**World History #19**

 **Feudalism (Medieval) 1100 – 1400 A.D.**

**The fall of Rome** and German invasions caused:

1. Cities to decline – almost disappear towns and villages replaced them a town was a place with a cathedral They were walled – night always brought fear
2. Poor sanitation
3. Poor water – wine – beer
4. No strong central government – 1061 Earl Tostig was captured and held for ransom at the gates of Rome by bandits. He was one of England’s greatest nobles at the time.
5. Intercommunication poor
6. Lack of maintenance of roads and bridges

Travel speed: 1. Sea. = 60 to 90 miles per day

 2. Land = 25 miles – 50 miles in hurry

1. Disappearance of mail service

The new system grew out Germanic Law and attitudes of warriors

**Crown**:

Kings power from God - Land in theory belonged to King. He always retained a portion as his demesne (royala domain). Land was given to important follower who in turn kept a demesne for themselves and gave a portion to their retainers. This land was called fief (Latin = feudum). The Donor of land was always the lord and the recipient of the Vassal. A vassal may have many lords. Most obvious objective was to keep a large professional class of warriors who enjoyed fighting. Political and military relationship between king & nobility based on relationships not power.

**William the Conqueror** 1066 England conquest of Saxons

Doomsday Book 1086

84% population

13% freemen

3% nobility (aristocracy

**Wealth** was land and the control of that land and everything on the land including the people

**Debt** was a way of life for nobles they were not allowed to work that was below their station

**Tithe** = sum of money paid by people

**Influence** = nobles and church leaders (often the same)

Feudalism

**Terms:**

 Lord = Master – protect vassal

 Vassal = servant provide knight and help

 Serf = property

 Fief = land (serf included manorial land system – economic relationships)

 Custom = tax

 Demesne = reserve

Lord handed vassal an object (symbol) of property – small stitch or clod of earth – Lance or banner for military service.

**Land** in theory belonged to King. He always retained a portion as his demesne (royala domain)

He then gave the Land to important follower who in turn kept a demesne for themselves and gave a portion to their retainers.

This land was called **fief** (Latin = feudum / from real property)

The Donor of land was always the **lord** and the recipient of the **Vassal**. A vassal could have many lords.

**Fief =** feudum = from real property

1st duty is to know how to die for lord. Blood called for blood – violence was a privilege of class

“If my dear lord is slain, his fate I’ll share. If he is hanged, then hang me by his side. If to the stake he goes, with him I’ll burn and if he’s drowned then let me drown with him.”

Most obvious objective was to keep a large professional class of warriors who enjoyed fighting.

**Power in the Church**

Henry IV and Pope Gregory tested the power of king and pope 1122 A.D. – Henry was forced walked barefoot to give the Pope in submission.

**Homage** = vassal knelt and placed two hands between the lords and promised to be his man. Symbol of submission emphasized by kneeling and kiss on the mouth. (Collapse of government need for private relationships)

 **Oath:**

“I become your man, from this day forward, of life and limb and of earthly worship and unto you shall be true and faithful and bear to you faith for the tenements that I hold of you”

Lord then handed vassal an object (symbol) of property – small stitch or clod of earth – Lance or banner for military service.

**Fealty** = Ceremony - Vassal swore on bible to be faithful to his Lord

 **Oath:**

“Hear this, my lord, that I shall be faithful and true unto you and faith to you shall bear for the lands that I hold of you and that I shall lawfully do to you the customs and services which I ought to do, so help me God and his saints.”

These two oaths were swore to each lord. A third oath was only sworn to one lord, if a vassal had different lords.

**Allegiance** = a promise to support only one liege lord against all others.

Leaders of Europe were far more capable of fighting if their own lives and property were in jeopardy.

**Feudal Aids**

1. Payments for Lords oldest Son
2. Marriage of oldest daughter
3. Ransom
4. Relief – inheritance tax

**Hospitality** – King moved around the kingdom to keep an eye on Vassals

**Military tenure** - 40 – Day knight service on horseback and full equipment infantry was

 ill – equipped

**Knight** – Knecht (servant) 2 horses and one page (Horse symbol of sitting above people)

Sons of Nobles – combat principle occupation and favorite amusement

 Age 7 to 14 = **page** / a servant to women to learn manners, reading and writing

 Age 14 = **Squire** / servant to men to learn skills in war, hunting, chess, poetry, and music

 To care for Knight

 Age 21 = **Knight** (brave, ready, and loyal)

* protect widows and orphans
* armor
* gold spurs
* cut hair
* bath to wash away sins
* clothed in “red” for blood and “black” for death
* one day without food
* spend night in church

\*English system Knights owed service to king

**Chivalry** – Romantic side Only for nobles and they were for the most part:

 Cruel and thoughtless to serfs

 Politeness

 Courage

 Respect for women and defeated enemies

 Little or no restraint on personal behavior in Nobles

All clothes were made of crude material

**Knights Banneret** was a commoner raised to knighthood he could lead other knights into battle with a square banner or rectangular – Knights carried triangular banners

**A Dragon Banner = no Quarter**

**New weapons:**

**Stirrup and horseshoes:**

1. iron horse shoes – rough ground
2. wooden horse collar – from ox yoke – allowed horse to work /fast / more land cultivated
3. stirrup – stopped fatigue and allowed both arms for weapons

**Manor** **demesne**

work week (3 days for lord)

1. Work a certain number of days on the lords land
2. Boon work – tend the lord’s crop first
3. Extra gifts on special occasions
4. Lords monopolies serfs paid
5. mill
6. oven
7. bridges
8. road

\*give amounts of cheese, wood, pork, eggs for pasture

Pay was: 1. Taken into home

 2. Given to estate

**Birth rate** 8-15 children only 4-5 survived infancy – infanticide alternative to abortion

**Family genealogy** important – families stayed close and united (vendetta)

**Serfs** had no freedom of action tied to land permission

**Lord** chose marriage partner – could pay a fine instead

**Serfs classes**

1. ordinary villein – held 15 to 30 acres
2. cottar – very little land
3. bondsmen – landless laborers rights protected by custom
4. Slave

**Life expectance 8th Century was 25**

 **13th Century was 38**

Between serfs and aristocracy were the Freemen or Yeomen. They gave lord of the manor rent instead of labor

Serfs could not hunt on lords land.

Escape to city – live for one year and one day and you were a freeman

**Serf house**

 Dirt floor

 Straw roof

 Oiled paper over windows

No chimney – hole in roof little furniture

No barn – livestock in house

**Manor** (self-sufficient)

 Castle dark, cold and damp

 Moat

 Drawbridge

 Donjon

 Keep

**Farming**

Land compost and manure to enrich soil

1st used 2 field system, changed to 3 field system

2 field system – one fallow 6-8 bushels per acre

1/3 autumn with winter wheat / 1/3 spring oat-vegetables today 30-40 bushels / acre

## **England -** Small Nobility – 400 families

 Magna Charta (Great Charter) 1215 Runnymede - The Barons forced King John to place his seal on 63 points to provide rights and privileges to the barons

 1. taxation only with representation

 2. right to trial and jury of peers

 3. king’s power limited to govern

 Charter of the Forest 1217

Ordeals in Law

1. hot iron – carry several paces
2. hot water – pluck a stone out of a boiling pail of water

after each hand bound for three days – if infection – guilty

1. cold water – tied hand and foot – if floated – guilty / water refused any evil (holy water)

Court seldom heard evidence – recorded statements did not examine witness

 high justice – criminal

 low justice – civil side

King John of England considered a hanging a suitable after dinner entertainment.

**Frankish Law**

 “If any person strikes another on the head so the brain appears, and three bones which lie under the brain shall project, he shall be sentenced to 1200 denars which makes 30 shillings”

 “If anyone shall have called a woman a harlot, and shall have not been able to prove it, he shall be sentence to 1800 denars which makes 45 shillings.”

**English Law**

 “If a man strikes another’s nose, let him make bot with LX shillings”

 “If a man strikes out another’s tooth in front, let him make bot for it with VIII shillings”

 “If the shooting finger be struck off the bot is XV shillings; for its nail it is IV shillings”

There is a separate price for each toe – 20 shillings for big toe/ 5 shillings for little toe

One had to go out and get the person charged with crime – then try and collect fines

Noble women married at 14 – inherit land and power – at the complete mercy of husband

“The fairest woman who ever drained a bottle” They would beat maids and servants to the point of death.

**Marriage** was a business transaction – houses were filled with “bastards”

French **Nobility of the Sword** – blood

 **Nobility of Robe** – purchased (Crown always needed money)

**Renaissances** saw the decline in the Manorial system.

Freed serfs

Increased travel and trade

The Kings were weak under Feudalism they needed support of nobles. King’s became stronger with gun powder and did not need the strong alliance of other nobles.

Towns grew – merchants were low in social class

Luxuries in demand – gold, silver, spices, knowledge (books)

 \* Henry IV and Pope Gregory – power of king and pope 1122 A.D. – showed the power of the Pope and weakness of Kings – gun powder would shift the balance to Kings