

1. Record Nr.	UNINA9910797621003321
Autore	Hawk Barry
Titolo	Law and Commerce in Pre-Industrial Societies // Barry Hawk
Pubbl/distr/stampa	[S.l.] : , : [publisher not identified], , 2015
ISBN	90-04-30622-6
Descrizione fisica	1 online resource (349 p.)
Disciplina	346.0709
Soggetti	Commercial law - History Commerce - History Law and economic development - History Commerce Commercial law Law and economic development History
Lingua di pubblicazione	Non definito
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from content provider.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Preliminary Material -- Commerce, Law and Evidence -- Commerce, Merchants and Homo Economicus -- Security of Persons and Property -- Dispute Resolution -- Business Organizations: Families, Partnerships and Companies -- Consumer Protection, Competition, Fair Prices and Agency/Information Institutions -- Bibliography -- Index.
Sommario/riassunto	Well before states, literacy, or legal systems, there were commerce and trade, which are found in all societies irrespective of politics, social norms or ideologies. Athenian landowners, Roman senators and Qing mandarins screened their participation in commerce and trade. Legal and informal institutions were developed to secure persons and property, resolve commercial disputes, raise capital and share risk, promote fair dealing, regulate agents and gather market information. Law and Commerce in Pre-Industrial Societies examines commerce, its participants and these institutions through the lens of nine pre-industrial societies: Hunter/gatherers, Mesopotamia, Egypt, Athens, Rome, the early Islamic world, medieval Europe, medieval Southern India and Qing China. The book provides historical perspective to contemporary debates about the relationship between commerce and

law, public ordering versus privately created systems of law, the rule of law and the relative merits of courts versus merchant networks to resolve disputes.

---