

leaves the air--before it hits the ground--you're supposed to shoot it. And if you hit it,-- They have a chance to use this arrow. And now if you hit that thing, then you takes this man's that's playing with you, all his arrows. Maybe twenty or thirty arrows. And then he put that thing in every arrow he takes to shoot. Every arrow he hit with that plaited rawhide--he takes it. He takes the arrow. And some of them were good shots. Every time it would go down, they would just pin it to the ground. "That's my arrow!" Pin another one, "That's mine!" Some would be just arrowless! They'd take all their arrows--win all their arrows away from them. They're good shots. But they put that up on a high bank like that. And put that planted rawhide across like that, and they go about thirty or forty or fifty feet away. Then they shoot. They can't try the arrows unless they hit that. You got to pierce that rawhide before they could shoot those arrows. That was the chance they got. So that fifty yards and no bigger than that. It's hard to hit. But they hit it all the time. When they hit it, then he goes over there, and every arrow you got, you pile it up and he takes it, and every time he hits the rawhide, that's his arrow. He takes it away from you. Then, then that thing, they shoot at a target, a long ways like that--maybe three or four hundred yards. And every time that arrow sticking up there--the one that gets closest to the arrow, he takes that arrow. And everytime I shoot and hit--maybe your arrows be sitting over there, and mine set pretty close here. But you shoot one right up against it, and then you have a choice, select all you want. That's the way they go at it. Then they have a arrow stick about three feet long. And they throw them fifty yards or a hundred