

Core Style Armory Class

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Objective of Class

- Understand sections of SENA that deal with Core Style Armory
- Know the difference between Blazon and Emblazon and what we register
- Understand what the standard is for elements and for heraldic art
- Understand armorial contrast, clarity and simplicity of charge groups, armorial simplicity
- Recognize designs that are not allowed or not core style

What is Core Style Armory?

Definition:

- Follow rules in A.2 and A.3 of SENA
- One Step from Period Practice (SFPP)
- Otherwise design may be passable with Individually Attested Patterns following A.5

Hints to help:

- Always check to see if design is core if not
 - Ask Sr. heralds for help
 - Use Avacal Heraldry FB pages, baby heralds on facebook, SCA heraldry chat
- Appendix F for partial list

Blazon and Emblazon

- Blazon
 - Heraldic wording/definition that describes a device
- Emblazon
 - Actual picture of the device
- We register the emblazon but it must be blazonable
 - Can someone tell me what section of SENA?
A.1.C

Armory Content & Style

- A2 Armory Content:
 - Standards for Elements
 - What's an Element?
 - Standards for Heraldic Art
- A3 Armory Style
 - Type of Designs
 - Contrast
 - Voiding and Fimbriation
 - Clarity and Simplicity of Charge Groups
 - Armory Simplicity
 - Designs not allowed

Armory Content – What is an Element?

- What's an Element?
 - A.2.A defines it as
 - “Armorial elements include tinctures, charges, lines of division, complex line treatments, postures/orientations, arrangements, and the like. Essentially, each piece of an armorial submission is an element.”
 - Trick of Trade:
 - A.2.A also says “Elements which have been registered without comment in the last decade or are listed in one of the Appendices as acceptable elements do not usually need to be documented in a new submission.”

Armory Content – Step from Period Practice (SFPP)

- Non-European Armorial Elements (such as Islamic/Japanese)
 - More than two requires Individual Attested Patterns (IAP)
 - MUST be heraldic describable
- Non-European Plants or Animals
 - Must be from a location that was known by Europeans
- Other European Artifacts that are not tools or Everyday Items
- Post –Period Elements – see Appendix G for partial list

Armory Style –Types of Designs

- Fielded
 - Devices or Badges
 - No limitations on charges
 - May have no charges
- Fieldless
 - Used for badges only
 - All charges must touch each other to create self contained design
 - Think of pouring metal and that the metal has to flow to all areas of design
 - Must have a primary charge
- Augmentation of Honour
 - Not be discussed today

Armory Style – Contrast

- Tinctures and their Classification
 - Standard Crayon (8 pack) overly pastels would be considered too light
 - Colours: blue (azure); black (sable); purple (purpure); green (vert); red (gules)
 - Metals: Yellow (Or); White/Silver (argent)
 - Check out chart for Furs and Proper to define it as metal, colour or neutral
- Definition of Good Contrast
 - Colour and Metal
 - Colour and Neutral Tincture
 - Metal and Neutral Tincture
 - Some neutral tinctures may have good contrast if identifiability is maintained

Armory Style –Contrast (cont)

- Contrast Requirements for Divided Fields and Charges
 - Elements divided in two use any two tinctures or furs as long as the two sections do not have the same base tincture
 - Elements divided in three must have good contrast with the other two parts
 - Elements divided quarterly or per saltire may use any two tinctures or furs as long as they do not share a base tincture
 - Elements otherwise divided must have good contrast
- Contrast Requirements for Placement of Charges
 - Placement of Charges – charges must have good contrast with the background on which they are placed; tertiary charge groups must have good contrast with underlying charge group
 - Identifiability – charges and fields must retain identifiability

Armory Style –Clarity and Simplicity of Charge Groups:

- Charity of Charge Groups
 - Charges must be clearly organized into groups
 - Close variants (like wolf and houd) would be considered part of the same group (because they look close enough)
- Simplicity of Charge Groups
 - Slot machine – no more than two charge types in a single charge group
 - Mixing Ordinaries and other charges –can't mix ordinaries and charges or two types of ordinaries
 - Unity of Posture and Orientation- charges within a group should be in either identical posture/orientations or an arrangement that includes posture/orientation

Armory Style –Armorial Simplicity

- Arrangement of Charge Groups
 - Charge groups must be arranged in a period fashion
 - Appendix J – gives ones that require no further document
- Complexity Count
 - Rule of Eight (tinctures, charges and furs)
- Excessively Simple Designs
 - Designs must consist of at least a divided field or plain field with at least one charge
 - Designs with letters or other abstract symbols like astrological signs will not be registered

Designs Not Allowed

- Excessively Pictorial
 - Really has to look like a picture
- Excessively Naturalistic
 - Beast and plants generally depicted in stylized heraldic depiction, posture and tinctures
- Obstrusively Modern
 - Modern insignias/design
- Excessive Counterchanging
- Depictions which cannot be reproduced reliably

Now your turn.... Core Style or
not?

Core Style Armory or not?



Things to consider:

- Is this a European Tool?
- Is this a European Artifact?

Or, a quadrant gules

Core Style Armory or not?



*Azure, a sea-panther erect argent
finned and incensed Or within a
bordure wavy argent*

Things to consider:

- Constructed Monster?
- Too many or not enough repeats?
- Position?

Core Style Armory or not?



Per bend sinister sable and argent, a male moose skull caboshed, counter changed.

Things to consider:

- Moose - Canadian..
 - But would it be known to Europeans?
- Identifiable as a Moose skull?

Core Style Armory or not?

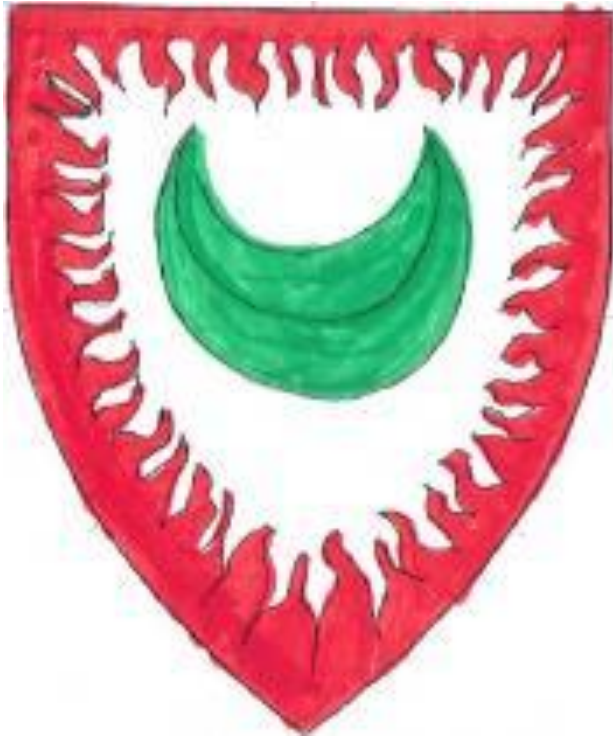


*Purpure, a ram's head cabossed and
in chief two shamrocks argent*

Things to consider:

- Purpure/Purple or Azure/Blue?
- Too light?
- Too pastel?

Core Style Armory or not?



*Argent a crescent vert within a
bordure rayonny gules*

Things to consider:

- Bad drawing
- or
- too many repeats?

Core Style Armory or not?



*Sable, a dragon's head erased
between three Thor's hammers, all
within a bordure, Or*

Things to consider:

- Thor's hammer is a
- SFPP
- Only one or three?

Core Style Armory or not?



Azure, in pale a billet fesswise argent charged with an Arabic pen box azure and a goblet argent.

Things to consider:

- SFPP?
- Non-European Heraldic Element
 - Pen Box... but lets look at the real example....

Islamic Heraldic Element



Pen Box only has two
strips on it not three..

Core Style Armory or not?



Things to consider:

- Pictorial?
- Design not Registerable?