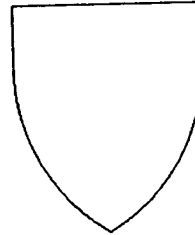


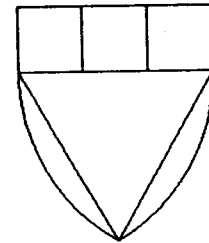
HERALDRY FOR THE SCRIBE

by Countess Lyriel de la Forêt

This is the basic shape of an heater, or Shield.



To draw an heater, draw the top line then draw lines down from the ends which are one third the length of the top line. Using the ends of the two vertical lines as center points and draw arcs down from the points opposite, and where the two arcs meet is the bottom of the heater. There are period references to the chief being a row of three squares surmounting an equilateral triangle, which looks like this heater.



Dexter side = Left side as you *look* at the shield, right if you were *wearing* it = A

Sinister side = Right side as you *look* at the shield, left if you were *wearing* it = B

Chief = Top of the shield = C

Base = Bottom of the shield = D

Dexter chief = Top left of shield as you *look* at it, top right if you were *wearing* it = E

Sinister chief = Top right of the shield as you *look* at it, top left if you were *wearing* it = F

Middle chief = Top center of the shield = G

Dexter base = Bottom left of the shield as you *look* at it, bottom right if you were *wearing* it = H

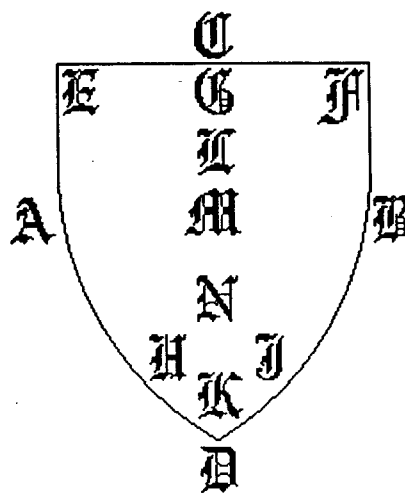
Sinister base = Bottom right of the shield as you *look* at it, bottom left if you were *wearing* it = J

Middle base = Bottom center of the shield = K

Honour point = L

Fess point = M

Nombril of navel point = N



Tinctures

SCA Heraldry recognizes several tinctures, which are divided into *metals*, *colors*, and *furs*:

The two *metals* are:

Argent = Silver, or white

Or = Gold, or yellow

The five *colors* are:

Azure = blue

Gules = Red

Purpure = Purple

Sable = Black

Vert = Green

Tenne, or orange, is used in some period heraldry (notably the arms of the House of Stewart). The SCA does not use it because particularly in British heraldry it is said to 'stain' or 'taint' the arms by denoting bastardy when applied to certain charges.

The most common *furs* are:

Ermine: White with black ermine spots:



Ermines: Black with white ermine spots:



Erminois: Yellow with black ermine spots

Paen: Black with yellow ermine spots

Vair: Defaults to blue and white with this pattern (meant to represent the fur of a squirrel-like animal)



Countervair: Defaults to blue and white, differing pattern:


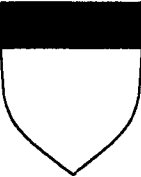




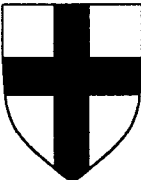









Potent: Defaults to blue and white, thought to be a stylized version of *vair*:






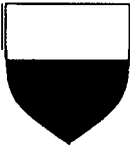








Ordinaries

An *ordinary* is a charge that consists of one or more strips of some tincture which cover large areas of the shield. Every side of an ordinary is either straight or else parallels a curved edge of the shield.











The Base: 	The Chief: 
The Bordure: 	The Chevron: 
The Pale: 	The Fess: 
The Cross: 	The Saltire: 
The Bend: 	The Bend Sinister: 
The Pile: 	The Pile Inverted: 
The Pall: 	The Pall Inverted: 

Field Divisions



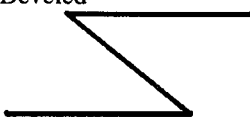

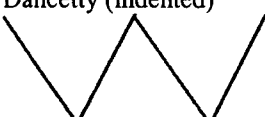

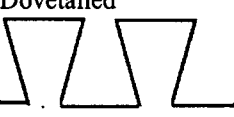
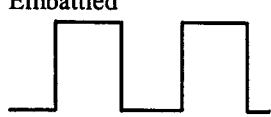







The field may be divided into multiple sections in certain conventional ways. In general the sections of a divided field are blazoned in the order that one would read a page: primarily from top to bottom and secondarily from left to right, as one faces the shield. Notice how the field divisions correspond with the ordinaries above.

Per Chevron: 	Per Chevron Inverted: 
Per Pale: 	Per Fess: 
Quarterly: 	Per Saltire: 
Per Bend: 	Per Bend Sinister: 
Per Pile: 	Per Pile Inverted: 
Per Pall: 	Per Pall Inverted: 

Multipart Field Divisions

Chevronny: 	Chevronny Inverted: 
Paly: 	Barry: 
Chequy: 	Lozengy: 
Bendy: 	Bendy Sinister: 
Pily: 	Gyronny: 

Complex Lines

Angled 	Arched 	Beveled 	Crested 
Dancetty (indented) 	Dentilly 	Dovetailed 	Embattled 
Engrailed 	Invected 	Nebuly 	Nowed 
Potenty 	Raguly 	Rayonny 	Wavy 