

# Complex Search Conflict Checking

Presented by

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# Prerequisites

- Charge Theory and Beginner Conflict Check is required for this class or pre approval by either Sanguinaris Herald (Avacal Principle Herald) or Instructor

# What we will discuss

- Brief Review of Conflict Rules (very brief)
- Brief Review of Charge Theory (very brief)
- Where to find registered items? Where not to?
- Database of SCA Ordinary and Armorial (oanda) and my.cat
- Search Methods on oanda.sca.org
- Complex Search and Charge Theory
- Practice
- What's Next?

# Conflict Rule Review

## Substantial Changes

- Always looks for Substantial Changes (SC)  
First, before counting Distinct Changes (DC)
- Any **one** SC will clear the device
  - Type
  - Number
  - Arrangement
  - Posture/Orientation
  - (Adding/removing a primary charge group)

# Conflict Rule Review

## Distinct Changes

- Any **two** DCs will clear the device
  - Field
  - Adding/removing a charge group
  - Tincture within a charge group
  - Type
  - Number
  - Arrangement
  - Posture/Orientation

# Using Charge Groups to Breakdown Heraldry

- Blazon (words):
- Field:
- Primary Charge/Charge Group:
- Secondary Charge/Charge Group:
- Tertiary Charge/Charge Group:
- Overall Charge/Charge Group:
- Maintained or Sustained Charges:

Break down in this order... becomes important  
for the use of the complex search

# Where to Find Registered Items?

- All SCA-registered armory (and names) are located in the database known as the Ordinary and Armorial
- <http://oanda.sca.org/>
- Conflicts are checked against the whole SCA world not just An Tir and Avacal
  - Roll of Arms that we have is not a verification that you are ok without conflict
  - OSCAR only went on line in 2008 so it's not a check location either

# Database of SCA Ordinary and Armorial

- Every entry in the O and A is coded using a system of armory descriptions
  - defined in a file located on the O and A site:
  - <http://oanda.sca.org/my.cat>
- My.cat has three sections:
  - Features
  - Categories
  - Cross-references



# My.Cat Cross References

- The bottom part of the file contains all of the cross-references
- These are the same as the “see X” entries in the Ordinary Index
- One way to find codes is to do a search in the file (Ctrl-F on most PCs) and look for your text

# My.Cat Categories

- Categories show how the Armory Description is coded
- Remember categories are always capitalized
- Categories will always have a lower case “plain English” term, followed by a pipe symbol (“|”) followed by the all-capital category code

# My.Cat Features

- Features are used internally by the system
- Features are compared only to other features in the same group
- For example, the features in the feature group “posture”, such as rampant, statant, etc. will only match other features in the “posture” group

# Finding Codes

- The category and feature codes are voluminous, and impossible to memorize
- They can be found in my.cat
  - Ctrl-F is your friend
- They can be found using the blazon pattern search form
  - Set “Armory descriptions” to “enabled”
  - Search for what you need and read the coding
  - REMEMBER: Do not conflict search with this form

# Complex Search

## Complex Search Form

Criteria with no pattern are ignored. The weight and method are preloaded to make life simpler for mobile users.

There are [other search forms](#) available. For help using this form, please refer to the [hints page](#).

### Scoring criteria:

1.	weight=	1	method=	armory description ▼	pattern=	FIELD
2.	weight=	1	method=	armory description ▼	pattern=	PRIMARY CHARGE GROUP #
3.	weight=	1	method=	armory description ▼	pattern=	PRIMARY CHARGE GROUP COLOUR
4.	weight=	1	method=	armory description ▼	pattern=	PRIMARY CHARGE GROUP POSITION/POSTURE
5.	weight=	1	method=	armory description ▼	pattern=	SECONDARY CHARGE GROUP COLOUR #
6.	weight=	1	method=	armory description ▼	pattern=	TERTIARY CHARGE GROUP COLOUR #
7.	weight=	1	method=	armory description ▼	pattern=	
8.	weight=	1	method=	armory description ▼	pattern=	
9.	weight=	1	method=	armory description ▼	pattern=	
10.	weight=	1	method=	armory description ▼	pattern=	

Maximum number of items to display ->

Note the Order, Field, Primary Charge info, Secondary Charge Info, Tertiary Charge Info

# Am I clear?

- Fielded armory
  - # Rows - 2 = # of matches that are clear
  - So  $4-2 = 2$ ... anything with matching with items with 2 are not required to be checked
  - only 4, 3
- Fieldless armory
  - Leave Field Row there not filled it
    - Get one DC for Fieldless
  - # Rows - 1 = # of matches that are clear
  - So  $4-1 = 3$ ... anything with matching with items with 3 are not required
  - now only 4

# Now use the conflict rules

- Remaining ones that need to be checked
  - Look for substantial changes SC because you only need 1
  - Look for distinct changes (DC) you need 2
- Don't forget (Fieldless) gives you one
- Coprimaries
  - You need to do two checks with each primary

# Example 1

Azure, three triangles conjoined argent.

Conflict found!

Justin Lymner

The following badge associated with this name was registered in February of 2019 (via Aethelmearc):

(Fieldless) Three triangles one and two conjoined argent.

for Ki no Morihide





# Example 2

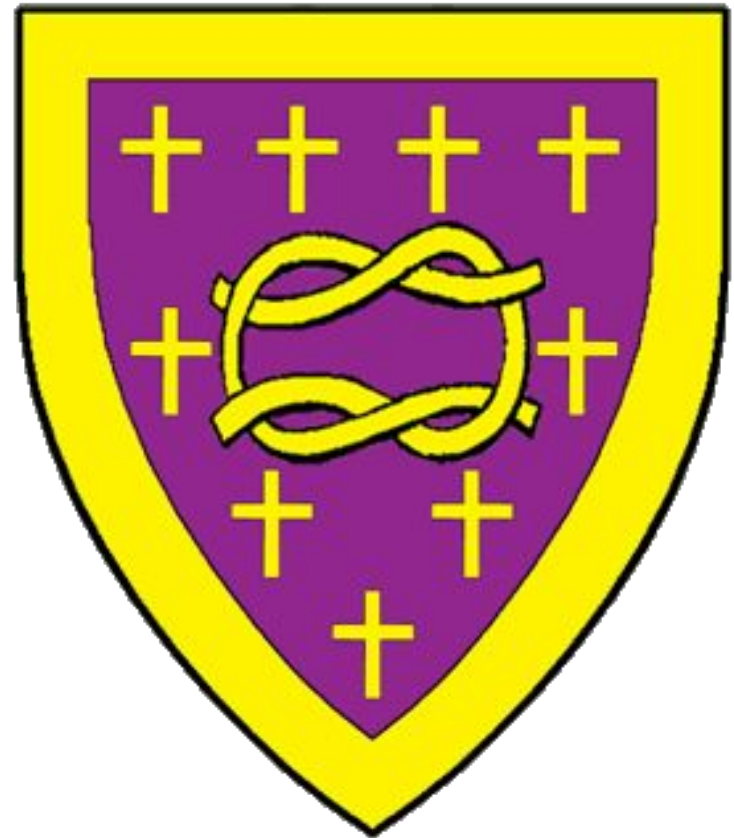
Purpure crusily Latin, a  
Bourchier knot, a bordure  
Or.

## Possible Conflict Found!

Nan Neillillian of Skara Brae

The following device associated  
with this name was registered in  
March of 1986 (via the East):

Purpure, a knot of four loops in  
cross within a bordure Or, semy  
of holly sprigs vert, fructed gules.



Border Charged on Nan's, Removal of crosses (Two  
DCs)

# Example 3

(Fieldless) A mortar and pestle purple.

No Conflicts Found!



# Example 4

Gules, in pale a grenade  
and annulet Or.

Search #1 (grenade): No  
conflicts found

Search #2 (annulet): No  
conflicts found



# Thanks

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