

Test 4 study guide

Maya social organization

Social Organization: a group of social positions, connected by social relations, performing a social role.

Evolution of society: Paleo-indian period: small groups no leader → Archaic period: groups got bigger! Egalitarian society!!! → Chiefdom → Class system

Egalitarian: An egalitarian society gives everyone equal rights.

Chiefdom: Formal leadership is monopolized by the legitimate senior members of select families or houses.

Why did society change? AGRICULTURE! Became the basis of society: they settled and began to procreate!

- People began to specialize! They began to arrange themselves into different classes

Due to specialization classes were formed!

- Focus on something: artisans, farmers, merchants, medicinal healers etc.

Class system: people are grouped into a set of hierarchical social categories, the most common being the upper, middle, and lower classes.

Class structure!

Maya society was divided into groups: Ruler (halach Uinic), Nobles/priests, Commoners, Peasants/serfs, slaves.

Slaves: Were owned by Nobles and commoners

- Who were enslaved? People who committed crimes were punished with enslavement, Also for failing to pay debts, Unwanted orphan children, Prisoners of war.
- Slaves were sacrificed when the owners died

Peasants/serfs: worked lands that belonged to the ruler or local town leader,

- Worked hard on the land growing agricultural products to feed the population
- built temples
- They sometimes attended royal weddings and religious events.

Commoners: Worked as farmers, laborers, and servants

- Some of them became wealthy with their merchant and artisan works
- Allowed to move into the nobility through military service
- Were forbidden to wear any symbols of the elite and could not purchase any luxury and exotic items.
- Lived outside of central towns and cities

Nobles/ priests: Noble status and occupation were passed through lineages

- Served as rulers
- government officials
- tribute collectors
- military leaders
- high priests
- local administrators
- cacao plantation managers
- trade expedition leaders.

- Nobles were wealthy and literate
- They lived in the central areas of the cities

Ruler: Center of power and passed through lineages

- Leaders of the military
- Pledge to have divine connections

Maya Government

The **halach Uinic** was the supreme power any body who disrespected him was punished severely!

- Power of the Halach Uinic was limited by his council the Halpop (made up of the Nacom, high priest and the Foreign advisors)

Nacom (military leaders): Served a three year term, Responsible for formulating military strategy and calling troops to battle

High Priests: Had a high priest who led a hierarchy of priests

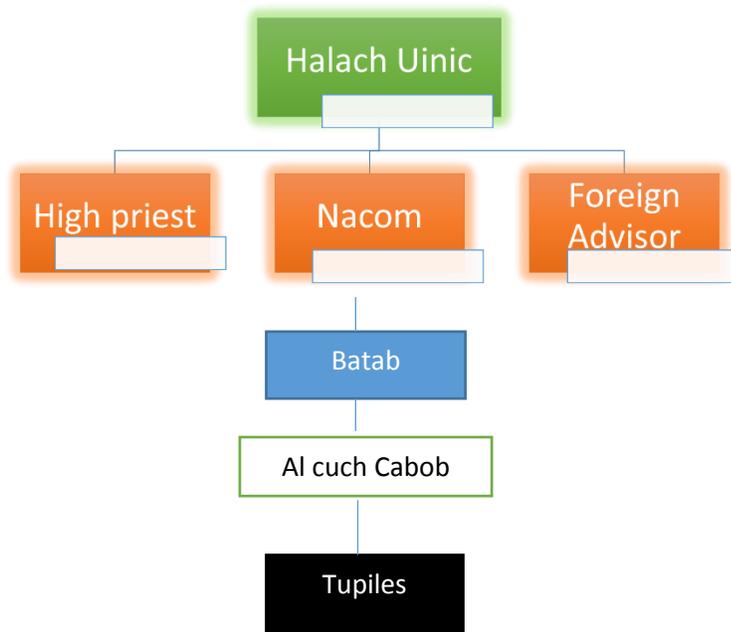
- Determined the dates for festivals and ceremonies, and foretold auspicious events for the ruler

Batabs: The batab was like the Minister of today!

- Batabs were administrators of dependent cities and villages
- They ensured tribute was paid and supplied troops in times of war
- Each batab presided over a local council composed of town officials (al Cuh Cabob)

Al cuch cabob: AL CUCH CABOB represented the various areas within the states.

Tupiles: they were like police: Each town had Constables! Called Tupiles!



Maya warfare

Reasons for war: Taking of captives, Taking of territory

Who declared war? The Halach Uinic with the advice of the Nacom declare war

Who were the soldiers? The batab gathered the fittest individuals, The Maya did not have a standing army.

- They assembled militia of able-bodied adult men and boys

Rituals for war: 1. Warriors lit incense before war to sooth the soul, 2. Warriors wore headdresses before and during war to please the gods, 3.They had their masks ready for war, 4. Warriors shaved a strip down the back of their heads before war, 5. The warrior's wives performed dances for the warriors before they fought in wars, 6. Warriors wore costumes during war.

Armor: They used bright and dark feathers to camouflage

- They wore Jaguar skin
- They wore clothing from barks to protect them

Weapons:

- Stone clubs
- short stabbing spears and wooden (hardened with fire) axes edged with Flint or Obsidian blades
- Projectile (Jul) weapons like: Blowguns, throwing sticks and javelins, slings
- bows and arrows