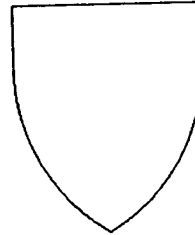


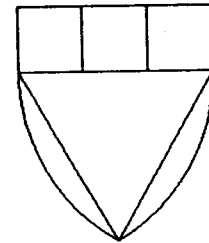
HERALDRY FOR THE SCRIBE

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

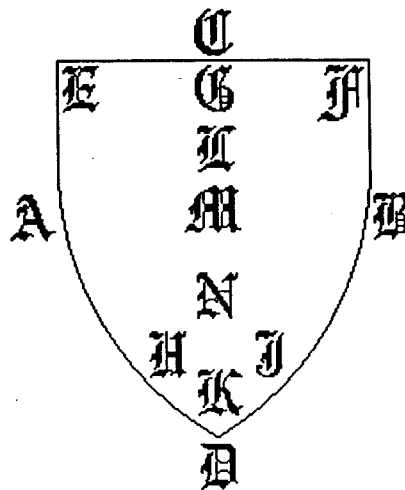
Sinister base = Bottom right of the shield as you *look* at it, bottom left if you were *wearing* it = J

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:


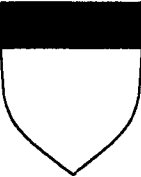




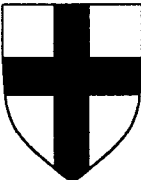









Potent: Defaults to blue and white, thought to be a stylized version of *vair*:






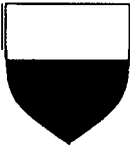








Ordinaries

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



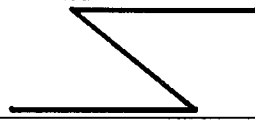

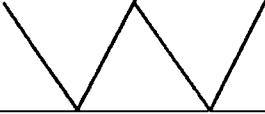


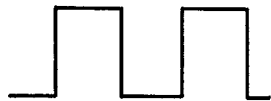








The field may be divided into multiple sections in certain conventional ways. In general the sections of a divided field are blazoned in the order that one would read a page: primarily from top to bottom and secondarily from left to right, as one faces the shield. Notice how the field divisions correspond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















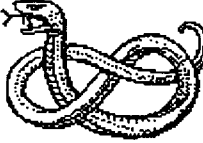









Multipart Field Divisions

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








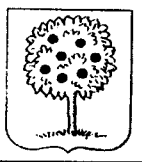




Complex Lines

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

Attitudes of Beasts, Birds, Monsters, etc.

<p>Adorsed, endorsed <i>back to back</i></p> 	<p>Affronty, guardant <i>facing the observer</i></p> 	<p>caboshed a head affronty but without a neck</p> 
<p>Charging</p> 	<p>close wings folded</p> 	<p>combatant rampant and facing one another</p> 
<p>contourne facing the sinister</p> 	<p>couchant resting</p> 	<p>courant running</p> 
<p>coward tail between legs</p> 	<p>displayed wings expanded</p> 	<p>dormant sleeping</p> 
<p>forcene a rearing horse</p> 	<p>naiaint swimming</p> 	<p>nowed knotted</p> 
<p>passant walking with front paw up</p> 	<p>rampant standing on one leg the others raised</p> 	<p>reguardant looking over the shoulder</p> 
<p>salient jumping</p> 	<p>segreant a griffin when rampant</p> 	<p>sejant sitting</p> 
<p>stantant standing</p> 	<p>Stooping, striking diving</p> 	<p>volant flying horizontally</p> 

Attributes of Charges

<p>armed <i>of talons, claws etc.</i></p> 	<p>attired <i>of antlers</i></p> 	<p>barbed <i>of an arrow head or sepals of a rose</i></p> 
<p>couped <i>severed in a straight line</i></p> 	<p>eradicated <i>uprooted</i></p> 	<p>erased <i>torn off roughly</i></p> 
<p>fourche <i>forked</i></p> 	<p>fructed <i>bearing fruit</i></p> 	<p>Gorged, engorged <i>encircled about the throat</i></p> 
<p>jessant <i>issuing from</i></p> 	<p>langued <i>of the tougue</i></p> 	<p>membered <i>of the legs of a bird</i></p> 

Common SCA Defaults

Animals	Varies by specific animal	n/a
Barbed and seeded	Green sepals, yellow seeds	Ignored
Bird	Most but not all are brown	Color
Boar	Brown	Color
Bull/Cow	No default; must be specified	n/a
Chough	Black with red beak and legs	Color
Dog/Wolf	No default; must be specified	n/a
Dolphin	Green with red fins	Color
Dolphin, natural	Gray	Metal
Dove	White with pink or red beak and legs	Metal
Elephant	Gray with white tusks	Metal
Fire/flame	Alternately red and yellow or yellow and red	Neutral
Ford	Barry wavy blue and white	Neutral
Fountain	Barry wavy blue and white	Neutral
Fox	Red with black "socks" and white at tip of tail	Color
Hare	Brown	Color
Horse	No default; must be specified	n/a
Humans/human parts	Caucasian by default, <i>i.e.</i>, pink	Metal
Leaf	Green (sometimes with a brown stem)	Color
Leather/leather items	Brown	Color
Mermaid	Caucasian human with green tail and yellow hair	Neutral
Parchment	Tan or yellow	Metal
Peacock	Mostly blue and green with "eyes" in the tail	Color
Plants	Green, sometimes with brown stems	Color
Pomegranate	Green, seeded red	Color
Popinjay	Green with red details	Color
Rabbit	Brown	Color
Rainbow (on color field)	Yellow, red, green, white; white clouds	Metal
" (on metal field)	Blue, green, gold, red; specify clouds	Color
Rainbow, natural	Red, orange, yellow, green, blue, violet, white clouds	Neutral
Rose	Red, barbed green and seeded yellow	Color
Rose, Slipped and leaved	Brown or green stem and green leaves	Color
Stone/stone items	Gray	Metal
Sword	White with yellow hilt and quillons	Metal
Thistle	Green sepals, stem, leaves; purple or red flower	Color
Tree	Brown trunk, green leaves	Color
Urchin	Brown with white face and belly	Color
Wood/wooden items	Brown	Color
Zebra	White striped black	Metal