

WILKOMMEN

German (Deutsch)

SHG

09 January 2014

Agenda

- Presentation – Culture, Inheritance & Other Things
- Group Discussion –
 - Survey
 - New Members
 - Individual Status
 - Problem Solving

*Know Your Ancestors
Through The Knowledge Gained From
Research and an Understanding Of
Their History and Their Culture*

Dale Heins, July 2013

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Please refer to the last slide for acknowledgements of the sources of the materials presented herein.

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Feudal System

- **Why?**

Lack of easy communication and distance made governing large land areas difficult

Feudal System

- There were three levels of social class in Medieval Europe:
 - Upper Class (Nobility)
 - King/Queen
 - Hereditary Nobility (By blood – Princes/Princesses, Dukes, Duchesses, Barons - AKA Lord of the Manor)
 - Non-Hereditary Nobility (Knights, and other wealthy persons)
 - Ruled by Divine Right
 - Richest (Normally)
 - Controlled most land (Divided into Kingdoms, Fiefs or Manors)
 - Clergy
 - Pope
 - Bishops
 - Priests
 - Monks/Nuns
 - Commoners
 - Freeman (Craftsmen, Farmers)
 - Serfs (Indentured craftsmen, farmers/slaves)

Feudal System

- Medieval Times 1066 – 1485
 - 1066 – Reign of King William the Conqueror
 - 1086 – Compilation of the Domesday Book
 - 1158 – The Hanseatic League formed
 - 1215 – Magna Charta limits power of the King and establish rights of Barons and landowners, forms basis of citizen rights
 - 1258 – Provisions of Oxford forces a new form of government in England, power placed in hands of a council
 - 1347 – The Black Death ravages Europe for 1st time 20 – 40% perish
 - 1381 – Peasants revolt in England reduction of taxation and system of unfree labor (serfdom) reform
 - 1453 – Hundred Years War ends - English control/influence leaves the Continent
 - 1485 – War of Roses – fight for control of English throne, results in weakened feudal powers and strengthened the merchant class

Feudal System

- Feudal Life:
 - Small communities around a Manor (Castle, church, village and farm land)
 - Peasant/Serf Life – hard
 - Give most of labor results to Lord of the Manor
 - Little freedom
 - Harsh laws/rules
 - Women – Household tasks, work in the fields, hunt & fight

Feudal System

- Religion
 - Mostly Catholic Church (Holy Roman Empire)
 - Pyramid structure – Pope, Bishops, Monks & Nuns
 - Aided in governing land for/with nobility
 - Owned and managed land
 - Maintained monasteries, tended to less fortunate & travelers
 - Mostly well educated, teachers
 - Protestant Reformation
 - 1517 – Martin Luther's 95 Theses
 - 1648 – Peace of Westphalia end of European Religious wars
 - 1806 – End of Holy Roman Empire

Feudal System

- Homes –
 - Castles/Manors
 - Size dependent on wealth
 - Floors paved and/or tiled
 - Tapestries – decoration and warmth
 - Windows – coated cloth/glass let light in and keep cold out
 - Large kitchens, detached, with pantries filled with game and food stuffs

Feudal System

- Homes (con't):
 - Commoner/serfs
 - 1 or 2 rooms with dirt floors
 - Wooden shutters on the windows, little or no light
 - Thatched Roofs – easily destroyed
 - Kitchen – stone hearth in center for cooking and heat
 - Garden vegetable (continuous pot of stew), salted meats and fish

Feudal System

- Health
 - Little personal hygiene
 - Limited medical knowledge (Myths and Superstitions)
 - Humors (Body Fluids)
 - Fire – yellow bile
 - Water – phlegm
 - Earth – black bile
 - Air – blood
 - Need to maintain balance through treatment of laxatives, diuretics, fumigation, cauterization and hot baths
 - Inadequate health system
 - Plagues
 - Surgeries - Local Barber
 - Blood letting
 - Performed as a last resort
 - With/without sedative or anesthesia
 - No antibiotics until 1800's – Herbs, ground earth worms, urine, etc.

Feudal System

- Arts & Entertainment:
 - Mostly for Nobility
 - Music
 - Actors & small plays, story tellers, animal acts
 - Serfs & Peasants:
 - Church music
 - Singing without music accompaniment
- Town Life:
 - Small villages, local merchants, traveling traders
 - Little connection with outside world

Guilds

- Established during Medieval period
- Why (?)
 - The control of trades and crafts
 - Regulate members
 - Establish trade practices
 - Dictate rules for entry into the guild
 - Regulated entry, training and behavior of apprentice and journeyman
 - Discourage competition from outsiders

Guilds

- Guild Classes:
 - Apprentice
 - Boys in late childhood or adolescence
 - May be members of the Master Craftsmen's family or relatives
 - Boarded with a Master Craftsmen
 - Received training, food, clothing, shelter and an education (w/o pay)
 - Normally 5 – 9 years
 - Journeymen
 - Able to work for one or another master
 - Received wages for his labor
 - May need to travel away from his village/town to find work and gain experience
 - Provide proof of his technical competence to qualify as a master
 - Craftsmen (Masters)
 - Authority to setup own workshop
 - Hire and train apprentices
 - May gain wealth and social position

Guilds

- Types:
 - Merchant guilds, all the merchants of a particular town or city
 - Craft guilds, all the craftsmen in a particular branch of industry (e.g., weavers, bakers, butchers, goldsmiths).
- History:
 - Abt 11th Century – Europe
 - Earlier in other parts of the world
 - The Hanseatic League (Growth in power as cities grew)
 - Gained influence and control of municipal governments
 - Grew in power until 15th -16th century – Kings regained some control
 - Loss/Reduced power due to:
 - failure to cope with expanding production requirements, maintain monopolies and opposition to change.
 - Trend toward hereditary membership
 - Development of new trade and industry fell to capitalists
 - 17th Century
 - Guilds in France loss power (1791) (French Revolution)
 - Privileges of Guilds abolished in England (1835)
 - 19th Century
 - Guilds in Germany and Austria privileges abolished

Photo-Industrialization

- Pre-Industrialization
- Initiated by merchant capitalists
 - Increased demand for goods/products
 - Lack of adequate supply by Guilds
 - Developed a “put out” system
 - Supplied raw material to farm/peasant families
 - Prepared finished product during slow period
 - Did not require large scale use of machines

Photo-Industrialization

- Advantages:
 - Merchant
 - Increased source of goods
 - Low wages/fees vs high urban labor
 - Less regulations
 - Better able to react to supply/demand - flexibility
 - Acquire increased wealth – leading to full industrialization
 - Peasant/farmer
 - Supplement or acquire income
 - Work during winter months
 - Children contributed to family at a younger age (less burden)
 - Young people could establish households earlier – increase population
- Disadvantage:
 - As demand rose, proved inefficient
 - Difficult for peasant – workers to increase production

Enlightenment

- Cultural Movement of Intellectuals
- Period 1650 – 1800
- Started by philosophers and intellectual thinkers
- Supported and encouraged by some kings and nobility
- Overturned many traditional concepts and introduced new ideas on nature and man's place within it
- Led to better treatment of the peasant/serf class
- Ended about time of French Revolution (1789) and the Industrial Revolution

Inheritance

Inheritance refers to the passing of ownership of assets from a deceased person to a living person
and
historically only related to royalty

Inheritance

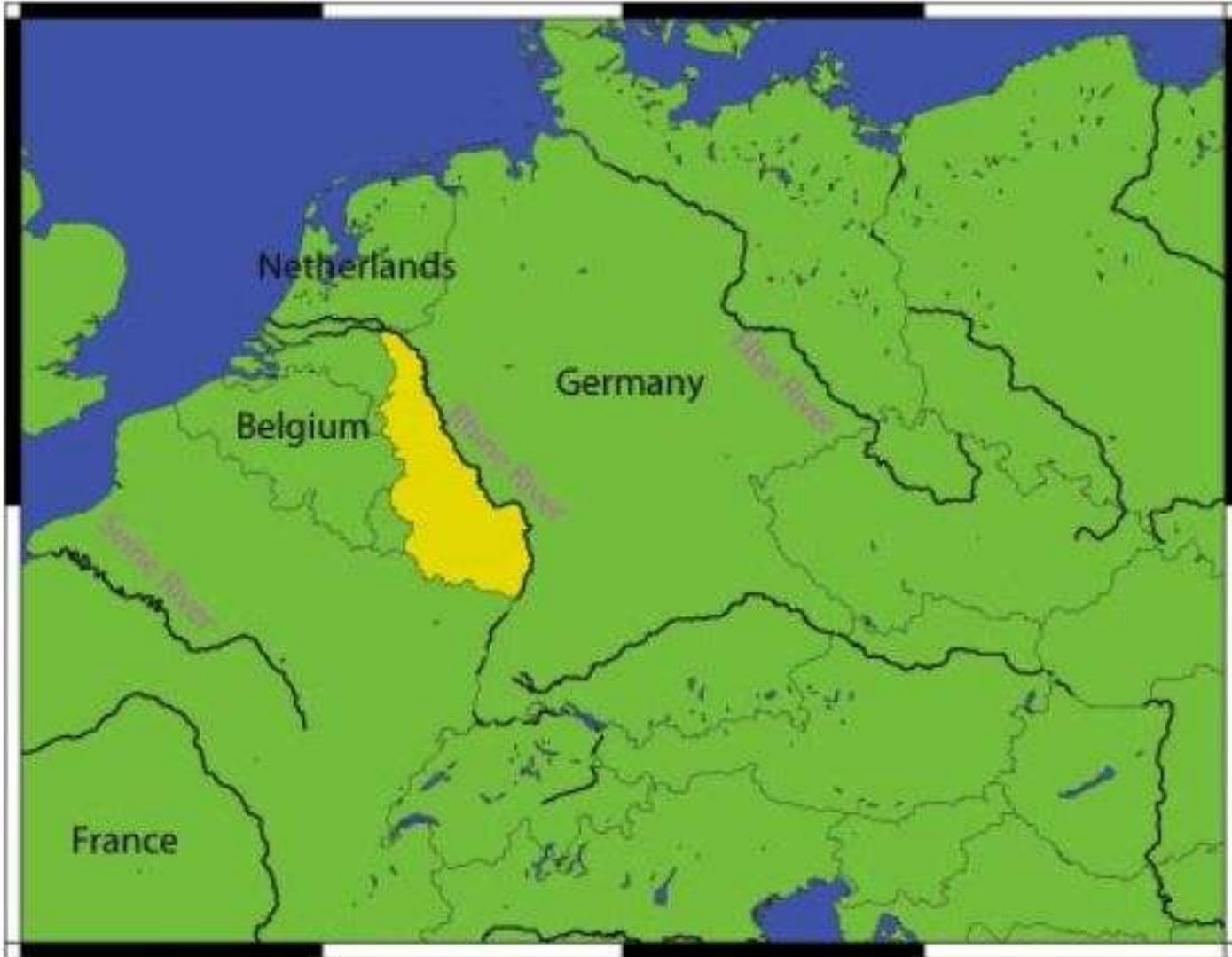
- History:
 - Ancient Times
 - Islamic & Oriental – sanctioned polygamy or consorts, no control over marriage
 - Christian Europe – church sanctioned marriages, discouraging polygamy and divorce. Hard to ensure male successors
 - Roman Times/Roman Law
 - No distinction between male/female if no will
 - Privileges past down in highest orders – other requires to earn status
 - Emperors indicated choice of successor – not ensured

Inheritance

- History (con't):
 - Medieval Times
 - Gradual establishment of “Primogeniture”
 - Maintain power and control through land
 - Control of those under you
 - Resist your enemies and neighbors
 - Division would create weakness
 - Eventually influenced the commoner’s customs

Inheritance

- Types:
 - Partial (Western & Central Europe – Rhineland Germany)
 - Primogeniture – right by law of first child to inherit estate, in the absence of children, passes to relatives, usually males in order of seniority of line of descent
 - Ultimogeniture – right/tradition of inheritance by last born, rarely used, many associated problems
 - Appanage – grants money/land to younger descendents under primogeniture to prevent revolt and weakening of kingdom



<http://en.wikipedia.org/wiki/File:Rhineland.jpg>

Inheritance

- Types (con't):
 - Impartial (Northeastern and Southeastern Germany)
 - Division of land/property among all of the children
 - Possible endowment at marriage
 - May require care for the parents until their death
 - Marriage contracts to protect inheritance of both parties and their children

Inheritance

- Inheritance and Wills:
 - Types of Inheritances
 - Manner in which inheritance is made
 - *Testate (with a will)* and
 - *Intestate (without a will)*
 - Nature of property given
 - *real* or
 - *personal*

Marriage Laws

- The canon law of the Roman Catholic Church was the only law governing matrimonial relations between Christians in western Europe until the Protestant Reformation and still has considerable authority in some Roman Catholic countries.

Marriage History

- What is marriage?
 - Bonding of two or more people
- Why marriage?
 - Organizing and controlling sexual conduct
 - Provide a stable structure for child-rearing
 - Taking care of the daily tasks of life

Marriage History

- When did it begin?
 - As early as the Stone Age
 - First marriage contracts and ceremonies – 4000 years ago
 - Ancient Rome – a civil affair – imperial law
 - 5th Century – church and holy union
 - 1215 – declared one of church's seven sacraments
 - 16th Century - wedding performed in public, with a priest and before witnesses

Marriage History

- What's Love Got To Do With It?
 - Nothing (until 17th – 18th century)
 - Maintain power and wealth
 - Middle Ages – most didn't know/see each other before wedding
 - Arranged by children's parents
 - Women's dowry (her worth)

Marriage (Germany)

- Customs:
 - Prescribed rituals for engagements (brides' family must buy certain quantities of alcoholic beverages at local tavern)
 - Parental permission for 1st marriage – county court or Lord of the Manor
 - Marriage usually at bride's hometown
 - Intent of marriage proclaimed 2 - 3 times in each person's hometown/parish of residence/birth
 - Wedding Contracts – regulated everything brought into marriage

Marriage (Germany)

- Laws (Civil – Church):
 - Dispensation required for those related by blood up to 4th degree and for marriage outside religious denomination
 - If a serf, required permission for lord of the land
 - Must show proof of property and employment sufficient to support a family
 - Soldier's couldn't marry until discharged
 - Journeymen required to complete travel/training before marriage
 - 1722 Wuerttemberg age requirements 25 men/22 women
 - 1822 Ducal decree in Hessen-Nassau minimum age of 22 men/18 women
 - Town Council could deny permission to marry

Marriage (Germany)

- Records May Provide:
 - Proof of property ownership & income
 - Copies of parental permission
 - Birth/baptismal certificates
 - Military discharge papers
 - Guardianship records for illegitimate/orphaned children
 - Marriage contract with disposition of possessions upon death of one/both of couple
 - Check state archives, local town archives, genealogical societies

ACKNOWLEDGEMENTS

- The information presented in the above Power Point presentation was taken from:
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