

BUILD A GUILD!

History 11 · Mr. Nesheim · Name _____

Your guild: **bakers** · **blacksmiths** · **fishmongers** (circle one)

First master (Items 1 to 6): _____ Second master (Items 7 to 12): _____

1 · THE MASTERWORK *(the heart of the project)*

Your guild makes one thing of its trade, to the standard your own charter sets. On Guild Day the other guilds judge it by that standard.

- **Bakers:** bread you baked.
- **Fishmongers:** a fish dish you cooked or cured, kept cold until class.
- **Blacksmiths:** a made object in the spirit of the trade, agreed with Mr. Nesheim by Fri Oct 9.

It must be your guild's own work. No open flames at school. Food comes to school ready to serve.

2 · THE CHARTER

The document that made a guild real. Your charter has twelve articles, one for each question on the back. Each master writes six of them, in formal language, on the printed charter page. Sign it with your marks and draw your guild's seal. Start from your guild's answers from September 10.

Your guild's full name goes at the top of the charter: **the Worshipful Company of Bakers** (or **Blacksmiths**, or **Fishmongers**) **in the City of** _____. You choose the city. London's guilds still use this title.

THE DATES

Tue Oct 6 Read this sheet with your guild. Decide who is first master and who is second master. Pick your patron saint and your guild's city.

Fri Oct 9 **Items draft due.** Your six Items on ordinary paper. I read and initial it, and you get the printed charter page on Monday.
Masterwork plan due. Three lines: what you will make, who does what, and when you will try it at home.

Tue Oct 20 **GUILD DAY.** Bring the finished charter and the masterwork. Each guild reads its charter aloud, presents its masterwork, and answers two questions from each other guild. Then the guild court: the class judges each masterwork by that guild's own charter.

Nothing for this project is due the week of October 12.

HOW TO WRITE IT

Medieval rules were written as lists, and each rule often began "**Item,**" Latin for "likewise." (Our word *item* comes from it.) Turn each answer into one or two rules like this one, from a made-up guild of candlemakers:

Item, that no chandler shall sell a candle of tallow for a candle of wax, upon pain of forfeiting the candles and paying two shillings into the common box.

Useful words: shall · shall not · no man · every master · whosoever · the said · unto · upon pain of · forfeit. The opening and the closing are already printed on the charter page. You fill in the blanks.

HOW IT IS GRADED *(50 points, Homework & other)*

Masterwork 25 Guild grade. Made by your guild, to your own charter's standard, judged in the guild court.

Charter 15 Your own grade. Your six Items, the draft and the finished page: every question answered, in formal language, true to how a real guild worked.

Guild Day 10 Your own grade. Your presentation, your answers, how fairly you judge the other guilds, and three sentences on what you did for the masterwork.

Late work follows the syllabus (10 points per school day). The Guilds page of the class site has the terms: apprentice, journeyman, master, masterpiece, warden, common fund.

THE TWELVE QUESTIONS

Answer each one as one or two Items.

FIRST MASTER · ITEMS 1 TO 6 *(the front of the charter page)*

- 1 Entry.** Who may become an apprentice? At what age? For how many years? What does the family pay, and what does the master owe him in return? (Think in terms of percentages)
- 2 The ladder.** What must a journeyman do to become a master? A test piece? A fee? A waiting period? Can a journeyman ever be told no forever?
- 3 Closing the door.** May a master take unlimited apprentices, or is there a cap? Why would existing masters want a cap?
- 4 Quality.** Name two things a bad product in your trade looks like. Who inspects, how often, and what happens the first, second, and third time a master is caught?
- 5 Price.** Do all masters charge the same price? Who sets it? What is the penalty for undercutting a brother?
- 6 Time.** May a master work by candlelight? On Sunday? On the feast of your patron? Justify each answer.

SECOND MASTER · ITEMS 7 TO 12 *(the back of the charter page; question 11 goes in the oath box)*

- 7 Strangers.** A skilled craftsman from another town arrives and wants to open a shop. What does he have to do first? What if he refuses?
- 8 The widow.** A master dies. May his wife keep the shop running? For how long? Under what conditions?
- 9 Care of the brethren.** What does the guild owe a sick member, a member's funeral, a member's orphaned children? Who pays into that fund and how much?
- 10 Piety.** Name your patron saint and explain the choice. What does the guild do on that feast day, and what is the fine for a member who skips it?
- 11 Oath.** Write the oath a new master swears, in one or two sentences.
- 12 Enforcement.** Who are the wardens, how are they chosen, and what can they do to a member who defies the guild?

A REAL ONE: THE SPUR MAKERS OF LONDON, 1345

- No work after curfew, "by reason that no man can work so neatly by night as by day."
- "That no one of the said trade shall hang his spurs out on Sunday, or on other days that are Double Feasts."
- "That no alien of another country, or foreigner of this country, shall follow or use the said trade, unless he is enfranchised." (Enfranchised: made a freeman of the city.)

Compare questions 6 and 7 above. Source: "Articles of the Spurriers," in H. T. Riley, ed., *Memorials of London and London Life* (1868), pp. 226–228.

NOTES FROM YOUR GUILD MEETING
