Armory 103 – Conflict Rules

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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”
Substantial Change (A5E)

• 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!
Substantial Change (A5E)

- Adding or removing a primary charge group (A5E1)
Substantial Change (A5E)

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

Clear
Substantial Change (A5E)

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

Not Clear
Substantial Change (A5E)

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

Clear
Substantial Change (A5E)

- Substantial change of number of charges in the primary charge group (A5E3)
  - SC between 1, 2, 3, and 4+ (including semy)
Substantial Change (A5E)

• Substantial change of number of charges in the primary charge group (A5E3)
  – SC between 1, 2, 3, and 4+ (including semy)
Substantial Change (A5E)

• 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 (A5E)

• 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 (A5E)

- Substantial change of arrangement of the primary charge group (A5E4)
Substantial Change (A5E)

- Substantial change of arrangement of the primary charge group (A5E4)
Substantial Change (A5E)

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

Not Clear
Substantial Change (A5E)

• 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 (A5E)

• 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 (A5E)

• 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 (A5E)

• 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 (A5E)

- 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 (A5E)

- Substantial change of posture/orientation of the primary charge group (A5E5)
  - Quadrupeds
Substantial Change (A5E)

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

Not clear
Substantial Change (A5E)

- 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 (A5E)

- Substantial change of posture/orientation of the primary charge group (A5E5)
  - Long inanimate charges

![Clear](image1)
![Not clear](image2)
Substantial Change (A5E)

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

Not clear
Substantial Change (A5E)

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

No SC
Substantial Change (A5E)

- Substantial change of posture/orientation of the primary charge group (A5E5)
  - Complete change of posture/orientation
Substantial Change (A5E)

• Remember to always look for SCs first, before counting DCs!

• Any one SC will clear the device
  – Type
  – 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
Distinct Change (A5G)

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

DC between each one
Distinct Change (A5G)

• Changes to the field (A5G1)
  – Change of tincture (A5G1a)

DC between each one
Distinct Change (A5G)

• Changes to the field (A5G1)
  – Change of tincture (A5G1a)

No DC
Distinct Change (A5G)

• 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        Gyrory (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
Distinct Change (A5G)

• 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 non-conflicting complex lines
Distinct Change (A5G)

• 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
Distinct Change (A5G)

• Changes to the field (A5G1)
  – Change of style of partition line (A5G1c)

DC vs. other two

No DC vs each other
Distinct Change (A5G)

• 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
Distinct Change (A5G)

- Changes to the field (A5G1)
  - Change of number of pieces (A5G1d)
Distinct Change (A5G)

- Changes to the field (A5G1)
  - Change of number of pieces (A5G1d)
Distinct Change (A5G)

• Changes to the field (A5G1)
  – Change of number of pieces (A5G1d)

No DC
Distinct Change (A5G)

• 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!
Distinct Change (A5G)

• 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)
Distinct Change (A5G)

- Adding or removing a charge group (A5G2)
  - Secondary charge group
Distinct Change (A5G)

• Adding or removing a charge group (A5G2)
  – Secondary charge group
Distinct Change (A5G)

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

No DC for removing charge group
Distinct Change (A5G)

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

No DC for removing charge group
Distinct Change (A5G)

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

No DC for removing charge group
Distinct Change (A5G)

• Adding or removing a charge group (A5G2)
  – Overall charge group
Distinct Change (A5G)

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

2 DCs
Distinct Change (A5G)

• 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
Distinct Change (A5G)

- Adding or removing a charge group (A5G2)
  - Tertiary charge group
Distinct Change (A5G)

- Adding or removing a charge group (A5G2)
  - Tertiary charge group
Distinct Change (A5G)

- Adding or removing a charge group (A5G2)
  - Added a tertiary charge group on a primary
  - Removed a tertiary charge group on a secondary
Distinct Change (A5G)

- 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
Distinct Change (A5G)

- Change of tincture within a charge group (A5G3)
Distinct Change (A5G)

- Change of tincture within a charge group (A5G3)
Distinct Change (A5G)

- Change of tincture within a charge group (A5G3)

Two DCs
Distinct Change (A5G)

- 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
Distinct Change (A5G)

- Change of type within a charge group (A5G4)
Distinct Change (A5G)

- Change of type within a charge group (A5G4)

Two DCs – one for type, one for tincture
Distinct Change (A5G)

- Change of type within a charge group (A5G4)

One DC for type
Distinct Change (A5G)

• 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
Distinct Change (A5G)

• Change of type within a charge group (A5G4)
Distinct Change (A5G)

• 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)
Distinct Change (A5G)

• 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
Distinct Change (A5G)

- Change of arrangement within a charge group (A5G6)
Distinct Change (A5G)

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

No DC for arrangement, DC for field
Distinct Change (A5G)

- Change of arrangement within a charge group (A5G6)
  - Tertiaries moving from one charge to another
Distinct Change (A5G)

• 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
Distinct Change (A5G)

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

One DC for type, one DC for arrangement
“Half” of a charge group (A5C2d)

• 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:
“Half” of a charge group (A5C2d)

• 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
“Half” of a charge group (A5C2d)

- 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
“Half” of a charge group (A5C2d)

• 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.
“Half” of a charge group (A5C2d)

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

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