Armory 103 – Conflict Rules

Presented by Yehuda ben Moshe Elmet Herald

Prerequisites

- The conflict rules are based on charge group theory
- Students are encouraged to review the charge group portion of Armory 102 and SENA Appendix I prior to this class



Basics

- Based on the idea of cadency
 - Change in arms from one generation to the next or from main branch to cadet branches
 - SENA A5A has a summary of the general principles
 - "Heraldic Cadency" by Robert Gayre has lots of details
- We require two pieces of armory to be more than one cadency step apart



Basics

- We conflict check emblazons, not blazons
 - All valid blazons must be considered
 - You can't "blazon your way out" of conflict
 - Need not conflict check against invalid or improbable blazons

Conflict Rules - Basics

- We conflict check emblazons, not blazons
 - Example: "Gules, three fesses ermine" is equivalent to "Barry gules and ermine"





Conflict Rules - Basics

- We conflict check emblazons, not blazons
 - Example: "Gules, a fess Or" is not equivalent to "Or, a chief and base gules"



Definitions

- Distinct Change (DC)
 - A change equivalent to a single cadency step
 - Two DCs are required to clear conflict
 - In older precedents, may be called "significant difference", "clear difference" (CD), or "clear visual difference" (CVD)

Definitions

- Substantial Change (SC)
 - A single change greater than a single cadency step
 - One SC is enough to clear conflict
 - In older precedents, may be called "substantial difference" or "X.2"
- Changes smaller than a single cadency step
 Don't contribute to clearing conflict
 - Often called "artistic variations"

- A single Substantial Change is enough to clear conflict between two pieces of armory
- Substantial Changes generally apply only to the primary charge group

Except field-primary armory

• When conflict checking, always look for a Substantial Change first!

 Adding or removing a primary charge group (A5E1)



- Substantial change of type of primary charge group (A5E2)
 - Each charge in the primary group must be changed





- Substantial change of type of primary charge group (A5E2)
 - Each charge in the primary charge group must be changed





• Substantial change of type of primary charge group (A5E2)

Clear

Each charge in the primary charge group must be changed





 Substantial change of number of charges in the primary charge group (A5E3)

- SC between 1, 2, 3, and 4+ (including semy)



- Substantial change of number of charges in the primary charge group (A5E3)
 - SC between 1, 2, 3, and 4+ (including semy)





- Substantial change of arrangement of the primary charge group (A5E4)
 - SC between the following arrangements:
 - In pale
 - In fess
 - In bend
 - In bend sinister
 - In saltire; two and two; crossed in saltire
 - In cross
 - Two and one; three, two, and one
 - In orle; in annulo

- Substantial change of arrangement of the primary charge group (A5E4)
 - SC between specific arrangements
 - No SC if either device has a non-specified arrangement
 - No SC if the change in arrangement is forced by the field

• Substantial change of arrangement of the primary charge group (A5E4)





• Substantial change of arrangement of the primary charge group (A5E4)



- Substantial change of arrangement of the primary charge group (A5E4)
 - Forced Move



- Substantial change of posture/orientation of the primary charge group (A5E5)
 - SC if all charges in primary group have changed posture or orientation
 - To get SC, charges must have comparable postures/orientations
 - Only postures/orientations listed in A5E5 get an SC

- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Charges are divided as follows:
 - Animate
 - Inanimate
 - Animate charges never have comparable postures/orientations with inanimate ones

- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Animate charges are broken up as follows:
 - Quadrupeds
 - Birds
 - Fish
 - Insects
 - Other
 - Charges in different categories don't have comparable postures

- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Inanimate charges are divided as follows:
 - Compact do not have an orientation for purposes of A5E5
 - Long have orientations, but those orientations are not comparable with compact charges

- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Quadrupeds
 - Rampant; segreant; salient; sejant erect; sejant; and the contourny versions of these
 - Upright body
 - Courant; passant; statant; couchant; dormant, and the contourny versions of these
 - Horizontal body
 - Affronty; sejant affronty; sejant erect affronty
 - Affronty upright body
 - Note that flipping the charge doesn't produce an SC



 Substantial change of posture/orientation of the primary charge group (A5E5)
Ouadrupode

Quadrupeds





- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Quadrupeds



- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Long inanimate charges
 - palewise; palewise inverted
 - fesswise; fesswise reversed
 - bendwise; bendwise inverted/reversed
 - bendwise sinister; bendwise sinister inverted/reversed
 - Note that flipping the charge doesn't produce an SC



 Substantial change of posture/orientation of the primary charge group (A5E5)

Long inanimate charges





 Substantial change of posture/orientation of the primary charge group (A5E5)

Compact charges





- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Complete change of posture/orientation





- Substantial change of posture/orientation of the primary charge group (A5E5)
 - Complete change of posture/orientation



- Remember to always look for SCs first, before counting DCs!
- Any one SC will clear the device
 - Туре
 - Number
 - Arrangement
 - Posture
 - (Adding/removing a primary charge group)

Distinct Change (A5G)

- If there are no SCs, we look to DCs.
- Two DCs are necessary to clear conflict
- Many DCs are similar to SCs, but require less difference
 - Usually, only half or more of the charge group needs to be affected for a DC, not the whole group as for an SC
 - The field, as well as secondary, tertiary, and overall groups can generate DCs
 - Changes in tinctures can generate DCs

Distinct Change (A5G)

- Changes to the field (A5G1)
 - Several ways to get a DC for changes to the field, however
 - Maximum of one DC for the field, no matter how many changes to it

Distinct Change (A5G)

- Changes to the field (A5G1)
 - Change of tincture (A5G1a)
 - Changing the tincture of at least ½ of the field is a DC
 - Swapping or rotating tinctures of a field divided into 2, 3, or 4 parts is a DC
 - But not for more than 4 parts
 - Furs are considered separate tinctures from their underlying tinctures
• Changes to the field (A5G1)

- Change of tincture (A5G1a)







DC between each one



- Changes to the field (A5G1)
 - Change of tincture (A5G1a)





• Changes to the field (A5G1)

- Change of tincture (A5G1a)





- Changes to the field (A5G1)
 - Change of direction of partition line (A5G1b)
 - DC between any of the following:

Per bend	Per saltire
Per bend sinister	Quarterly
Per pale	Gyronny (of any number of pieces)
Per fess	Per pall,
Per chevron	Per pall inverted
Per chevron inverted	Checky
	Lozengy

- Change in direction must include at least half of the lines of division
- Includes multiple lines like barry or paly

- Changes to the field (A5G1)
 - Change of style of partition line (A5G1c)
 - Changing between a plain line of partition and a complex line is a DC
 - DCs between some, but not all, complex lines
 - See SENA Appendix M for list of conflicting and nonconflicting complex lines

- Changes to the field (A5G1)
 - Change of style of partition line (A5G1c)
 - Appendix M gives DC between following families:
 - Straight line variants: plain, ployé enarched, arrondi (for divisions greater than four)
 - Square: embattled, dovetailed, bretessed, embattled counterembattled, raguly, denticulada
 - Wavy: Wavy, nebuly, urdy
 - Long: Rayonny
 - Jagged: indented, engrailed, invected, dancetty, lozengy
 - Other: bevilled, potenty, flory-counterflory, indented fleury at the points, left step/right step, rompu, triangular
 - Note: all lines in Jagged and Other families have DC from each other



• Changes to the field (A5G1)

- Change of style of partition line (A5G1c)



No DC vs each other

- Changes to the field (A5G1)
 - Change of number of pieces (A5G1d)
 - Changing the number of pieces into which the field is divided
 - DC only for difference between 1, 2, 3, 4, and any other number
 - So DC between 3 and 5, but not between 5 and 6
 - Special rule for Party of Six



• Changes to the field (A5G1)

- Change of number of pieces (A5G1d)







• Changes to the field (A5G1)

- Change of number of pieces (A5G1d)







• Changes to the field (A5G1)

- Change of number of pieces (A5G1d)





- Changes to the field (A5G1)
 - Fieldless Armory (A5G1e)
 - Badges can be registered as Fieldless, meaning that no field is defined, just charges
 - All fieldless armory gets an automatic DC for the field against any other armory, including other fieldless badges
 - Tinctureless Armory
 - Considered a variant of fieldless, and gets the same field DC
 - Does not get any other DCs related to tincture
 - Remember, maximum one DC for the field!



- Adding or removing a charge group(A5G2)
 - A DC is granted for adding or removing
 - Secondary charge group
 - Tertiary charge group
 - Overall charge group
 - (Adding a primary charge group is an SC



• Adding or removing a charge group(A5G2)

Secondary charge group







• Adding or removing a charge group(A5G2)

Secondary charge group







• Adding or removing a charge group(A5G2)

Secondary charge group





No DC for removing charge group



• Adding or removing a charge group(A5G2)

Secondary charge group





No DC for removing charge group



• Adding or removing a charge group(A5G2)

Secondary charge group





No DC for removing charge group



- Adding or removing a charge group(A5G2)
 - Overall charge group





- Adding or removing a charge group(A5G2)
 - Add overall charge group
 - Remove secondary charge group





- Adding or removing a charge group(A5G2)
 - Adding a tertiary charge group
 - Tertiary groups are comparable if they are on the same type of underlying charge
 - Primary
 - Secondary
 - Overall
 - Adding or removing a comparable charge group is a DC

- Adding or removing a charge group(A5G2)
 - Tertiary charge group





- Adding or removing a charge group(A5G2)
 - Tertiary charge group





- Adding or removing a charge group(A5G2)
 - Added a tertiary charge group on a primary
 - Removed a tertiary charge group on a secondary





- Change of tincture within a charge group (A5G3)
 - DC for changing the tincture of one half or more of any charge group
 - Either by count or by "area"
 - Mostly the same rules as for the field
 - Only one DC for change of tincture within a single charge group, though multiple DCs for changes of tincture of different charge groups

• Change of tincture within a charge group (A5G3)





• Change of tincture within a charge group (A5G3)



Only one DC

• Change of tincture within a charge group (A5G3)



Two DCs

- Change of type within a charge group (A5G4)
 - DC for change of type of at least half of any charge group
 - Only one DC for change of type in any one charge group, though multiple DCs for changes of type of different charge groups
 - A change of type between primary charges may grant a DC even if the change is not sufficient to grant an SC

• Change of type within a charge group (A5G4)





DC, but not SC

• Change of type within a charge group (A5G4)



Two DCs – one for type, one for tincture

• Change of type within a charge group (A5G4)





One DC for type

- Change of type within a charge group (A5G4)
 - Changing the edge of an ordinary or simple geometric shape is considered a change in type and grants a DC but not an SC

• Change of type within a charge group (A5G4)





- Change of number within a charge group (A5G5)
 - Works just like the SC change of number
 - Applies to any charge group
 - Grants DC For: 1, 2, 3, 4, 5, and 6+ (including semy)

- Change of arrangement within a charge group (A5G6)
 - Works just like the SC change of arrangement
 - More arrangements get DCs than SCs
 - Applies to any charge group
 - Also gives DC for location on field
 - Except for fieldless armory
 - No DC for forced change of arrangement by field or other charges
 - No DC for change of arrangement if charge type or number forces the change
• Change of arrangement within a charge group (A5G6)





- Change of arrangement within a charge group (A5G6)
 - Move is forced by the field





No DC for arrangement, DC for field

- Change of arrangement within a charge group (A5G6)
 - Tertiaries moving from one charge to another





DC for arrangement

- Change of posture or orientation within a charge group (A5G7)
 - Works just like the SC change of posture
 - More postures and orientations get DCs than SCs
 - Listed in Appendix L
 - Applies to any charge group
 - "Addorsed" and "Respectant" can apply to any animate charges (or their parts), even if not comparable

• Change of posture or orientation within a charge group (A5G7)



One DC for type, one DC for arrangement

- Defining "half" of a charge group
- Generally, the mathematical half
 - If the group is made up of two charges, half is one
 - If the group is made up of four charges, half is two
- However, in some cases, changing one of three charges counts as half:

- However, in some cases, changing one of three charges counts as half:
 - Three charges on a field arranged two-and-one
 - Bottom charge is considered half



- However, in some cases, changing one of three charges counts as half:
 - Tertiary charge group of three charges on a central ordinary or chief, the centermost charge is considered half



- However, in some cases, changing one of three charges counts as half:
 - Primary or secondary group split around a line of division or central ordinary that splits field into two parts, each section is considered half.





• Only one DC can be derived from changes to the smaller section that is considered half





Only one DC

Final Thoughts

- Registerable vs. Authentic
 - A submission must be registerable; it need not be authentic
 - While we can encourage clients to design periodlooking armory, we cannot, and should not, force the decision
 - If a client is set on a registerable but not very authentic submission, you should process it!

Final Thoughts

- Customer Service
 - It is our job to help our clients
 - We are here to make registrations happen, not prevent them from happening
 - When consulting, help clients create registerable submissions *they* like
 - When commenting, look for reasons to allow registration, not prohibit it
 - Heralds want a reputation for being helpful, not obstructionist!

About me

- Elmet Herald I am the East Kingdom heraldic education deputy
- elmet@eastkingdom.org
- jgalak@gmail.com
- This handout can be found at:

– http://www.yehudaheraldry.com/ekhu