

## ***Field Heraldry***

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This involves acting as a field herald. This is done usually for fighting tournaments, but other kinds of tourneys may require similar services. Specific procedures are widely variant depending on local customs. But basically this entails announcing to both the tournament participants and the assembled audience who is to report to the list field now, who should be preparing for the next round, and who is in line after that. The declaration of the winner is sometimes done the herald and sometimes by the knight marshall in charge. Before the tourney begins, check with the marshall to determine how this is to be handled.

### **Make someone the "Herald in Charge of Combat".**

Whether this is you or someone you select, this person will be the central coordinator for the tournament heralding. Have all field/tournament heralds report to them. They will work closely with both the Marshall in Charge (**MiC**) and the Minister/Mistress of the List (**MoL**). Remind the heralds that the MiC has the final word on all matters dealing with the tournament, even those relating to heraldry. Remind the tournament herald coordinator that they should get with the MoL before things get started and ask them to put phonetic spellings on the list cards (along with the actual spellings) so that the field heralds can "get the names right". Remember that some of your help may not be as familiar with the correct pronunciation of some names as you are. However, do not get in the way of the MoL. If they are not willing to get the phonetic spellings, or to let the herald get them and place them on the cards, then you will have to do without. However, most MoLs are very friendly and helpful and will be delighted to assist if approached in advance. The exact arrangement of what is to be announced and how, will vary depending on the size and type of tournament being held and the customs of the group or kingdom the event is held in.

### **If you are the Herald in Charge of Combat:**

1. Before the list, check with the MoL. Make sure they know who you are.
2. Find out the format of the lists (both for your information and that of the other heralds). Be sure that all the heralds working the tourney are familiar with the format. Possible formats are:

Single elimination: This is the simplest form of list. In this style, the fighters are paired off in twos, the victor from each pairing going on to the next round, fighting the other winners (the losers are eliminated) and so on until finally only one remains.

Double elimination: Similar to the above, except that the loser of each pairing is given a second chance. When a fighter has lost in two pairings, that fighter is eliminated from the tournament.

Round Robin: In this style, each fighter is paired once against every other fighter in the list once.

Two out of Three: This can be a modification of any of the above styles of list (one can have single elimination--two out of three; double elimination--two out of three, or round robin--two out of three). Instead of the winner of each competition being determined by winning once, the fighters instead fight the best two of three. Note that this is different from double-elimination in that, in double-elimination, a fighter is eliminated by losing in two different pairings in two different rounds; in two out of three, the winner of a pairing is determined by more than one "fall."

You should also find out if Byes will be fought or unfought and whether they are destructive or non-destructive. If there are an odd numbers of fighters in a round, a randomly chosen fighter remains unpaired. That fighter is said to have drawn a "Bye." In some styles of list, the Bye fighter goes unmolested into the next round. Because this allows one fighter to be at an advantage, that fighter is sometimes made to fight against a champion who is not in the tournament. If the fought Bye is non-destructive, this is simply to tire the fighter out. If the Bye is destructive, then if the fighter loses, it is the same as if the loss was to a participant in the tourney.

Another aspect to find out is if there are retained deaths in the final rounds. In a tourney where deaths have accumulated (Double elimination and Round Robin), some fighters may enter the final round with more deaths than others. Because this places one fighter at a disadvantage, **sometimes** all deaths are declared to be set to zero and the final round is fought on an even footing.

Finally, determine if there will be a Round Robin finish. Since in a single or double elimination tourney an odd number of fighters may enter the final 2 rounds, it is sometimes decided to end these with a round robin finish. Rather than drawing a bye for the final round, the remaining fighters will fight round robin until one remains. This may also involve retaining deaths (if this was double elimination).

3. At the first opportunity, make the call for heralds to assist.
4. At this point, make a roster of candidates and arrange the schedule to keep fresh heralds on the field. (When making up a schedule, keep in mind the factors of who has a strong voice, how long their voices will last, how much experience they have, etc. Many coordinators consider eight fights, give or take, a good number to have each herald cry.)
5. Make sure that the heralds know approximately when in the tourney they are needed and who they follow.
6. Arrange for runners for the list cards (can use the next herald up).
7. Arrange for novices to have teachers close by.
8. Once the list has started, tend to heralds on the field. (Keep water around. If they sound tired, pull them.)

**If you are a field herald (assisting the Herald in Charge of Combat):**

1. Field heralds should be familiar with the rules of combat.
2. Remember that the marshal is in charge of the field. (This includes the heralds.)
3. Be on the field only to do heraldic duties (call the round, introduce the match/salutes, announce the winner.) Otherwise you should position yourself just off the field.
4. Pay attention to what is happening on the field.
5. Wait for the marshal to indicate the victor before announcing it.
6. When standing off the field, do not block the MoL's view.

7. Never react to anything that happens in the course of combat. It is considered inappropriate for a herald on duty to call a point of chivalry or to cheer one fighter.

8. It is also considered inappropriate for a herald on duty to discuss or make judgmental comments from the sideline to those nearby, even in conversation.

9. Be prepared to call for a chiurgeon should the need arise. Know where the closest one is.

10. If there is more than one fighting field being run at the same time (and hence several heralds making announcements), be polite and never make your announcement while another herald is speaking. Wait until they are finished, then begin your announcement.

### **An example of field heraldry**

There is a basic formula that field heralds follow. This includes:

Opening the Tourney  
Announcing the Order of Combat  
Calling the Entrants to the Field  
Performing the Salutes  
Announcing the Victor

A scenario of a formal-style tourney might run as follows (but remember that specifics will vary by law and custom from Kingdom to Kingdom):

The herald(s) introduce themselves to the MiC and MoL. The herald(s) receive the set of cards grouped by matches for the round. (The MoL may ask you to mark the winner and loser of each match on the cards.)

To start the tournament, the herald assigned the first round announces the opening of the tourney. For example:

"Oyez, Oyez, my Lords and Ladies, good gentles all, here begins the Golden Falcon Tournament."

Be sure to address the royalty or ruling nobility first, if such are present.

At the beginning of a round the herald for that round calls all the fighters to the center of the field and announces the pairings for the round. For example:

"Oyez, Oyez, Good Gentles pray attend. The matches for the first round of the Golden Falcon Tournament are as follows: First match, Sir John the Smith meets Her Ladyship Lucia of Venice. Second Match: His Lordship Martin the Gray meets Lord William Williamson. Third match Lady Olga Ragnardottir meets the Gentle Robert Black."

Continue in such vein until all the matches are announced. Then say, "This round will be fought <name the weapons form that has been determined>."

Let the fighters clear the field. Check with the Marshal in Charge and see if they want full salutes or the abbreviated form. If there are several competitors, the shortened forms of salutes may be used

until the last rounds. Ask the Marshal in Charge if they are ready for the fighters to be called. When the Marshall in Charge is ready, then say:

"To the field please, Sir John the Smith and Her Ladyship Lucia of Venice. Your Lordship Martin the Gray and Lord William Williamson please be arming. Lady Olga Ragnarsdottir and Robert Black, please be preparing to arm." If possible, aim the announcements toward the individuals whose names you are calling.

When the two fighters position themselves on the field, you say:

"In this match Sir John the Smith (indicate the fighter) doth meet Her Ladyship Lucia of Venice (indicate fighter)." **It is most appropriate to introduce the fighter of higher rank first.**

"Good fighters, please salute the Crown."

"Please salute the one for whom you fight this day (or whose favor you bear)."

"Please salute your worthy opponent."

"Pray heed the marshal." (or, at the marshal's command, or My Lord Marshal the field is yours)."

**Then get off the field!**

(But stay nearby, close to the edge of the field -- but out of the way of the MoL.)

When the match is over, wait for the marshal to indicate the winner. Then return to the field and say:

"Victory to <title> <name>" or "<Title> <name> is victorious."

Then call the next three matches. Also, indicate on the cards (**if the MoL has asked**) who won or who lost the bout just completed and return the cards to the MoL.

This procedure continues until the end of the round at which time, after announcing the victor, the herald announces: "This ends the first round of combat."

### **A helpful warning for beginners**

You might be tempted to "ham it up." After all, many people consider heralds to be jokesters who are always ready with a quick quip. We advise that "hamming it up" be done with caution, only around people you know, and only once you know the basics. There is a fine line between kidding someone you know and insulting someone you don't. As a beginner, you will have enough to think about just following the litany.

### **Tricks to the field heraldry trade**

#### **1. Who's who?**

Frequently you will encounter pairs of fighters whom you have never seen (especially if you are new or are helping to herald outside your local area). Who is who is something to be aware of before you start to announce the fight (although you'd be surprised how easy it is to forget to find out). At the

end of the fight, when the victor is to be announced, you need to know which fighter is which so that you can indicate toward them when you announce the winner.

The first thing to do to help this problem is simply to be observant. If one fighter is wearing a white belt and gold chain and the other is not and one fighter is titled "Sir," your problem of deduction is solved. Likewise, if a fighter's arms are displayed on her shield and the arms cant (allude to) that fighter's name, your problem is likewise solved. But such is not always the case. When in doubt, ask someone. The marshal(s) most likely are aware of which fighter is which, and can tell you. Also, there is no shame in asking the fighters themselves which one is which. [Pick the friendlier looking of them to ask, of course.] It is necessary to ask only one fighter; one can deduce the other. Most fighters don't mind being asked who they are if you are unfamiliar with them. They do mind if you get it wrong later, so ask and then try to commit it to memory.

## **2. How do you pronounce that name?**

A related problem is knowing how to pronounce the name of a combatant. Many names are not necessarily pronounced as they are written. As previously stated, hopefully before the tourney begins the Herald in Charge of Combat for the day will meet with the MoL and ask that phonetic spellings of names are put on the list cards along with the regular spellings. If this is not possible, then you need to be prepared to do some investigating if necessary. If you feel a name may be a problem (it looks very hard to pronounce when you read it on the list card), ask the fighter in question. Again, it is not offensive to ask. Actually it shows that you are concerned. However, should you mangle some fighter's name and there is a groan from the crowd, take it in good humor. You have plenty of company; every herald has been in the same situation. All you need do is take the fighter aside later and tell him how sorry you are that you mispronounced his name and try to correct your mistake next time. (Do not make a public apology. Why? A herald stopping an activity to publicly announce their mistake and apologize is more distracting and embarrassing to everyone concerned (especially to the injured party) than is simply allowing the matter to drop until you can address it privately.)

## **3. Lady Fighters**

Note above that the litany for the Salutes said: "Please salute the one for whom you fight this day (or whose favor you bear)." This is probably the form that will get you into the least trouble if one or both of the fighters are Ladies. This discriminates against none and therefore will keep you from getting in trouble, by saying, "Salute the Lady whose favor you bear." or such similar address. That way, no one will be offended.

Be aware of gender-specific phrases and switch to neutral phrases. If you don't get into this habit early, you will one-day slip up and embarrass both yourself and a good gentle who is fighting.

## **4. Ranks and Titles**

On the field, fighters may be announced by either their title and name, or their honorific and name. These are (ranked high to low):

### **Title**

King

Queen

Prince

Princess

Duke

### **Honorific**

His Majesty

Her Majesty

His Highness

Her Highness

His Grace

Duchess		Her Grace
Count		His Excellency
Countess		Her Excellency
Viscount		His Excellency
Viscountess		Her Excellency
Baron		His Excellency
Baroness		Her Excellency
[Knight]	(Use honorific only)	Sir (male or female), Dame (female)
Master at Arms	(peerage in fighting, but not a knight)	His Excellency (some kingdoms)
Mistress at Arms	(peerage in fighting, but not a knight)	Her Excellency (some kingdoms)
Master	(peerage but not in fighting)	His Excellency (some kingdoms)
Mistress	(peerage but not in fighting)	Her Excellency (some kingdoms)
[Grant-Level Award Holder]	(male)	His Lordship or The Honorable Lord
[Grant-Level Award Holder]	(female)	Her Ladyship or The Honorable Lady
Award-of-Arms Holder	(male)	Lord
Award-of-Arms Holder	(female)	Lady
Non-Award Holder	(male or female)	Gentle or Good Gentle

In deference to their ranks and stations, it is considered polite to announce the combatants in order with the highest ranked fighter first. Thus, one would announce "Duke William combats Lord John," rather than the other way around. The fighter's titles may be listed on their cards or not. The names may be in order or not. If not, speak with the MoL, and see if they can be so arranged.

## 5. Getting the fighters' attention

Frequently, it is much more difficult for the fighters to hear you than it is for the populace. A fighter in a tourney may be distracted. They may already be armored up and have a helm (which makes hearing difficult). You need to address calls to the field and the reading of the order of combat to the fighters in particular. Thus, one might start reading the order of combat by saying:

"My Lords and Ladies, FIGHTERS PRAY ATTEND. The order of combat for round one is as follows:"

When reading the order of combat, to avoid confusion, make sure that the pairs are delineated properly. Thus one should say:

"FIRST FIGHT, Count Gawain Wainwright VERSUS Sir John the Smith (**pause**)  
"SECOND FIGHT, Lady Olga Ragnarsdottir VERSUS Gentle Robert Black."

Note the emphasis on the FIGHT/VERSUS formula. This helps to make the pairings clearest. In this way, you won't have Sir John the Smith coming up to ask you when it is that he fights Lady Olga Ragnarsdottir.

## 6. Second calls to the field

When a fighter does not answer a call to the field, a second call is usually in order. Make sure to ask the marshals or even the List Mistress before giving a second call to the field. There may be rules in

place for that tourney regarding how many calls to the field will be given before a contestant is disqualified. As well, it is good politics to make sure that you are not overstepping your bounds.

## **7. Keeping things running quickly**

One of the functions that a herald can perform is to help keep the lists running quickly. To save time, the litany of salutes are sometimes shortened or dropped entirely after the first round of combat. Note that the MiC should be consulted before doing this. When short on time, the herald should always be conscious of how long he is out on the field. You should be watching the field so that you get out onto the field to call the next fight as soon as the marshals indicate a victor in a match. Also, when you are finishing the introduction of the fighters, you can be backing off the field, so that when the litany "At the marshal's command you may begin" is finished, you are off the field and the fighting may truly proceed without any further delay. You'd be surprised how much time can be saved by this simple act. Of course, don't rush through the announcements that you do make: that might make them sound offensively hasty. Simply attend to time management.

## **8. Keeping the crowd informed and interested**

Frequently there is something which the fighters should know about the format of the lists (such as whether byes are to be fought and by whom, whether in a double elimination tournament the final round is to be fought round robin, etc.) These things are of keen interest to the spectators as well, so you should make an effort to announce them as the opportunity arises during a round. You could say, for example, when announcing the order of combat for the round, "Lady Olga Ragnardottir combats the Gentle Robert Black, His Lordship Martin the Gray combats Lord William Williamson, Her Ladyship Lucia of Venice has drawn the bye which will be fought by Sir John the Smith."

A nice touch is to announce the end of the round, "This ends the X round" so the crowd and fighters know there's a break.

Usually at the beginning and the end of a tournament is when the general populace pays the most attention to a tournament. So it is natural that at these times the most pageantry is added to the tournament. In some kingdoms they will blazon the arms carried by the combatants. This is usually done only in the first round, and in the final bout. This takes some preparation on the part of the herald in charge, but adds much to the ceremony of the event. For example, when the fighters are introduced, you would say:

"In this combat, His Lordship Martin the Gray, bearing the device Or, a wolf rampant sable, does combat with Lord William Williamson, bearing the device Azure, a sword proper between a pair of flaunches Or."

As you get to the end of the tourney, the crowd tends to sit up and pay attention. This is natural. As the tension builds (especially in an important tourney), you should allow "a bit of the showman" to appear. In the final round, you might emphasize the importance by saying something like:

"In this, the final round of this fifth Annual Golden Falcon Tournament, His Lordship Martin the Gray combats Her Ladyship Lucia of Venice."

Of course, as the crowd starts to pay attention, they are expecting more of the herald, too. Especially at the end, use your best dramatic voice. If you sound bored, the crowd will be bored.

## 9. Some points of diplomacy

It is important to verify the customs and laws of your kingdom concerning the specifics on policies. What are presented here are suggested guidelines, based on factors involving many Kingdoms.

It was once the tradition for a herald to announce when a fighter committed what was termed an act of chivalry, such as giving up the use of a shield when the opponent has lost one arm, and so on. There arose many arguments and controversies about whether an "act of chivalry" should be noted publicly at all. It is a sufficiently touchy subject that it is suggested that you never announce when a fighter has given up the use of a weapon in response to his opponent, except if the ruling noble asks that it be announced (and then, of course, do it). If the crowd applauds such an act then let them.

If the announcement is to be made at all, say something like: "Sir John the Smith has voluntarily relinquished the use of his shield." This is a less partisan way of stating the truth without getting into the dicey question of what constitutes a "Chivalric" act. After all, what one man may judge as chivalry, another may see as showboating or even blatant stupidity.

Announce the victor of a fight (not the loser). The usual litany says: "Victory to X." If you ever change your litany for announcing combats, be sure you use such a form. It is better form to accentuate the positive. The last thing that the herald needs is a defeated fighter feeling that the heralds publicly shamed them further by announcing the loss.

Further, the herald must in all ways be quite careful when announcing fights and fighters to avoid favoritism. Under no circumstances should the herald be seen as applauding a victory on the field unless he does so for all fighters. Never, ever, announce such a sentiment out loud, such as: "Victory, and a good thing too." The herald is in a public position. Play favorites and you will build resentment. True, most heralds are tactful and diplomatic and would never purposefully say something hurtful, but even if it was only meant in jest, be careful: tempers run hot on the fighting field.

A point of mechanics: announce the winner only when a marshal indicates who it is (prompt a marshal from off-field if necessary). The marshals should indicate the victor of a fight by pointing their staves at the victor, but if they don't and there is any doubt in your mind, ask the marshals: "M'lord Marshal, is there a victor?" and get them to indicate one before coming out onto the field. Fighters sometimes take a very long time to die. Fighters may double kill each other with one dying in a second and another ten seconds later. Fighters may take a blow, fall down, consult, think about it and get back up again. If you have watched fighting as a spectator, you know that strange things can happen. For some reason, it always is particularly ironic and embarrassing for the herald to announce victory of the wrong person (and people are always trying to catch the herald in a mistake), so always be sure of who has won before announcing.

## 10. Safety on the fighting field

On the field, first and foremost, the herald's concern should be for safety - yours and others. Watch out for the following:

While the fight is in progress, make sure you are outside the list field. Let the marshals guard the field (with the rare exception that during melees, you may be asked to be a "side marshal" outside the field).

Never turn your back on the fighting; charges and overruns happen (especially during "team" fighting or melees). You never know what sort of armored battlewagon could be bearing down on you. If you have a herald's staff (it is heartily recommend that you have one) be prepared to use it to protect your body while getting out of the way.

Remember that the field marshals have primary control over the fighting field. For this reason, the herald should almost never call "Hold" or otherwise instruct the fighters on the field. It is for this reason that the herald should never say "Lay on," as this phrase is reserved to the marshals to tell the fighters to begin fighting. If a herald calls a "Hold," it is always for the purpose of preventing impending disaster. If that armored knight is about to squish the one-year-old who just crawled onto the field or if that knight's faceplate just flew open while a sword shot is flying toward her, yell "Hold" with your best herald's voice. In all other cases, such as observing a broken piece of armor on a fighter, the best policy is to call the attention of the marshals and allow them to deal with the fighters. The herald should never call "Hold" for any other fighting actions on the field such as a fighter dropping a weapon or a fighter on his knees falling to the ground. In truth, most heralds would not be tempted to call a "Hold" at all except for those heralds who are also fighters and so know of the conventions on the field.

Also, at times the marshal or fighter will call a hold to "calibrate" blows or to ask each other where a shot was seen to land. Even though the herald may be a keen spectator, he should not offer an opinion during such discussions (if he is on the field at all, which he probably shouldn't be) unless asked directly by the fighters.

In conclusion, leave controlling the fighters on the field to the marshals unless you have a very good reason: it makes for good safety and good politics.

## **11. Work with the MoL**

In field heralding, the herald works closely with the Minister/Mistress of the Lists (MoL), the gentle who runs the List Table. It is necessary to get the already completed cards back to the MoL as quickly as possible so that the results can be recorded and the next round drawn. Usually the next herald up (or trainee or volunteer) is used to "run cards" to the MoL. If no such person is assigned, make sure that the job gets done: either draft someone or be conscious of delivering them yourself between fights.

The system currently in use in Calontir is:

The MoL will give you 3 sets of 2 cards, each card containing the name of one fighter (sometimes along with a phonetic spelling of the name). The top set are "Called to the field". The second set are "Arming". And the third are "Preparing to Arm". This lets the fighters know when their next bout is. The easiest way to keep these in order is to offset the pairs such as placing the top set in a horizontal position, the second set vertical to that and the bottom set horizontal again. Keep them in these positions as you read them.

After starting the current bout, return the cards to the List Table so they can arrange the next set. When the current fight is over, announce the winner and, having gotten the next set from the List Table, call the next set of cards.

There may be some variance depending on the size of the field and if it's a Crown tourney List.

Just as an FYI, there are a couple of other card systems used by other kingdoms. So you know about them, the following information is presented:

Card system one:

In the first card system, each card contains one fight (the names and titles of both fighters plus a fight number) as shown below:

1) Duchess Mary Smith	2) Lord Eric the White	3) Sir John the Smith
Count Gawain Wainwright	Robert Black	Lord William Williamson

When a winner is determined, the herald circles the winner's name on the card (you should always have a pen ready for this purpose) and the card is returned to the MoL table. In this way, the MoL is informed of the victor of the fight (if they are unable to hear the announcement).

Card system two:

A second system now in use in some Kingdoms. It is easier and faster to use for the MoLs, but is slightly harder on the heralds. This system bears some explanation. In this card system, each name is listed only once on one card. Each fight is indicated with the identifying letter of the fighter's opponent for a given round. For instance:

Fighter A	Fighter B	Fighter C	Fighter D
1. B Won 2. D	1. A Lost	1. D Lost	1. C Won 2. A

When using this system, make especially sure that the cards are in order with the two combatants of a particular match consecutive. Cards are traditionally returned to the MoL with the victor's card atop the loser's.

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