

### Intro

Geo affected pol organisation and rulership

Poor roads + forests = limited contact to communities

Family units → political units

### Counts

Great Euro fams invested in fam history, traditions, records

c800-1000 New fams won power thru warfare

**Warfare + marriage** = expansion and consolidation of pwr

**Genealogical rolls** v popular

**Family legend** for others' perception of fam

ie *Song of Roland* (**Charlemagne's** reign)

→abt Roland & other Frankish warriors at Battle of Roncevaux 778

Literary re-imagining incl. Muslims as enemy

Probably composed between c.1040-1115

### Royal admin

Personnel involved in running kingdom

Start of 12th century: small admin

Differed kingdom to kingdom:

→England: closely governed

→Less governed - admin issues charters & collect small tax

Even Eng had small perm admins in early 12th cent

### Case study: County of Anjou

**Count Fulk Rechin** (end of 11th cent) recorded achvmnts of ancestor **Fulk Nerra**

Military expans continued in Anjou late 10th cent and first half of 11th

Process of encroachment:

1. secure foothold (**marriage, warfare, purchase, force/fraud**)
2. good rship w/ **church**
3. establish **castle**
4. wait for opportunity (**victory in battle, enemy away, minority rule**)

### Counts (cont.)

Change by mid-11th cent.

territorial units of counties establsd

small pwr blocs abutting each other

dvlpmnt of law & stable pol rather than expans

Counts needed admin & staff to gvrn + exploit resources

By end of 11th cent. more docs requiring standing staff rather than ad hoc emplymnt

From early 12th cent, sec powers employed masters from great schools (like uni)

abut - (v.) to be adjacent; touch or join at the edge or border

### Kingship

Violence → comital authority

God → royal authority

Coronation rites degraded position of count (though counts were often more powerful than king of France)

### Kingship (cont)

Ecclesiastical rites by clergy:

Anointed with **holy oil**

Invested w/ **ring** and **staff**

Invested w/ **sword** and **sceptre**

10th century kings could style selves as **Vicars of Christ**

Derived **right to rule** from **lineage** - recounted memories of predecessors for legitimacy

Model for German emps: **Charlemagne**

**comital**: of, belonging to, or befitting a count or earl

### Key roles of kings

1. **Defend** the people
2. Keep the **peace**
3. Protect the **Church**
4. Enforce **justice**, punish criminals
5. **Lead** (and win) military campaigns
6. Display **military** prowess and valour

### Means of political pursuit

**Warfare** noble identity

Pre10th cent warriors: \$ thru plundering

Post10th century, other ways to get \$

Warfare unreliable for pol policy

**Marriage** method pol policy

Henry I married English princess

Strategic marriages good!

### A king's power

Rested on

→ability to recruit & lead armies

→role as supreme judge

John of England failed

→lost most of Angevin and exploited his barons

Rulers bound by old law

→subjects could rebel and force king to obey law

→Right of resistance couldn't be repealed

→invoked against King John

Despite hallowed status of old law, new law was created

Announcement of new law codes:

→Roger II of Sicily

→Frederick II

Kings of Sicily - peak royal auth

English kings - control of court

German kings delegated auth to bishops - power to princes

French kings: justice in royal domain, not outside

