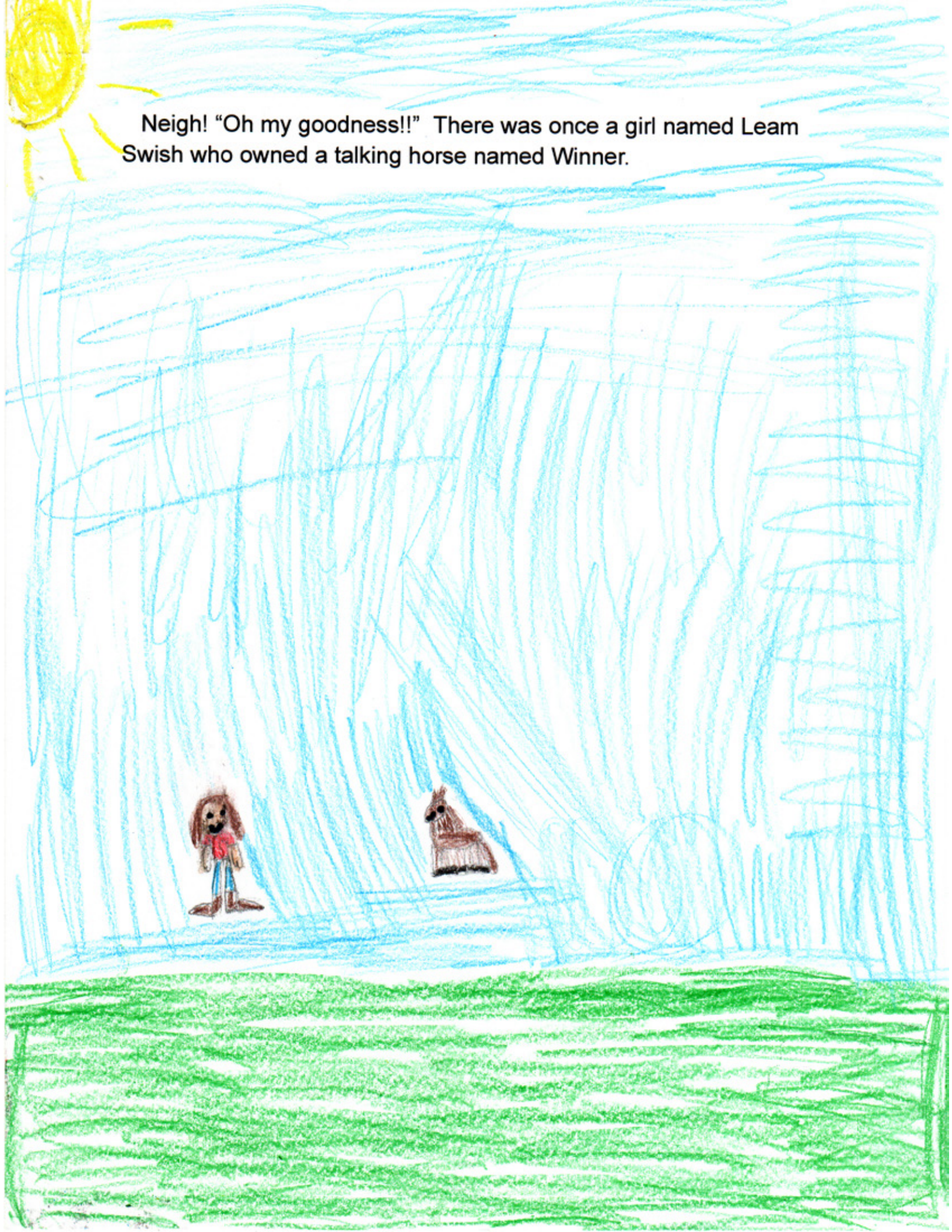


The Missing Horse Named Winner


By

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A child's drawing on a white background. In the top left corner, there is a yellow sun with rays. The sky is filled with horizontal blue scribbles. The middle section of the drawing is dominated by dense, vertical blue scribbles that create a sense of depth or a forest. At the bottom, there is a green field with horizontal green scribbles. In the lower-left part of the blue scribbled area, there is a small drawing of a girl with brown hair, wearing a red top and blue pants. To her right, there is a small drawing of a brown horse. The overall style is that of a young child's artwork, using simple colors and expressive, scribbled lines.

Neigh! "Oh my goodness!!" There was once a girl named Leam Swish who owned a talking horse named Winner.

A hand-drawn illustration of a stable. The stable is filled with dark, scribbled lines representing wooden stalls. In the top left corner, a horse's head is visible in a stall. In the bottom left, a horse is lying in a stall, with a speech bubble above it containing a picture of a horse. In the bottom right, a thief in a black suit is standing next to a trailer being pulled by a tractor. The tractor has a blue trailer and a yellow light. The foreground is a green field.

Leam was asleep when something bad happened. Winner was in his pen, but Leam forgot to lock Winner's gate! An hour later a thief came, he had a trailer and a halter and he put Winner in his trailer. Then Winner said, "What's happening?"

In the morning Leam saw that Winner was missing! Leam cried and cried all day. Then Leam said, "Where are you, Winner?!" Then she called her whole family and friends. And they said, "Sorry we have not seen Winner." Then after the calls Leam went inside and she printed off a paper and it said... Missing horse, name: Winner call 756-132-477 if you see him.

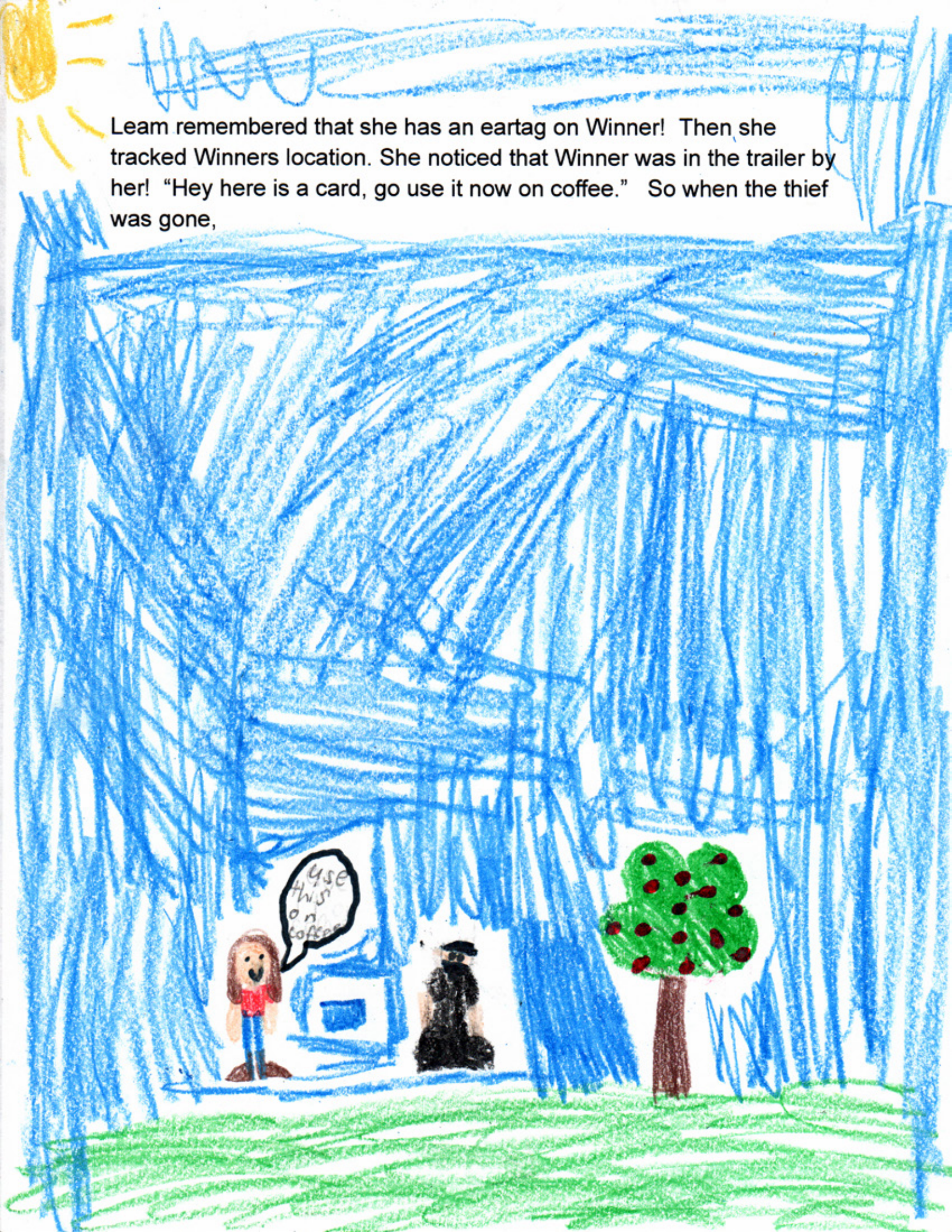
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She took the papers that she printed off to her town and put the papers up everywhere. Meanwhile the thief was going to town also and still had Winner his trailer. Leam stopped at the park to try to relax. One minute later the thief arrived. Winner started talking from the trailer "Help me."



Learn remembered that she has an eartag on Winner! Then she tracked Winner's location. She noticed that Winner was in the trailer by her! "Hey here is a card, go use it now on coffee." So when the thief was gone,





Leam went to the trailer and the pickup was unlocked! So she hopped in and went home. So Leam went home and unloaded Winner in his pen and locked the gate. She learned a lesson here to not forget to lock Winner's gate. Then Winner said, "I'm finally home!" THE END.

