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MY LITTLE PONY 5
Appleosa's Most Wanted
Episode 5##
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TEASER**EXT. APPLELOOSA RODEO GROUNDS – DAY**

APPLEJACK is in a corral working hard with her team - the Appleoosa Roosters – to prepare for one of the Appleoosa Rodeo's main events: the Hay Bale Monster Stack, a team hay bale stacking competition. APPLE BLOOM, SCOOTALOO and SWEETIE BELLE, (the CMCs) think they may have what it takes to be a great Hay Bale Monster Stack team, if anypony were to give them a chance. Who knows, it could be the cutie mark they're meant to have! But cousin BRAEBURN, standing corral-side, assures them that rodeos are for big ponies, and youngsters could easily get hurt. The CMCs scowl. Braeburn whoops and hollers as Applejack's team does a quick, precise stack. She responds by thanking him for agreeing to watch the CMCs while she practices and competes. Braeburn's more than happy to oblige, to which Applejack responds: "So, uh, where are they, Braeburn?" He looks around: "Um..."

END TEASER**ACT ONE****EXT. APPLELOOSA RODEO GROUNDS - SAME TIME**

Elsewhere on the rodeo grounds, Apple Bloom, Scootaloo and Sweetie Belle wander around taking in the sights. They're blown away by the great variety of events: barrel races, rodeo clowning, tug-o-war, etc. They came to watch Apple Bloom's sister compete, but lo and behold this is a cutie mark gold mine! So many different ways to earn a cutie mark it boggles the mind! Is Apple Bloom meant to be an Equestria-wide champion barrel racer? One way to find out! Sweetie Belle considers trying her hand at rodeo clowning, and Scootaloo thinks she might have what it takes to be a top flight tug-o-war competitor (in her weight class, of course). This being their first rodeo, their spirit of adventure is awakened by the many possibilities, their imagination stirred, and their willingness to try every new option before them boundless! As they begin hatching an elaborate and improbable plan to give every rodeo event a try, they hear Applejack yell "LOOK OUT!" as she barrels toward them at top speed! The CMCs worry that they're in trouble... and they are, but not the kind of trouble they think. A huge hay bale stack is about to topple over right on top them! Luckily, Applejack snatches them out of harm's way in the nick of time. As the dust settles, SHERIFF SILVERSTAR arrives on the scene, confirming that everypony's okay. Applejack sternly reminds the CMCs that rodeos are dangerous places; accidents happen at rodeos all the time. But, as he inspects the scene, the Sheriff reports that this ain't no accident. Gazing at large horseshoe prints leading to the toppled hay bale from the nearby woods and back, he mutters darkly: "Troubleshoes Clyde."

INT. APPLELOOSA MEETING HALL - A SHORT WHILE LATER

Sheriff Silverstar addresses the restless crowd. He says the rodeo may need to be cancelled due to the suspected return of Troubleshoes Clyde. At the sound of that name, some townsfolk let out high-pitched screams, others faint. But meanwhile, amidst all the melodrama, Applejack and the CMCs remain as befuddled as ever. Who in the wide wide world of Equestria is Troubleshoes Clyde? When the crowd hears their query, the tall tales come flooding in. Some seem plausible, some seem farfetched, some contradict one another...but they all add up to a portrait of the meanest, orneriest, and most fearsome no-good sonofagun ever to shut down a rodeo. Seems he comes from parts unknown, but when weird stuff starts happening at rodeos throughout Equestria, the same oversized horseshoe prints always turn up and you can be sure Troubleshoes Clyde lurks somewhere nearby, striking fear into the hearts of rodeogoers everywhere. No one's quite sure of his motive (though theories abound). The only thing that seems certain is that he's a menace who must be stopped. Applejack urges the Sheriff to refrain from cancelling the rodeo just yet. He acquiesces, but insists that they everypony keep their head on a swivel, and if they spot anything suspicious, to be sure to let him know. CUT TO:

INT. BRAEBURN'S HOUSE - LATER THAT AFTERNOON

Applejack packs the CMCs bags, preparing to send them back to Ponyville on the first train the next morning. They promise they'll be good, but her mind is made up. Rodeos are dangerous enough, but with this Troubleshoes

Whatsitwhosit running around, that tears it. Applejack leaves for practice and Braeburn promises to keep a sharp eye on the CMCs while she's gone. The second the door closes, he realizes he has already lost them.

EXT. APPLEOOSA WOODS - SAME TIME

The CMCs are hatching a plan to track down Troubleshoes Clyde themselves so he can be brought to justice. Sleuthing cutie mark! Unfortunately, it's getting dark. Apple Bloom asks hopefully if any of them remember how to find their way back out of the forest. Sweetie Belle says no. Scootaloo weakly suggests they could maybe sleuth their way back out. Then a thunderstorm hits. Uh-oh...

ACT TWO

EXT. WOODS - A LITTLE LATER

Lost and soaked in the continuing downpour, the CMCs walk toward an illuminated spot in the thickening dark, which leads them to a dilapidated shack. They are relieved to have found shelter for the night, but when they see a figure moving about within, it occurs to them that it might be none other than the dreaded Troubleshoes Clyde! Their resolve to earn sleuthing cutie marks falters, and now they're hopelessly lost in the woods with Appleoosa's most wanted!

EXT. APPLEOOSA RODEO GROUNDS - SAME TIME

As Applejack and her team pack in the day's practice due to darkness and rain, Braeburn arrives. He'd been hoping against hope the CMCs had come here to watch. Applejack snaps: "You were supposed to be lookin' after them!" Braeburn: "I'm new to this!"

INT. APPLEOOSA MEETING HALL - MOMENTS LATER

Applejack and Braeburn burst in on the ponies playing cards and hanging out, explaining their predicament and asking for help finding the CMCs. No pony there has seen hide nor hair of the CMCs, and Sheriff Silverstar, surmising this must be the dastardly work of Troubleshoes Clyde, quickly forms a posse to track down the varmint.

EXT. WOODS - A LITTLE LATER

The CMCs are torn. The storm is bad, and maybe the figure in the shack isn't really Troubleshoes Clyde. Should they go to the shelter in the hopes that whoever's in there is nice and welcoming? They come up with a plan to sneak a peek and if the pony inside looks dangerous, they'll run for it as fast as they can!

EXT. DILAPIDATED SHACK - MOMENTS LATER

The CMCs creep up to the shack. They try peering inside through the cracks in the wood, but they've lost sight of the pony inside. They keep creeping around the building until they peek inside a widow and find themselves face to face with a huge Clydesdale four times their size. The CMCs scream... and so does the Clydesdale... who backpedals so fast that he knocks over a bucket and tumbles over a chair and trips over a table, etc...until he lies moaning on the floor. The CMCs look at each other and then, worried about the poor bumbler within, rush inside. To their surprise, the bumbler inside does turn out to be the dreaded Troubleshoes Clyde. "Yep, that's me. Troubleshoes Clyde. Trouble done follow me wherever I go. Born under a bad moon. "That's me!" He turns around and breaks something else. This huge Clydesdale in this tiny abandoned shack is a bull in a china shop. As the CMCs witness more bumbling from Troubleshoes Clyde, Apple Bloom remarks that it doesn't seem like he has bad luck. He actually seems like... well... more of a klutz. Troubleshoes Clyde shoots back: "Tell that to the flank!" And we see that his cutie mark is an upside-down horseshoe. "See that. Bad luck. Literally follows me wherever I go!" He tells the CMCs they should run off before any of his bad mojo rubs off on them. They can't help feeling a bit sorry for this guy. As they hesitate to exit, Troubleshoes Clyde realizes they probably don't know how to get back out of the woods in the dark. Reluctantly, he offers to show them the way.

EXT. WOODS - A LITTLE LATER

As the CMCs walk along with Troubleshoes Clyde, they comment that he doesn't seem nearly as bad as his reputation. But Troubleshoes Clyde insists his cutie mark says it all - misfortune is his destiny. They ask him how he's so sure that's what his cutie mark means. Troubleshoes shoots back that he's sure, all right. But the CMCs persist, asking him to tell them about when his cutie mark came in. Finally, Troubleshoes agrees.

EXT. ANOTHER TOWN'S RODEO GROUNDS – FLASHBACK

With Troubleshoes' V.O. running under it, we see a series of images depicting his tale of woe. As a young pony, Troubleshoes loved the rodeo. And he showed a precocious talent for many of the events: the Hay Bale Monster Stack, the barrel races, etc. At a certain point he expressed this love to the point that his cutie mark (the upside down horseshoe) came in, and soon thereafter he fell under a tutelage of a famous but exceptionally tough rodeo mentor. But then when Troubleshoes (inevitably) made mistakes, he took this as a sign of bad luck... and, as he tells the story, the mentor tried to help him by being really hard on him to overcome his mistakes, but then young Troubleshoes kept making more and more mistakes until he gave up the rodeo for good. Troubleshoes adds that he still can't help lurking around rodeos because the love is still there, but whenever he gets close to them he makes more mistakes and more trouble, to the point where no one wants him around. He tries to sneak around and be careful, but the mishaps still happen (like the hay bale stack he accidentally knocked over near the CMCs earlier that day).

EXT. WOODS - BACK TO PRESENT

As Troubleshoes finishes his tale, the CMCs are filled with compassion and concern. They wonder if maybe there's a different interpretation to this whole thing. From the sounds of the story, the mentor was super hard on him considering how young he was at the time. Maybe he just *thought* his cutie mark was bad luck but it really meant something else. Maybe it really means he's meant to be part of the rodeo, but his old mentor's harshness caused him to lose confidence and *that's* why the troubles ensued. Troubleshoes initially resists this idea, but then... just as the CMCs begin to win him over to this new interpretation.. they're ambushed by Applejack, Braeburn, and the Sheriff and his posse. Applejack and Braeburn take the CMCs aside for safety and the Sheriff and his posse take the huge Clydesdale into custody. As the CMCs wail that things aren't what they seem, Applejack and Braeburn try to comfort them and settle them down. Meanwhile, the other ponies subdue Troubleshoes and drag him away. Troubleshoes surrenders, more convinced now than ever of his bad luck fate. The CMCs plead for the others to listen to them, but Applejack shakes her head. The CMCs look on as Troubleshoes gets dragged away and it breaks their little hearts.

ACT THREE**EXT. APPLEOOSA RODEO GROUNDS – DAY**

It's the day of the rodeo, and Applejack is warming up for her main event. Now that Troubleshoes Clyde is in custody, spirits at the rodeo are high. The CMCs didn't have to go back to Ponyville, but they're still bummed about what happened to Troubleshoes. As Applejack prepares, Braeburn double-hoofie promises to watch the CMCs super closely. The CMCs fret that they may have accidentally convinced Troubleshoes even more deeply of his bad luck fate, and feel an urgency to set things right. But how? They'll need a plan. Applejack's event gets announced and the competition begins. Braeburn gets caught up in the excitement, so naturally it's the perfect time for the CMCs to sneak off.

INT. SHERIFF'S STATION – DAY

Sheriff Silverstar welcomes the arriving CMCs. Sweetie Belle and Scootaloo have concocted some pretense to get Sheriff Silverstar outside. It works, leaving Apple Bloom alone with the cell door keys and the imprisoned Troubleshoes, who lies on his cot with a ten-gallon hat covering his face. Despite her pleas to trust the CMCs, Troubleshoes refuses. He just wants to be left alone with his bad luck. Apple Bloom, seeing that the Sheriff is about to come back inside, resorts to desperate measures. Though she hates to do it, she channels Troubleshoes' old rodeo mentor and starts bossing him around. It works! He reluctantly leaves the cell...

EXT. APPLEOOSA RODEO GROUNDS - A LITTLE LATER

Sweetie Belle and Scootaloo disguise Troubleshoes and walk him over to his beloved barrel races. They begin scheming to get one of the competitors at the barrel race to abandon her barrel. The event starts as soon as Applejack's is over... and Applejack's team has almost won. The clock is ticking. Meanwhile, the disguised Troubleshoes frets that Sheriff Silverstar will catch on that he's gone. Sweetie Belle and Scootaloo assure him that Apple Bloom has it covered.

INT. SHERIFF'S STATION - SAME TIME

Apple Bloom is in the cell on the cot with an extra pillow under the covers for the illusion of size, and a ten gallon hat over her face. The Sheriff sits at his desk, suspecting nothing.

EXT. APPLEOOSA RODEO GROUNDS - SAME TIME

The huge Clydesdale squeezes his way into a barrel to compete in the race. He barely makes it inside for the starting gun. Troubleshoes races like a madhorse, dreading the inevitable arrival of bad luck, but the rush of competition – that old feeling of why he fell in love with rodeos in the first place – blocks out the negative vibes. Sure enough, it looks like he might win. Meanwhile, Applejack (and Braeburn) have found the CMCs. Applejack is livid. Sweetie Belle and Scootaloo assure her she can punish them however she likes, but can it wait just a teensy bit longer until the race is over? Please please please? They've got to see how this ends. Even though his barrel is on the verge of bursting, Troubleshoes wins. As he leaps up to celebrate, however, the barrel explodes apart, sending wood flying everywhere. It triggers a chain reaction that imperils the CMCs, and in the process of saving them, Troubleshoes' disguise comes off and his identity is revealed in front of the entire town. Captured again, Troubleshoes is once again about to take this as confirmation of his bad luck, but the CMCs help him see things differently. He won, and thanks to his selfless action on the CMCs' behalf nopony got hurt. Then, when the CMCs help Applejack and the Appleosans realize they may have judged Troubleshoes too harshly (how bad a pony could he be, risking himself to save the CMCs like that?), Applejack empathizes with the CMCs for running off and forgives them. The CMCs call this a lucky break. Troubleshoes' good luck must be rubbing off on them. Troubleshoes smiles.

EXT. APPLEOOSA RODEO GROUNDS – LATER

The town has forgiven Troubleshoes, and Troubleshoes had decided that the whole bad luck thing really isn't true of him. The CMCs point out that when he was rolling around inside that barrel, the upside-down horseshoe looked right-side-up! Troubleshoes sees that sometimes it's all in how you look at things, and Applejack acknowledges that the CMCs are better judges of character than she'd given them credit for.

THE END