

Claude Bremond

Notion of archetypal structure: "every particular tale as an incomplete realisation of that ideal sequence" of functions that follow one another in an immutable order (247)

Modifies Propp because the sub-categorisation that should follow to allow a grouping of tales based, as Propp wants, upon "lacks in the typical sequence," or via establishing "constant relations of implication or exclusion" doesn't work. To address this, posits need for the "concept of mediating process" and the development of mediation.

#### Elementary Terms:

**Function:** actions or events that combine sequentially to produce narrative

**Elementary sequence:** a grouping of three function—potential, actualisation, achievement.

**Binary opposition** (the existence of a contrary choice at the level of each function)

**Archetypal patterns:** built upon combination of elementary sequences in different ways (end to end, enclave, joining, and so on). Combinatory rules proposed imply sacrifice of Propp's unilateral assumption: "we picture the structure of the tale as being composed, like a braid, of multiple superimposed elementary sequences, entwined, and bound together. Each event and action may fulfil simultaneously several functions in the story" (250).

#### **Methods of Juxtaposition of sequences:**

Equal to (=): two series of events fulfil two different functions for same participant

Addition (+): two series of events, fulfilling different functions, are given simultaneously for one participant

Versus (vs.): a single event has a one function for one participant and a different one for another.

**Basic structure of fairy tale:** organised around satisfactory/unsatisfactory polarity, leading to 3 versions: change of state from initial to a reversed final (Satisfactory-→ Procedure → Unsatisfactory or Unsatisfactory → Procedure → Satisfactory) OR restoration of Satisfactory State (the full cycle from Satisfactory → Unsatisfactory → Satisfactory)

1. Change of State from State of Deficiency to Satisfactory (not so much absolute terms as relative). Deficiency → Procedure to improve (or no procedure=inertia)→ Improved or failed improvement.

Basic opposition: whether the agent accomplishes something and thus improves through his own power or through the power of another (that is, POWER vs. WILL), each of these leads to a distinct subtype (and a third which is a hybrid)

Type 1: POWER of agent.

State of Deficiency-→ Procedure of Improvement involves a Task, the process of its accomplishing, and its accomplishment= the Satisfactory state.

The elaboration of this pattern into subtypes involves the middle term of the procedure (the process of accomplishing). The process leads to the following three options: hero's power, enemy's power, balance between hero and enemy.

Hero's power in turn breaks down into three possibilities: chronological location of acquisition (when), structure of acquisition of means (how), relation to previous owner of means (from whom)

When: can be prior (Precaution), after initial but before the task itself (Inciting), or during (Solution)

How: Physical possession precedes consciousness of utility or Consciousness of utility precedes physical possession.

From Whom: Donor (freely given); Ally; Reward (for previous favour); Reward (for successful test); Duress or Incidental; Promise to Donor; Exchange for a favour (granted to future donor)

Structure of Rapunzel:

Overall structure: Type 1 (state of deficiency to improved state through procedure of improvement). Issue: generational reproduction, hence unhappy couple to happy couple (in next generation)

However, within the overall structure of Type 1, we have an end to end structure that combines various subtypes and types. So, three basic structures linked up (1.1. Getting of Rapunzel 1.2. Freeing of Rapunzel 1.3. Marriage of Rapunzel), the end point of each providing the starting point for the next.

1.1 has two subtypes, joined end to end

One of Type 1 (desire for rampion, climb wall, get rampion)

Other of Type 2: (the favour of the witch that is also a curse on the parents)

1.2 has three subtypes, joined end to end

One of no improvement (only witch has access)

One of Type 1 (Prince gains access) = relatively satisfactory state

One of Procedure of degradation (from relatively satisfactory state to state of degradation (the blinding and the separation)

1.3 has two subtypes, both of Type 1 (bad to good), but these are not sequentially aligned (end to end), but in parallel (joining), leading up to the final "joining" that closes off the enclosing structure