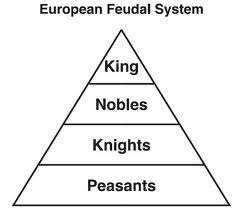
**RS Notes: Feudalism**

The Invaders

* The Treaty of Verdun divided the Carolingian Empire into three parts
  + One for each of Charlemagne’s grandsons
    - With no strong central government, this allowed invaders to seize lands.
  + **Vikings**- attacked present-day Britain, France, Germany, Iceland
    - Superb shipbuilders, warriors, and sailors
    - The Franks tried to assimilate the Vikings by making them Christian
      * One ruler gave them land that became known as Normandy

Feudalism

* Because of the invaders, people began to look to local landed aristocrats, or nobles, for protection
  + This led to **feudalism**
    - Similar systems were found in Japan and among the Aztec
    - At the heart of feudalism is the idea of **vassalage**
      * A man who served a lord militarily was known as a **vassal**
    - Many vassals were knights- heavily armored cavalry
      * They became the backbone of the medieval aristocracy
    - **Feudal contract**- rules that determined the relationship between lord and vassal
* At the top of feudal society was the king
  + He controlled all of the land in the kingdom
* Nobles were granted large **fiefs** by the king
  + They would swear an oath of loyalty
  + Provide troops for the king
* **Knights** were considered lower nobles
  + They would swear an oath of loyalty to their lord
  + Provide military service
  + To stay ready they would compete in **tournaments**
    - The joust became the main attraction
  + Were to uphold an ideal of civilized behavior, known as **chivalry**
  + Had to be noble to become a knight
    - Many started as squires around 14-15 years of age
* Peasants were dependent on the lord and lived on the manor or fief
  + There were two kinds:
    - **Serfs**- they could not leave the fief
      * Worked without getting paid
      * Owed the lord part of their harvest
    - **Freemen**- they could leave
      * They worked on the lord’s land and paid rent
      * They kept some of their harvest
      * Paid a percentage to the Church- **tithe**
  + Life as a peasant was very difficult
    - Work was hard, they used rudimentary tools, illnesses were often fatal, and disasters (droughts or floods) destroyed lives and harvests

Economics

* The number of people almost doubled from 38 m to 75 m in Europe
  + Increased stability and a larger food supply
    - There was a climate change
    - Moved from a two-field to a three-field system
      * Able to produce more food
      * One field for fall harvest, one for spring harvest, and one left untouched
    - New technologies, like the *carruca* (iron plowshare), allowed farmers to more easily harvest crops

The Manor

* **Manors** were self-sufficient
  + Trade and transportation was almost non-existent
  + Own court of law (headed by the lord)
  + All food, clothing, etc. was produced on the manor
* Manors were comprised of a manor house (where the lord lived), cultivated lands, woodlands (to hunt), pastures (for cattle), fields, a village, a church, a priests house, a mill (used to grind grains into flower, and an oven.
  + Ideally were located along a stream or river to provide power for the mill.