



Grimm's Fairy Tales
As Told By The
Frankenmuth Wood Carving Guild



The Woodcarvers Guild of Frankenmuth

Georg Keilhofer was invited to Frankenmuth by William (Tiny) Zehnder in 1966 to demonstrate woodcarving at Frankenmuth's Bavarian Festival. Georg was the only son of a woodcarver, born in Berchtesgaden, Germany. This is where he began his carving career, completing six years of college study which included freehand drawing, artistic lettering, work drawings, clay modeling, sculpting, woodcarving, and art history. Two years were also spent cabinet making. Georg lived and worked at his trade in Munich and Oberammergau before leaving Germany for America.

In 1975, Georg was asked to be the master carver of the Woodcarver's Guild of Frankenmuth. In January of 1980, Georg and his wife Annie, opened the Frankenmuth Woodcarving Studio to offer commissioned woodcarving, sculpting, and carving instruction. A multitude of students came from across the nation for guidance from Georg. His students consisted of men and women attending nine classes held weekly, and during the summer months he would also conduct seminars. Throughout the year people of different ages, locations, and all walks of life, would gather in Frankenmuth to study the intricacies of woodcarving with a master carver.

In 1986, the Woodcarvers Guild wanted to do something for the city of Frankenmuth. Guild members gathered together with Frankenmuth Architect, Dan Walter, to design the triangular structure with its panels, which were to hold some of the famous Grimm Fairy Tales carvings. The entire Pavilion consists of a total of 27 carved panels. The oak was from locally donated trees which were cut by Guild members. The logs were sawn and kiln dried at Grueber's Mill and Kiln. All custom millwork on the oak was done at Weber Lumber. The carvings were created by Guild members which took approximately 3,000 hours of carving time.

In 1992, the woodcarvers took over a building located in Heritage Park, and named it "The Eagles Nest". Before obtaining the building, members moved from home to home, while their spouses shopped in Frankenmuth. A group of 10 to 20 members gathered together at each session to carve on individual projects and exchange ideas to help each other with carving problems. Carving sessions are held on Wednesday and Thursday mornings from about 9-12 AM and Wednesday evenings starting at 6 P.M. These informal sessions gave members the opportunity to learn from the more experienced carvers working on their individual projects. One of their main objectives was to recruit new carvers and introduce them to the art of woodcarving.

The Guild members demonstrate woodcarving at community functions such as various fairs and festivals. Members attend other carving club shows to demonstrate their personal collections of carvings throughout the year. Some members also demonstrate and teach at local schools, senior centers, and other organizations.

Grimm Brothers' Fairytales & The Woodcarvers Pavilion

Jacob & Wilhelm Grimm were born in Hanau, Germany in 1785 & 1786, about 230 years ago! When the boys were very young, their father died suddenly. Because of his death, Jacob assumed his father's role as head of the family household at the age of only 11 years old. Years later, both Jacob and Wilhelm went on to college, where they became famous for documenting German and Scandinavian folklore and mythology. The brothers believed that national unity depended on telling the stories of the past.

Many of the Grimm's fairytales are still very popular today. Some of the most well-known stories include: Cinderella, Snow White and the Seven Dwarfs, Sleeping Beauty, Rapunzel, Rumpelstiltskin, Hansel & Gretel, and Little Red Riding Hood. Walt Disney took a great interest in these stories as well, and some of our favorite Disney movies are based on Grimm's fairytales.

The fairytales in their original form were very cruel and violent. The Grimm brothers edited parts of these stories so that young children were not frightened by tales. Although these stories have changed through the years, the moral of each story stays true to the original folktale. For hundreds of years these fairytales have been passed down from generation to generation. They have been told as bedtime stories from mothers to their children, and as learning lessons from fathers to their sons. The moral of each story becomes a lesson to us, teaching us the difference between right and wrong; good from bad.

The Woodcarvers Guild of Frankenmuth carved 27 images from many of the Grimm Brother's fairytales at the Woodcarver's Pavilion Park, which became a dedicated landmark on May 18, 1986. These carvings are displayed on each pillar of the pavilion, located next to the Frankenmuth Clock Company. It is here that you can see the incredible carving skills of legendary woodcarver Georg Keilhofer and the many members of his Woodcarvers Guild of Frankenmuth.

The park was refurbished in 2014, in honor of Georg Keilhofer. The woodcarvers refurbished the carvings with donations from The Frankenmuth Community Foundation, Frankenmuth Women's Club, Frankenmuth Parks and Rec Department and Frankenmuth Clock Company. The pavilion received a new roof, new paint, stain & sealant so that this treasured landmark could be preserved for many more years of enjoyment and appreciation. The park honors the historic art of woodcarving, as well as the Grimm Brothers' fairytales; two German traditions that Frankenmuth is proud to keep alive.

~ Rapunzel ~

A lonely couple, who want a child, live next to a walled garden belonging to an enchantress. The wife, experiencing the cravings associated with the arrival of her long-awaited pregnancy, notices a Rapunzel plant growing in the garden and longs for it, desperate to the point of death. On each of two nights, the husband breaks into the garden to gather some for her; on a third night, as he scales the wall to return home, the enchantress, "Dame Gothel," catches him and accuses him of theft. He begs for mercy, and the old woman agrees to be lenient, on condition that the child be surrendered to her. Desperate, the man agrees. When the baby girl is born, the enchantress takes the child to raise as her own, and names the baby Rapunzel. Rapunzel grows up to be the most beautiful child in the world with

long golden hair. When Rapunzel reaches her twelfth year, the enchantress shuts her away in a tower in the middle of the woods, with neither stairs nor a door, and only one room and one window. When the witch visits Rapunzel, she stands beneath the tower and calls out:

"Rapunzel, Rapunzel, let down your hair, so that I may climb the golden stair."

Upon hearing these words, Rapunzel would wrap her long, fair hair around a hook beside the window, dropping it down to the enchantress, who would then climb up the hair to Rapunzel's tower room.

One day, a prince rides through the forest and hears Rapunzel singing from the tower. Entranced by her ethereal voice, he searches for the girl and discovers the tower, but is naturally unable to enter. He returns often, listening to her beautiful singing, and one day sees Dame Gothel visit, and thus learns how to gain access to Rapunzel. When Dame Gothel is gone, he bids Rapunzel let her hair down. When she does so, he climbs up, makes her acquaintance, and eventually asks her to

marry him. Rapunzel agrees.

Together they plan a means of escape, wherein he will come each night (thus avoiding the enchantress who visited her by day), and bring her silk, which Rapunzel will gradually weave into a ladder. Before the plan can come to fruition, however, Rapunzel foolishly gives the prince away. She asks the witch (in a moment of forgetfulness) why it is easier for her to draw up the prince than her. In anger, Dame Gothel cuts short Rapunzel's braided hair and casts her out into the wilderness to fend for herself. When the prince calls that night, the enchantress lets the severed braids down to haul him up. To his horror, he finds himself staring at the witch instead of Rapunzel, who is nowhere to be found. When she tells him in anger that he will never see Rapunzel again, he leaps from the tower in despair and is blinded by the thorns below.



Carved by: Jerry Andersen



Carved by: Dan Quaderer



Carved by: Frank Lamitola

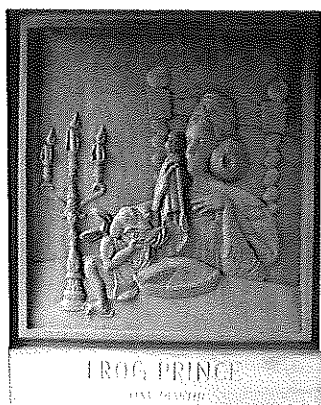
For months he wanders through the wastelands of the country. One day, as Rapunzel sings while she fetches water, the prince hears Rapunzel's voice again, and they are reunited. When they fall into each others' arms, her tears immediately restore his sight. The prince leads her to his kingdom, where they live happily ever after.



~ Frog Prince ~

There lived a king whose youngest daughter was so beautiful that the sun itself was astonished whenever it shone in her face. Close by the king's castle lay a great dark forest that contained a well and the child went and sat down by the side of this well. She took a golden ball and this ball was her favorite play thing. On one occasion, the princess's golden ball rolled into the water. She began to cry and could not be comforted. She saw a frog stretching its big, ugly head from the water. "Ah, old water-splasher, is it you," she said, "I am weeping for my golden ball, which has fallen into the well." "Be quiet, and do not weep," answered the frog, "I can help you, but what will you give me if I bring your play thing up again?" "My clothes, my pearls and jewels, and even the golden crown which I am wearing," she said. The frog answered, "If you will love me and let me be your companion and play-fellow I will bring you your golden ball up again." "Oh yes," said she, "I promise you all you wish, if you will bring me my ball back again." But she thought, "How the silly frog does talk. All he does is to sit in the water with the other frogs, and croak. He can be no companion to me."

The frog went back into the water and in a short while came swimming up again with the ball in his mouth. The king's daughter was delighted to see her pretty play thing once more. She picked it up and ran away with it. "Wait, wait," said the frog. "Take me with you. I can't run as you can." But it did not avail him to scream his croak after her, as loudly as he could.



Carved by: Jim Martin

The next day when she had seated herself at table with the king and all the courtiers, and was eating from her golden plate, something came creeping up and cried, "Princess, open the door for me." She ran to see who it was and there sat the frog in front of it. She slammed the door and sat down to dinner again. The king saw that her heart was beating wildly, and said, "My child, what are you so afraid of?" "It is a disgusting frog," she replied. The king asked, "What does a frog want with you?" She said, "Ah, dear father, yesterday my golden ball fell into the water. The frog brought it out again for me and I promised him he should be my companion. But I never thought he would be able to come out of his water."

Then said the king, "That which you have promised you must perform. Go and let him in." She went and opened the door, and the frog hopped in and followed her to her chair. There he sat and cried, "Lift me up beside you." She delayed, until the king commanded her to do it. Once the frog was on the chair he wanted to be on the table, and he said, "Now, push your golden plate nearer to me so that we may eat together." She did this, unwillingly. The frog enjoyed what he ate and at length he said, "I have eaten and am satisfied. Now I am tired, I will lie down and go to sleep."

The king's daughter began to cry, for she was afraid of the cold frog which she did not like to touch, and which was now to sleep in her bed. But the king grew angry and said, "He who helped you when you were in trouble ought not afterwards to be despised by you." So she took hold of the frog with



Carved by: Jim Richards

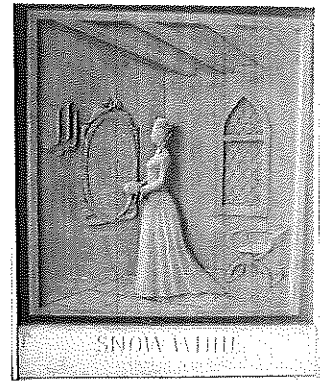
two fingers, carried him upstairs, and put him in a corner, but when she was in bed he crept to her and said, "I am tired, I want to sleep as well as you, lift me up or I will tell your father." At this she was terribly angry, and took him up and threw him with all her might against the wall. "Now, will you be quiet, odious frog," said she. But when he fell down he was no frog but a king's son with kind and beautiful eyes. He, by her father's will, was now her dear companion and husband. Then he told her how he had been bewitched by a wicked witch, and how no one could have delivered him from the well but herself, and that tomorrow they would go together to his kingdom to live happily ever after.



~ Snow White ~

Once upon a time as a queen sits sewing at her window, she pricks her finger on her needle and three drops of blood fall on the snow that had fallen on her ebony window frame. As she looks at the blood on the snow, she says to herself, "Oh, how I wish that I had a daughter that had skin white as snow, lips red as blood, and hair black as ebony." Soon after that, the queen gives birth to a baby girl who has skin white as snow, lips red as blood, and hair black as ebony. They name her Princess Snow White. As soon as the child is born, the queen dies.

Soon after, the king takes a new wife, who is beautiful but very vain. The new queen possesses a magical mirror that answers any question, to whom she often asks: "Magic mirror on the wall, who is the fairest of them all?" to which the mirror always replies "You, my queen, are fairest of all." But when Snow White reaches the age of seven, she becomes as beautiful as the day, and when the queen asks her mirror, it responds: "Snow White is the fairest of them all."



Carved by: Myrton Jones



Carved by: John Miller
&
Gloria Wharton

The queen becomes jealous, and orders a huntsman to take Snow White into the woods to get rid of her. The huntsman takes Snow White into the forest, but he finds himself unable to let any harm befall her as he has fallen deeply in love with her. He lets her go, telling her to flee and hide from the Queen.

In the forest, Snow White discovers a cottage belonging to a group of seven dwarves, where she rests. There, the dwarves take pity on her, saying, "If you will keep house for us, then you can stay with us, and you shall have everything that you want." They warn her to take care and let no one in when they are away delving in the mountains. Meanwhile, the Queen asks her mirror once again "Who's the fairest of them all?", and is horrified to learn that Snow White is not only alive and living with the dwarves, but is still the fairest of them all.

Three times the Queen disguises herself and visits the dwarves' cottage while they are away during the day, trying to punish Snow White. First, disguised as a peddler, the Queen offers colorful stay-laces and laces Snow White up so tight that she faints and the Queen leaves her on the floor. Snow White is revived by the dwarves when they loosen the laces. Next, the Queen dresses as an old woman and brushes Snow White's hair with a poisoned comb. Snow White again collapses, but again is saved by the dwarves. Finally, the Queen makes a poisoned apple, and in the disguise of a farmer's wife, offers it to Snow White. She eats the apple and immediately falls into a deep stupor. When the dwarves find her, they cannot revive her, and they place her in a glass coffin.

Time passes, and a prince traveling through the land sees Snow White. He strides to her coffin. The prince is enchanted by her beauty and instantly falls in love with her. The prince kisses Snow White, bringing her back to life. The prince declares his love for her and a wedding is planned.

The vain Queen, still believing that Snow White is dead, once again asks her mirror who is the fairest in the land, and yet again the mirror disappoints her by responding that, "You, my queen, are fair; it is true. But the young queen is a thousand times fairer than you."

Not knowing that this new queen was indeed her stepdaughter, she arrives at the wedding, and her heart fills with the deepest of dread when she realizes the truth.



~ Goose Girl ~

A queen sends her daughter — who is betrothed to a prince in a far-off land — to her bridegroom. She sends her with a trousseau, a waiting-maid, and a horse for each of them; the princess's horse is named Falada and has the ability to speak. The queen takes a small knife and cuts herself, putting three drops of her blood onto a white handkerchief and bids her daughter to keep it with her, as it will aid her on her journey.

The princess and her waiting-maid travel for a time, then the princess grows thirsty. She asks the maid to go and fetch her some water, but the girl refuses, so the princess goes and drinks water from the stream from her goblet. The princess sighs and the drops of blood — hidden in the princess's bodice — reply, "If your mother only knew, her heart would surely break in two." The princess and the waiting-maid travel on, and the princess grows thirsty again. By that time, the princess had forgotten the waiting-maid's rudeness earlier and asks the waiting-maid again, "Waiting maid, please

fetch me some water with my goblet for I have grown thirsty again." "No," she replies, "if you are thirsty, go and get it yourself. I shall not be your waiting maid any longer." The maid sounded stern and furious, so the princess drops her goblet. To be the same as everyone else, she drinks with her hands. The princess does not notice that her handkerchief with the drops of blood on it falls out of her bodice and into the stream.



Carved by: Bob Ames

Deprived of the magical protection of her mother's handkerchief and blood, the princess is defenseless when the maid makes her change places, including their horses and dresses. She is also forced to take an oath not to speak of the switch. When they reach their destination, the maid continues the charade, going so far as to have the horse Falada sent away, for fear he would reveal the secret. In addition, she informs the king that the princess is merely a peasant girl procured for the journey and now unneeded. He puts the princess to work.

Every day she combs her hair in the pasture, Conrad (the goose herder) always tries to steal some of the golden locks. She charms the wind to blow his hat far away, so he cannot return until she is finished. The prince comes to her pasture and falls in love with her.

Conrad goes to the king and declares he will not herd geese with the princess any longer because of the strange things that happen. The king tells him to do it one more time, and the king himself hides and watches. That evening, the king asks the princess to tell him her story. She explains that she took an oath not to tell. He tells her to tell her troubles to the iron stove and eavesdrops as she does so.

The king then has royal garments given to her as befits her station, and brings her to the prince's attention. At dinner later that evening, everyone eats and drinks and is quite merry. The princess and the waiting-maid are present, although the waiting-maid does not recognize the princess in her new finery. The king tells the princess's story, without naming any names, and asks the waiting-maid what to do. The waiting-maid answers that such a person should be punished and imprisoned. The sentence is carried out on her, and the prince marries the true princess.



~ Little Red Riding Hood ~



Carved by: Joseph Lier

The story revolves around a girl called Little Red Riding Hood, named so because of the red cap she wears. The girl walks through the woods to deliver food to her sick grandmother.

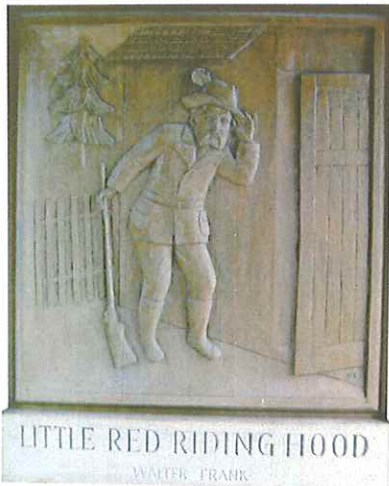
A wolf wants to eat the girl but is afraid to do so in public. He approaches Little Red Riding Hood and she naïvely tells him where she is going. He suggests the girl pick some flowers, which she does. In the meantime, he goes to the grandmother's house and gains entry by pretending to be the girl. He locks the grandmother in the closet and waits for the girl, disguised as the grandma.



Carved by: Ed Koch

When the girl arrives, she notices that her grandmother looks very strange. Little Red Riding Hood then says, "What a deep voice you have," "The better to greet you with," said the wolf. "Goodness, what big eyes you have," said the little girl. "The better to see you with," said the wolf. "And what big hands you have!" exclaimed Little Red Riding Hood, stepping over to the bed. "The better to hug you with," said the wolf. "What a big mouth you have," the little girl murmured in a weak voice. "The better to eat you with!" growled the wolf.

A lumberjack comes to the rescue and with his axe, cuts the wolf. Little Red Riding Hood and her grandmother emerge unharmed. They throw heavy stones at the wolf. The wolf tries to flee, but the stones cause him to collapse.



Carved by: Walter Frank



Carved by: Clifford Hornfeld



~ Town Musicians of Bremen ~

A donkey, a dog, a cat, and a rooster leave their homes and set out together. They decide to go to Bremen, known for its freedom, to live without owners and become musicians there.

On the way to Bremen, they see a lighted cottage; they look inside and see four robbers enjoying their ill-gotten gains. Standing on each other's backs, they decide to perform for the men in hope of gaining food. Their 'music' has an unanticipated effect; the men run for their lives, not knowing what the strange sound is. The animals take possession of the house, eat a good meal, and settle in for the evening.

Later that night, the robbers return and send one of their members in to investigate. He sees the Cat's eyes shining in the darkness and thinks he is seeing the coals of the fire. He reaches over to light his candle. Things happen in quick succession; the Cat scratches his face with her claws, the Dog bites him on the leg, the Donkey kicks him and the Rooster crows and chases him out the door, screaming. He tells his companions that he was beset by a horrible witch who scratched him with her long fingers (the Cat), an ogre with a knife (the Dog), a giant who had hit him with his club (the Donkey), and worst of all, the judge who screamed in his voice from the rooftop (the Rooster). The robbers abandon the cottage to the strange creatures who have taken it, where the animals live happily for the rest of their days.



Carved by: Don Pike
&
Jack Mason



~ Cinderella ~

A wealthy gentleman's wife lay bed and called her only daughter to her bedside. She asked her to remain kind and generous. She then died and was buried. After a transition of seasons (winter and spring) the widower married another woman, who had two daughters of her own; they were beautiful yet cruel and wicked. The stepsisters stole the girl's fine clothes and jewels and forced her to wear only rags; they banished her into the kitchen to do the worst chores, and gave her the nickname "Cinderella." Despite all of this the girl remained good and pious, and would always visit her mother's grave.



Carved by: Robert Gelenius
&
Robert Wagner

One day, the gentleman visits a fair, promising his stepdaughters gifts of luxury. The eldest asked for beautiful dresses, while the younger for pearls and diamonds. His own daughter merely asks for a twig. The gentleman goes on his way, and acquires presents for his stepdaughters. While passing a forest he gets a hazel twig, and gives it to his daughter. She plants the twig over her mother's grave, waters it with her tears and over the years, it grows into a glowing hazel tree. Under it the girl would pray for thrice a day, and a white bird would always come to talk and grant her everything she would ask for.

The king decides to give a festival that will last for three whole days and nights, and invites all the beautiful maidens in the land to attend, because the prince is supposed to select from one of them as a bride for himself. The two sisters were invited, but when Cinderella begged them to allow her to go with them into

the celebration, the stepmother refused because she had no dress or shoes to wear.

The girl retreated to her mother's grave to ask for help. The white bird drops a silver gown and silk shoes. She goes to the ball, with the precaution of leaving before midnight. The prince dances with her, but she eludes him before midnight strikes. The next evening, the girl appeared in a grander apparel. The prince fell in-love with her and danced her the whole evening, but when midnight came, she left again. The third evening, she appeared dressed with gold. Now the prince was determined to keep her, and had entire stairway smeared with pitch. Cinderella lost track of time, and when she ran away to leave, one of her golden slippers stuck on the pitch. The prince proclaimed that he would marry the maiden whose foot would fit the golden slipper.

The next morning, the prince went into Cinderella's house and tried the slipper on the eldest stepsister. The sister pushed her foot in to fit the slipper, and while riding with the prince, the two doves told the Prince



Carved by: Gene Gerard



Carved by: Bob Ames
&
P.J. Dennis

that the shoes did not actually fit. Appalled at her treachery, he went back again and tried the slipper on the other stepsister. She smushed her toe in order to get in her foot in the slipper, and again the prince was fooled. While he was riding with her on the way to the king's castle, the doves alerted him again to the deception. He came back to inquire for another girl. The gentleman tells him that they kept a kitchen-maid in the house and the prince asked him to let her try the slipper. The girl appears and when she puts on the slipper, the prince recognizes her as the stranger with whom he had danced at the ball.



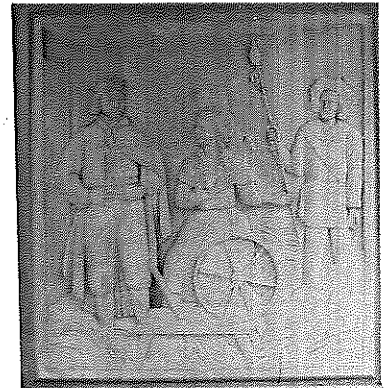
~ Rumpelstiltskin ~

In order to make himself appear more important, a miller lied to a king, telling him that his daughter could spin straw into gold. The king called for the girl, shut her in a tower room with straw and a spinning wheel, and demanded that she spin the straw into gold by morning, for three nights, or be locked up in a dungeon forever. In the tower room, she had given up all hope when an impish creature appeared in the room and spun straw into gold for her in return for her necklace, then again the following night for her ring. On the third night, when she had nothing with which to reward him, the strange creature spun straw into gold for a promise that the girl's child would become his.

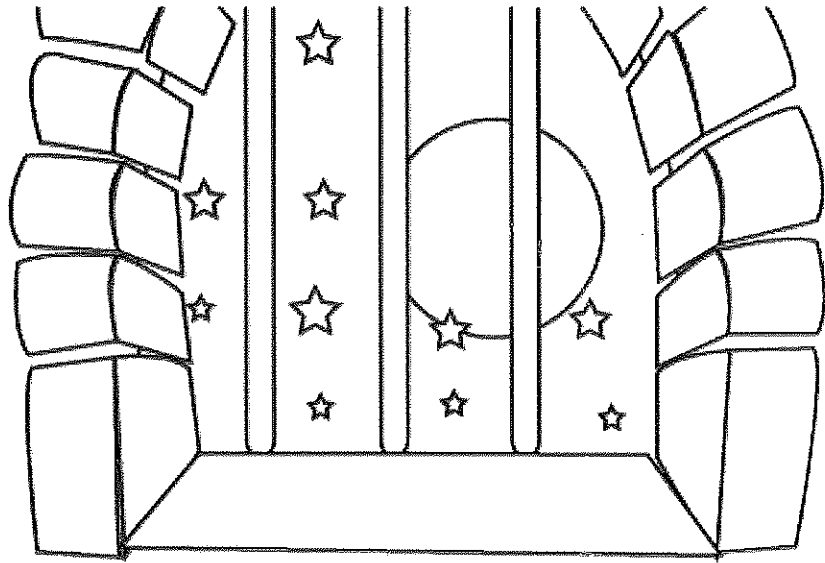
The king was so impressed that he married the miller's daughter, but when their first child was born, the imp returned to claim his payment: "Now give me what you promised." The queen was frightened and offered him all the wealth she had if she could keep the child. The imp refused but finally agreed to give up his claim to the child if the queen could guess his name in three days. The first two nights she tried every name she could think of, names like Roast-ribs, Sheepshanks, or Spindleshanks. But the imp only said that none of these were his name. But before the final night, her messenger discovered the imp's remote mountain cottage and, unseen, overheard the imp hopping about his fire and singing.

Today I brew, tomorrow I bake;
And then the Prince child I will take,
For no one knows my little game
That Rumpelstiltskin is my name!

When the imp came to the queen on the third day and she revealed his name, Rumpelstiltskin lost his bargain. Rumpelstiltskin then ran away angrily, and never came back.



Carved by: Merle Chalup



~ Hansel and Gretel ~

Hansel and Gretel are the young children of a poor woodcutter. When a great famine settles over the land, the woodcutter's second wife decides to take the children into the woods and leave them there to fend for themselves, so that she and her husband do not starve. The woodcutter opposes the plan, but reluctantly submits to his wife's scheme. They are unaware that in the children's bedroom, Hansel and Gretel have overheard them. After the parents have gone to bed, Hansel sneaks out of the house and gathers as many white pebbles as he can, then returns to his room, reassuring Gretel.

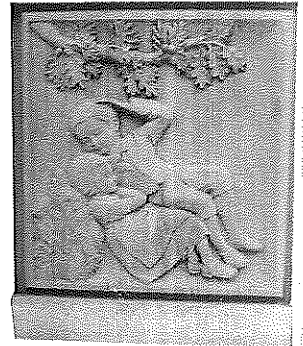
The next day, the family walks deep into the woods and Hansel lays a trail of white pebbles. After their parents abandon them, the children wait for the moon to rise and then they followed the pebbles back home. They return home safely, much to their stepmother's horror. Once again provisions become scarce and the stepmother angrily orders her husband to take the children further into the woods and leave them there. Hansel and Gretel attempt to gather more pebbles, but find the doors locked, making it impossible.

The following morning, the family treks into the woods. Hansel takes a slice of bread and leaves a trail of bread crumbs for them to follow home. However, after they are once again abandoned, they find that the birds have eaten the crumbs and they are lost in the woods. After days of wandering, they follow a beautiful white bird to a clearing in the woods, and discover a large cottage built of gingerbread and cakes with window panes of clear sugar. Hungry and tired, the children begin to eat the rooftop of the candy house, when the door opens and a "very old woman" emerges and lures the children inside, with the promise of soft beds and delicious food. They do this without knowing the fact that their hostess is a wicked witch.

The next morning, the witch locks Hansel in an iron cage in the garden and forces Gretel into becoming a slave. The witch feeds Hansel regularly to fatten him up before she eats him, but Hansel cleverly offers a bone he found in the cage and the witch feels it, thinking it to be his finger. Due to her blindness, she is fooled into thinking Hansel is still too thin to eat. After weeks of this, the witch grows impatient and decides to eat Hansel, "Be he fat or lean."

She prepares the oven for Hansel, but decides she is hungry enough to eat Gretel, too. She coaxes Gretel to the open oven and prods her to lean over in front of it to see if the fire is hot enough. Gretel, sensing the witch's intent, pretends she does not understand what she means. Infuriated, the witch demonstrates, and Gretel instantly shoves the witch into the oven, slams and bolts the door shut, leaving the witch screaming in pain. Gretel frees Hansel from the cage and the pair discover a vast treasure and precious stones.

Putting the jewels into their clothing, the children set off for home. A swan ferries them across an



Carved by: Stu &
Dorothy Fordyce
&
Trygve Neprud



Carved by: Howard Warson



expanse of water and at home they find only their father; his wife is gone. Their father had spent all his days lamenting the loss of his children, and he is delighted to see them safe and sound. With the witch's wealth, they all live happily ever after.

Snow White and Rose Red

Snow White and Rose Red are young two girls living with their mother, a poor widow, in a small cottage. Both sisters are very good little girls, and they love each other dearly. Their mother is very fond of them. As for their personalities, Rose Red is very outspoken and cheerful, and loves to play outside; on the other hand, her sister Snow White is more quiet and shy, and prefers doing housework and reading.

One winter night, there is a knock at the door. Rose Red opens the door to find a bear. At first she is terrified, but the bear tells her not to be afraid. "I'm half frozen and I merely want to warm up a little at your place," he says. They let the bear in and he lies down in front of the fire. Snow White and Rose Red sweep the snow off the bear. They quickly become quite friendly with him. They play with the bear and roll him around playfully. They let the bear spend the night in front of the fire, and in the morning, he leaves, trotting out into the woods. The bear comes back every night for the rest of that winter and the family grows used to him.

When summer comes, the bear tells them that he must go away for a while to guard his treasure from a wicked dwarf. During the summer the girls are walking through the forest, when they find a dwarf who has his beard stuck in a tree. The girls rescue him by cutting his beard free, but the dwarf is ungrateful, and yells at the girls for cutting his beautiful beard.

The girls encounter the dwarf several times that summer, rescue him from some peril, and each time the dwarf is ungrateful. Then one day they meet the dwarf once again; this time he is terrified because the bear is about to eat him. The dwarf pleads with the bear, begs it to eat the girls instead of him, but the bear pays no heed and kills the dwarf with one swipe of his paw. Then the bear turns into a prince; the dwarf had bewitched the prince by stealing his gold and turning him into a bear, but the curse is broken with the death of the dwarf. Snow White marries the prince and Rose Red marries his brother.



Carved by: Tom Tucker



Sleeping Beauty

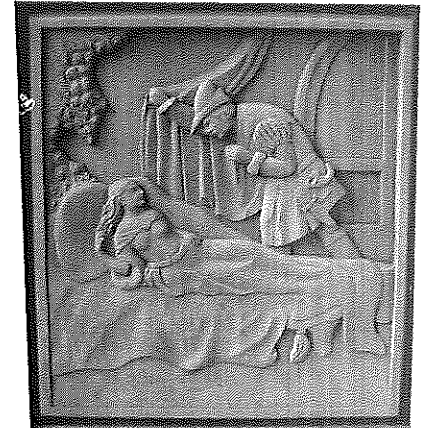
At the christening of a long-wished-for princess, seven fairies invited as godmothers offer gifts: beauty, wit, musical talent and other virtues. However, a wicked fairy who was overlooked, having been within a certain tower and thought to be either dead or enchanted, places the princess under an enchantment as her gift: upon reaching adulthood, the princess will prick her hand on a spindle and die. One last fairy has yet to give her gift and uses it to partially reverse the wicked fairy's curse, proclaiming that the princess will instead fall into a deep sleep for 100 years and be awoken by a king's son.

The king forbids spinning on distaffs or spindles, or the possession of one, throughout the kingdom. When the princess is sixteen she chances upon an old woman in a tower garret of the castle who is spinning and had not heard of the king's decree against spindles. The princess asks to try the unfamiliar task and the inevitable happens: the curse is fulfilled. The old woman cries for help and attempts are made to revive her, but to no avail. The king attributes this to fate and has the princess carried to the

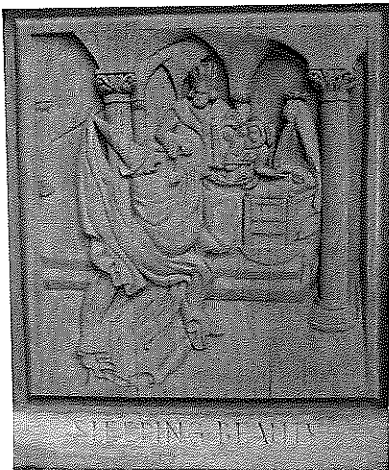
finest room in the castle and placed upon a bed of gold-and-silver-embroidered fabric. The good fairy who altered the evil prophecy is summoned by a dwarf and returns in a chariot. Having great powers of foresight, the good fairy sees that the princess will be distressed to find herself alone and so puts everyone in the castle to sleep. The king and queen kiss their daughter goodbye and depart, proclaiming the entrance to be forbidden. The good fairy's magic also summons a forest of trees, brambles and thorns that spring up around the castle, shielding it from the outside world and preventing anyone from disturbing the princess.

A hundred years pass and a prince from another family spies the hidden castle during a hunting expedition. His attendants tell him differing stories regarding the happenings in the castle until an old man recounts his father's words: within the castle lies a beautiful princess who is doomed to sleep for a hundred years, whereupon a king's son is to come and awaken her. The prince then braves the tall tress, brambles and thorns which part at his approach, and enters the castle. He passes the sleeping castle folk and comes across the chamber where the princess lies asleep on the bed.

Trembling at the radiant beauty before him, he falls on his knees before her. The enchantment comes to an end and the princess awakens and converses with the prince for a long time. Meanwhile, the rest of the castle awakes and go about their business. The prince and princess head over to the hall of mirrors to dine and are later married by the chaplain in the castle chapel.



Carved by: Elgene Clark
&
Jerome Sauer



Carved by: Gordon Smith

