Armory 101 - Basics

Presented by
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Elmet Herald

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Introduction

- Armory is vast
  - Dozens of lines of division
  - Hundreds (thousands?) of charges
  - Postures of quadrupeds, birds, etc.
- We cover only a tiny fraction of this
- Many resources for learning more

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Resources

- SCA Heraldic Primer:
  http://heraldry.sca.org/armory/primer/
- A Grammar of Blazonry:
  http://heraldry.sca.org/armory/bruce.html
- Articles:
  http://heraldry.sca.org/armory_articles.html
- Parker's Glossary:
  http://www.heraldsnet.org/saitou/parker/Jpglossa.htm

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Resources

- Arthur Charles Fox-Davies - A Complete Guide To Heraldry
  - http://archive.org/details/completeguidetoh00foxdrich
- John Woodward - A Treatise on Heraldry, British and Foreign
- Rodney Dennys - The Heraldic Imagination

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Resources

- Period rolls of arms:
  - http://www.s-gabriel.org/heraldry/
  - http://www.vikinganswerlady.com/Stars/Rolls_of_Arms.html
  - http://www.yehudaheraldry.com/rolls

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Terminology

- Emblazon
  - The actual drawing of the device
- Blazon A verbal description of the device
  - Written in a special language derived from Norman French
  - Follows specific grammar and construction rules
  - Not important to get right on a submission
- We register the picture (emblazon), not the words (blazon)

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Terminology

- Directions are from the point of view of the person holding the shield

Chief

Dexter

Sinister

Base

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Terminology

- Field – base "layer" of the device
  - Lines of division
- Charges – anything placed on the field (or on top of other charges)
- Tinctures
  - Colors
  - Metals

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Rules

- SENA
  - Standards for Evaluation of Names and Armory
  - Found at: http://heraldry.sca.org/laurel/sena.html
  - Current rules for all submissions
  - Broken into 4 main sections:
    - General Principles
    - Personal Names
    - Non-Personal Names
    - Armory
  - Includes 13 appendices

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Rules - Basics

- Reproducibility (A1C)
  - Given a written blazon, two different artists should be able to draw very similar emblazons of the armory
  - Armory must be describable in standard heraldic terms

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Rules - Basics

- Recognizability (A1D)
  - Armor should lend itself to instant identification
  - Most of the period heraldic rules and styles arose out of this need
  - The viewer should be able to immediately identify the charges and arrangements

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Rules - Basics

- Submissions should be reasonably period (GP1B1)
  - Period elements
  - Period combinations of the elements
  - "Core style" defines most common elements and combinations
  - Individually attested patterns allow submissions outside core style

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Rules - Basics

- Core Style (A1A1)
  - Described in detail in A2 and A3
  - Not identical to the style of any specific place and time
  - Based on the Anglo-Norman style
  - For the most part, doesn't require documentation

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Rules - Basics

- Individually Attested Patterns (A1A2)
  - Armory that doesn't meet "Core Style" requirements
  - Registerable if adequately documented
  - Described in detail in A4

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Evolution of Heraldry

- Early devices were simple, designed for rapid identification of opponents.

Images from the Manesse Codex ca 1305

Evolution of Heraldry

- As warfare and technology evolved, individual identification became less important
- "Heraldic space" was filling up
- Heraldry became a perk of the nobility
- Devices got more complex
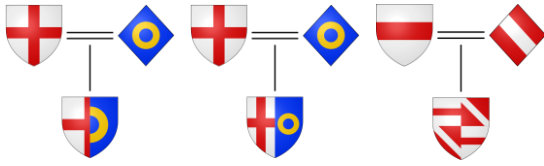
Evolution of Heraldry

Images from the Armorial of the Order of the Golden Fleece ca 1560

Evolution of Heraldry - Marshalling

- Noble families combined arms to show relationships
- Armigerous wives combined their devices with those of their husbands
- Children with two armigerous parents used devices combining those of
- Three types of marshalling – dimidiation, impalement, quartering

Evolution of Heraldry - Marshalling

Dimidiation   Impaling   Quartering

Images from Wikimedia Commons

Evolution of Heraldry - Marshalling

Tinctures (A3B1)

• Colors

Gules   Azure   Sable   Vert   Purpure

• Metals

Or   Argent

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Tinctures (A3B1)

- Metals

Ermine   Erminois

- Colors

Counter-Ermine   Pean

- Neutral

Vair   Potent

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Ordinaries

- Ordinaries are charges
- They are usually comprised of simple geometric figures running from side to side or top to bottom of the field
- Ordinaries can be classified as central or peripheral

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Ordinaries

- Central Ordinaries

a Pale   a Fess   a Bend   a Bend Sinister
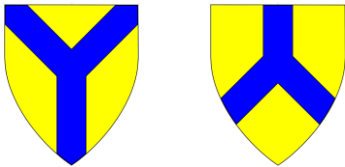
24

Ordinaries

- Central Ordinaries

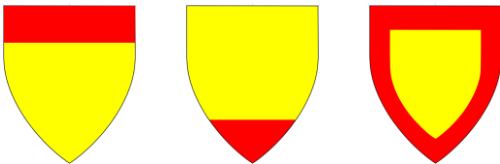| a Saltire | a Cross | a Chevron | a Chevron Inverted |

25

Ordinaries

- Central Ordinaries

| a Pall | a Pall Inverted |

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Ordinaries

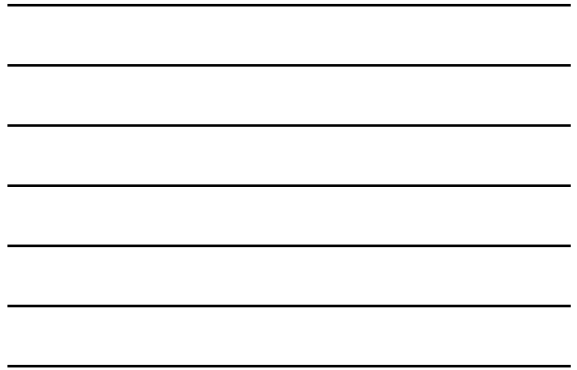- Peripheral Ordinaries

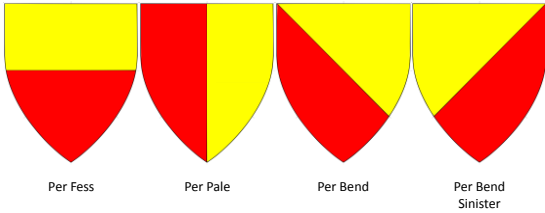| Chief | Base | Bordure |

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Lines of Division

- Divides the field into 2 or more sections
- Also known as:
  - "Lines of Partition"
  - "Field Divisions"
  - "Field Partitions"

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Lines of Division

- Divisions into 2 sections
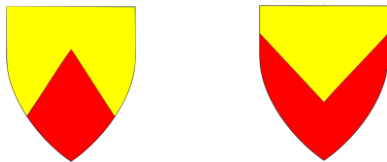
Per Fess   Per Pale   Per Bend   Per Bend Sinister

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Lines of Division

- Divisions into 2 sections

Per Chevron   Per Chevron Inverted

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Lines of Division

- Division into 3 sections

Per Pall

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Lines of Division
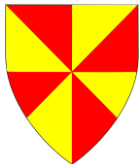
- Divisions into 4 sections

Per Saltire

Quarterly

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Lines of Division

- Divisions into 6 or more sections
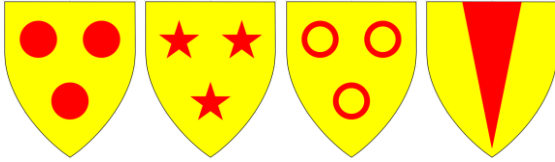
Party of Six

Gyronny of Eight

Gyronny of Six

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Charges

- Geometrics

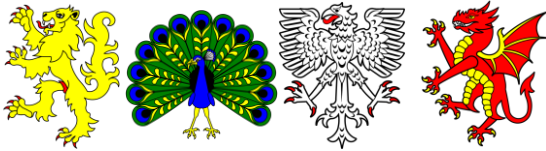| Roundels	Mullets (of five points)	Annulets	a Pile

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Charges

- Animals

Lion Rampant	Peacock in its Pride	Eagle Displayed	Dragon Segreant

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Charges

- Other
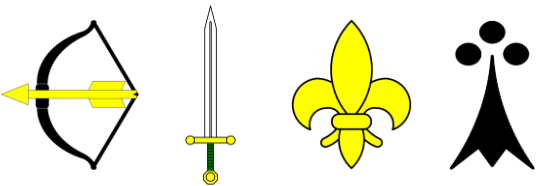
Bow and Arrow	Sword	Fleur de Lys	Ermine Spot

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Complex Lines

- Lines of division and lines forming ordinaries shown so far were simple, straight lines
- Such lines can also be complex, using various patterns.

Complex Lines
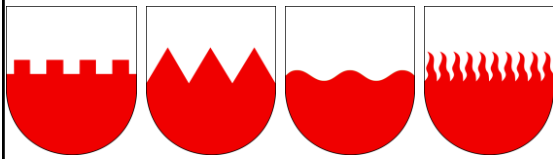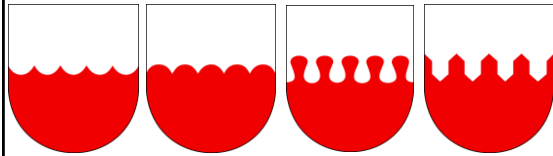
Embattled	Indented	Wavy	Rayonny

Images from Wikimedia Commons

Complex Lines

Invected	Engrailed	Nebuly	Urdy

Images from Wikimedia Commons

Rules of Heraldry – Blazon

- Blazon utilizes a specific grammar structure
- Items generally follow the pattern "number, type, posture, tincture", with tincture always the last
- "Arrangement" can come before the "number" of after "posture"
- We usually blazon from lowest to highest level, from center out, from chief to base, from dexter to sinister
  – Field is always blazoned first

Rules of Heraldry – Blazon

- Azure,
  three fleurs-de-lys
  Or.
- Arms of France

Images from St. Machar's Cathedral, Aberdeen, ca AD 1520

Rules of Heraldry – Blazon

- Argent
  three cocks
  gules.
- Arms of Robert Cockburn
  – Note the cant

Images from St. Machar's Cathedral, Aberdeen, ca AD 1520

Rules of Heraldry – Blazon

- Gules,
  six escallops
  three, two, and
  one
  argent.

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Azure
  an open book
  within an orle
  argent.
- Arms of the
  King's College of
  Aberdeen

Images from St. Machar's Cathedral, Aberdeen, ca AD 1520

Rules of Heraldry – Blazon

- Gules,
  in pale
  three lions
  passant guardant
  Or.
- Arms of England

Images from St. Machar's Cathedral, Aberdeen, ca AD 1520

Rules of Heraldry – Blazon

- Gules,
  in pale
  three lions
  passant guardant
  Or
  within a bordure
  argent.
- Thomas Holland,
  Earl of Kent

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Argent,
  a lion gules,
  a bordure
  sable
  semy of roundels
  Or.
- Count of
  Cornwall

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Or,
  five mullets of
  eight points
  two, one, and two
  gules
  within a bordure
  azure.
- Arms of the
  Chefe Barbedo
  (Portugal)

Rules of Heraldry – Blazon

- Or
  semy of
  eagles azure,
  a cross gules.
- Sir (Thomas) Cheney, Lord Warden of the Cinque Ports

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Checky
  Or and azure.
- Count of Warren

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Barry
  argent and gules.

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Or,
  three chevronels
  Gules.
- Count of Clare

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Or,
  a chief indented
  sable.

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Per fess
  gules and argent,
  six martlets
  three and three
  counterchanged.

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Quarterly
  per fess indented
  azure and Or,
  four lions
  passant
  counterchanged.

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Or,
  a fret gules
  and on a canton azure
  a cross flory argent.
- For info on crosses, see:
  http://coblaith.net/ Heraldry/Crosses/

Images from Insignia Anglica, mid 16C

Rules of Heraldry – Blazon

- Azure,
  on
  a bend gules
  between two
  mermaids argent,
  three fleurs-de-lys
  Or.
- Arms of the Chefe Ornelas (Portugal)

Rules of Heraldry – Blazon

- Gules,
  two swords
  in saltire
  proper
  between four
  roses
  in cross
  argent.

Images from Insignia Anglica, mid 16C

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!

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
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- This handout can be found at:
  – http://www.yehudaheraldry.com/ekhu