

the Kiowas, and when he grew up, he went with this band of Indians on a warpath. And he become a chief when they shot this Chief te ne haedl. He was a Kiowa, but they shot him and he got crippled and he couldn't go any farther. But when this--in order to make a good warrior and to be a brave soldier, he just decided to turn back. They were coming a firing--shooting. He picked him up and carried him on his back and brought him to safety and he become a chief.

(Well, how do you say chief?)

Cecil: g<sup>y</sup>ae t<sup>^</sup>ae k<sup>^</sup>i

(Well, are some chiefs supposed to be higher than others? Could you explain that?)

Cecil: If you want to be a high chief, you've got to have at least six, or four--five and six--maybe ten. You've got to have the first chance of hitting someone that they knock off. Suppose they were fighting the enemy and they knock off one fellow. And this other chief. They get a stick about that long. He goes to him and he hits him. (Gives a short chant.) He hits him one time. You got to have that kind about six or seven times. Just like we go on the war path, you and the three of us and I was the chief and she was my warrior and you was my warrior. Well, if we got in a fight and they shot you, and this other person over there, he come up and he hit you one time like that, he doesn't do nothing but only just hit you. Then he goes--the first one that I hit. You've got to have five or six or maybe ten of that kind before you become-- you have to hit a dead person on the battlefield one, two, three, four...hit them. You get the first chance, out of bravery, I guess. And that's why you become a chief, too. You got to have that.

Now, if the enemy was chasing you--about fifty soldiers--Indians.