

# But that's not all!

There is a lot, due to space, that couldn't be covered here. Check out the following resources for more information on heraldry.

SCA College of Arms - Education Articles: <http://heraldry.sca.org/education.html>

Heraldry for Scribes: <https://web.archive.org/web/20091027113101/http://www.geocities.com/sorchamacleod/hfs.html>

West Kingdom - Heraldry for Scribes (includes how to draw a shield): <http://scribes.westkingdom.org/H2-HeraldryForTheScribe.html>

Heraldic Atlas (examples of charges): <http://www.heraldica.org/topics/glossary/atlas.htm>

SCA CoA Glossary of Terms: <http://heraldry.sca.org/coagloss.html>

A Glossary of Terms Used in Heraldry: <http://www.heraldsnet.org/saitou/parker/Jpglossa.htm>

OSCAR (can search for blazons to see images from submissions): <https://oscar.sca.org/>

Pennsic Traceable Art Project: [http://www.aeheralds.net/Links/AE\\_Traceable\\_Art/IndivPDFs/ToC.html](http://www.aeheralds.net/Links/AE_Traceable_Art/IndivPDFs/ToC.html)

Grammar of Blazonry: <http://heraldry.sca.org/armory/bruce.html>

Period Rolls of Arms and Armorial (and how to find them): <http://heraldry.sca.org/armory/periodrolls.html>

"Commonly Known" Heraldic Blazon/Emblazon Knowledge (includes some default orientations): <http://heralds.westkingdom.org/CommonBlazonKnowledge.htm>

You can find all of these links (and more over time) here: <http://bit.ly/hearald4scribe>



Leah Jolifaunt of Schattentor  
MKA Marti Fuerst  
I et reperi additamentum  
Go and discover something more  
<http://biblionalia.info/leahfuerstme@gmail.com>

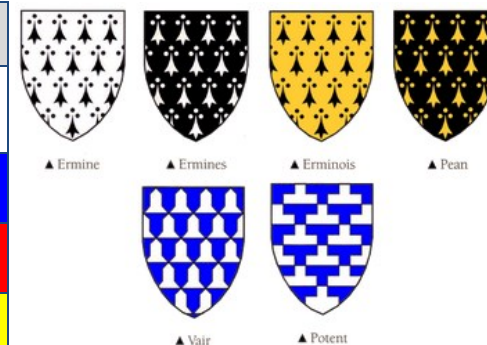
All of the images here are used  
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because we're learnin' stuff!  
Yay learnin' stuff!

# Basic Blazons for Scribes

**BLAZON:** heraldic description of a shield or a flag

**Emblazon:** heraldic picture

TINCTURE	EQ. COLOR	METAL/COLOR
Argent	White/	Metal
Azure	Blue	Color
Gules	Red	Color
Or	Yellow/Gold	Metal
Purple	Purple	Color
Vert	Green	Color
Sable	Black	Color



**FURS:** (R-L) Ermine, Counter-ermine, Erminois, Pean, Vair, Potent

**PROPER TINCTURES:** when a charge is emblazoned as it appears in nature.  
*A pine tree vert, trunked brun vs. A pine tree proper.*



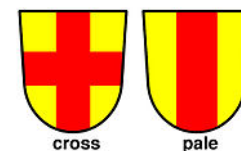
**RULE OF TINCTURE (RoT):** No metals on metals, no colors on colors. Imagine you're cutting the shield out from bits of paper and stacking it!

**ORDINARIES:** like field divisions, but considered ON the field, not part of it - RoT APPLIES.

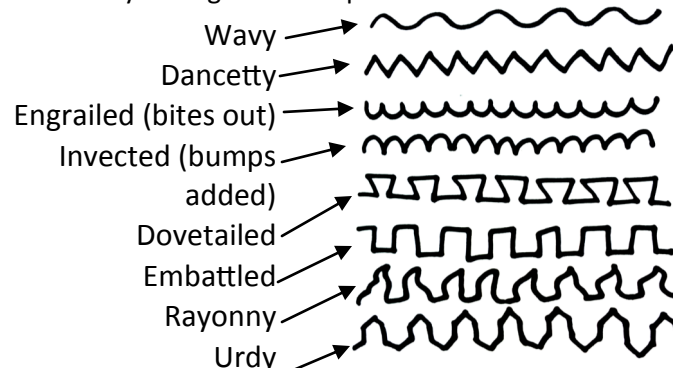
Derived from field divisions, but also include:

Chief: horizontal band right across the top of the shield

Bordure: the boundary of the shield

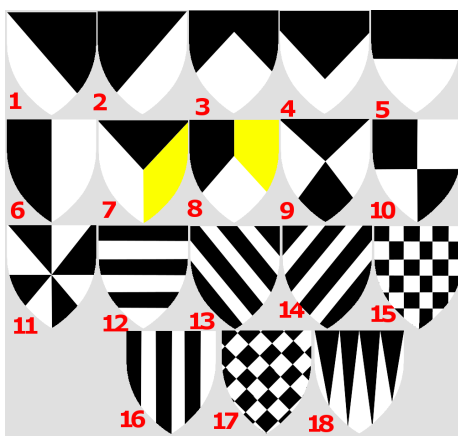


**LINES:** always straight unless specified



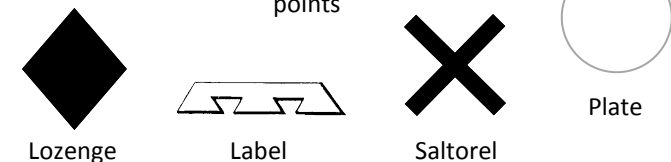
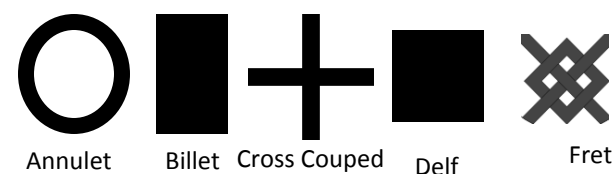
**FIELD DIVISIONS:** not considered “on top of” each other, since the field is a single layer; blazoned from top to bottom, left to right (as you would read).

**Inverted:** upside-down Sinister: Reversed (starting from viewer’s right)



1. Per bend sable and azure
2. Per bend sinister ...
3. Per chevron ...
4. Per chevron inverted ...
5. Per fess ...
6. Per pale ...
7. Per pall sable, or, and azure
8. Per pall inverted, sable or, and azure
9. Per saltire sable and azure
10. Quarterly ...
11. Gyronny ...
12. Barry...
13. Bendy ...
14. Bendy sinister ....
15. Chequy ...
16. Paly ...
17. Lozengy...
18. Pily ...

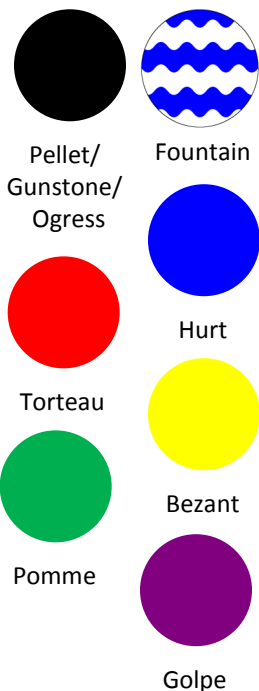
### GEOMETRIC CHARGES



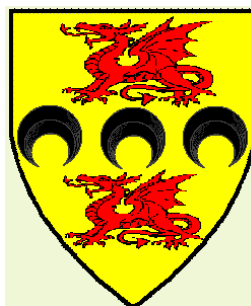
**GOUTTES:** Stylized droplets. Rarely singular. Semy = goutty. Special names like roundels.

metals		colours				
g. d'or	g. d'eau	g. des larmes	g. de sang	g. de poix	g. d'huile	g. de vin
of gold	of water	of tears	of blood	of tar	of (olive) oil	of wine

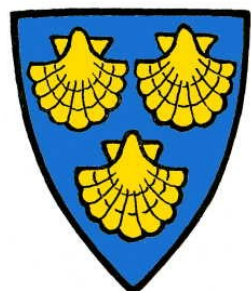
**ROUNDELS:** Roundels of each tincture have special names.



**ARRANGEMENT:** how charges are placed in a grouping. Default for three charges is “two and one.”



*Or, in fess three crescents pendant sable between in pale two dragons statant gules.*

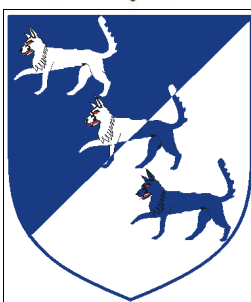
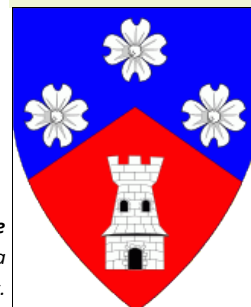


*Azure, in pale two tygers passant contourny queue-forchy argent.*

*Azure, three escallops two and one Or.*

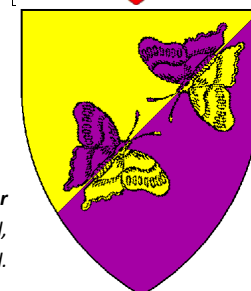


*Per chevron azure and gules, three dogwood blossoms one and two and a tower argent.*



*Per bend sinister azure and argent, in bend three wolves passant counterchanged*

*Per bend sinister Or and purple, in bend sinister two butterflies bendwise sinister counterchanged, the one in chief inverted.*



Addorsed  
(back to back)



Confronté  
(face to face)



In saltire

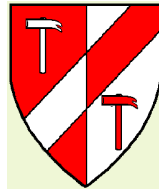


In saltire  
inverted

Combatant for rampant beasts, Respectant for beasts in other postures

**COUNTERCHANGE:** When tinctures (a metal and a color) of field, charges, and ordinaries switch across a line of division.

*Per pale gules and argent, a bend sinister between two hammers counterchanged.*

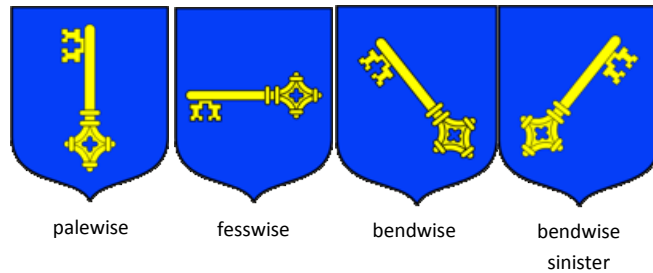


**CARDINAL DIRECTIONS OF HERALDRY:**

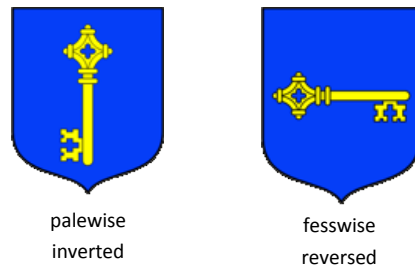
to base (= toward the bottom point of the shield)  
to chief (= toward the top edge of the shield)  
to dexter (= toward the viewer's left)  
to sinister (= toward the viewer's right)

to dexter chief (or to canton) (northwest)  
to sinister chief (or to sinister canton) (northeast)  
to dexter base (southwest)  
to sinister base (southeast)

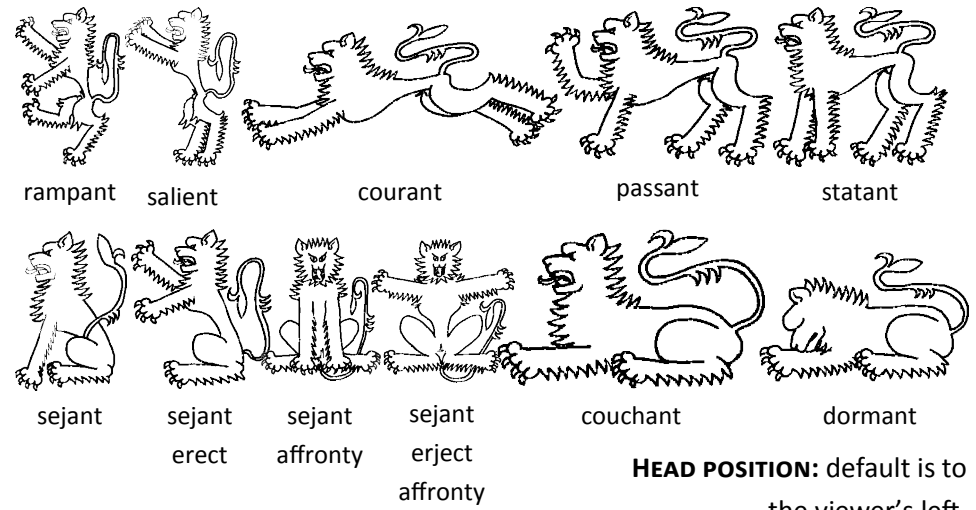
**ORIENTATIONS:** Charges such as billets, cartouches, lozenges, and mascles, have a single axis but no "top end". For these charges, only four orientations can be specified: palewise (vertical)  
bendwise (diagonal from the left)  
bendwise sinister (diagonal from the right)  
fesswise (horizontal)  
When these charges appear singly on the field, their default orientation is "palewise".



Charges, such as chalices, hearts, pheons, and trees, have a single axis with a clearly-defined "top" and "bottom" that can be swapped. The first four orientations above apply to these charges as well, with the additional constraint that the "top" end of the charge is to chief for palewise, bendwise, or bendwise sinister charges and to dexter for fesswise charges.  
Inverted = swap top for bottom  
Reversed = swap left for right



**QUADRUPED POSTURES:** positions for 4-legged beasts



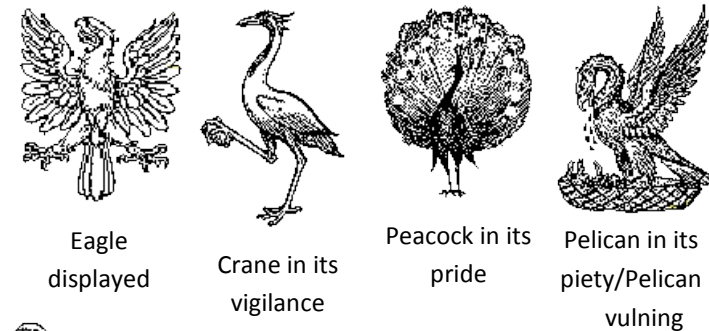
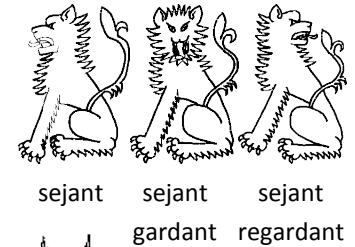
**HEAD POSITION:** default is to the viewer's left.

**AVIAN POSTURES:** positions for birds

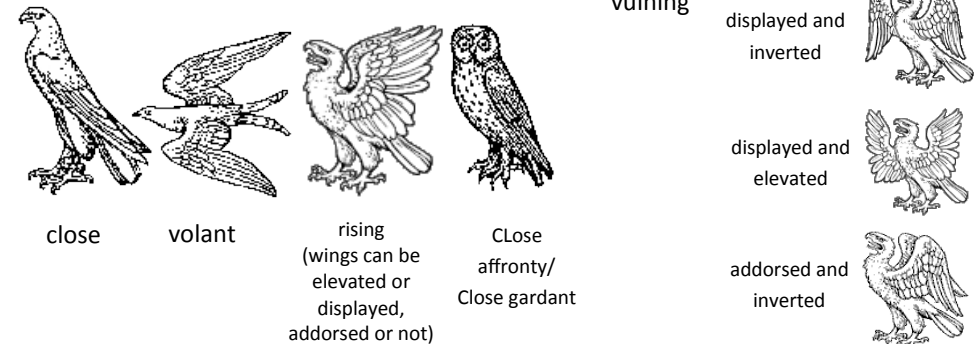
DEFAULT: close (wings closed, facing viewer's left)

EAGLE: Displayed

RESERVED: Cranes in their vigilance, peacocks in their pride, pelicans in their piety

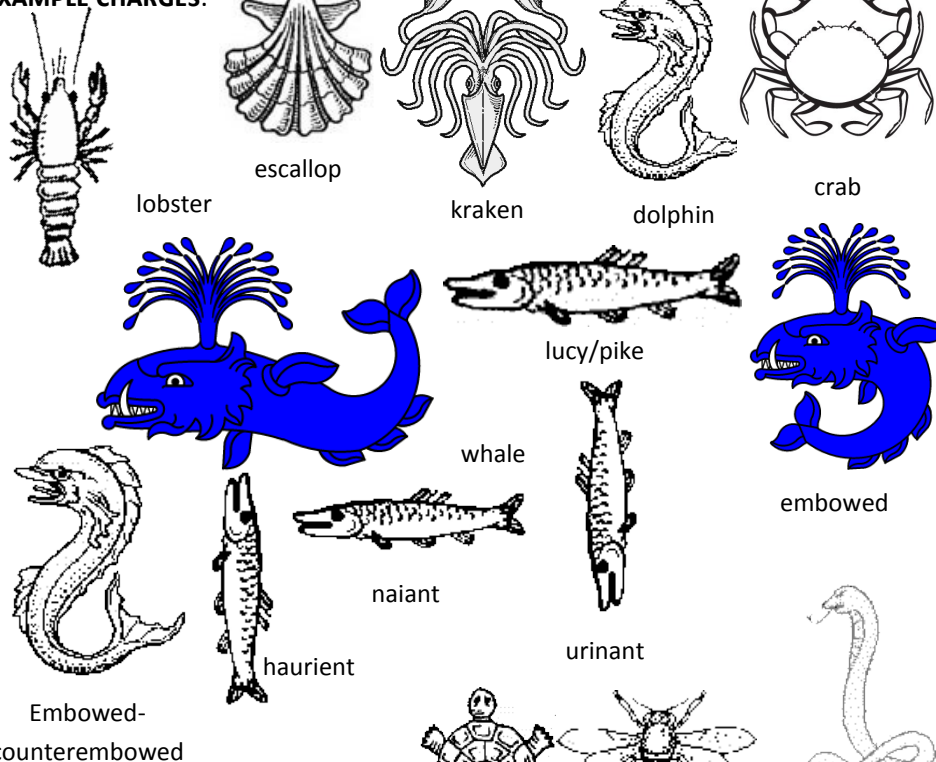


**WING POSTURES:** Can be used in combination



**SEA-CREATURE POSTURES:** positions for fish, crustaceans, etc.

**EXAMPLE CHARGES:**



**REPTILE AND INSECT POSTURES:**

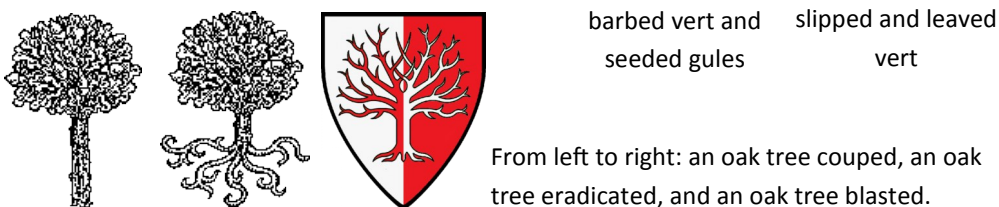
default for the majority of non-snake reptiles and insects is tergiant, or top-down. Winged insects are tergiant but blazoned volant.

**PLANTS:** With stem = slipped

With stem and leaves = slipped and leaved

Rose with different leaf tincture = barbed

Rose with different center tincture = seeded



From left to right: an oak tree couped, an oak tree eradicated, and an oak tree blasted.

**ERASURE:** when a body part is

separate. From left to right—

**erased**—ragged edge

**couped**—clean edge

**caboshed**—no neck, facing front



**OTHER CHARGES:** because a large heraldic vocabulary is good!

