

WMBI and WMBI-FM

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RANGER BILL #1

153 INSTITUTE PLACE • CHICAGO 10

PROGRAM

BY

by John Weston Rowan

DATE

USED

TIME

CAST:

Announcer

Ranger Bill (28-30)

Henry (16-17)

Colonel Anders (45-50)

Ralph (28-30)

Voice 1 (man)

Voice 2 (man)

MUSIC:

Signature: (theme is sound)

See script for moods and
bridges

SOUND:

Thunder, wolf bark and howl

Forest fire

Bulldozer

Axes

Men yelling

Packing gear into knapsack.

Tree falling

Walk on Gravel

House door open and close

Truck door open and close

Corral gate

Horses stamping, walking, nickering

Horses walking up truck ramp

Close tail gate - pull chain

Truck start and drive away

Truck on straight run-truck stop

Water falling over dam.

Making camp - chop wood - fire etc.

Drop small wooden box

Horse whinny

630-B

87A

75A

36A

750

628A

19A

77B

641A

606A

13A

97B

John

12-11

1. SOUND: CRASH OF THUNDER: BARK AND HOWL OF WOLF

2. ANNCR: R-A-N-G-E-R B-I-L-L - WARRIOR OF THE WOODLAND!

3. SOUND: CRASH OF THUNDER

4. ANNCR: Ranger Bill - warrior of the woodland...Struggling against
5. extreme odds; travelling dangerous trails; fighting
6. the many enemies of nature; this is the job of the
7. guardian of the forest, Ranger Bill...~~Little~~ sleep,
8. Pouring rain, freezing cold, blistering heat; snow,
9. floods, bears, rattlesnakes and mountain lions...Yes,
10. all this in exchange for the satisfaction and pride of
11. a job well done.

12. ORGAN: PAYOFF

13. ANNCR: F-I-R-E...F-O-R-E-S-T F-I-R-E...the most dreaded enemy
14. of the woodland has broken loose and is racing across
15. Pendleton valley with the speed of a panther...This
16. hungry monster devours everything in its path. It
17. must be stopped.

18. ORGAN: STAB

19. ANNCR: Colonel Anders, Ranger Bill's boss, rushes to stop the
20. progress of this dreadful enemy. *and should* The Colonel commands
21. an army of men using bulldozers, *trucks* plows, axes, shovels,
22. picks, dynamite ~~and trucks~~. These men fight desperately
23. to defeat the enemy that threatens to destroy the coun-
24. tryside. Things are not going so good and the battle
25. gets fiercer by the minute.

1. SOUND: FOREST FIRE: MEN YELLING: BULLDOZERS: AXES
2. COLONEL: (COUGH) (CHOKE) This is terrible - the fire will soon
3. be out of control...(YELL) Ralph, Ralph, come here a
4. minute. *1:30*
5. RALPH: (FADE) Yes sir, Colonel...(COUGH) What do you want?
6. COLONEL: (COUGH) Take a bulldozer (COUGH) and thirty men and
7. make a new fire lane a thousand yards behind us. We
8. may have to get out of here. (CHOKE)
9. RALPH: (COUGH) Yes, sir. (FADE...LOUD) Hey, fellas, come
10. with me.
11. COLONEL: (COUGH) We can't let this fire get out of the valley.
12. VOICE #1: (DRAW OUT) T-I-M-B-E-R
13. SOUND: FALLING TREE:
14. COLONEL: I'd better get out of here, the boys are cutting trees
15. down and
16. VOICE #2: (YELL) Hey Colonel, look out ! -
17. SOUND: TREE CRASH *Crash*
18. VOICE #1: Are you fellas all right? Boy oh boy, Burgess, that was
19. some tackle you made on the Colonel. Just moved him
20. enough.
21. COLONEL: Thanks for saving my life...I'll not forget this...
22. What's your name?
23. VOICE # 2: Burgess, sir (COUGH).

1. COLONEL: (COUGH) Burgess, tell Ranger Tom that I'm going to
2. contact Ranger Bill. Tom is to take command while I'm
3. gone.
4. VOICE # 2: Yes, sir. *So*
5. COLONEL: Fine (CHOKE) I'll be back soon. (FADE) We've got to
6. stop this fire and I think I know how to do it.
7. *2.35* ORGAN: BRIDGE: (MYSTERIOSO)
8. ANNCR: Saaay things look pretty bad. The Colonel has to get
9. help to stop the fire. ~~It must be stopped...~~ But what
10. kind of help is he going to get. Oh! wait a minute,
11. he was going to contact Ranger Bill. What do you say
12. we run over to ~~Ranger~~ Bill's cabin outpost.
13. *2.30* SOUND: PHONE RING TWICE: RECEIVER UP
14. *Wdh* BILL: Hello, Ranger Bill speaking...Yes sir, Colonel Anders.
15. ...Saaay that sounds bad, very bad...I don't see why it
16. wouldn't work...take the horses in the truck...I'll
17. take my pal Henry along...Yes, sir, Colonel, right
18. away.
19. *didn't seem to be* SOUND: RECEIVER DOWN
20. ANNCR: Well, we sure didn't learn much from that conversation,
21. did we boys and girls? You know I have a sneaking sus-
22. picion that we'd better tag along with Ranger Bill and
23. find out what this is all about. *His* Ranger Bill is busy
24. packing. Henry, Ranger Bill's young friend is talking
25. as usual.

1. SOUND: PACKING GEAR INTO KNAPSACK (FRYING PAN, JOE POT, ETC.)
2. HENRY: Wow!...Bill, that phone call sure packed a powerful
3. wallop by the way you're packing things together.
4. What's up?
5. BILL: Trouble, Henry, plenty of trouble. In fact, this is
6. going to be such a big job that you'll have to help me.
7. HENRY: Yippee! You mean you're letting me go with?
8. BILL: Letting...those are orders, ranger! Now get cutting
9. and pack your knapsack.
10. HENRY: (SNICKER) My knapsack. I don't need a sack to nap in.
11. BILL: All right, funny face, get packing, and don't forget
12. your New Testament.
13. HENRY: Will we have time for Bible reading where we're going,
14. Bill?
15. BILL: Perhaps we won't have time, pal, but we're going to take
16. time. Remember, when you're so busy you can't take
17. time to talk with the Lord you're too busy. Come on,
18. let's go.
19. SOUND: ~~PICK UP GEAR~~ - WALK TO DOOR
20. HENRY: I'm right behind you.
21. SOUND: OPEN DOOR
22. BILL: Be sure the door's locked, Henry.
23. SOUND: CLOSE DOOR - TEST LOCK:

done

1. HENRY: She's locked tighter'n a drum.
2. SOUND: WALKING ON GRAVEL
3. BILL: (FADE OFF MIKE) Henry, run over and get the horses while
4. I fetch our saddles and blankets. *Cloud 2*
5. ~~SOUND: (OFF MIKE) OPEN TRUCK DOOR - PUT GEAR INSIDE:~~
6. HENRY: Sure thing, Bill.
7. SOUND: *on gravel* RUN TO CORRAL - OPEN GATE
8. HENRY: Huh!...Maud and Bess could stand some exercise. They're
9. sure getting fat and sassy.
10. SOUND: HORSES STAMPING
11. HENRY: Whoa now! Easy does it girls...That's it...Come on now.
12. (CLUCK TO HORSES)
13. SOUND: HORSES WALK ONTO GRAVEL...FRISKY HORSE...WATCH SCRIPT
14. HENRY: Maud! Cut that out! Stop the shenanigans! Too much
15. eating and no work ruins your horse's sense. Why can't
16. you behave like Bess does? Here now..youu..M-A-U-D!
17. SOUND: HORSES WALKING UP RAMP INTO TRUCK
18. BILL: (COMING IN OFF MIKE) Having trouble, Henry? Here let
19. me handle Maud. Come on, Miss Frisky, up into the truck.
20. HENRY: Up you go, Bess. Atta girl.
21. BILL: Help me with the tail gate, Henry.

Relation

1. SOUND: CLOSE TAIL GATE OF TRUCK...PULL CHAIN ACROSS

2. HENRY: This thing's heavy enough to hold an elephant.

3. BILL: Watch your fingers.

4. SOUND: WALK ON GRAVEL TO TRUCK CAB

5. BILL: Hop in, Henry, time's a wastin'.

6. *Cried out on mt.*
HENRY: Let's get buzzin', cousin.

Door

7. SOUND: TRUCK DOOR CLOSE...MOTOR START...DRIVE AWAY

8. ORGAN: BRIDGE *500*

9. *540* ANNCR: What is the special task Colonel Anders has assigned to
10. Bill? While Henry and ~~Ranger~~ Bill are travelling down
11. the road, I'd like to tell you something about them.
12. As you've probably guessed by now, ~~Ranger~~ Bill is a
13. United States Forest Ranger. After he completed fores-
14. try school, he was assigned to Colonel Anders for range
15. and forest patrol work. ~~Ranger~~ Bill is so smart he can
16. call every kind of tree, shrub, grass and animal of the
17. forest by its Latin name as well as its regular name.
18. When Bill is off duty, he lives with his mother in the
19. town of Knotty Pine...Now a word about Henry. Henry is
20. the same kind of *fella* ~~boy~~ you are. He loves the outdoors.
21. He likes to swim, fish, hike, hunt and.....

22. HENRY: Yeah, and I'd rather be outside than go to school.

23. ANNCR: Say, young feller, you're supposed to be riding with
24. Bill.

1. HENRY: Yeah, thanks for reminding me...I almost forgot.

2. ANNCR: Several hours have passed now...Ranger Bill and Henry
3. are still riding along the wilderness road.

4. SOUND: FADE IN TRUCK ... UNDER AND SUSTAIN

5. HENRY: (STRETCHING AND YAWNING) Boy, am I sleepy. How far
6. we gotta go?

7. BILL: About a hundred yards or so.

8. HENRY: (WAKING UP) What!...Are you serious? This is just
9. plain ol' wilderness. There isn't anybody around here
10. for miles. What are we stopping here for?

11. SOUND: TRUCK STOPS...DOOR OPENS

12. BILL: There's a trail that begins by this old pine tree and
13. we're going up the trail, pronto. Come on, Henry,
14. let's get the horses off the truck. We've got a heap
15. of riding to do. (CURIOUS VOICE) What's the matter,
16. Henry?

17. HENRY: Heyyy...I smell smoke (SNIFF-SNIFF) Yeaaaah...wood
18. smoke. (EXTREMELY EXCITED) Bill, Bill, that smoke...
19. it means there's a f-f-f-forest fire, doesn't it?

20. BILL: I'm afraid so, ranger

21. ORGAN: STAB

22. HENRY: Look at all the animals running across the road. Lookit
23. Bill; deer, bear, skunks, rabbits, and Wow!...take a
24. gander at the size of that panther. Oh boy, let's hurry

1. HENRY: and help put the fire out so these poor animals don't
2. lose their homes.
3. BILL: Okay, give me a hand with the tail gate and we'll get
4. started.
5. SOUND: WALK TO BACK OF TRUCK...FULL CHAIN OFF
6. HENRY: You know, this tail gate gets heavier every time we
7. use it.
8. BILL: You should eat more flapjacks at breakfast and not talk
9. so much and you'd be stronger.
10. SOUND: DROP TAIL GATE...HORSES DOWN RAMP ONTO GROUND
11. CAST: TALK TO HORSES AS THEY LEAD THEM OFF TRUCK
12. BILL: Hold the lines, Henry, while I saddle up and put our
13. gear on the horses.
14. HENRY: Okay, I sure hope no animals get hurt. Look, there's
15. a baby deer...I mean a fawn. Isn't he the sharpest
16. little fella you ever saw. Whoa! Whoa! Maud! Bess!
17. The horses smell the smoke don't they Bill?
18. SOUND: HORSES STAMPING AND NICKERING...RAISE TAIL GATE
19. BILL: Yes, I guess they do smell the smoke, they're getting
20. pretty restless. Just a minute and we'll be ready to
21. go, Henry, give me a hand with the tail gate. (GRUNT)
22. There, that does it; all aboard. (GRUNT) Hup. (CLUCK
23. TO HORSES)

1. HENRY: Giddap Bess...(CLUCK TO HORSES)
2. SOUND: HORSES AT FAST WALK...(SUSTAIN UNDER TIME SEQUENCE)
3. ORGAN: BRIDGE AND UNDER *1/2 step higher*
4. BILL: Watch that branch, Henry, or you'll be hanging by your
5. chin.
6. ORGAN: BRIDGE AND UNDER
7. SOUND: HORSE WHINNIE AND STAMP
8. HENRY: What's the matter with Maud?
9. BILL: Must be a rattler close by...Yep, there it is, be care-
10. full so Bess doesn't throw you.
11. ORGAN: BRIDGE AND UNDER
12. HENRY: (OFF MIKE) How long have we been riding?
13. BILL: About two hours or so.
14. BRIDGE ORGAN ...UNDER...AND OUT
15. HENRY: (OFF MIKE, RIDING ON HORSE BEHIND BILL) Smoke's gettin'
16. thicker, Bill. How much more ridin' we got?
17. BILL: About ten more minutes and we'll be there.
18. HENRY: Be there! Be where?
19. BILL: Pine Ridge Dam.
20. HENRY: (SURPRISED VOICE) Pine Ridge Dam. Aw...I thought we
21. were gonna help fight the fire.

1. BILL: 9.15 We are, pal.
2. HENRY: But how are we going to fight the fire from up here?
3. We'll be five miles away from the blaze.
4. BILL: Remember the phone call from Colonel Anders?
5. HENRY: Sure do.
6. BILL: Well, the Colonel told me to come up here to Pine
7. Ridge Dam and set up a watch system. That's why
8. I brought you with me.
9. HENRY: You mean I'm going to stand watch all by myself.
10. BILL: Yes...we'll each take four hour shifts watching for a
11. signal light message from the Pendleton fire observa-
12. tion tower.
13. HENRY: I can read Morse code, Bill. I learned it in Boy's
14. Club. When will the message come?
15. BILL: If the fire gets out of control he'll signal us to
16. blow up the dam....
17. HENRY: Blow up the dam! Wow...what a flood that'll be!
18. BILL: You said it...The body of water in Pendleton valley
19. will be so wide that the fire can't possibly jump it.
20. It's a good plan and it's up to us to make it work,
21. but I hope we don't have to do it.
23. HENRY: Boy oh boy! I'm just as important as a real ranger is.

Watch

1. SOUND: FADE IN WATER OVER DAM...UNDER AND OUT
2. BILL: *Dr* You certainly are, and I want you to take the first
3. watch beginning at sunset...There's the dam over there,
4. but we'll camp on top of this hill. We can see the fire
5. tower better from here. Whoa! Maud.
6. HENRY: Whoa! Bess.
7. SOUND: HORSES STOP...BILL AND HENRY GET OFF HORSES...MAKE
8. CAMP...RATTLE GEAR...CHOP WOOD...MAKE FIRE, ETC.
9. BILL: (STRETCHING) Guess I'm getting arthritis or something.
10. Feel pretty stiff after several hours in the saddle.
11. HENRY: (KIDDING) Hah...all you have to do is quit eating so
12. *0:30* much of your mother's apple pie. (CHUCKLE)
13. BILL: Is that so...No remarks from the nickles seats, Hank.
14. HENRY: Aww...you know I was only joking. Please don't call me
15. Hank, that reminds me of the business end of a mop.
16. BILL: Sorry, pal...just thought I'd even up the score...
17. Henry, H-E-N-R-Y! Take it easy with that box.
18. HENRY: Why?
19. BILL: Oh! For no particular reason, except that the box is
20. full of dynamite.
21. SOUND: DROP SMALL WOOD BOX *In qn*
22. HENRY: Dynamite! Well, why didn't you tell me?

1. BILL: Young fella, listen to your ol' granpappy. If you ever
2. drop a box of dynamite again, like that; you can plan
3. on a fast, one way, trip to the Moon.
4. ORGAN: BRIDGE
5. ANNCR: Ha, yes, Henry, you'd get quite a long ride up in the
6. air if the dynamite went off...While Bill and Henry
7. make camp, suppose we find out how much progress Colonel
8. Anders is making with the fire. Whew! but its hot and
9. dirty close to the fire. Saay the men are being driven
10. back to the fire lane Ralph's men are building.
11. SOUND: FIRE...MEN...BULLDOZER...AXES....
12. COLONEL: (COUGH) Ralph, get the men out of here before we're
13. trapped.
14. RALPH: Yes sir, (COUGH) (FADE SLOWLY) All right men, pick up
15. your gear and withdraw to safer ground...we might get
16. trapped here.
17. VOICE # 1: (FADE IN) Colonel Anders, Ranger Tom fell and broke
18. his leg. What'll we do?
19. COLONEL: Take him to the hospital in truck number three and be
20. quick about it; it's getting too dangerous to stay here
21. any longer. (COUGH)
22. RALPH: (FADE IN) The men are (CHOKE) moving back sir.
23. Things look pretty bad, don't they?

1. COLONEL: (COUGH) Yes, Ralph, we don't stand a chance unless Bill
2. helps us. You take charge. I'm going to signal Bill to
3. blow up Pine Ridge Dam...

4. ORGAN: STAB AND SMEAR INTO SIGNATURE

5. ANNCR: Wow! The Colonel is really desperate...Will Bill be
6. able to blow up Pine Ridge Dam in time? How's Henry
7. going to stand the tough grind of a midnight watch...
8. listen again next Monday at 4:45 for more adventures
9. ~~W~~with Ranger Bill.

10. ORGAN: FINISH TO TIME