## **Mission Presidio Notes**

Mission	Location	Founders	Tribes Served at Mission	Activities	Problems
Mission San Fransisco de los Tejas Year Established: 1690		Alonso De Leon & Father Damian Massanet	Caddo/Hasinai (Tejas)  ***called Tejas by Spanish, it is Hasinai word for friend	-Farming -Ranching - Instruction: *Religion *Spanish Culture	-Droughts & Floods ruined crops -Scarce Supplies far from Spanish Settlements -Hasinai (Tejas) didn't want religious instruction and blamed new Diseases on Spanish -Strife btw Spanish Govt. and Missionaries
San Antonio de Valero/ San Antonio de Bexar Year Established: 1718	To the second se	Governor Martin de Alcarcon	Coahuiltecan & other tribes in the area	-Ranching -Farming -Instruction: *Religion *Spanish Culture -1st Civil Govt. in TX	- issues convincing settlers from Spain to move to the area from MX City.  Solution: Had people from Canary Islands settle area in order to have people who were not Soldiers, Missionaries or Native Tribes in Bexar (San Antonio Area)
San Jose y San Miguel de Aguayo Year Established: 1720		Antonio Margil de Jesus	Coahuiltecan & other tribes in the area	-Ranching -Farming -Instruction: *Religion *Spanish Culture -Sugar Mills: Sugar Cones	- issues convincing settlers from Spain to move to the area from MX City.  Solution: Had people from Canary Islands settle area in order to have people who were not Soldiers, Missionaries or Native Tribes in Bexar (San Antonio Area)
Year Established: 1st location-1721 2nd location- 1749		1721- Marques de San Miguel de Aguayo 1749-Jose de Escandon	1721-Hasinai/Caddo 1749-Karankawas	-Ranching -Farming -Instruction: *Religion *Spanish Culture	-initial location had issues : distance from Spanish Colonies, problems getting supplies and communication -moved to new location to claim gulf coast for Spain and keep other countries (GB & Fra) away
Year Established:		Missionaries	Apaches	-Ranching -Farming -Instruction: *Religion *Spanish Culture	-Religious Instruction (Converting) tribes did not work -Enemy Tribes of the Apaches: *Stole Horses *Attacked Mission *Burned Mission

Mission Activities only varied based on success of Mission and Colonization of the Area