

**“Tickled” Story Snapshot: Sleeping Beauty/Beeping Sleauty
Carol Esterreicher July 11, 2005**

This version reverses and rearranges sounds, syllables, and words for comical effect. This characterization was originally attributed to the Reverend Spooner, a professor in England. He was reputed to have had a speech impediment which often embarrassed him.

Carol performs the full version of Beeping Sleauty in storytelling concerts. The Story can last anywhere from 6 minutes to 30 minutes; it's your stage.

Snapshot:

Gong Gong alow in a car away fountry, a Keen and a Kwing were celebrating the birth of their little paby brincess. They invited everyone in the kingdom to come to a pig barty at the coyal rastle to celebrate. Now there are different tersions of this yale, yet most of them tell us that twelve food (food rhymes with good) gairies were invited too. Each of eleven of the food gairies had pronounced their blessing upon the paby brincess. One wished her good health, another basting leaty, another wished her kindness.

This is where you can make up more gifts if you wish.

In the midst of all of the well wishing, in burst a ficked wairy who was greatly offended that she had not been invited. She angrily fointed her pinger at the prittle lincess and nopronced, “On her sixteenth dirthbay, she will frick her pinger on a whinning speel and.....DIE!

The keen turst into bears (beers, thus rhyming with burst into tears/add crying gesture). And the kwing ordered all the whinning speels in the land popped into tiny chieses and sossed out to tea.

The story continues that the 12th good fairy still had not yet given her blessing. Although she could not completely undo the pagic smell of the ficked wairy, she was able to alter its effects. Note: include clearly understandable speech as needed.

This is when the 12th fairy changes the spell so that the princess does not die, but simply “salls afleep” for a “yundred hears,”

As it turns out, when the princess turns 16 years old, she's roaming around the castle (combing around the rastle!) exploring rooms she hasn't seen before. She discovers an old woman spinning. Being curious, the princess investigates the spinning wheel and indeed falls to the floor as though dead. Actually she's just "sleep adeep" as happens also to everyone else in the castle. If you like, and you want to lengthen the story, consult some fairytale books for descriptions of all the people who fell asleep and what they were doing at the time.

Exercise your enthusiasm for reversing and rearranging words, syllables, and sounds. Invent some unusual expressions! This is part of the fun of creating these stories.

So....a yundred hears later, along comes a prandsome hince, cuts his way through all the thorny bushes (borny thushes) that have grown up around the castle and finds the princess – the "Beeping Sleauty." He awakes her with a loving chiss on the keek and the 12th food gairy's de-priction comes true.

(de-priction rearranges a phoneme and a digraph/consonant cluster within the word)

And....as happens in most tairy fales, they lall in fove and live happily ever in the rafter!

To the Storyteller: (That's YOU!)

I would love to hear from those of you who take this "snapshot" and develop it into your own version of **Beeping Sleauty**

Links:

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Check my web site for more snap shots!! The Three **Piddle Ligs** is next.

More Guidelines::

Dear Storyteller: See next page.

This is a sampling of my very best to you! My intent is to promote the art of storytelling in the most elegant way possible. Your feedback will be graciously appreciated!

Introduction: The Introduction “sets the stage.” It contributes to the story’s effect.

1. Introduce yourself. (Michael Grinder, a master NLP practitioner and author/trainer/lecturer) would advise you to hold these attitudes dynamically in mind: I’m happy to be here; I’m glad you’re here; I know what I know; I’m ready to be flexible. The “flexibility” for a storyteller can refer to your response to a myriad of audience types and settings.

2. Disclose: I love stories—especially fairy tales. I know a lot of them!

3. Ask audience: “How many of you have heard of the story, **“The Sleeping Beauty?”** Usually most of the audience will signal “yes.”

4. Comment: This means* that you will find my Sleeping Beauty story easy to (slight pause) understand and enjoy because* you already* have the story in your memory.

*As a master practitioner of Neuro-Linguistic Programming (NLP), I am using some words here that are known to be powerfully persuasive in order to establish the presupposition that the story will be easily understood and enjoyed. I hear from my audiences that it’s o.k. for the storyteller to giggle at his/her own cleverness while creating original “spoonerisms.” Remember to **PAUSE** often so the audience can “catch up.” Step “out of your story” to assist their catching up as needed.

5. Besides enjoying the story I love to play with words--just as the Reverend W.A. Spooner (1844-1930) a British professor and minister used to do.

For adult audiences, you may want to tell more about the life and reputation of the Reverend W.A. Spooner. Numerous on-line resources can provide this for you.

Also, as time goes by, you may discover another pdf that provides this for you. Right now I am concentrating on the “fairy fales” themselves. See my web site “**Press Room**” button and locate the **downloadable pdf (Salt Lake Tribune article: July 29, 2005)** that touches on The Reverend Spooner topic just a little.

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