**Feud/Blood Fued Amongst the Neur**

**(How Neur Settle their Disputes)**

The term Feud means hostility. But amongst the Neur this happens during a homicide (murder) in which a Neur might kill another Neur due to various reasons.

When someone kills a person then the duty of exacting vengeance directly fall only on the close agnatic kin of slayer and slain, the communities to which the two parties belong are, in one way or another, involved in the hostility that ensues and, often enough, in any fighting that may result from the dispute.In this case it is a **Blood Feud.**

**Small Feuds** like when a man has killed a neighbour a cow is often immediately paid over in earnest so that the community may remain at peace. It must not be supposed, however, that the ease with which feuds are settled is an indication of lack of strong indignation or that the difficulty with which they are settled is an indication of greater indignation. Feuds are settled with comparative ease in a restricted social milieu where the structural distance between the participants is narrow, but they are more difficult to settle as the milieu expands, until one reaches intertribal relations where no compensation is offered or expected.

If a community of one tribe attempts to avenge a homicide on a community of another tribe a state of intertribal war, rather than a state of feud, ensues, and there is no way of settling the dispute by arbitration.

As Nuer are very prone to fighting, people are frequently killed. Indeed it is rare that one sees a senior man who does not show marks of club or spear. A Nuer gave me the following causes of fighting: a dispute about a cow; a cow or goat eats a man's miUet and he strikes it ; a man strikes another's little son ; adultery ; watering rights in the dry season ; pasturage rights ; a man borrows an object, particularly a dance ornament, without asking its owner's permission. A Nuer will at once fight if he considers that he has been insulted, and they are very sensitive and easily take offence. When a man feels that he has suffered an injury there is no authority to whom he can make a complaint and from whom he can obtain redress, so he at once challenges the man who has wronged him to a duel and the challenge must be accepted. There is no other way of settling a dispute and a man's courage is his only immediate protection against aggression. Only when kinship or age-set status inhibits an appeal to arms does a Nuer hesitate to utter a challenge, for it does not occur to him to ask advice first, and no one would listen to unsolicited advice. From their earliest years children are encouraged by their elders to settle all disputes by fighting, and they grow up to regard skill in fighting the most necessary accomplishment and courage the highest virtue.

Boys fight with spiked bracelets. Men of the same village or camp fight with clubs, for it is a convention that spears must not be used between close neighbours lest one of them be killed and the community be split by a blood-feud. It is also a convention that no third person may take part in the fight, even though he be a close kinsman of one of the combatants. Once a fight has begun neither party can give way and they have to continue till one or the other is badly injured unless, as generally happens, people pull them away from each other, loudly protesting, and then stand between them.

When a fight starts between persons of different villages it is with the spear; every adult male of both communities takes part in it ; and it cannot be stopped before considerable loss of life has ensued. Nuer know this and, unless they are very angry, are reluctant to start a fight with a neighbouring village and are often willing to allow a leopard-skin chief or the elders to intervene.

**How Disputes are Settled**

As soon as a man slays another he hastens to the home of a leopard-skin chief to cleanse himself from the blood he has spilt and to seek sanctuary from the retaliation he has incurred. He may neither eat nor drink till the blood of the dead man has been let out of his body, for it is thought to pass into it in some way, and to this end the chief makes one or two vertical incisions on his arm by a downward stroke from the shoulder with a fishing spear. The slayer presents the chief with a steer, ram, or he-goat, which the chief sacrifices. This rite and the mark of Cain on the arm are known as hir. As soon as the kinsmen of the dead man know that he has been killed they seek to avenge his death on the slayer, for vengeance is the most binding obligation of paternal kinship and an epitome of all its obligations. It would be great shame to the kinsmen were they to make no effort to avenge the homicide. By living with the chief as his guest from the moment his arm has been cut till the final settlement, the slayer has asylum,for the chief is sacred and blood must not be shed in his homestead. It is possible that men only take refuge with a chief when the danger of vengeance is very great, but it seems to be the general practice.

While the slayer is at the chief's home the avengers keepwatch on him {bim) from time to time to see if he leaves his sanctuary and gives them a chance to spear him. They take any opportunity that offers to kill him, but they are not very persistent in seeking an opportunity. This state of affairs may go on for some weeks before the chief opens negotiations for settlement with the dead man's people, for his overtures are not likely to meet with a favourable response till the mortuary ceremony has been held and tempers have cooled a little. The negotiations are leisurely conducted. The chief first finds out what cattle the slayer's people (jithunga) possess and that they are prepared to pay compensation. I do not think that it would often happen that they would refuse to pay blood-cattle, unless they lived very far from the avengers or there were a number of unsettled feuds between the sections concerned, though they might not have the intention of handing them all over. He then visits the dead man's people [jiran) and asks them to accept cattle for the life. They usually refuse, for it is a point of honour to be obstinate, but their refusal does not mean that they are unwilling to accept compensation. The chief knows this and insists on their acceptance, even threatening to curse them if they do not give way, and his exhortations are supported by the advice of distant paternal kinsmen and cognatic relatives who will not receive any of the cattle and need not, therefore, show such pride and stubbornness, but who have a right to make their opinion known in virtue of their relationship to the dead man.

The voice of compromise is also supported by the bias of custom. Nevertheless, the close-kinsmen refuse to listen to i± till the chief has reached the limit of his arguments and when they give way they declare that they are accepting the cattle only in order to honour him and not because they are ready to take cattle for the life of their dead kinsman.

In theory forty to fifty head of cattle are paid, but it is unlikely that they will all be paid at once and the debt may continue for years. The ceremonies of atonement are performedwhen some twenty have been handed over, and then the slayer's kin may go about without fear of being waylaid, for the time being at any rate, for they are not safe from vengeance till all the cattle have been paid, and possibly not even then. The chief takes the cattle to the dead man's home. The slayer's people would not venture to accompany him. They are partly distributed among the kinsmen of the dead man and partly used tomarry a wife to his name to give him heirs. Even if a man on either side has been killed cattle must be paid by both parties, though perhaps only twenty head by each, for the ghosts must be appeased and the honour of the living must be upheld. Also, sacrifices must be performed to rid the villages of death, which is loose in them and must be sent into the bush, and kinsmen on both sides must be purified from their uncleanness. For his part in the proceedings the chief receives, apart from meat of sacrifices, two beasts, but he has to give one of these to an agnatic kinsman who assists him. Often he gains nothing, as he is expected to give the slayer a cow to help him pay compensation and, moreover, he has had the expense of providing him with lengthy hospitality.