Armory 104 – Conflict Checking Using the Ordinary

Presented by
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Elmet Herald

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Prerequisites

- Blazon, charge group theory, conflict checking rules
- Students are encouraged to review Armory 103 and SENA A5 prior to this class

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Review

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

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Review

- Any **two** DCs will clear the device
  - Field
  - Adding/removing a charge group
  - Tincture within a charge group
  - Type
  - Number
  - Arrangement
  - Posture/Orientation

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Where

- All SCA-registered armory (and names) are located in the database known as the Ordinary and Armorial
- oanda.sca.org
- Different ways to search – we will use the index of the ordinary

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Warning

- Do **NOT** use the blazon pattern search for conflict checking. You **WILL** miss conflicts that way
  - Simple text search
  - Consider conflict checking a "dog"
  - Need to also check for "talbot", "wolf", "greyhound", "fox", etc.
- Only use Ordinary index and Complex Search form for conflict checking

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Process

- Identify all charge groups
  - Including all details that are worth DCs
- Determine what can't possibly conflict
- Check those categories that might conflict
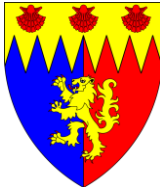
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Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
  - Field: Per pale azure and gules, plain line
  - Primary charge group: lion, 1, Or, rampant
  - Secondary charge group: chief, 1, Or, indented line
  - Tertiary charge group: escallop, 3, gules, in fess
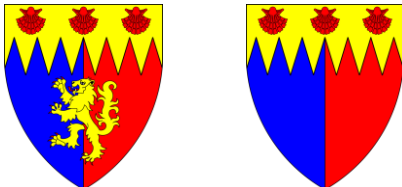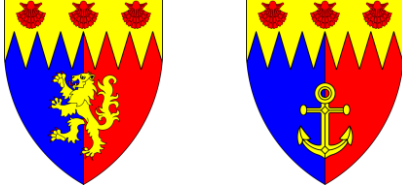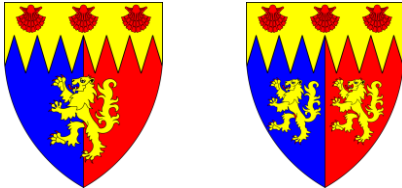

Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?

- Clear – adding or removing primary charge group (SENA A5E1)

Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?

- Clear – complete change in type of primary charge group (SENA A5E2)
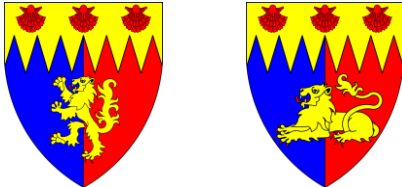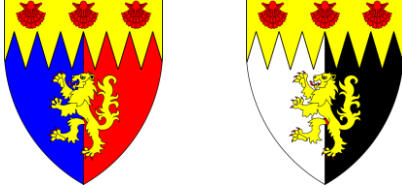
Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?

- Clear – substantial change in number of primary charge group (SENA A5E3)

Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?

- Clear – substantial change in posture of primary charge group (SENA A5E5)
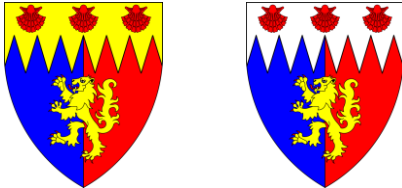
Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?

- Not Clear – Only one DC for field
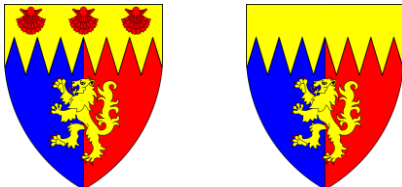
Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?

- Not Clear – Only one DC for change to secondary

Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?
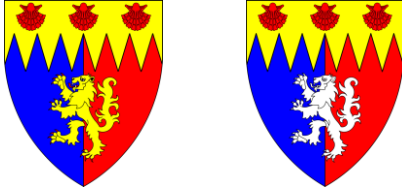

- Not Clear – Only one DC for removing tertiary group

Sample

- Blazon: Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.
- What doesn't conflict?

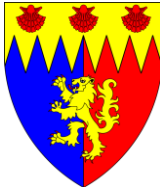- Not Clear – Only one DC for changing tincture of primary

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Sample

- Conclusion:
  - Devices with any of the following must be clear:
    - Not a lion
    - More than one primary charge
    - Not a rampant (or similair) lion
  - Always focus on primary charge!
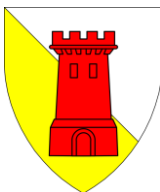

Practice

- Blazon: Per bend argent and Or, a tower gules.
- Field: per bend argent and Or, plain line
- Primary charge group: Tower, 1, gules
- No other charge groups

Practice

- Blazon: Per bend argent and Or, a tower and a chief gules.
- Field: per bend argent and Or, plain line
- Primary charge group: Tower, 1, gules
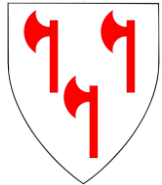- Secondary charge group: Chief, 1, gules, plain line

Practice

- Blazon: Argent, three axes gules
- Field: Argent
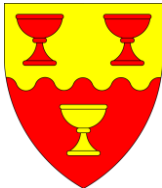- Primary charge group: Axe, 3, gules, palewise, to chief, 2 and 1
- No other charges

Practice

- Blazon: Per fess wavy Or and gules, three chalices counterchanged
- Field: Per fess Or and gules, wavy line
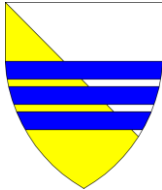- Primary charge group: Cup, 3, gules and Or, 2 and 1
- No other charges

Practice

- Blazon: Per bend argent and Or, three bars azure
- Field: Per bend argent and Or, plain line
- Primary charge group: Fess (bar), 3, azure
- No other charges
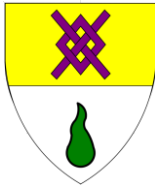
Practice

- Blazon: Per fess Or and argent, a fret couped purpure and a goutte vert. (or goutte d'huile)
- Field: Per fess Or and argent, plain line
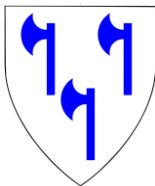- Primary charge group: Fret, 1, purpure AND Goutte, 1, vert

Practice

- Blazon: Argent, three axes sable
- Primary charge group: three axes
- No other charges

Summary

- Remember – always check from the primary charges!
- For mixed groups, check both!
- Check lower numbers!

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Final Thoughts

- Registerable vs. Authentic
  – A submission must be registerable; it need not be authentic
  – While we can encourage clients to design period-looking 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!

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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!

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About me

- Elmet Herald – I am the East Kingdom heraldic education deputy
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- This handout can be found at:
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