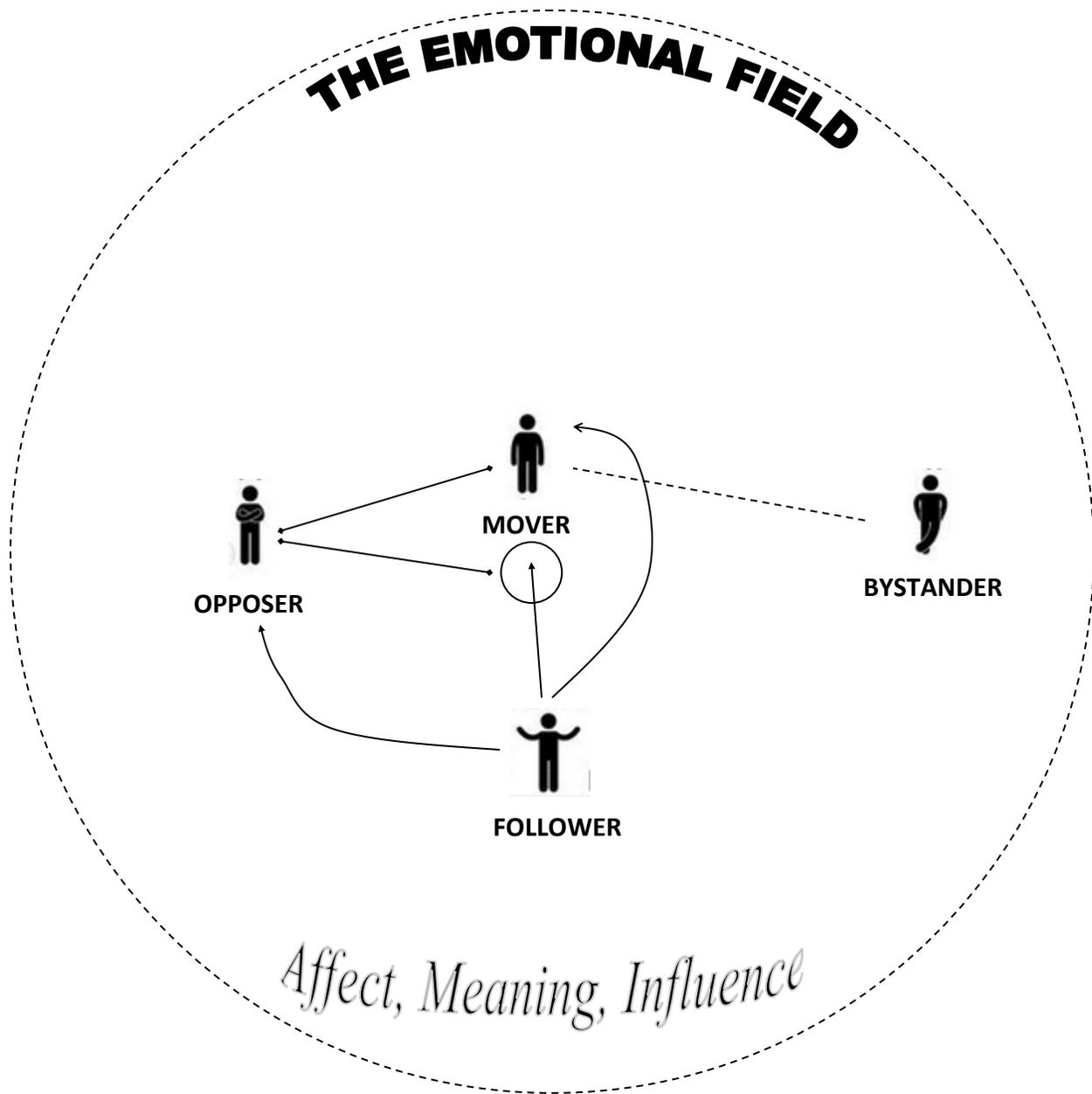


The Four Player Transaction in the Emotional Field
Universal reciprocal responses relate to change



PLAYER	FUNCTION	ACTIONS
Mover	Initiator of the action.	At the center of things, defining the space in which action takes place
Follower	Agree with the action taken by the mover	Moves in support of the center of action
Opposer	Challenging the action of the mover	Either obstructs the action of the mover, or, pulls away from it.
Bystander	Witnessing the mover's action but acknowledging neither agreement or disagreement. Neutral or dis-engaged.	Place themselves on the periphery of the action field. Has three options (1) remain as bystander, (2) leave the field in order to act as mover in new sequence, (3) move into action as opposer

From: Kantor, D. and William Lehr, *Inside the Family: Toward a Theory of Family Process*. Harper & Row, Publishers, 1976 (originally published by Jossey-Bass, 1975).

The Four Player Roles



The Mover

- The Mover is the player who initiates action.
- The Mover initially seeks to gain access to a target within the affect, power, or meaning dimensions.
- The Mover establishes the context, thematic and actual, for the others' response
- Without a wide range of alternatives Movers can get locked into reenacting the same basic strategy over and over (reactive or unimaginative loops)
- Movers need a wide repertoire and imagination needed.
- Example: The family in which the parents only acknowledge children when they are "bad" reduce the range of options for interaction. This also gives the children power as they learn that the way to get parents' attention is to disrupt family life by "being bad."
- Example: The faculty dean who



The Opposer

- Creates a challenge by blocking the Mover's direction or intended goal.
- May redirect the system and its members into more fruitful direction than those suggested by its movers.
- Options for the Opposer:
 1. Can be global or specific in the challenge to the mover
 2. May redirect and teach, or,
 3. Assault and maim.
 4. May become an ignored dissenter or a tyrant who consistently resists change in the status quo by systematically rejecting other member's mover initiatives without ever daring to play the part of Mover himself.

A person in the system may be consistently relegated to the role of opposer. If so, then this person may become isolated, rejected, and in general made a victim by the system's strategic process.

Positive contribution: can help set limits on the energies and directions of the mover, thus protecting the system from developing into a potentially tyrannical one by imposing checks and balances. By criticizing and dissenting, the Opposer can help the system engage in dialogue.



The Follower

- Responds out of three spheres: Affect, Meaning, and Power:
 - A: "Yes I am with you, sink or swim. because I love you." (AFFECT)
 - B: "Regarding this value, I believe the same as you." (MEANING (principles, values)
 - C: "Anyone who doesn't restrict my freedom has my support." (POWER)
- Moves to support either the mover or the opposer (triangle)
- A prototype ally and joiner. Remaining in the role of follower, has no potential for initiating his own movement.
- Has potential for shifting his alliance from the mover to the opposer.
- Can maintain independence by shifting alliance, or, lose autonomy by fixing support irrevocably on mover or opposer
- Can maintain allegiance with both mover and opposer (can support intent of mover, but support opposer's rationale), but risks degenerating to double speak.
- Has capacity to empower others by granting them support
- Are actively sought by movers and opposers

"We believe that a system in which the mover and the opposer parts do not in principle have access to a follower's support will soon be in difficulty." (p. 187).



The Bystander

- Stays out of the direct action (de-triangles).
- Makes no alliances with mover, opposer, or follower, though may make bilateral alliances to maintain security of position
- Is a "watcher," primary function: to be a witness to system's events, initially keeping what he thinks about them to himself
- Witnessing itself can be a force exerted on and felt by participants. Those being observed will often feel unease and try to force the bystander state what he or she thinks
- By preserving neutrality this person maintains his options open.
- He can exercise three options:
 1. leave the field and cut off
 2. remain in place and continue to be witness. Remain silent, articulate his views in private, express opinions in public in a way that he does not move closer to other parties in the system
 3. shift from the periphery closer to the action. Runs the risk of being pulled into the conflict and relinquishing the role of bystander when he or she does so.

BASIC DYNAMICS:

- These are transactive functions within an emotional field. They are neither "good" or "bad."
- Any social action initiated by one member in a system stimulates a reaction from the other members. These are reciprocal roles that facilitate or maintain emotional process.
- Any two or more people have the same basic options at their disposal in their roles relating to one another. Further, contend Kantor and Lehr, "Even when there are only two persons present, there are four parts ready to be played, and if the relationship is to continue, all four parts most certainly will be played." (p. 181).
- The four basic roles encompass all potential moves individuals may make in an interactional relationship system.
- These roles are in the context of two sets of opposing forces: 1: inner directedness vs. outer directedness, and 2: togetherness vs. separateness. These forces create stress, if not anxiety, about defining self in relation to others, and the relation of others to self.
- Individuals in a system are actors in relation to other actors in the emotional field. Therefore, any individual may play a different role given occasion and circumstance. In rigid systems, some roles may be assigned to one individual specifically, becoming an IP, foil, or scapegoat.
 - "Consequently, as an actor in a social field, the individual may locate his participation at a level of unconscious, self-conscious, or system-consciousness. ... Consequently, the individual's internal feedback system can affect and even alter family process, especially in those situations in which the individual's psychopolitical decision is at variance with the system's expectations or demands, including the demands made by his own system-consciousness." (p. 179)
- Each individual seeks and negotiates for a place in the family or relationship system, in order that he or she may be affirmed by the family in ways that are compatible with his or her own needs, and optimally, with the goals of the family or relationship system. So, the individual consciously develops personal strategies in response to his family's strategies
- As long as the initial action continues and a player maintains his position as *mover*, *follower*, or *opposer*, he or she cannot leave the field. Only the *bystander* can leave the field.
- Individuals not only become familiar with the playing of certain parts, but also these parts continue to be played in social interaction far removed in time and place from the family of origin (p. 240-1).

Kantor, D. and William Lehr, *Inside the Family: Toward a Theory of Family Process*. Harper & Row, Publishers, 1976 (originally published by Jossey-Bass, 1975).