager protection behind rocks and returned the fire.

**SFX: LOUD GUNS JOIN THE FIGHT.**

**LONE RANGER:** We were at a tremendous disadvantage and hopelessly outnumbered. Your father and I were fighting side by side.

**SFX: GUNSHOTS.**

**LONE RANGER:** We both had several wounds. Then your father said:

**CAPT. REID:** This can't go on much longer. Listen to me while I'm able to talk.

**SFX: GUNSHOTS.**

**CAPT. REID:** My wife and son are on their way from the east. If you survive, I know you'll take good care of 'em.

**SFX: GUNSHOTS.**

**LONE RANGER:** I knew that nothing short of a miracle would bring any of us through that fight alive. But I nodded to your father. Then he said:

**CAPT. REID:** I'll count on you to resign from the Rangers and work that silver mine we staked out. See that my son and his mother get my share of the mine and ...

**SFX: GUNSHOT.**

**CAPT. REID:** Oh!

**LONE RANGER:** Your father was struck by a fatal bullet. *(beat)* That's the last I remember of the fight.

**MUSIC: EXCITING THINGS-COULDN'T-GET-WORSE MUSIC (FADE OUT UNDER DAN)**

**DAN:** Tonto told me how he found you in the canyon. You were the only one alive.

**LONE RANGER:** Yes. He nursed me back to health. He buried your father and the four other Rangers. And he made a sixth mound of earth, and a cross with *my* name on it – so the Cavendish gang would think there'd been no survivors.

**DAN:** Was it Tonto's idea to wear a mask?

**LONE RANGER:** Yes, Dan. He made my first mask out of the black cloth in my brother's vest. At first, I posed as an outlaw. That made it easier to run down the men in the Cavendish gang.

**DAN:** How long did it take to get them all?

**LONE RANGER:** Years, Dan. Last of all, we captured Cavendish himself.

**DAN:** Did the law hang him and his pals?

**LONE RANGER:** Some were hanged. Cavendish and several others went to jail for life. Since then, they've all died. Except Butch Cavendish. He's in the territorial prison.

**DAN:** It took you a long time to find me after you'd become the Lone Ranger.

**LONE RANGER:** Yes, Dan; a *long* time.

**DAN:** How did you know I wasn't massacred by the Indians who attacked our wagon train?

**LONE RANGER:** I didn't. But when I heard of that massacre, heard that there were no survivors, some inner sense seemed to tell me that my

brother's son still lived. So I never abandoned the search for you.  
And I finally found you. Now we'd better turn in and get some sleep.  
We're breaking camp at dawn.

**MUSIC: EXCITING BREAKING-CAMP MUSIC (FADE OUT UNDER ANNOUNCER)**

**ANNOUNCER:** That night, the man who had stopped to talk to Thunder Martin camped on the trail far north of Bryant's Gap. And that night, Tonto returned to the Hornblow Ranch.

**SFX: KNOCKING ON HEAVY DOOR.**

**ANNOUNCER:** After turning his paint horse into the corral, the Lone Ranger's Indian friend rapped on the door of the bunkhouse where Thunder Martin lived.

**SFX: DOOR OPENS.**

**THUNDER:** What in...?! Tonto!

**TONTO:** How, Thunder.

**THUNDER:** Well, come on in! Doggone, I'm glad to see ya.

**TONTO:** (*laughs companionably as:*)

**SFX: DOOR SHUTS. THEY SIT.**

**THUNDER:** Sit down, Tonto. I want to tell you about a gent who came here lookin' for the Lone Ranger. He came here about noon. Said he had somethin' mighty important to tell the Lone Ranger. He said it was a matter of Life and Death.

**TONTO:** Ohhh? That plenty strange.

**THUNDER:** He wouldn't tell me the message and he didn't want to wait for you. So I told him the Lone Ranger was headin' for Bryant's Gap. He knew where that is and said that he'd go there.

**TONTO:** How him look?

**THUNDER:** Well, he's a homely lookin' galoot with small eyes that shift around while he talks. He was wearin' clothes that looked like they'd been borrowed from someone bigger.

**SFX: HORSE PULLING UP OUTSIDE.**

**TONTO:** Hmm. I wonder why him want Lone Ranger?

**THUNDER:** Oh, a horse just stopped outside.

**SFX: POUNDING ON DOOR.**

**SPARKS:** (*off-mike*) Hey, Thunder! Are you there?

**THUNDER:** Yeah, I'm comin'.

**SFX: FOOTSTEPS. DOOR OPENS.**

**THUNDER:** Wellll... it's Western Union. How are ya, Sparks?

**SPARKS:** All right.

**THUNDER:** You're a long way from town.

**SPARKS:** It's on account of this message, Thunder. It came over the wire tonight. It might be important; it's for the Lone Ranger.

**THUNDER:** Well, Tonto is the masked man's partner. Give *him* that message.

**SPARKS:** It just tells about someone who busted out of jail.

**THUNDER:** Let's see... "Cavendish".

**SPARKS:** Yeah, Cavendish.

**THUNDER:** That's "Butch" Cavendish.

**TONTO:** Him man who was here! Me remember him.

**THUNDER:** But Tonto...

**TONTO:** You tell him where Lone Ranger go?

**THUNDER:** Well, yeah...

**TONTO:** Cavendish go there. Him last of bad gang. And him *kill* Lone Ranger. Me try catch him before it too late!

**MUSIC: EXCITING BAD GRAMMAR FOR TONTO MUSIC (FADE OUT UNDER ANNOUNCER)**

**SFX: TWO TROTTING HORSES.**

**ANNOUNCER:** It was mid-afternoon on the anniversary of the massacre in Bryant's Gap when the Lone Ranger and Dan guided their horses past high cliffs toward the canyon's entrance. The ground was littered with rocks of all sizes – some as large as a fair-sized house. When the horsemen came alongside a particularly big boulder that stood a few yards from the base of the cliff, the masked man drew reins.

**LONE RANGER:** Stop here, Dan.

*(They ad-lib Horsey Stop phrases.)*

**DAN:** Golly, this is rough country.

**LONE RANGER:** It hasn't changed a bit since that day... years ago.

**DAN:** And just ahead of us there's a gap in the cliff. Is that the entrance to the canyon?

**LONE RANGER:** Yes, Dan.

**DAN:** Then why are we stopping here? Isn't that where we're going?

**LONE RANGER:** Yes. We'll leave the horses here in the shade of the boulder.

**SFX: HORSES GET RESTLESS**

**LONE RANGER:** Easy.

**DAN:** Steady boy. *(to Lone Ranger)* Yes, sir.

**LONE RANGER:** Dan, there's the entrance to the cave.

**DAN:** Ohhh. Is that where Tonto brought you after he found you wounded in the canyon?

**LONE RANGER:** Yes; that's where I first put on a mask and became the Lone Ranger.

**DAN:** Is it... is it far to Dad's grave?

**LONE RANGER:** No. He's buried right at the entrance to the Gap. We'll go there now.

**MUSIC: EXCITING GRAVE VISITING MUSIC (FADE OUT UNDER ANNOUNCER)**

**ANNOUNCER:** The entrance to Bryant's Gap was about fifty yards wide and bounded by cliffs a hundred feet or more in height. Masses of rock that had been broken from the cliffs by countless years of wind and storm were piled along the sides of the canyon. Near the western side of the entrance, there was a little plot of grassland. Here Dan Reid saw six mounds of earth. Each marked by a crudely fashioned cross.

**LONE RANGER:** Tonto and I carved the names in these crosses before we rode away from here, Dan.

**DAN:** Oh.

**MUSIC: DRAMATIC MUSIC SOFTLY UNDER**

**LONE RANGER:** This one on the left marks the resting place of the man who led us. Captain Reid.

**DAN:** My dad.

**LONE RANGER:** One of the finest, most courageous men who ever lived. You're going to be just like him.

**DAN:** *(emotionally)* I want him to be... to be *proud* of me.

**LONE RANGER:** *(beat)* He is. Believe me, Dan, he's proud of you.

**DAN:** These others: Jim Bates, Sam Cooper.

**LONE RANGER:** Jack Stacy and Joe Brandt. Texas Rangers.

**DAN:** This one. The sixth cross...

**LONE RANGER:** *My name is on it, Dan.*

**DAN:** Yes, I see.

**LONE RANGER:** That's why Cavendish and his gang thought that all of us were dead. They never knew that one Texas Ranger became the Lone Ranger.

**SFX: GUNSHOT; BULLET HITS ROCK. SHOTS KEEP FIRING.**

**DAN:** Oh!

**LONE RANGER:** Dan!

**DAN:** A shot!

**LONE RANGER:** Come here – and keep down!

**ANNOUNCER:** Moving with lightning speed, the Lone Ranger grabbed Dan's arm and leaped to the shelter of nearby rocks. And the masked man was none too soon!

**SFX: GUNSHOT**

**LONE RANGER:** Oh!

**ANNOUNCER:** A third shot brushed his shoulder.

**LONE RANGER:** Keep your head down!

**DAN:** Who's firing at us?

**LONE RANGER:** I don't know.

**DAN:** I didn't even see where the shots were coming from.

**LONE RANGER:** I did. There's a man on top of the cliff on the far side.

**DAN:** But... you're hit!

**LONE RANGER:** It's nothing – just a scratch.

**SFX: GUNSHOT**

**DAN:** Gosh, he seems determined to get us.

**LONE RANGER:** I'll return his fire.

**SFX: TWO GUNSHOTS FROM THE LONE RANGER.**

**DAN:** Did you get him?

**SFX: GUNSHOT AND ROCOCHET OFF ROCK**

**LONE RANGER:** No. I don't expect to from here. He's in a position to fire down at us without showing much of himself.

**DAN:** Good thing this rock is plenty high.

**LONE RANGER:** Yes.

**DAN:** Who do you think he is?

**LONE RANGER:** I have no idea, Dan, but I'm going to find out. Here. Take this gun. I've taught you to use it.

**DAN:** Yes, sir.

**LONE RANGER:** I'll leave my gunbelt with you – there's plenty of ammunition.

**DAN:** But *you*...

**LONE RANGER:** I'll keep one gun. Now listen carefully, Dan!

**DAN:** Yes, sir.

**LONE RANGER:** Reach around the side of this rock with the gun and fire in the general direction of that opposite cliff.

**DAN:** Now?

**LONE RANGER:** Yes. Try it. But don't expose your head or shoulder. That's the way... now *fire*!

**SFX: GUNSHOT**

**LONE RANGER:** Good!

**SFX: DISTANT GUNSHOT**

**DAN:** He fired back!

**LONE RANGER:** That's what I want. Maintain spaced gunfire to keep his attention. I'm going to the top of that cliff. I think I can reach it without being seen.

**DAN:** But your shoulder – you're wounded!

**LONE RANGER:** A scratch! Keep firing!

**SFX: GUNSHOT & RETURN FIRE FROM CLIFF**

**MUSIC: EXCITING RETURN FIRE MUSIC**

**ANNOUNCER:** The many boulders concealed the Lone Ranger as he circled wide and reached the cliff on the far side of the canyon's mouth.

**MUSIC: OUT**

**SFX: GUNFIGHT STILL GOING ON**

**ANNOUNCER:** The cliff was difficult to climb and the masked man was hampered by his wound. But finally he reached the top. He was a hundred yards from the edge of the canyon. A hundred yards behind the gunman. He reached for the gun he'd stuck in his belt and gasped – his gun was gone!

**LONE RANGER:** Lost it scaling that wall!

**ANNOUNCER:** Though one-armed and dismayed, the Lone Ranger lost no time through indecision. He moved ahead cautiously and quickly, hoping that the unknown gunman wouldn't turn. The man was crouched behind a rock at the edge of the cliff. He fired intermittently and Dan Reid's responses came like an echo.

### **SFX: DISTANT GUNSHOT**

**ANNOUNCER:** The Lone Ranger was within fifty yards of the attacker. The distance narrowed to twenty-five yards – then half of that. When the gunman paused to reload his weapon, it was then that the masked man spoke.

**LONE RANGER:** Drop that gun!

**CAVENDISH:** What the... ?!

**LONE RANGER:** (*We can hear his blood boiling*) Cavendish!

**CAVENDISH:** You! Here?

### **SFX: FOOTSTEPS OF TWO RUSHING COMBATENTS. FIST FIGHT NOISES**

**LONE RANGER:** (*with a rage we've never before heard from him*) ***I want you!***

**CAVENDISH:** I'll kill you!

**ANNOUNCER:** The masked man charged, but Cavendish was ready! Two men armed only with their fists met face to face! Cavendish swung and missed! The Lone Ranger struck a hard blow! Cavendish snarled:

**CAVENDISH:** *I've waited years to kill you!*

**ANNOUNCER:** The Lone Ranger was weak from loss of blood. His blows lacked their usual force. Cavendish, on the other hand, was tough and strong from years of hard prison labor, and he knew all the foul tricks of rough-and-tumble fighting! He kicked and gouged! He clawed and bit! The two became locked and went down! The Lone Ranger's head struck a rock! He was half stunned. Cavendish secured a grip on his throat!

**CAVENDISH:** Glad my gun was empty! I'd rather kill you with my bare hands!

**ANNOUNCER:** Weakened, only semi-conscious, the Lone Ranger's fighting heart would not admit defeat! He mustered his strength for a final, might effort – and wrenched free! He rolled away from Cavendish, then lay back, his head scant inches from the edge of the cliff! Cavendish leaped to his feet.

**CAVENDISH:** I'll get you! I'll strangle the life outta ya! I'll square things!

**ANNOUNCER:** The Lone Ranger saw the outlaw coming – arms extended, fingers reaching for a death grip! He thought:

**LONE RANGER:** My last chance – my life or his. All right, Cavendish!

**CAVENDISH:** You... ! Arrrrghhhhhh (*fading as he goes over the cliff*)

**MUSIC: STORM MUSIC FROM WILLIAM TELL OVERTURE, THEN UNDER**

**ANNOUNCER:** The Lone Ranger could hardly realize that the fight had ended. He had acted instinctively to meet the attack by bending his knees to bring up his feet. And by grasping the outlaw's extended hands, which were reaching for his throat, Cavendish was lifted bodily by the Lone Ranger's boots against his stomach. He somersaulted over the masked man and over the edge of the cliff into the ravine!

**MUSIC: MUSIC UP – ESTABLISH – THEN UNDER ANNOUNCER**

**ANNOUNCER:** The Lone Ranger's strength gradually returned and his brain cleared. He made his way to the base of the cliff. He found the gun that had fallen from his belt, but then hurried to the entrance of Bryant's Gap. There he saw Cavendish lying on the ground. Dan Reid and Tonto were at the outlaw's side.

**LONE RANGER:** Tonto.

**TONTO:** Kemosabe. Me learn Cavendish come here. Me ride hard, try to catch him. Me too late.

**DAN:** Tonto arrived while you and that man were fighting on the cliff. We saw Cavendish fall.

**LONE RANGER:** Oh.

**CAVENDISH:** (*groans*)

**LONE RANGER:** Tonto – he's still *alive*...

**TONTO:** Uhhh. But him dying. Him not live long. Hurt plenty bad.

**CAVENDISH:** You masked troublemaker!

**LONE RANGER:** Cavendish, can you hear me?

**CAVENDISH:** I hear ya! You made trouble for me from the start!  
Smashed my gang!

**LONE RANGER:** Yes.

**MUSIC: DRAMATIC UNMASKING MUSIC UP**

**ANNOUNCER:** The Lone Ranger dropped to his knees beside the dying outlaw. He leaned forward so his face was close.

**LONE RANGER:** Cavendish, I'm going to remove my mask.

**CAVENDISH:** Don't bother.

**LONE RANGER:** I want you to die knowing the true identity of the man who smashed your gang!

**SFX: MASK IS PULLED OFF**

**CAVENDISH:** (*gasps*) No!

**LONE RANGER:** *Look at me!* Do you remember me?

**CAVENDISH:** You! Reid! No... no, you're *dead!*

**LONE RANGER:** No, Cavendish! I'm *not* dead.

**CAVENDISH:** I saw you fall... I saw your grave! You – all six of the Rangers!

**LONE RANGER:** One Ranger did not die, Cavendish! One Ranger lived to avenge the others!

**CAVENDISH:** Beaten by you. My whole gang smashed by one lone Texas Ranger!

**LONE RANGER:** Yes, Cavendish... by one Lone Ranger!

**CAVENDISH:** I wish I could have died not knowing it. (*makes one last grab for the Ranger's throat*) You... ! Ohhh... (*Cavendish is dead.*)

**MUSIC: DRAMATIC CAVENDISH IS DEAD MUSIC UP**

**TONTO:** Cavendish... dead, Kemosabe.

**MUSIC: MUSIC UP STRONG; ESTABLISHES. FADES OUT UNDER SPEECH**

**LONE RANGER:** Tonto, he was the last of that gang. Now we may feel free to take away the sixth cross and smooth the ground so only five mounds of earth remain.

**DAN:** Golly. It's like the hand of Fate.

**LONE RANGER:** What is, Dan?

**DAN:** You. Cavendish. The long years of smashing that gang... and it all ends right here where it began!

**LONE RANGER:** No, Dan; it doesn't end here. We'll keep riding. I'll keep my mask and continue as an unknown man. There are *still* many outlaws in the West. Men like Cavendish who must be brought to justice.

**DAN:** I wanna help. I've shown you that I can use a gun. May I have one of my own?

**LONE RANGER:** Yes, Dan – but when you're a man there'll be Law and Order in the West, and great cities like those in the East. There will always be bad men. But they'll be different from the kind we know. To combat them, you'll need weapons. And strength, and courage. But these must be backed by knowledge and education, to handle them intelligently. Our great country will progress only so long as there are leaders. You (and young people like you) must educate yourselves to *be* the leaders. (*beat*) Son... I want you to go to college. To study science and law. History and the problems of government. I want you to learn the many things required, so you'll be ready to take your place as a good citizen and carry on... where we leave off.

**DAN:** I understand.

**LONE RANGER:** Knowing that you're in school, preparing for the future, I'll be content to continue helping others bring Law and Order to the West until... you young men can take over.

**MUSIC: VERY SPECIAL MUSIC UP SOFTLY**

**DAN:** I'll go to school, sir. I'll study hard!

**LONE RANGER:** In that case, Dan, I'll feel that I fully kept the pledge I made so many years ago beside your father's grave.

**DAN:** Pledge?

**LONE RANGER:** To find you... and prepare you for manhood.

**DAN:** I... I hope Dad knows...

**LONE RANGER:** I'm sure he does. Go over there, Dan. Go alone to the side of his – to the place where we left him sleeping. There you'll be close to him. I think you'll know that he and your mother are together. Hand in hand, as they watch you. That they're saying, "Our son is good. Let us pray that he *too* will have a son; who will carry on *his* name... and make him proud!"

**MUSIC: MUSIC UP FULL, ESTABLISHES. FADES UNDER DIALOGUE**

**TONTO:** Kemosabe. Look at Dan. Him kneel by grave.

**LONE RANGER:** He's close to his father, Tonto.

**TONTO:** Uhhh. And that where you, me pledge friendship. Many year ago.

**LONE RANGER:** This is a good time... to renew that pledge.

**TONTO:** Kemosabe – long as you live. Long as me live. Me ride with you.

**LONE RANGER:** Yes, Tonto. I couldn't carry on without you. As long as we ride – we'll travel together.

**MUSIC: WILLIAM TELL OVERTURE FADES UP TO FULL, ESTABLISHES; FADES UNDER ANNOUNCER**

**ANNOUNCER:** We'll return in a just a moment for a word about our next exciting Lone Ranger adventure, "Turnabout."

**GIRL:** (singing) When boys line up to run a race. Galloping garden sets the pace. He comes in first because he knows, he's got "Go power" from Cheerios. Yes, he's got "Go power"... There he goes!

**SFX: GUITAR STRING PLUCK AND WHISTLE**

**GIRL:** (singing) He's feeling his Cheerios. Cheerios. Cheerios.

**ANNOUNCER:** Yes, Cheerios. The cereal everybody loves. The only ready-to-eat oat cereal with this fresh, toasted oat flavor no other cereal can match. And listen, Cheerios, with milk, fruit, and buttered toast, gives you all the energy, all the "Go power" you need to keep alert and at your best all morning long. You see, ready-to-eat Cheerios is made from energy packed oats, made to give you vitamins and minerals you need, for healthy nerves, good red blood, sound teeth and bones. Made to give you real "Go power." So every morning, get going, and keep going, with Cheerios! Then you'll hear people say.

**SFX: GUITAR STRING PLUCK AND WHISTLE**

**GIRL:** (singing) He's feeling his Cheerios.

**MUSIC: WILLIAM TELL OVERTURE FADES UP TO FULL, FADES UNDER ANNOUNCER**

**ANNOUNCER:** In our next exciting adventure, murderous outlaws took possession of a covered wagon! Made prisoners of the pioneers! And then, when the Lone Ranger and Tonto tried to prevent their escape, prepared to kill them! Be sure to listen!

**MUSIC: WILLIAM TELL OVERTURE FADES UP TO FULL, FADES UNDER ANNOUNCER**

**ANNOUNCER:** *The Lone Ranger*, a copyrighted feature of The Lone Ranger, Incorporated, is created by George W. Trendle, produced by Trendle/Campbell/Muir, Incorporated, directed by Charles D. Livingston and edited by Fran Striker. The part of the Lone Ranger is played by Brace Beemer. Your announcer, Fred Foy.

**MUSIC: WILLIAM TELL OVERTURE ENDS.**

**THE END**