

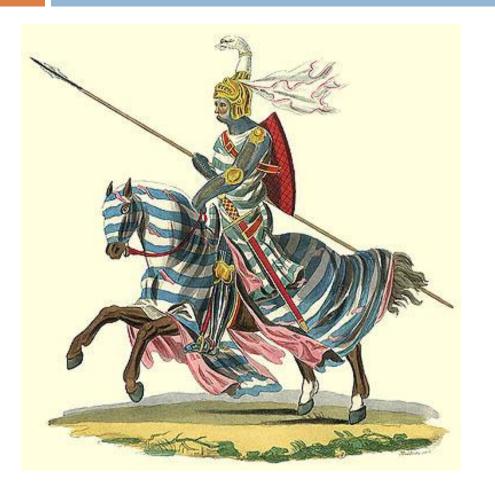


Chapter 13, Section 3 Notes

I. Setting the Stage

- Constant fighting between nobles fragmented society
- They fought to:
 - Defend their land
 - Seize new land
 - Increase wealth
- Prized combat skills
- New code of behavior that guided actions of warriors

I. Knights: Warriors on Horseback

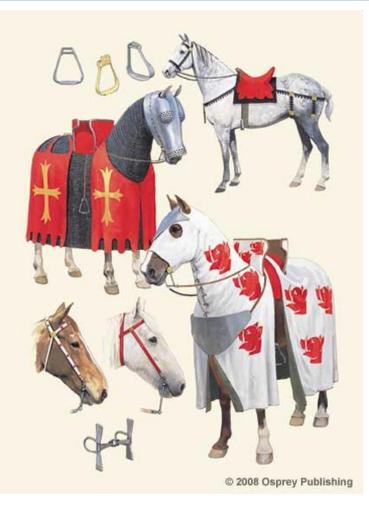


 Soldiers on horseback thought to be very valuable in combat

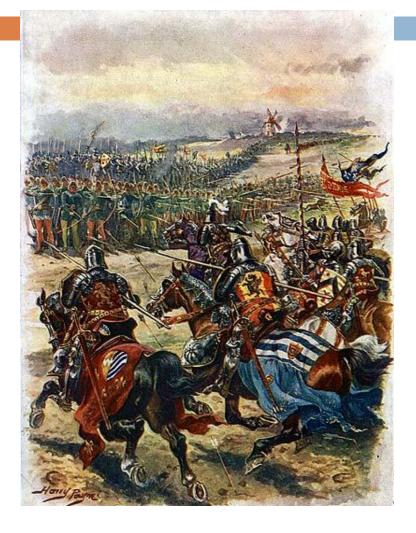
Learned from Muslim cavalry

III. Technology of Warfare Changes

- Leather saddles and stirrups changed warfare in 700s
 - Saddle: kept warrior in seat
 - Stirrups: helped him ride and handle heavier weapons
- Mounted knights were most important part of army with their warhorses



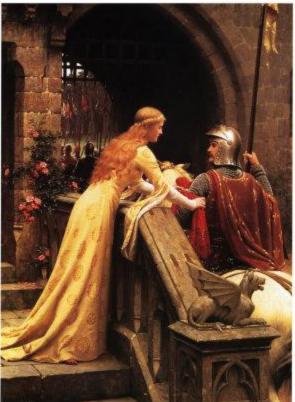
IV. Warrior's Role in Feudal Obociety



- For lords to defend their lands, they raised private armies of Knights
 - In turn, they rewarded Knights with land, fiefs, wealth
- Knight's main obligation: serve in battle
 - 40 days of combat a year
 - Training, wrestling, hunting

V. Knighthood and the Pode of Chivalry

- Need to show courage and loyalty
- 1100s: <u>CODE OF CHIVALRY</u>: a complex set of ideals, demanded that a knight fight bravely in defense of 3 masters:
 - Earthly Feudal Lord
 - His Heavenly Lord
 - His Chosen Lady
- He protected the weak/poor
- Characteristics: loyal, brace, courteous

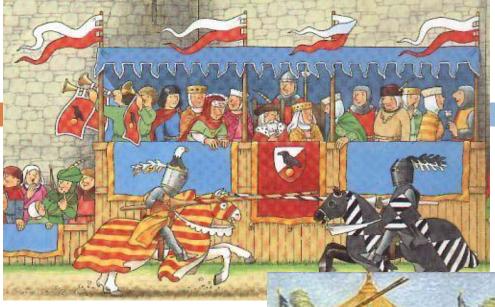


God Speed L.A. Leighton

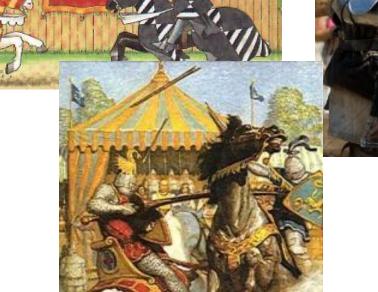


VI. A Knight's Training

- At 7- sons of nobles were sent off to castle of another lord to be trained to be a knight...
 - Called a Page- he waited on hosts and started practicing fighting
- At 14- reached rank of squire
 - Servant to a knight
- At 21- became a Knight
 - Traveled for 1-2 years
 - Fought local wars
 - Participated in <u>TOURNAMENTS</u>- combined recreations with combat training

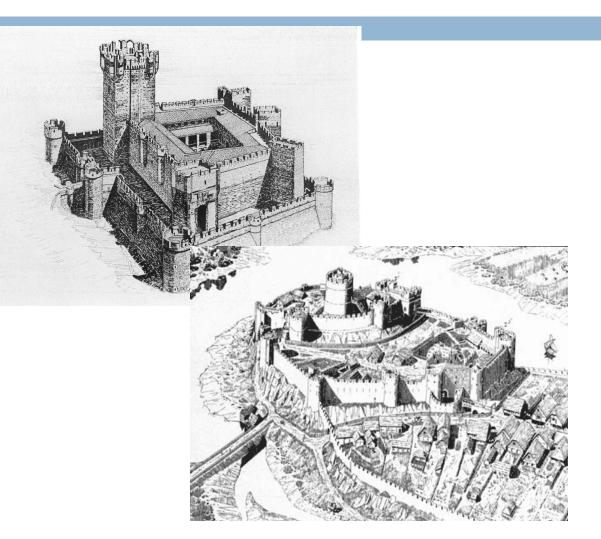


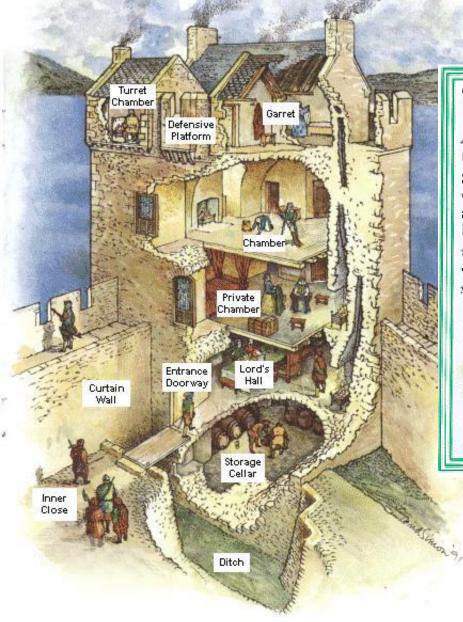




VII. Brutal Reality of Warfare

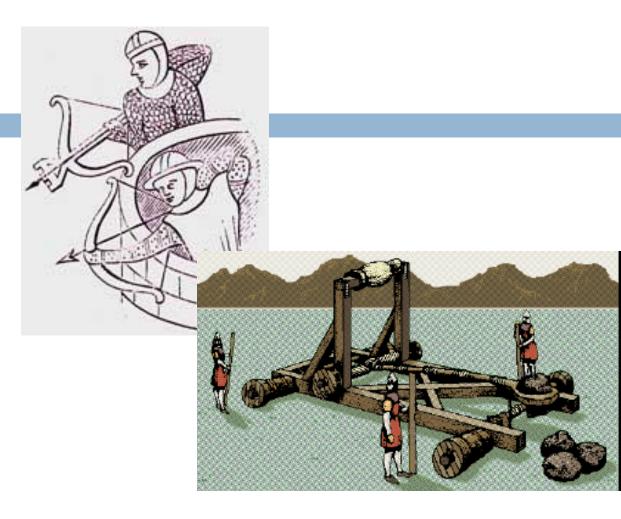
- 1100s: massive walls and guard towers encircled stone castles
 - Made as a fortressdesigned for defense
- Castle home to Lord/Lady, Knights, men-at-arms, servants

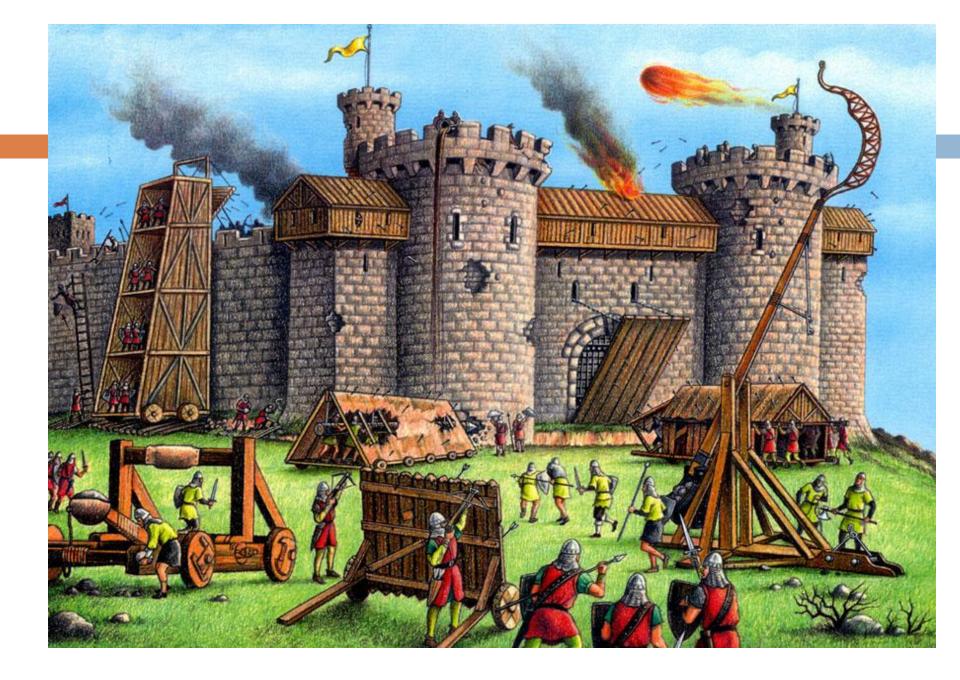




THE DRAWBRIDGE A drawbridge was a moveable bridge crossing the moat to the eastle gate. Men in the gatehouse hauled up the drawbridge by chains, denying access to the enerny. Upstairs, men lowered an iron porteullis, which served as a second gate.

- Strategies for war:
 - Poured boiling water/hot oil/molten lead on enemy soldiers
 - Expert archers on roof
 - Trebuchet





<u>ONLY 5TH HOUR!!</u> Define KEY TERMS: Page 353, 358, 364