

## 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](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.vikingswerlady.com/Stars/Rolls\\_of\\_Arms.html](http://www.vikingswerlady.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



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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

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### 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

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### Evolution of Heraldry



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

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### 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

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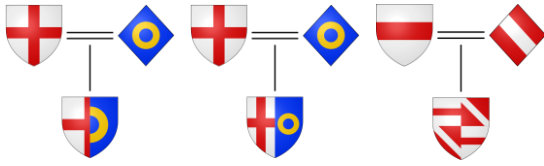
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### Evolution of Heraldry - Marshalling



Dimidiation

Impaling

Quartering

Images from Wikimedia Commons

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### Evolution of Heraldry - Marshalling



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### Tinctures (A3B1)

- Colors



- Metals



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### Tinctures (A3B1)

- Metals



Ermine



Erminois

- Colors



Counter-Ermine



Peau

- 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

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## Ordinaries

- Central Ordinaries



a Saltire

a Cross

a Chevron

a Chevron Inverted

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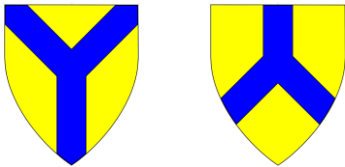
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## Ordinaries

- Central Ordinaries



a Pall

a Pall Inverted

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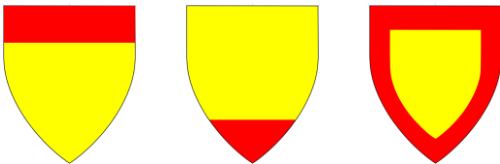
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## Ordinaries

- Peripheral Ordinaries



Chief

Base

Bordure

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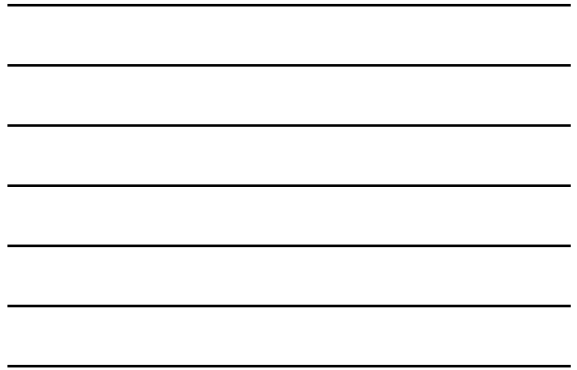
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### Lines of Division

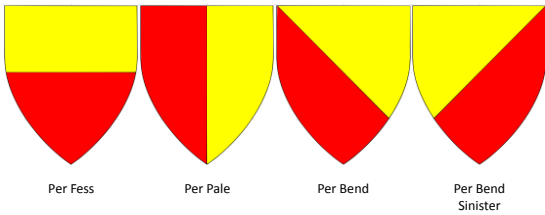
- Divides the field into 2 or more sections
- Also known as:
  - “Lines of Partition”
  - “Field Divisions”
  - “Field Partitions”

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### Lines of Division

- Divisions into 2 sections



Per Fess

Per Pale

Per Bend

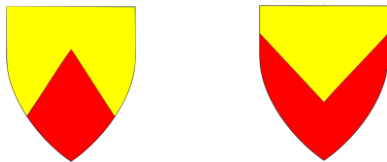
Per Bend Sinister

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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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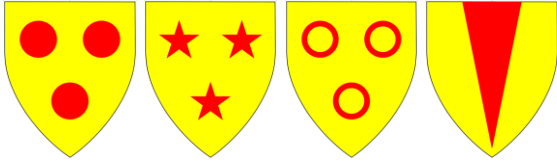
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## Charges

- Geometrics



Roundels

Mullet (of five points)

Annulets

a Pile

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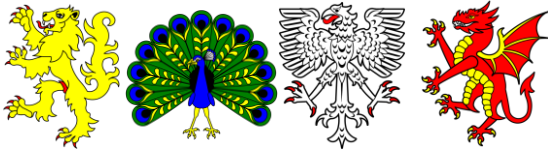
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## Charges

- Animals



Lion Rampant

Peacock in its  
Pride

Eagle  
Displayed

Dragon  
Segreant

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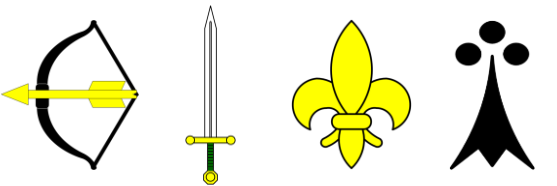
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## Charges

- 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.

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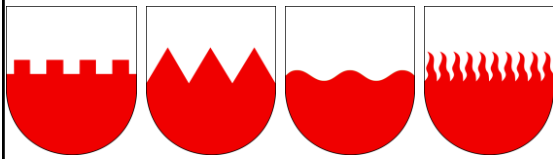
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### Complex Lines



Embattled Indented Wavy Rayonny

Images from Wikimedia Commons

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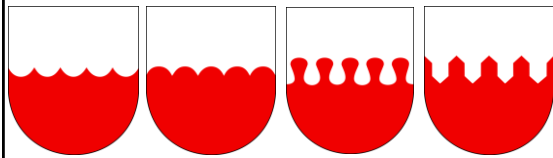
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### Complex Lines



Invested Engrailed Nebuly Urdy

Images from Wikimedia Commons

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### 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” or 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

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### Rules of Heraldry – Blazon



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

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

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### 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

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### Rules of Heraldry – Blazon



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

Images from Insignia Anglica, mid 16C

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### 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

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### 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

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### 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

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### Rules of Heraldry – Blazon



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

Images from Insignia Anglica, mid 16C

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### 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)

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### 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

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### Rules of Heraldry – Blazon



- Checky  
Or and azure.
- Count of Warren

Images from Insignia Anglica, mid 16C

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### Rules of Heraldry – Blazon



- Barry  
argent and gules.

Images from Insignia Anglica, mid 16C

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### Rules of Heraldry – Blazon



- Or, three chevronels Gules.
- Count of Clare

Images from Insignia Anglica, mid 16C

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### Rules of Heraldry – Blazon



- Or, a chief indented sable.

Images from Insignia Anglica, mid 16C

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### Rules of Heraldry – Blazon



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

Images from Insignia Anglica, mid 16C

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### Rules of Heraldry – Blazon



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

Images from Insignia Anglica, mid 16C

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### 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/](http://coblaith.net/Heraldry/Crosses/)

Images from Insignia Anglica, mid 16C

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### Rules of Heraldry – Blazon



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

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## Rules of Heraldry – Blazon



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

Images from Insignia Anglica, mid 16C

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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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- [jgalak@gmail.com](mailto:jgalak@gmail.com)
- This handout can be found at:
  - <http://www.yehudaheraldry.com/ekhu>

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