

HERALDIC TERMS

The following terms, and their definitions, are used in heraldry. Some terms and practices were used in period real-world heraldry only. Some terms and practices are used in modern real-world heraldry only. Other terms and practices are used in SCA heraldry only. Most are used in both real-world and SCA heraldry. All are presented here as an aid to heraldic research and education.



A LA CUISSE, A LA QUISE - at the thigh

ABAISED, ABAISSÉ, ABASED - a charge or element depicted lower than its normal position

ABATEMENTS - marks of disgrace placed on the shield of an offender of the law. There are extreme few records of such being employed, and then only noted in rolls. (As who would display their device if it had an abatement on it?)

ABISME - a minor charge in the center of the shield drawn smaller than usual

ABOUTÉ - end to end

ABOVE - an ambiguous term which should be avoided in blazon. Generally, two charges one of which is above the other on the field can be blazoned better as "in pale an X and a Y" or "an A and in chief a B". **See atop, ensigned.**

ABYSS - a minor charge in the center of the shield drawn smaller than usual

ACCOLLÉ - (1) two shields side-by-side, sometimes united by their bottom tips overlapping or being connected to each other by their sides; (2) an animal with a crown, collar or other item around its neck; (3) keys, weapons or other implements placed saltirewise behind the shield in a heraldic display.

ACCOMPANIED - between

ACCORNE - (also Acorné) having horns or attires

ACCOSTED - side by side

ACHIEVEMENT - the full display of armorial honors including the escutcheon (shield), crest, wreath, mantling helm, supporters, compartments and mottoes.

ACORNÉ - (also Accorne) being horned or attired

ACORNED - bearing acorns

ADDORSED, ADOSSÉ - back to back, **aka indorsed or endorsed**

ADUMBRATED - term applied to a charge depicted with a shadow of a darker/lighter hue of the shield's tincture

AFFRONTÉ, AFFRONTY - head and body facing observer

AIGUISÉ - pointed

AILETTES - (also called Emerasses) small escutcheons affixed to the shoulders of an armored knight.

AISLÉ - having wings

ALAND - (also Alant) a mastiff dog with short ears

ALERION - (also Allerion) without legs/feet or beak

ALISÉ - rounded or globular

ALLERION - (also Alerion) without wings or beak

ALLOCAMELUS - also called an Ass-camel, this creature is part camel, part ass.

ALLUMÉ - refers to a beast's eyes being flecked with color

ALPHYN - (1) a creature like a stocky heraldic tyger with tufts of hair on its body and eagle claws for forefeet; also has a thick mane, knotted tail and long ears; (2) this creature has a body much like that of a wolf with the front legs and belly of a dragon. It also has long pointed ears, a long thin tongue, and a knotted tail.

ALTERNATE NAME - any name a participant in the SCA registers with the College of Arms other than their primary persona name.

AMBULANT - walking, see also Passant.

AMPHISBÆNA <dragon-style> - (also called: Amfivena, Anphine, Anphivena and Fenmine) a dragon-like beastie with a head at each end. In SCA heraldry it is usually depicted as dragon with bird's wings and a head at either end.

AMPHISBÆNA <serpent-style> - (also called: Amfivena, Anphine, Anphivena and Fenmine) a serpent with two heads, one at each end of its body.

ANCHORED - ending in the flukes of an anchor <e.g. a cross anchored>

ANCIENT - a small flag ending in a point, similar to a pennon.

ANCIENT ARMS - the retired arms of a SCA branch that have been replaced by a newer design, but are retained as a historical relic.

ANIME - having flames issuing from mouth and ears

ANNELLED - ringed (usually through the nose) <e.g. a bull annelled>

ANNODATED - bent in the form of the letter "S"

ANNULET - a ring

ANNULETTY - terminating in rings

ANTELOPE, HERALDIC - (1) a creature with an antelope body, heraldic tyger face, tusks, serrated horns, a lion tail and tufts down its spine; (2) Like a Tyger but with serrated horns and a deer's legs. Probably the same as an Ibex though the horns may curve more. The antelope's horns point backwards, the ibex's forwards according to some references; (3) creature with a body like a deer's, but with tusks, a lion's tail, and serrated horns

APAUME, APPAUME - hand, glove or gauntlet open showing palm

APRES - a creature with the body of a bull and the tail of a bear

AQUILATED - semy of eagle heads

ARCHED - bent in the form of an arch

ARGASILL - a heraldic antelope

ARGENT - the heraldic tincture (metal) silver (usually represented by white)

ARMED - having teeth or talons or horns or claws or wearing armour

ARMIGER - a person who has been awarded the right to arms. Arms in the Society can only be given by the Crown of a kingdom, and come in three levels: Awards of Arms, Grants of Arms, and Patents of Arms (aka Letters Patent). A person with registered personal armory who is not an armiger has a device, but armigers have arms.

ARMORIAL - (1) Adjective. Of or related to armory. (2) Noun. A list of armory organized by the bearers' names.

ARMORIAL ELEMENT - a component of heraldic design. An armorial element may be a charge, a line of division, a line of partition, a field treatment, a tincture, or other component that maybe used in designing armory.

ARMORY - any design that the College of Arms registers or protects, including devices/arms and badges. This includes various important non-SCA armory from the real world and may also include trademarks, logos, and other graphic symbols that resemble heraldic bearings.

ARMS - a heraldic design that uniquely represents the person or group that owns it. In the SCA, people who have been awarded arms by the Crown of a kingdom may call their heraldic device "arms." The distinction between arms and a device is not tracked by the SCA College of Arms.

ARONDI - (also Arrondi, Arroundie) rounded or curved

ARRACHE - torn off

ARRANGEMENT - the placement of charges in a group relative to the other charges in the group. For example, three roundels two and one is a different arrangement than three roundels in fess. Arrangement is sometimes confused with Location, and sometimes with Orientation.

ARRAYED - richly appareled, **see also habited and vested**

ARRIERE - the back. "Volant en arriere" refers to the term for a bird or insect in flight and seen from above. The term tergiant is more commonly used.

ARRONDI, ARROUNDIE - (also Arondi) rounded or curved

ASCENDANT - rising upwards

ASCENDING - of a bird or wing creature taking flight

ASSIS - sitting. The more common term is sejant.

ASSURGANT - {also assurgent} rising from or out of <e.g. a hand assurgent from a ford>

AT GAZE - a peaceful animal (usually a deer) standing with head facing the observer <e.g. a stag at gaze>

AT SPEED - a deer, fox or horse in running position

ATOP - said of a charge which is conjoined to another charge to base <e.g., a falcon perched atop a gauntleted cubit fesswise = in pale a falcon conjoined at the feet to a gauntleted cubit fesswise.> **see also ensigned**

ATTIRED - having antlers

ATTIRES - antlers

AUGMENTATION OF ARMS - (Also, Augmentation.) An honor added to a registered device. In the SCA, first the Crown of a kingdom must give the recipient of the augmentation the right to add a charge or charges to a registered device as an honor, then the honor must be registered with the College of Arms. An augmentation is not registered as a change of armory; instead, both the underlying arms and the arms with augmentation are protected. Therefore, the underlying armory can be changed while keeping the augmentation the same (assuming no style problems result). Augmentations are usually registered by the College of Arms in the form "[Blazon of device], and as an augmentation, [blazon of augmentation]".

AULNED - of a plant having a beard <e.g. a stalk of barley aulned>

AVERSANT - means "turned away"; refers to seeing the back of a charge (especially when talking about a hand, glove or gauntlet); has also been used to refer to a critter walking away from the viewer (aka called "south end of a north bound animal").

AZURE - the heraldic tincture (color) blue

BADGE - a piece of armory used by an individual or group to identify possessions, retainers, members, or other items. A badge is distinguished from a device, which is used solely by its owner (or the owner's herald). A badge also differs from a device in that it may be fieldless, **otherwise the same heraldic rules apply.**

BADGER - a hard-working burrowing creature, known for its fierce fighting skill particularly when protecting home and family. In heraldry it is many times referred to as a brock.

BAGWYN - (1) a creature similar to heraldic antelope but with the tail of a horse and long curved horns; (2) in SCA heraldry it is described as similar to an antelope, but with a bushy tail, fringes of fur on the legs, and long swept-back attires.

BALANCE - the state of having charges distributed evenly or in accordance with period heraldic rules. Balance is not the same as symmetry. As a general rule, if all the charges are on one side of the shield, the design is considered unbalanced. However, period sensibilities for balance are not always obvious to the modern eye, and period heraldic designs should be consulted before making any categorical statements about balance. By looking at period designs, we find that "Azure, in chief three escallops Or" is balanced, but "Azure, to dexter three escallops in pale Or" is less balanced. Likewise, we find that "Quarterly gules and argent, in dexter chief a mullet argent" is balanced, but "Quarterly gules and argent, in dexter base a mullet argent" is not balanced.

BANDED - encircled with a band or ribbon

BANNER - a square or oblong flag emblazoned with arms; the principal personal flag used throughout the Middle Ages by the nobility.

BANNER, ENSIGN - a square or rectangular flag on which is displayed the full achievement of arms

BANNEROLE, BANNEROLL - a small banner, often stiffened or supported along its upper edge

BARS - medium sized bands that runs horizontally across the shield; usually two or more

BARBED - describing either rose sepals or the head of an arrow (pennon)

BARNACLE GOOSE - legends say that barnacle geese grow on trees whose branches hang over water. The young birds hang from the branches via their beaks. When the birds are mature, they fall from the trees; if they fall into the water they float and are safe, but those that fall on the land die.

BARRY - the field of the shield divided into many bars (of an even number of alternating tinctures), **horizontal stripes**

BASE - the lower portion of the shield

BASILISK - a cockatrice with a dragon's head stuck on the end of his tail

BAT - (also called Reremouse) seventh century sources state that the bat is a bird. But unlike other birds, it is a four-legged and resembles a mouse and makes a squeaking sound. The Latin name for the creature is "vesperilio" which refers to the time it flies (after twilight).

BATON - a coupé bendlet

BAUCÉANT - see Beauseant

BAUDRICK - the sword belt

BEAKED - describing the beak of a bird or monster

BEAUSEANT - (also called the Piebald Banner) the banner of the Knight's Templar. It is: Per fess Sable and Argent.

BELLED - having a bell or bells attached

BEND - a charge consisting of a broad band running diagonally across the shield from top left to bottom right (when viewed by observer). One of the ordinaries.

BEND SINISTER - a charge consisting of a broad band running diagonally across the shield from top right to bottom left (when viewed by observer). One of the ordinaries.

BENDLETS - medium sized bands running diagonally across the shield from top left to bottom right (when viewed by observer), usually two or more

BENDLETS SINISTER - medium sized bands running diagonally across the shield from top right to bottom left (when viewed by observer), usually two or more

BENDWISE SINISTER - lying diagonally across the field from sinister chief to dexter base. Frequently misblazoned as bend sinisterwise, bendwise indicates the angular orientation, and sinister modifies that orientation.

BENDY - the field of the shield divided into many bendlets, **diagonal stripes**

BENDY SINISTER - the field of the shield divided into many bendlets sinister, **diagonal stripes from sinister**

BENEDICTION, IN - a hand apaume (palm toward the observer) with first and second fingers erect and the others closed

BESANT, BESAUNT, BEZANT - an Or colored roundel (represents a coin)

BEZANTE, BEZANTY - semy of bezants

BICAPITATED - having two heads

BICORPORATE - two creatures combatant sharing one head

BILLET - a rectangle shaped charge that represents a brick face

BILLETTY, BILLETY - semy of billets

BLASTED - of a tree without leaves

BLAZING STAR - a comet

BLAZON - to describe a heraldic device with words; the verbal description of a piece of armory.

BLEMISHED - broken <e.g. a sword blemished>

BOLTING - said of a rabbit or hare in a salient position

BONACON - (Also known as a Bonasus) a bull-like (or bison-like) creature with horns which curl inwards, a horse's tail and a short mane. Its horns were considered useless, but the creature was reported to be very dangerous as it defends itself by shooting burning excrements at its enemies. First noted in heraldry as a crest granted to Richard Chandelor in 1560. In SCA heraldry, the SCA College of Arms has a precedent against the registration of such a monster: "The bonacon was considered too offensive by a significant fraction of the College and is therefore not allowed for use in the SCA."

BORDURE - a charge consisting of a border running along the edge of the escutcheon. One of the ordinaries.

BOREYNE - a creature with a barbed tongue, dorsal fin, the forelegs of a lion and the hind legs of an eagle

BOTEROLL - (also called a Crampet) the metal termination piece of a scabbard

BOUND - describing the cover of a book

BRACED - interlaced

BRANCH - an official chapter of the Society for Creative Anachronism.

BREATHING - equivalent and more commonly blazoned as "At Gaze"

BRIDLED - having/wearing a bridle <e.g. a horse bridled>

BRISTLED - having bristles <e.g. a boar bristled>

BURGEE - banner used at sea, usually swallowtailed but square or rectangular in hoist

BURGEONEE - of fleur-de-lys with petals about to open like buds

BYNAME - the part of a personal name other than the given name. Byname is a broad term that includes hereditary surnames, patronymics, locatives, occupational descriptions and epithets.

CABLED - having a rope or chain attached <e.g. a lantern cabled>

CABOSHED, CABOSSED - an animal head affronty but cut off clean behind the ears so that no part of the neck is visible

CADENCY - the method of modifying armory to indicate a relationship with the owner of the original armory. Changes that were made to distinguish one device from another can be considered the smallest changes that were considered significant enough to be noticed at the time they were used. These changes are called cadency steps. Some changes to heraldry may not indicate cadency but may still be blazonable. Such changes include artistic variants of charges such as the tincture of a horse's mane, or the choice between a cross bottony and a cross crosslet. Systems of cadency vary depending on the time and place.

CALOPUS - (also called Chatloup) a creature with a wolf body, a cat head and goat horns.

CALYGREYHOUND - (1) a creature with the head of a wildcat with bulbous horns, tufted body & tail and claws on the forefeet; (2) creature that has the body of an antelope, the claws of an eagle of

its forelegs and the hooves of an ox on its hind legs (3) in SCA heraldry it is described as a creature with a cat's face, tufted body and tail, eagle's forelegs and frond-like horns.

CAMELEOPARD - a giraffe

CAMELOPARD - like a cameleopard but with 2 long, winging horns

CANT - a heraldic pictorial pun [Most are done on surnames, but there are period examples of cants on first names as well as cants on occupations, positions and offices held by a person]

CANTON - a small square, usually in the upper left corner of the escutcheon. Reserved in SCA heraldry. It is used most often for an augmentation of arms.

CAP-A-PIE - fully armed

CAPARISONED - of an animal (usually a horse) barded and covered by ornamental cloth

CAREERING - term applied to horses that is equivalent to and more commonly referred to as salient.

CARETYNE - a creature with the body and horns of a bull, the head has a snout and tusks like a boar, cloven feet (and just one ear by some reports), which breathes fire and has gold spots (some reports say it is white with gold spots). May have originated from the Cretan Bull of Hercules mythos or the Marathonian Bull of Theseus mythos. Creature is noted as being on the badge of a Tudor-period courtier.

CARTOUCHE - an oval. Many times referring to the oval escutcheon used by popes and other Italian ecclesiastics.

CASQUE - a helm

CAT-A-MOUNT - (also called a cat-a-mountain) - a wild cat

CATOBLEPAS - a four-legged bull-like creature with a head that is large for its body, and blood-shot eyes that always look down.

CENTAUR - a creature that is half-man and half-horse. A centaur wielding a bow is called a sagittary.

CERASTES - a serpent with no spine and two ram's horns on it's head.

CD - (Clear Difference) In armory, a difference of type, number, tincture, arrangement, or posture that has been deemed equivalent in importance to the addition or removal of a mark of cadency. **Now called a Distinct Change (DC)**

CHAINED - being possessed of a chain <e.g. a lion rampant chained>

CHANGE, DISTINCT - (Also called a DC.) In armory, a difference of type, number, tincture, arrangement, or posture that has been deemed equivalent in importance to the addition or removal of a mark of cadency. Formerly called a Clear Difference (CD).

CHANGE, SUBSTANTIAL - in armory, a level of difference would have been considered by heralds in period to be more than a cadency step. A greater level of change of charge type than a significant, distinct or clear difference. In most cases the use of a charge as a main charge that has a substantial change from the main charge of another device will automatically clear any conflict with the other device. For example, a sword is substantially changed from a sun. Thus "Gules, a sword Or" is clear of conflict from "Gules, a sun Or." Formerly called a Substantial Difference (SD).

CHANGE, MAJOR - used in the name registration process to describe a degree of change which the submitter may allow, or refuse to allow, to be made to the name in order to allow it to be registered. Major changes include dropping an element or phrase, changing the order of the name elements, and changing the language of an element.

CHANGE, MINOR - used in the name registration process to describe a degree of change which the submitter may allow, or refuse to allow, to be made to the name in order to allow it to be registered. Minor changes include accents, punctuation, hyphenation, addition or deletion of a letter, upper-lower case changes, etc.

CHAPÉ - field divided per chevron enhanced (throughout)

CHARGE - a pictorial representation used for heraldic purposes; an item depicted on a piece of armory. A charge may be a simple geometric figure, such as a fess or a roundel, or a representation of an animate or inanimate item, such as a sword or a lion. A charge may be directly on the field, overall, or entirely on another charge.

CHARGE GROUP - a set of charges used together in a design as a single unit. The charges in groups in heraldry usually fall into standard arrangements depending on their number and what other items are involved in the design. A collection of charges that are arranged in such a standard arrangement are considered a single group, even if they are of different types and/or tinctures. For example, Per fess argent and gules, two towers sable and a roundel argent contains a single group of primary charges in the standard charge arrangement of two and one.

CHARGE GROUP 1: PRIMARY - the most important group of charges in a piece of armory. In blazons, the primary charge group is usually mentioned immediately after the field (though a strewn charge group is not primary when it is blazoned before a central charge group). If there is a central ordinary lying entirely on the field, it is the primary charge. If there is no such central ordinary, then the primary charge group is the set of charges of the same size that lie in the center of the design and directly on the field. An overall charge can never be the primary charge. In any piece of armory with charges there will always be a primary charge group, unless the only charges are peripheral. There cannot be more than one primary charge group in any given design. In "Gules, a pale between two mullets argent", the pale is the primary charge. In "Or, a maunche between three roundels azure" the maunche is the primary charge. In "Per chevron argent and sable, two roses and a fleur-de-lys counterchanged and on a chief purpure three hearts argent", the roses and fleur-de-lys are the primary charge group, because they are all of about the same size and in a standard arrangement. In "Azure semy of mullets and a chief argent" the strewn mullets are the primary charge group; in "Azure semy of mullets, an eagle and a chief argent" the eagle is the primary charge. In "Sable, a lion Or, overall a bend argent", the lion is the primary charge. In "Azure, a chief Or" there is no primary charge group.

CHARGE GROUP 2: SECONDARY - a group of charges on the field around the primary charge group. A design may have more than one secondary charge group. Each group may confer difference independently. In "Gules, a pale between two mullets argent", the mullets are the secondary charge

group. The secondary charges in "Or, a maunche between three roundels azure" are the roundels. In "Sable, a chevron cotised argent between three millrinds Or" there are two secondary charge groups, the cotises and the millrinds. In "Per chevron argent and sable, two roses and a fleur-de-lys counterchanged and on a chief purpure three hearts argent", the chief is the secondary charge group. A peripheral charge group is a type of secondary charge group.

CHARGE GROUP 3: TERTIARY - any group of charges placed entirely on other charges. Tertiary charges in a group may be together, such as three charges on a chief, or may each be on members of the same charge group. "Per chevron argent and sable, two roses and a fleur-de-lys counterchanged and on a chief purpure three hearts argent" has one group of tertiary charges on the chief. "Gules, a chevron between three roses Or, each charged with a cross fitchy sable" has one group of tertiary charges, the crosses. "Or, on a fess gules an escallop between two millrinds Or, all within a bordure vert charged with eight roundels argent" has two groups of tertiary charges, one group with the escallop and millrinds and the other with the roundels. Each tertiary group contributes to difference independently.

CHARGE GROUP 4: PERIPHERAL - a charge or group of charges that are placed on the field near the edge of a piece of armory without affecting the rest of the design. Peripheral charges include (but are not limited to): the chief, the bordure, the base (including the point pointed), the quarter, the canton, the gyron, the orle, the double tressure, and flaunches. Gores and gussets are not peripheral charges (because they extend so far into the center of the field). Peripheral charges are never primary charges, even if they are the only charges on the field. Peripheral Charge Groups are a type of secondary charge group.

CHARGE TYPE - The kind of a charge in a piece of armory. "Gules, a chevron between two candles and a lantern Or" has three types of charges: chevrons, candles, and lanterns. "Argent, on a pale purpure between two lions combatant gules three lions passant Or" has two types of charges: pales, and lions in two different postures.

CHASE, IN FULL - of a hound in pursuit (courant position)

CHASED - (also called Umbration, Adumbration and Chasing) This term means voided but with the interior details and lines still showing as well as the outline. In SCA heraldry, the practice was disallowed in April 1982, as part of the general ban on "thin-line heraldry" that also limits voiding and fimbriation.

CHATLOUP - (also called Calopus) a creature with a wolf body, a cat face and goat horns.

CHECKY, CHEQUY - being divided into small squares of alternating tinctures (1 color and 1 metal)

CHEVRON - a charge in the form of a broad band in the shape of an inverted "V" that stretched horizontally across the shield. One of the ordinaries.

CHEVRONELS - medium size bands in the shape of an inverted "V"

CHEVRONNY - the field of the shield divided into many chevrons or chevronels

CHIEF - a charge consisting of a broad horizontal band covering the top third of the shield. One of the ordinaries.

CHIMERA - a fire breathing creature that has the body of a goat, the head of a lion and the tail of a serpent. Sometimes depicted as a lion body with three heads (one lion, one goat, one serpent/dragon-like).

CHORDILIERE - (also called Cordon) a silver cord which sometimes encircles a widow's coat-of-arms

CINQUEFOIL - a conventional flower of 5 equal parts. In early heraldry it was synonymous with a rose.

CLASPED - describing the clasp of a book

CLEAR DIFFERENCE - (Also called a CD.) In armory, a difference of type, number, tincture, arrangement, or posture that has been deemed equivalent in importance to the addition or removal of a mark of cadency. **Now called a Distinct Change (DC) under SENA.**

CLENCHED - hand, glove or gauntlet with all fingers closed

CLIMANT (also Clymant) - term for a goat in rampant position

CLOSE, CLOSED - a bird, or other winged creature, with wings down and close to the body

CLOUE - nailed

CLYMANT (also Climant) - term for a goat in rampant position

COAT-OF-ARMS - originally the linen coat worn over armor on which the armorial device of the wearer was depicted. Currently it refers to a heraldic device which is a heraldic design that uniquely represents the person or group that owns it. A person who has not been awarded arms may register personal armory as a device. This device will become arms when the person receives an award, grant, or patent of arms.

COCKATRICE - similar to a wyvern but with a cock's head, comb and wattles, and a barbed tongue

CODED - having a scrotum of a different tincture

COHERENT - refers to armory when all the elements of a design work together to produce a single effect. Usually, a field division or the primary charge establishes a pattern of arranging items on the field. Coherence is diminished by placing elements with no relation to each other, or ignoring the pattern set in the design. Coherence is also be diminished by using unlike charges in a group.

COILED - of a snake, wrapped around itself with head erect

COJOINED - joined together

COLLARED - having a plain collar

COLLEGE OF ARMS - in the SCA this consists of the Sovereign(s) of Arms, the warranted heralds on Laurel staff, the Principal Herald of each kingdom, and such other persons as Laurel may deem to be of assistance.

COLLEGE OF HERALDS - in the SCA this consists of the Principal Herald of a kingdom, the warranted heralds and pursuivants of a kingdom, and such other persons as the Principal Herald may deem to be of assistance.

COLOR - in SCA heraldry, the colors are azure, gules, sable, purpure and vert. The furs that use colors as underlying tinctures, such as counter-ermine and pean, are treated like colors for contrast purposes. **Distinguished from metals.**

COMBATANT - (also combattant) refers to two creatures facing each other in the rampant position. [A few sources applied this only to wild or warlike beasts, but many other sources applied this to any animal, monster or beast.] **See also respectant.**

COMBED - describing the crest of a rooster (cock)

COMET - an estoile of six points with a tail extending from it

COMPARTMENT - the surface (often drawn as a grassy mound) on which the supporters stand

COMPATIBLE - in keeping with the normal usage for period heraldry. In the SCA this is extended to also include the domain of the Society.

COMPLEMENT, IN HER - a full moon with a face

COMPLEXITY COUNT - a measure of armorial simplicity. The Complexity Count is the sum of the number of types of charges and the number of tinctures in an armorial design. In the SCA this is discussed in the Standards for Evaluation for Names and Armory (SENA). Armory with an excessively high complexity count (more than eight) may be returned. However, armorial designs which are period in style may be registered even if they have a high Complexity Count.

COMPONE, COMPONY - being composed of a single row of rectangles consisting of an alternating color and metal. If there are two rows of rectangles it is called "counter-compony". If there are three or more rows of rectangles, it is called "checky".

CONFLICT - a submission which is too similar to a protected item is said to be in conflict. For armory, this occurs if the submission is only a cadency step or less different from the protected item. For names, this occurs if the submission is not readily distinguishable from the registered item.

CONJOINED - joined together

CONTOURNE , CONTOURNY - {also contourne} {sometimes misspelled contourney} refers to an animate charge reversed to face to sinister

CONTRAST - a level of visual distinction between different tinctures.

CORDED - tied with a cord

CORDON - (also called Chordiliere) a silver cord which sometimes encircles a widow's coat-of-arms

COTISE - a very small diminutive of a bend, fess, pale or chevron. They are always in pairs and one lies on either side of the ordinary it is a diminutive of.

COTISED - of an ordinary having a cotise on either side of it.

COUCHANT - laying down with head up

COUE - the tail between the legs. More commonly called "cowed".

COUNTER - prefix meaning opposite

COUNTERCHANGED - whereby a shield is divided by a line of partition and any charge placed thereon has its tinctures reversed on either side of the line.

COUPED - cut short by a smooth line, distinguished from Erased.

COUPED CLOSE - head cut short by a straight vertical line just behind the ears, no neck showing

COURANT - running at speed

COURSE, IN FULL - of a hound in pursuit (courant position)

COWARD, COWED - the tail between the legs

CREMELLE - having crenellations. More commonly called "embattled".

CRAMPLET - (also called a Boteroll) the metal termination piece of a scabbard

CRESCENT - a curved partial moon with the "horns" pointing upwards

CRESCENT REVERSED - a curved partial moon with the "horns" pointing downwards, **aka crescent pendant?**

CREST - the charge/symbol that is set upon the helm in a full achievement.

CRESTED - describing the crest of a rooster (cock)

CRI DE GUERRE - literally means "cry of war"; a war-cry/motto put on a scroll beneath a displayed coat-of-arms

CRINED - describing hair or mane

CROSS - a charge (ordinary) made up of broad vertical and horizontal bands forming a "+" shape stretching from edge to edge on the shield. A cross that stops short of the edge is termed a "cross coupé" and many other named variants exist also.

CROSS, IN - charges placed in the form of a cross

CROSS-WISE - charges placed in the form of a cross

CROWNED - having a crown

CRUSILLY, CRUSILY - semy of crosses (one of the most common is a semy of crosses crosslet)

CUFFED - having cuffs

CUISSE, A LA - at the thigh

CURIOSITY, IN ITS - of a cat standing upright against and peering into a cauldron

CYCLAS - a surcoat cut short at the front and long at the back

DANCETTY - a two-sided ordinary (such as a pale or fess) which zigzags or dances across the field. Indeed, a fess dancetty may be blazoned simply as a dance. Modern non-SCA heraldic treatises define dancetty as a larger version of indented, but period blazons do not make this distinction.

DEBRUISED - overlaid

DECHAUSSE - dismembered

DECOLLATED, DECOLLE - decapitated

DECRESCENT - a curved partial moon with the "horns" pointing to sinister

DEFAMED - having no tail (of a creature that normally has a tail)

DEFAULT - often used as an adjective meaning "standard, not needing to be blazoned"; it may be applied to arrangement, orientation, or posture.

DEGRADED - placed upon/atop steps

DELF - charge that is represented by a square

DEMI - having only the upper half depicted

DEMOBISON - (also spelled demo-bison) a bat-winged bison; a demon-bison

DENTED - having teeth of a different tincture

DESIGNATOR - the word used in a non-personal name (such as for a group or an office) to define the type of non-personal name. Designators may be the types of official branches (such as Barony, Shire, Kingdom, etc.), or they may be other kinds of designations (such as Order, Guild, House, Office, Pursuivant and so forth). **Designators do not contribute to difference between non-personal names. (double check under new rules)**

DEVICE - a heraldic design that uniquely represents the person or group that owns it. A person who has not been awarded arms may register personal armory as a device. This device will become arms when the person receives an award, grant, or patent of arms. The distinction between arms and a device is not tracked by the College of Arms.

DEXTER - left side of the shield when observed from the front; **so named because it is the right side of person wearing the shield**

DIAPERING - refers to the field of a shield being decorated with damask or arabesque or knotwork in a lighter or darker shade of the tincture it is on. Thus it gives ornamentation without being a part of device.

DIFFERENCE, CLEAR - (CD) formerly in armory, a difference of type, number, tincture, arrangement, or posture that has been deemed equivalent in importance to the addition or removal of a mark of cadency. **Now called a Distinct Change (DC) under SENA.**

DIFFERENCE, SIGNIFICANT - formerly in armory, a level of difference which would have been considered by heralds in period to be a cadency step; in most cases, a sufficient amount of difference to grant a **Distinct Change**. A Significant Difference is a lesser level of difference of charge type than a Substantial Difference. For example, a pine tree is significantly different from an oak tree (because they have widely differing shapes), but they are not substantially different from each other (because they are both trees). **In names, two name phrases are significantly different if they are readily distinguishable both in sound and appearance. Now called a Distinct Change (DC) under SENA.**

DIFFERENCE, SUBSTANTIAL - (SD) formerly in armory, a level of difference would have been considered by heralds in period to be more than a cadency step. A greater level of **change** of charge type than significant difference. In most cases the use of a charge as a main charge that has a substantial **change** from the main charge of another device will automatically clear any conflict with the other device. For example, a sword is substantially **changed** from a sun. Thus "Gules, a sword Or" is clear of conflict from "Gules, a sun Or." **Now officially called a Substantial Change (SC) under SENA.**

DIMIDIATION - having two halves of different shields joined together in a "per pale" merging, **restricted as a form of marshalling.**

DIMINUTIVE - in names, a name that is derived from another name as a shortened or pet form. Belet, Bibby, Ibbe, Ibbet, Libbe, and Tibota were all period diminutives of Isabel. Some diminutives are actually longer than the original name. For example Jobin is a period diminutive of Job and Josekyn is a period diminutive of Joss. In armory, it refers to multiple and (usually) narrower variants of an ordinary. For example, two bars are diminutives of a fess, and two bendlets are diminutives of a bend. SCA armory does not use most single diminutives of charges, as they were considered artistic variants of the single ordinary in period.

DISARMED - without claws or beak or horns or teeth or talons (of a creature normally having them)

DISCLOSED - having wings displayed but pointing down. More commonly referred to as "displayed wings inverted".

DISMEMBERED - of a beast with head, legs and tail separate from body

DISPLAYED - with wings expanded and legs spread (spread-eagle)

DISTILLING - shedding drops

DOCUMENTED - found in a source that was created before 1600 A.D. More recent sources that quote sources created before 1600 are acceptable as documentation unless they are shown to be erroneous.

DOLPHIN - (also called Delphine) sea creature whose name derives from them joining together to sing. They are noted as being the fastest beasts in the sea and for the fact that they can jump over most ships.

DOMAIN OF THE SOCIETY - for the SCA, this refers to Europe and areas that were in contact with Europe before 1600 A.D.

DORMANT - sleeping; laying down with head down

DOUBLE-HEADED - having two heads

DOUBLE-QUEUED - having two tails

DOUBLED - having the lining turned up (usually clothes), **also guarded**

DRAGON - one of the most well-known heraldic monsters. The heraldic dragon is a 4-legged beast with a horny head, barbed tongue, scaly back, armoured rolls on the chest and belly, 2 bat-like wings, 4 legs with talons like an eagle's, and a pointed tail often with an arrow-like end. It is usually shown rampant, statant or passant, and rarely displayed like an eagle. A sea dragon has no wings

DYNAMIC - a design arrangement which gives an impression of motion or activity. This can happen by posing charges so that their apparent weight is not over their bases, such as in a depiction of a running man who is leaning forward so that his weight does not appear to be firmly supported by his feet. It can also happen if charges are unevenly spaced to give an impression of motion from one to the next. Dynamic is the opposite of static. In general, dynamic designs are not typical of period heraldry.

EDGED - describing the surface formed by the closed pages of a book

ELEMENT, ARMORIAL - a component of heraldic design. An armorial element may be a charge, a line of division, a line of partition, a field treatment, a tincture, or other component that maybe used in designing armory.

ELEMENT, NAME - a part of a name. A name element is usually a single word, such as a given name or an adjective in a description byname. A name phrase is made up of name elements; while these terms are sometimes used interchangeably, they help to distinguish issues involving the construction of words from issues of the construction of appropriate grammatical phrases. For example, in the name Richard of Sheepford, "Sheepford" is a name element, while the byname "of Sheepford" is a name phrase.

ELEVATED - pointing upwards <e.g. wings elevated>

EMBATTLED - having crenellations (like the battlements of a castle)

EMBLAZON - the drawing or depiction of a piece of armory.

EMBOWED - curved or bent

EMBRUED, EMBRUSED - spattered or dripping with blood, **also imbrued**

EMERASSES - (also called Ailettes) small escutcheons affixed to the shoulders of an armored knight.

EN SOLEIL - surrounded by rays of the sun <e.g. a rose en soleil>

ENCIRCLED - of a serpent when coiled

ENDORSED - (also Addorsed, Indorsed) back to back

ENFIELD - creature with head and ears of a fox, chest of a greyhound, forelegs are those of an eagle, and hindquarters, back legs and tail of a wolf.

ENFILED - pierced with, see also Transfixed.

ENFLAMED - (also Inflamed) having small goutts or spurts of flame issuant from a charge, as opposed to "On a Flame".

ENGOULED - (also called Engoulee and Engoulé) term means partly swallowed and describes an object disappearing into the jaws of anything and is used to refer to (1) when the ends of a ordinary [usually bends & crosses] terminate in heads swallowing the ordinary; (2) when one heraldic charge is being swallowed by another charge, for example an infant engouled by a serpent.

ENGRAILED - a line with semi-circular indents with the points outward, **mnemonic "grailed" as with cups**

ENHANCED - raised above the normal position

ENLASSÉ - a term meaning "enlaced"; interlaced

ENRAGED - having tongue and claws of a specific tincture

ENSIGN - In SCA heraldry it refers to the heraldic design that is reserved for use by a kingdom's populace to denote their alliance to the kingdom. **Also known as a Populace Badge.**

ENSIGN BANNER - in modern world heraldry, it refers to a square or rectangular flag on which is displayed the full achievement of arms. In SCA heraldry it refers to a banner flown by a member of a kingdom's populace (**showing** the kingdom ensign) to denote their alliance to the kingdom.

ENSIGNED - having a charge placed above <e.g. a lion ensigned of a crown>. **See also atop.**

ENTOURED - surrounded by

ENVIRONED - encircled by, also Torqued, Voluted, Wreathed.

EPITHET - a byname that describes physical or mental characteristics, personality traits, or characteristic behavior. The term nickname and descriptive byname is also sometimes used. Little John, Ethelred the Unready, and Richard Gotobedde are all examples of names with epithets.

EQUIPPED - fully armed

ERADICATED - uprooted **with roots showing**

ERASED or ERASED CLOSE - torn off in a vertical plane leaving a ragged edge

ERECT - upright

ERMINED TINCTURES - these are heraldic furs. There are many possible varieties of these, all based on the design of strewn ermine spots (abstract designs representing ermine tails). The most common are ermine (argent with sable ermine spots), counter-ermine (sable with argent ermine spots; also known as ermines, but that term is discouraged in the SCA due to the possibility of typographic errors), erminois (Or with sable ermine spots) and pean (sable with Or ermine spots). Other combinations do not have unique names and must be explicitly blazoned as <tincture> ermined <tincture>, e.g., gules ermined argent (gules strewn with argent ermine spots). Unlike other designs featuring strewn charges, the ermine variants are furs and are classed as separate tinctures in their own right, rather than as charged fields. However the ermine spots must have good contrast with the tincture on which they are placed (for example "Azure ermined gules" does not have acceptable contrast.). For contrast purposes, these furs are classed either as colors or metals according to their underlying tincture (so ermine is classed as a metal, and pean is classed as a color). Ermine spots can also be used as normal charges; if not in a strewn arrangement they are treated no differently from any other charges.

ESCUTCHEON - shield or shield shape

ESTOILE - a star of six wavy rays

ESTOILY - semé of estoiles

EXTENDED - of a tail when held in a horizontal position (tip may curl)

EYED - having eyes of a specific tincture

FACE - the head of a lion, leopard, panther or fox when caboshed

FEATHER - the feather of a bird.

FEATHERED - describing the fletching of an arrow

FERRATED - semy of horseshoes

FESS - a broad horizontal band across the center of the shield. One of the ordinaries.

FESS POINT - the center point of an escutcheon, the middle point on the shield

FESSWISE - lying in the direction of a fess

FIELD - the surface of a shield upon which charges are placed, **the background**

FIELD PRIMARY ARMORY - armory that either has no charges, or only a peripheral ordinary (charged or uncharged per SENA).

FIELD TREATMENT - a repeating pattern drawn in a tincture with good contrast over the field or a charge. Field treatments leave more of the underlying tincture showing than they cover. They are considered a part of the field or charge tincture. The term field treatment is not a standard real-world heraldic description for a class of armorial designs, but is the SCA catch-all term for the few period heraldic designs meeting this description. Field treatments include masoned and the forms of papellony and scaly which are drawn as voided scales. Field treatments do not include the ermined furs, fretty or strewn charges.

FIELDLESS ARMORY - a badge with no specified field tincture; such badges may be displayed on any appropriate background. Badges without fields should be designed as a single unit, with the charges all connected in some way as if they were cast out of metal in a mold. Devices may not be fieldless.

FIGURED - having a human face

FILLET - a narrow horizontal band placed in the lowest quarter area of the chief. (The bottom fourth part of the top third part of the escutcheon.)

FIMBRIATED, FIMBRIATION - outlining a charge in a contrasting tincture. In general, a simple convex charge such as a pale, roundel, or a heart may be fimbriated, while a charge with a more complex outline such as a lion cannot. In SCA heraldry, fimbriation is only allowed for charges in the central area of the field.

FINNED - having fins of a different tincture

FIRED - ignited; in flames

FITCHED, FITCHY - (also fitchée) of an object whose base (or foot) is pointed (e.g. a cross fitchy)

FLAMANT - in flames

FLEXED - bent or bowed

FLIGHTED - describing the fletching of an arrow

FLORY - ending in fleur-de-lis; a line with fleur-de-lys (all their points and base going in the same direction)

FLORY-COUNTERFLORY - of a line with fleur-de-lis alternating the direction of their points and bases

FLOTANT - floating (usually ships or flags)

FLUTED - having grooves (usually pillars)

FOLIATED - having leaves (e.g. a staff foliated), **also leaved**

FORCENE - a rearing horse with both hind hooves on the ground instead of one hoof as in the rampant position, **equivalent to salient**

FORD - a base that is barry wavy azure and argent

FOUNTAIN - a roundel that is barry wavy azure and argent

FOURCHE - forked <e.g. a tail fourche>

FRACTED - broken

FRINGED - having a fringe of a specific tincture

FRUCTED - bearing fruit

FULL CHASE, IN or FULL COURSE, IN - of a hound in pursuit (courant position)

FUMANT - emitting smoke <e.g. a fireball fumant>

FURNISHED - a horse wearing a caparison

FURS - in SCA heraldry, the furs include ermine, counter-ermine, erminois, pean, vair, potent, and their variants. The furs also include the variants of scaly and papellony which consist of solid-tinctured scales of two alternating tinctures. Furs composed equally of a metal and a color (e.g. vair) are considered neutral for contrast purposes. Furs that use a metal as the underlying tincture (e.g. ermine) are treated as metals for contrast. Furs that use a color as the underlying tincture (e.g. pean) are treated as colors for contrast purposes.

FUSIL - a lozenge with the top and bottom elongated

FUSILLY - when the field is composed of fusils, each touching at their points

GABONE - a term equivalent to and more commonly called Compone

GAMBE - (usually spelled jambe) the lower part of a creature's leg cut off at the second joint

GANSAS - a swan-like creature that has only one leg with (one) webbed foot on which is one talon. Yearly they migrate to the moon.

GARB - a wheat sheaf

GARNISHED - adorned, decorated

GEMMED - having or describing a precious stone <e.g. a crown gemmed>

GERATTY - an old term that is equivalent to and more commonly called "semy"

GIVEN NAME - the name given to a person at birth or in a naming ceremony such as baptism. In the English naming tradition, the given name is usually a person's first name, so Francis Drake's given name is Francis.

GLISSANT - of a snake when gliding

GLORY - a halo

GLORY, IN HIS - a full sun with a face

GOBONY - a term equivalent to and more commonly referred to as "compony"

GOLPE - a purple colored roundel (represents a wound)

GONFALON, GONFANNON - (also Gonfallon) a personal flag emblazoned with the arms, and supported by means of a horizontal pole suspended by cords at the top of a staff.

GORGED - encircled about the throat

GOUTE, GOUTTE - a drop

GOUTTE D'EAU - an Argent drop that represents a water drop {plural: goutty d'eau}

GOUTTE D'HUILE - a Vert drop that represents an oil drop {plural: goutty d'huile}

GOUTTE D'OLIVE - a Vert drop that represents an oil drop {plural: goutty d'olive}

GOUTTE D'OR - an Or drop that represents a molten gold drop {plural: goutty d'Or}

GOUTTE DE POIX - a Sable drop that represents a drop of pitch/tar {plural: goutty de poix}

GOUTTE DE POURPRE - a Purpure drop that represents a drop of wine {plural: goutty de pourpre}

GOUTTE DE SANG - a Gules drop that represents a drop of blood {plural: goutty de sang}

GOUTTE DES LARMES - an Azure drop that represents a tear drop {plural: goutty des larmes}

GRANDFATHER CLAUSE - in regards to SCA heraldry, it is the popular name given to the guarantee in Corpora that, once registered, a name or piece of armory remains registered unless the owner requests its release, regardless of changes in the Standards for Evaluation for Names and Armory (SENA) and standards applied to submissions after that time. The term Grandfather Clause is also sometimes applied to the provisions that allow a submitter to use elements that they have previously registered in new name or armory submissions, even if those elements are no longer acceptable under the current rules. On a case by case basis, this allowance has been extended to the submitter's immediate legal family **with appropriate documentation**.

GRAY AREA - for the purposes of documenting names and armory, anything that can be documented as late as 1650 **may** be considered acceptable, even though the official cut-off date of the SCA's domain as defined in Corpora is 1600. 1601-1650 is known as the gray area, and exists because it is logical to assume that something current in the period 1601-1650 may also have been current in the last years of the 16th Century, so long as there is no specific evidence to the contrary. Gray area documentation should only be used as a last resort.

GRIFFIN - (also spelled Gryphon and Griffon) a creature with the head, breast, wings and claws of an eagle, with the hindquarters and tail of a lion. It has swept-back pointed ears. If rampant it is termed segreant. A male griffin (called a Keythong) has no wings but often has horns and a spiky tail.

GRINGOLY - ending with serpent heads, for example a caldera gringoly or a cross gringoly.

GROUP - in regards to SCA heraldry, a collection of people, not necessarily an official branch. Households, orders, and branches are all referred to as groups in the Standards for Evaluation for Names and Armory (SENA).

GROUP, CHARGE - a set of charges used together in a design as a single unit. The charges in groups in heraldry usually fall into standard arrangements depending on their number and what other items are involved in the design. A collection of charges that are arranged in such a standard arrangement are considered a single group, even if they are of different types and/or tinctures. For example, Per fess argent and gules, two towers sable and a roundel argent contains a single group of primary charges in the standard charge arrangement of two and one.

GROUP NAME - the name of any group of people in the SCA from official branches to informal households. Such name are collectively referred to as Non-Personal Names in SENA.

GUARDANT - head turned to face the observer

GUARDED - having the lining turned up (usually clothes), **also doubled**

GULES - the heraldic tincture (color) red

GULON - a creature known to be like a dog in shape and size with a cat face, which has very sharp nails, long brown hair, and a tail like a fox.

GURGES - a whirlpool depicted as a spiral

GYRON - a triangular sector of the field formed by half of a bend line and half of a fess line meeting at the middle of the shield.

GYRONNY - the field being composed of gyrons (usually eight). This is done by dividing the field with a "per fess" line, a "per pale" line, a "per bend" line and a "per bend sinister" line.

HABITED - clothed, **see also vested and arrayed**

HAFTED - describing the handles of tools and weapons

HALF - for the purposes of counting armorial difference, half is usually defined in the mathematical sense. However, in certain circumstances, half may be defined differently. These circumstances are:

(i) When a group of three charges on the field is arranged two and one, the bottom charge is considered half the charge group.

(ii) When a tertiary charge group of three charges is on a central ordinary or chief, the centermost charge is considered half the charge group.

(iii) A central charge or charge group balanced around the center of the device, when divided by a line of division splitting the field into two parts, is considered to be divided in half by that line - whether or not the area contained in the charges is evenly distributed between the halves, such as when the charge is not symmetric across the line of division. This is a common occurrence with animate charges.

(iv) When a primary or secondary charge group is split so that part of it lies on each side of a line of division or an ordinary splitting the field in two parts, the section containing the smaller number of charges is considered half the charge group, even if it is less than half numerically.

(v) A maximum of one DC can be derived from any changes to these smaller "halves".

HAMADE - a bar couped

HARDSHIP CLAUSE - in regards to SCA heraldry, it sometimes happens that a submission is delayed so long by circumstances outside the submitter's control that changes in the rules or their interpretation make it unregistrable. Depending on the exact circumstances, and on a case-by-case basis, the submission may be judged according to the older rules and interpretations.

HARPY - a vulture-like bird with the head and breasts of a woman

HAURIANT - a fish in pale (erect) with head upwards, belly to dexter

HEDGEHOG - (also called Herison and Urchin) a creature known for its quills used in defense and for spearing fruit to take home to its young.

HELMED - wearing a helmet

HERALD - in regard to SCA heraldry, when the term is used with a capital H, Herald is a title referring to a person at a particular level in the College of Arms. Used with a small h, a herald is a person who works regularly on some aspect of heraldry.

HERALDIC - of or pertaining to heralds or heraldry

HERALDRY - the study of the art & science of armorial bearings

HEREDITARY SURNAME - a byname passed to all the offspring in a family, and therefore also called family names. Modern English surnames usually come last, so Francis Drake's surname is Drake. Other cultures may place their hereditary surnames in other positions in the name. The alternate term "Inherited Surname" is also used to refer to this type of byname. Hereditary surnames are often called simply surnames, but this usage is ambiguous and should be avoided.

HERISSONY (also herissoneé) - of a cat with its back in an enarched position (a "Halloween cat")

HILTED - describing the handle and guard of a weapon

HIND - a female deer

HIPPOCAMPUS - (also called a heraldic Sea-Horse) a beast with the top half of a horse and bottom half being a fish's tail. It usually has forelegs with webbed paws.

HIPPOGRIFF - (also spelled hippogryph) this creature is a cross between a horse and a griffin, with the front of a female griffin and the back of a horse.

HOODED - having a hood on <e.g. a hawk hooded>

HORNED - having horns

HUMETTY - coupé at the ends <e.g. a saltire humetty>

HURT - an azure roundel (represents a bruise)

HURTY - semy of hurts

HYDRA - a 7-headed dragon

HYDRUS - (also called an Enhydros) this is an animal known for killing crocodiles from the inside after being swallowed by them.

HYENA - a canine-like creature that eats human corpses and has the ability to change its sex.

IBEX - a heraldic antelope with straighter horns.

IGNITED - in flames

IMBRUED - spattered or dripping with blood, **also embrued**

IMPALED - said of two coats-of-arms shown side by side on the same escutcheon. (The escutcheon is divided "per pale" and there is a separate coat-of-arms in each of the two sections.) **Restricted as a form of marshalling.**

IMPORTANT NON-SCA NAMES & ARMORY - in regards to SCA heraldry, real-world names and armory that Laurel has designated important enough to protect.

IN ANNULO - multiple charges in a circular arrangement

IN BENEDICTION - a hand apaume with first and second fingers erect and the others closed

IN CROSS - charges placed in the form of a cross

IN FULL CHASE - of a hound in pursuit (courant position)

IN FULL COURSE - of a hound in pursuit (courant position)

IN HER COMPLEMENT - a full moon with a face

IN HER PLENTITUDE - a full moon with a face

IN HIS GLORY - a full sun with a face

IN HIS SPLENDOR - a full sun with a face

IN ITS CURIOSITY - of a cat standing upright against and peering into a cauldron

IN ITS PIETY - of a pelican wounding its breast with its beak and nourishing its young with its own blood

IN ITS PRIDE - of a peacock (or turkey) affronty with its tail fanned out in display

IN ITS VIGILANCE - of a crane when standing on one leg and holding a stone in the other

IN LURE - two wings joined at the base with their tips pointing downward

IN SALTIRE - charges placed in the form of a saltire

IN TRIAN ASPECT - position of a charge that gives three dimensional appearance (few period charges done as such)

IN VENERATION - kneeling as if in prayer

INCENSED - having flames issuing from mouth and ears

INCRESCENT - a curved partial moon with the "horns" pointing to dexter

INDENTED - applies to a line of division which zig-zags across the field, e.g., per fess indented, a chief indented. Victorian and modern non-SCA heraldic treatises define indented as a smaller version of dancetty, but period blazons do not make this distinction.

INDORSED - (also Addorsed, Endorsed) back to back

INFLAMED - (also Enflamed) having small goutts or spurts of flame issuant from a charge, as opposed to "On a Flame".

INVECTED - a line with semi-circular indents with the points inward, **mnemonic "infected" as with boils**

INVERTED - downward or upside-down

INVOLVED - **arranged in a spiral, formerly used as a synonym of "in annulo" for snakes**

IRRADIATED - surrounded by rays of light

ISSUANT - emerging from behind; proceeding from; coming out of

JACENT - lying on its side

JACULUS - this is a winged, leaping snake. Usually the wings are bat-wings. In the SCA such a creature is referred to as a pithon or, if the wings are bird-type wings, a winged serpent.

JAMBE - the lower part of a creature's leg cut off at the second joint

JELLOPED - having wattles

JESSANT - emerging

JESSANT-DE-LYS - having a fleur-de-lys emerging from a charge

JESSED - having thongs attached <e.g. a hawk jessed>

KEYTHONG - a male griffin, it has no wings but often has horns and a spiky tail.

KRAKEN - in SCA heraldry it is depicted as a squid, with tentacles and a pointed head; the number of tentacles are left to the artist, but is most commonly shown with ten. **Now blazoned as a "calamarie"**.

LAMIA - (also Lammia) a creature with the upper half of a woman and the lower half of a snake

LANGUED - having a tongue of a specific tincture

LAUREL - in regards to SCA heraldry, the Laurel Sovereign of Arms, who is the principal heraldic officer of the Society and the head of the College of Arms. Laurel is ultimately responsible for seeing that the duties of the heralds, as defined in Corpora, are fulfilled.

LEATHERED - describing the cover of a book

LEAVED - having leaves, **also foliated**

LEGAL NAME - this term is used to distinguish the formal name a person has outside the SCA from his or her Society name.

LEGAL NAME ALLOWANCE - the popular name given to the rule that allows submitters to use elements of their legal names in appropriate locations in a Society name (providing they meet the guidelines in the Standards for Evaluation for Names and Armory).

LEGGED - describing legs (usually of a bird)

LETTER OF ACCEPTANCES AND RETURNS - (LoAR) in regards to SCA heraldry, a monthly letter in which the Laurel Sovereign of Arms publicizes decisions on recent submissions.

LETTER OF COMMENT - (LoC) in regards to SCA heraldry, a letter written by a member of the College of Arms to discuss current submissions and advise the Sovereign(s) of Arms on the acceptability of the names and armory that are being considered. **Now replaced by the Online System of Commentary and Response (OSCAR).**

LETTER OF INTENT - in regards to SCA heraldry, a letter written by a Principal Herald or a deputy to describe the submissions from their kingdom. This is usually abbreviated LoI. In kingdoms that have an internal submissions process using Letters of Intent, the Letter of Intent written at the Society level for the College of Arms is often termed an External Letter of Intent (abbreviated eLoI or xLoI) and the Letter of Intent written for use within the Kingdom is termed an Internal Letter of Intent (abbreviated iLoI).

LETTER OF PENDS & DISCUSSION - in regards to SCA heraldry, a letter written by the Sovereign(s) of Arms to identify submissions which have been pended and issues which require discussion by the College of Arms. This is usually abbreviated LoPaD.

LETTER OF RESPONSE - (LoR) in regards to SCA heraldry, a letter written by a member of the College of Arms for purposes of responding to commentary written in Letters of Comment. **Now replaced by the Online System of Commentary and Response (OSCAR).**

LEUCROCOTTA - a creature that has the haunches of a stag, and the head of a badger, the neck, breast and tail of a lion.

LINED - having an inside lining

LION-DRAGON - creature have the foreparts of a lion and hind parts of a dragon

LIONCED - when the ends of a charge end in a lion face (e.g. a cross lionced)

LIONCELS - refers to lions when there are more than one lion on a shield. Comes from the fanciful story that a lion, being the King of the Beasts, cannot share a shield with other lions. The only way

there could be more than one lion would be if they were young lions (lioncels) that had not become the King of Beasts yet.

LOCATION - the placement **or position** of a charge or group of charges relative to the field. For example, three roundels in fess are in a different location than three roundels in chief, although their arrangement remains the same.

LOCATIVE BYNAME - (Also, Locative.) A byname referring to a geographical location. The reference may be by name, as in "of York", or by description, as in "atte Ford".

LODGED - a stag, hind or deer in a couchant position

LUBOLF - a hippopotamus-like creature with fangs.

LURE, IN - two wings joined at the base with their tips pointing downward

MAINTAINED CHARGES - small objects that are held by an animate charge are said to be maintained, such as a lion rampant maintaining a sword. Maintained charges are usually too small to count towards difference.

MAINTAINING - holding (usually away from the body)

MAJOR CHANGE - used in the name registration process to describe a degree of change which the submitter may allow, or refuse to allow, to be made to the name in order to allow it to be registered. Major changes include dropping an element or phrase, changing the order of the name elements, and changing the language of an element.

MAN-ANTELOPE - a heraldic antelope with the face of a man

MAN-LION - a lion with the face of a man

MANED - having a mane of a different tincture

MANTICORE - (also spelled manticora) a creature with a lion body, scorpion stinger at end of its tail and a man's face

MANTLING - in a full achievement, the stylized drapery hanging down the back of the helm, and many times carried down on either side of the escutcheon.

MANTYGRE - a creature with the body of a tiger, and the head of an old man with horns.

MARSHALLED, MARSHALLING - combining of arms of different families on one device to show inheritance or relationship. While display of marshalled arms is encouraged to show such relationships, registration of arms with the appearance of marshalling is forbidden in the SCA as presumptuous. Forms of marshalling include impaling, dimidation and quartering.

MASK - the head of a fox when caboshed

MASONED - describing the cement of brickwork or other masonry

MASONRY - divided into masoned or brickwork shapes

MATRONYMIC - (also metronymic) a name given to offspring to indicate the name of the mother. The daughter of a Yorkshirewoman named Rose might take the metronymic Rosedoghter.

MAUNCH - (also maunche) a heraldic charge that represents a sleeve, cut off along side of body and with a long lappet pendant from the cuff; looks somewhat like the letter "M"

MELUSINE - a two-tailed mermaid

MEMBERED - describing the legs of a bird or griffon

MERMAID - a sea creature with the upper body of a woman, and the lower body of a fish. When depicted as holding a comb and mirror, they are blazoned as " a mermaid in her vanity".

MERMAN - a sea creature with the upper body of a man, and the lower body of a fish.

METAL - in SCA heraldry, the metals are argent and Or. Furs that use metals as underlying tinctures, such as ermine and erminois, are treated as metals for contrast. **Distinguished from colors.**

METRONYMIC - (also matronymic) a name given to offspring to indicate the name of the mother. The daughter of a Yorkshirewoman named Rose might take the metronymic Rosedoghter.

MIGRANT - a bird as seen from above, flying upward by default. Heraldically indistinguishable from displayed, with only difference being belly details and visibility of legs.

MINOR CHANGE - used in the name registration process to describe a degree of change which the submitter may allow, or refuse to allow, to be made to the name in order to allow it to be registered. Minor changes include accents, punctuation, hyphenation, addition or deletion of a letter, upper-lower case changes, etc.

MINOTAUR - a creature with the body of a man and the head of a bull

MODERN - for SCA purposes, modern is anything after 1600 A.D.

MODEST PROPOSAL - in regards to SCA heraldry, the name given to the proposal, implemented in 1996, that the College of Arms restrict calling conflict of submitted armory to national arms, national flags, and a limited subset of other important non-SCA armory. Such non-SCA armory is listed in the Armorial and Ordinary of the SCA College of Arms.

MOLET - a mullet (a five pointed star)

MON - (More correctly Monshu) Japanese armorial insignia. The SCA allows mon-like designs only if they can be blazoned in European heraldic terms.

MONKFISH - a sea creature with the upper body of a robed monk and the lower body being a fish-tail.

MONOCEROS - a creature that has the head of a stag, the body of a horse, the feet of an elephant and the tail of a boar.

MONSTER - a heraldic monster is any creature used in heraldry that does not exist outside the imagination. Monsters may either be clearly invented, such as the sea-lion, or a confused interpretation of a genuine animal, such as the heraldic tyger.

MULLET - a five pointed star

MULLETY - semy of mullets

MUSIMON - a goat with four horns

MUTILE - dismembered

MUZZLED - having a muzzle

NAIANT - swimming horizontally, facing to dexter.

NAISSANT - emerging from the midst of

NAME, ALTERNATE - any name a participant in the SCA registers with the College of Arms other than their primary persona name.

NAME ELEMENT - a part of a name. A name element is usually a single word, such as a given name or an adjective in a description byname. A name phrase is made up of name elements; while these terms are sometimes used interchangeably, they help to distinguish issues involving the construction of words from issues of the construction of appropriate grammatical phrases. For example, in the name Richard of Sheepford, "Sheepford" is a name element, while the byname "of Sheepford" is a name phrase made up of the name elements "of" and "Sheepford".

NAME, LEGAL - this term is used to distinguish the formal name a person has outside the Society from his or her Society name.

NAME, NON-PERSONAL - per SENA, a name other than a personal name. Include branch names, order names, award names, guild names, household names and heraldic titles.

NAME PHRASE - a name phrase is a component of a name, such as a given name or a byname. It can be a single word or a collection of words that are grammatically linked and together serve as a byname, such as an article and its noun such as "the Smith", a preposition and its object such as "of York", or an adjective and the noun it modifies such as "White Horse". A name phrase is made up of name elements; while these terms are sometimes used interchangeably, they help to distinguish issues involving the construction of words from issues of the construction of appropriate grammatical phrases. For example, in the name Richard of Sheepford, "Sheepford" is a name element, while the byname "of Sheepford" is a name phrase. The required designator in household and Society order names (**Shire, College, Company, etc.**) is **considered** a name phrase.

NAME, PRIMARY - in the SCA, the name under which the College of Arms records, including armory registrations, are kept.

NAME, SOCIETY - name used by a person in the SCA, the name under which the College of Arms records, including armory registrations, are kept. It must be different from the Legal Name.

NEUTRAL TINCTURE - a term used to refer to armorial elements (fields or charges) equally divided of a color and a metal. Elements that are neutral are generally considered to have good

contrast with colors and metals so long as they do not share any tincture. For example, a field "per pale sable and argent" has good contrast with "a bordure gules", but not with "a bordure sable".

NEBEK - a heraldic tyger, depicted more hairy than usual

NEBULY - a line that makes undulations like the ends of puzzle pieces, **intended to resemble clouds**

NIMBED - encircled with a nimbus

NIMBUS - circle of radiant light; a halo

NOMBRIL - the point of an escutcheon that is halfway between the fess point and the bottom center of the escutcheon

NON-PERSONAL NAME - per SENA, a name other than a personal name. Include branch names, order names, award names, guild names, household names and heraldic titles.

NOWED - knotted

OCCUPATIONAL BYNAME - a byname indicating the bearer's occupation, such as Smith and Fleshewer (for a butcher).

OGRE, OGRESS - (also Pellet) a sable colored roundel (represents an ancient cannon-ball)

ON - said of a charge or group of charges which is placed entirely on other charges (tertiary charge(s)); e.g., on a pale argent a sword gules; on a chief sable three escallops argent.

ON A FLAME - a charge completely surrounded by a flame is said to be on a flame, in distinction from Enflamed/Inflamed.

ONLINE SYSTEM OF COMMENTARY AND RESPONSE (abbreviated OSCAR) - web-based platform for distributing internal and external Letters of Intent, commenting up items in those letters, and responding to those comments, thus replacing Letters of Comment and Letters of Response.

ONOMASTIC - of or related to the study of names.

OPEN - referring to a book

OPINICUS - (1) a creature with a griffin's head, neck and wings, a lion's body and a bear's (or camel's according to some references) tail. (2) a creature similar to the griffin, but all four legs are lion's legs, and the tail is that of a bear.

OPPRESSED - (also Suppressed) overlaid

OR - the heraldic tincture (metal) gold; by convention, the tincture Or is capitalized in SCA blazons.

ORDINARY - (1) A simple geometric charge. Although different lists of ordinaries may be found in heraldic texts, in SCA heraldry the term denotes those simple geometric figures that pass through the center of the field and terminate at the edge of the field (the pale, fess, bend, bend sinister, chevron,

cross, saltire, pall, and pile), their diminutives, and the simple geometric additions to the edges of the field (the chief and bordure). (2) A list of pieces of armory, organized by charge types.

ORIENTATION - the direction a charge faces and the direction its axis runs. Swords, by default, have a palewise orientation, with point to chief and the length of the sword vertical on the shield. Other orientations include bendwise, fesswise, inverted, reversed, or contourny. Orientation is sometimes confused with arrangement. Orientation is an aspect of posture and in SCA heraldry is controlled by the same rules for unity of posture (SENA A.3.D.2.c.) and for difference (SENA A.5.E.5). See also SENA Appendix L: A Partial List of Postures and Orientations.

ORLE - a narrow band that runs parallel to the edges of the shield like a bordure.

OVERALL - a term applied to charges that cross over both edges of another charge to lie on the field on either side. For instance, "Or, a lion rampant purpure and overall a fess sable" has the fess starting on the field on one side, crossing over the center of the lion, and lying on the field on the other side. An overall charge is considered to lie on the field, and so must have good contrast with the field. An overall charge can never be the primary charge; in addition, there can only be a single group of overall charges.

OVERT - open (referring to wings)

PALE - a broad vertical band across the center of the shield. One of the ordinaries.

PALEWISE - lying in the direction of a pale, vertically

PALL - a broad band "Y" shaped charge that stretched across the shield. Named for the liturgical garment. One of the ordinaries.

PALLET - a diminutive of a pale; medium size bands running vertically across the shield, usually two or more

PALY - the field of the shield divided into many pallets (**vertical stripes**)

PANTHEON - (also Pard) a creature that has the body of a hind with a fox tail, covered all over with mullets (sometimes depicted with a mule-like head)

PANTHER, HERALDIC <English> - a stylized natural panther with its body covered with roundels of various tinctures and had flames issuing from its mouth and ears

PANTHER, HERALDIC <Continental> - a stylized panther with the head and forelimbs of an eagle; sometimes the head has horns as well.

PAPELLONY - (also Scaly) divided in scale shapes

PARD - (also Pantheon) a creature that has the body of a hind with a fox tail, covered all over with mullets (sometimes depicted with a mule-like head)

PARTITION - a division of the field into pieces that have different tinctures. Some partitions follow and are named after ordinaries, like per pale, per fess, per bend, and per saltire; others have their own names, like checky, lozengy, and quarterly.

PASCANT (also Pascuant) - feeding (used only for cattle or sheep)

PASSANT - walking, with the dexter fore-paw raised

PATRONYMIC - a name given to offspring to indicate the name of the father. The son of an Irishman named Brian might use the patronymic “mac Briain”. This term is used generically in the SCA Standards for Evaluation for Names and Armory (SENA) to mean both patronymic and metronymic bynames.

PATTEE - spreading

PEGASUS - a winged horse

PELICAN - (1) a bird that legend says pierces its own breast to feed it's young; (2) in regards to SCA heraldry, the Pelican Sovereign of Arms, who is a principal heraldic officer of the Society after Laurel.

PELLET - (also Ogre, Ogress) a sable colored roundel (represents an ancient cannon-ball)

PELLETY - semy of pellets

PENDANT - hanging from

PENDED - in regards to SCA heraldry, a submission is pended when the College of Arms has not been provided with sufficient information to provide adequate commentary. This can be either because the Letter of Intent has an error, or because an issue was raised in commentary which must be resolved before the pended submission may be considered. When a Letter of Intent is in error, submissions will only be pended if the error can be described succinctly in text; an omitted or misleading emblazon is grounds for return.

PENNANT - generic term applied to any tapering nautical flag

PENNON - a medium sized personal flag, about three feet in length, swallowtailed or triangular, charged with arms

PENNONCELLE - a small pennon (usually 18 inches in length), usually carried on head of a lance or staff

PERCHED - of a bird when standing on an object

PERIOD - a term used to refer to the culture the SCA attempts to recreate. Period is pre-Seventeenth Century Western Europe.

PERIOD OF THE SOCIETY - the time before 1600 A.D.

PERIPHERAL CHARGE GROUP - a charge or group of charges that are placed on the field near the edge of a piece of armory without affecting the rest of the design. Peripheral charges include (but are not limited to): the chief, the bordure, the base (including the point pointed), the quarter, the canton, the gyron, the orle, the double tressure, and flaunches. Gores and gussets are not peripheral charges (because they extend so far into the center of the field). Peripheral charges are never primary charges, even if they are the only charges on the field. Peripheral Charge Groups are a type of secondary charge group.

PERMISSION TO CONFLICT - in SCA heraldry, the owner of any registered item may allow the registration of a specific submission that would otherwise conflict by writing a Letter of Permission to Conflict (LoPtC), or may direct Laurel to reduce the level of protection of that item with a Blanket Letter of Permission to Conflict. Permission to conflict can be granted for either name or armory submissions. Provisions for permission to conflict are detailed in the SCA College of Arms Administrative Handbook

PERMISSION TO PRESUME - in SCA heraldry, the owner of any registered item may allow the registration of a specific submission that would otherwise presume a relationship by writing a Letter of Permission to Presume. This allows a person to claim a close relationship to someone whose name is already registered. Provisions for permission to presume for names are discussed in the SCA College of Arms Administrative Handbook.

PERSONA STORY - as used in the College of Arms, the term refers to an attempt to justify a name combining elements from disparate cultures by reference to the persona's fictional biography. It is College policy to ignore persona stories **for documentation purposes.**

PETITION OF SUPPORT - in regards to SCA heraldry, a document signed by a majority of the populace and officers, or the seneschal and three-quarters of the officers of a Society branch, stating their support of the name and/or arms submitted to Laurel for registration. A branch with ruling nobles must include a statement of support from the ruling nobles in the petition. A valid petition must include a clear description of the item submitted; either the blazon or emblazon is sufficient for a petition regarding branch arms, though having both is preferred. Special rules may apply to submissions by Kingdoms and Principalities. These rules are described in the SCA College of Arms Administrative Handbook.

PHEON - an arrowhead (usually depicted with barbs engrailed on inner edge)

PHOENIX - (also Fenix) a demi-eagle rising from the flames

PIERCED - perforated; having a hole in a charge

PIETY, IN ITS - of a pelican when wounding (**vulning**) its breast with its beak and nourishing its young with its own blood

PILE - a charge consisting of triangular wedge issuant from chief by default. One of the ordinaries.

PITHON - this is a bat-winged snake (not to be confused with a python which is a type of natural non-winged snake)

PIZZLED - having a penis of a different color from the body

PLACE NAME - the name for a geographic area, such as the name of a town or region. In the Society, place names are the names of shires, baronies, principalities, kingdoms, and other official branches.

PLACEMENT - the location of a charge or group of charges relative to the field. For example, three roundels in fess are in a different location than three roundels in chief, although their arrangement remains the same.

PLATE - an argent colored roundel (represents a silver coin)

PLATY - semy of plates

PLENTITUDE, IN HER - a full moon with a face

PLUMED - having a plume of feathers

PLUMMETY - divided into stylized feather shapes

PLURALS - the plural of [a charge name plus modifier] is always [charges plus modifier] (e.g., lion rampant/lions rampant; cross fleury/crosses fleury).

POLLED - having the horns removed (of a creature normally with horns)

POMETTY - referring to a cross or escarbuncle having a circular projection in the middle of each arm

POMME - a vert colored roundel (represents an apple)

POMMELLED - describing the pommel of a weapon

POSED - placed

POSITION - the placement of a charge or group of charges relative to the field. For example, three roundels in fess are in a different location than three roundels in chief, although their arrangement remains the same.

POSTURE - the pose in which a beast or other animate charge is placed, such as rampant, passant, etc. Orientation is an aspect of posture and in SCA heraldry is controlled by the same rules for unity of posture (**SENA A.3.D.2.c.**) and for difference (**SENA A.5.E.5**). See also **SENA Appendix L: A Partial List of Postures and Orientations**.

POTENT - crutch or "T" shape

POTENTY - field or charge divided into potent sections, **a variation of vair and vairy**

POUNCING - said of a bird (usually a falcon) seizing its prey

PRECEDENT - in regards to SCA heraldry, a decision by Laurel regarding a submission that may be applied to other similar submissions. Only expressly stated Laurel decisions should be considered precedents; registrations without comment do not set precedent.

PRESUMPTUOUS - claiming more importance for oneself than one is due. A person who pretends to be entitled to special treatment or recognition because of status, rank, or abilities that the person does not hold or has not earned is presumptuous.

PRETENTIOUS - claiming more importance for oneself than one is due. A person who pretends to be entitled to special treatment or recognition because of status, rank, or abilities that the person does not hold or has not earned is presumptuous.

PREYING, PREYING UPON - (also Trussing, Vorant) devouring prey

PRIDE, IN ITS - of a peacock (or turkey) affronty with its tail fanned out in display

PRIMARY CHARGE GROUP - the most **prominent** group of charges in a piece of armory. In blazons, the primary charge group is usually mentioned immediately after the field (though a strewn charge group is not primary **if** it is blazoned before a central charge group). If there is a central ordinary lying entirely on the field, it is the primary charge. If there is no such central ordinary, then the primary charge group is the set of charges of the same size that lie directly on the field in the central area of the design. An overall charge can never be the primary charge as it does not lie directly on the field. In any piece of armory with charges there will always be a primary charge group, unless there are only peripheral charges. There cannot be more than one primary charge group in any given design. In "Gules, a pale between two mullets argent", the pale is the primary charge. In "Or, a maunche between three roundels azure" the maunche is the primary charge. In "Per chevron argent and sable, two roses and a fleur-de-lys counterchanged and on a chief purpure three hearts argent", the roses and fleur-de-lys are the primary charge group, because they are all of about the same size and in a standard arrangement. In "Azure semy of mullets and a chief argent" the strewn mullets are the primary charge group; in "Azure semy of mullets, an eagle and a chief argent" the eagle is the primary charge. In "Sable, a lion Or, overall a bend argent", the lion is the primary charge. In "Azure, a chief Or" there is no primary charge group.

PRIMARY NAME - in the SCA, the name under which the College of Arms records, including armory registrations, are kept. **As distinguished from ALTERNATE NAMES.**

PRINCIPAL HERALD - the chief heraldic officer of a kingdom, and a Great Officer of State in that kingdom. The Principal Herald is in charge of all heraldic activities within the kingdom.

PROPER - (1) Specifying that a charge appears in its natural hues. A zebra proper has the zebra's characteristic pattern of black and white stripes; a tree proper has a brown trunk and green leaves. Proper should not be used to indicate colorings that can be described in terms of the usual heraldic tinctures: a raven proper is better blazoned as a raven sable. It should also be used only if a competent artist will be able to draw the animal correctly without extensive research. (2) Indicates a **defined default** set of tinctures for a standard heraldic charge, such as a sword proper, which has an argent blade and Or hilt and quillons, or a rose proper, which is a rose gules, barbed vert and seeded Or.

PROTECTED ARMORY - in regards to SCA heraldry, Armory with which new Society armory may not conflict. This includes armory that has been registered in the Society, as well as armory from outside the Society which is deemed important enough to protect. All protected armory is published in the Society Armorial and Ordinary, but is protected as soon as it is so identified, and does not wait until the next publication of the Society Armorial and Ordinary to be protected. The list of protected armory from outside the Society may be modified to add or remove entries as further research directs.

PURFLED - decorated (usually describing material)

PURPURE - the heraldic tincture (color) purple

PURSUIVANT - in medieval times, one studying to be a herald

PYTHON - the natural non-winged snake (not to be confused with a PITHON which is a monster in the form of a bat-winged snake)

QUARTERING - a form of marshalling where the arms of different families are arranged in different quarters of the field to indicate inheritance. Armory that appears to be marshalling cannot be registered in the SCA.

QUARTERLY - dividing the field of the shield into four (equal) sections per cross

QUATREFOIL - a stylized four-petaled flower.

QUESTING BEAST - creature with a serpent head, a leopard body, the hindquarters of a lion and the feet of a hart (from Arthurian legend)

QUEUE FOURCHE - the tail of a beast divided at mid point and having two tip ends

QUEUED - tailed

QUILL - a heraldic term for a spool about which yarn or thread is wound. Also called Embroiderer's quill or Quill of yarn.

QUILL PEN - a feather, the lower end of which has been cut into a nib.

QUILLED - describing the quill of an ostrich feather

QUISE, A LA - at the thigh

RAGULY - a line similar to embattled (having castle crenellation), but the crenellation all slant to one side

RAISED - of a portcullis, having only the lower portion of the crossbars showing at the top of the gateway

RAMPANT - standing on one hindfoot with one foreleg raised above the other

RAYED - having rays

RAYONNE, RAYONNY - ending in rays or tongues of flame

REBATED - cut short

REFLEXED - curved backwards

REGENCY COURT - A court held on behalf of the king and/or queen when they cannot be present, and on their specific instructions, at which awards are given in their name. A regency court is normally held only by someone otherwise able to preside in court, e.g. a prince or princess, or a landed baron or baroness. Although, it is not unknown for royal peers to be delegated in this way as well.

REGIONAL STYLE - in regards to SCA heraldry, regional style refers to heraldry or naming practices of a particular time and place. A submission must be entirely consistent with a single regional style in order to be considered **as an Individually Attested Pattern (IAP) under** the armory rules.

REGISTRATION - acceptance by the Sovereign(s) of Arms of a piece of armory or name for future protection. The College of Arms will only register items it believes are compatible with period **practice**, are not offensive or presumptuous, and do not conflict with items already protected. Registered items are protected from conflict with other proposed names and armory to the best ability of the College of Arms.

REGUARDANT - a beast looking back over its shoulder

REPLENISHED - filled <e.g. a tankard replenished>

REQUIRED CHARGES - in a few cases, pieces of armory are required to incorporate a particular charge in the design. The SCA requires at least one laurel wreath on the arms of every official branch, and a crown on the arms of every kingdom. These **requirements** are for branch arms only, not badges.

REREMOUSE - (also known as a Bat) seventh century sources state that the bat is a bird. But unlike other birds, it is a four-legged and resembles a mouse and makes a squeaking sound. The Latin name for the creature is "vesperilio" which refers to the time it flies (after twilight).

RESERVED CHARGES - some charges are specifically reserved in the SCA for use by particular groups or individuals, for instance the coronet with strawberry leaves reserved to Dukes and Duchesses, the circle of chain reserved to Knights, or the Laurel wreath reserved to Society branches.

RESPECTANT - refers to two creatures facing each other [**in the rampant position - omit?**]. [A few sources applied this only to domestic or peaceful beasts, but many other sources applied this to any animal, monster or beast.] **see also COMBATANT**

RESTRICTED CHARGES - some charges are so closely associated with royal families or specific honors outside the SCA that they may not be used in Society armory at all. Examples of these include "Azure semy-de-lys Or" used by France, a Chinese Dragon with five toes used only by Chinese Emperors, or a Tudor Rose. A few others have acquired such negative connotations that their registration may cause offense to a significant portion of the population. An example of such is the swastika, because of its association with the Nazis.

REVERSED - in SCA heraldry, used to describe an inanimate charge oriented the opposite of its default orientation along a horizontal axis; e.g., a sword fesswise reversed = a sword fesswise point to sinister; an arrow fesswise reversed = an arrow fesswise, point to dexter. See Contourny for animate charges. (Non-SCA blazon uses reversed to describe what SCA blazon terms inverted; i.e., a charge turned upside down along the vertical axis of the shield.)

RINGED - having a ring

RISING - (also Soaring) a bird (or winged creature) about to take flight, body is oriented diagonally (bendwise by default) with head up and tail down.

ROMPU - broken, interrupted or displaced (with broken piece usually above rest)

ROUNDEL - a flat tinctured disc

ROUSANT - of a bird about to take wing. See also Rising.

SAGITTARY - a centaur wielding a bow

S'ELONGEANT (also s'elongant) - elongated or stretched out; when of a domestic feline many times its head is depicted lower than hind-quarters

SABLE - heraldic tincture (color) black

SALAMANDER - an elemental fire-spirit shown as a lizard enflamed.

SALIENT - standing on its hind legs with the forepaws raised, as if leaping

SALTIRE - a charge composed of two broad bands forming an "X" shape that stretches across the shield from edge to edge. One of the ordinaries.

SALTIRE, IN - charges placed in the form of a saltire

SALTIREL - a saltire coupé

SANGLANT, SANGLIANT - blood-stained

SANS - without

SANS WINGS - without wings (said of creatures normally having them)

SATYR - a creature whose lower half is that of a goat and whose upper half is that of a man, but with goat horns

SATYRAI - (also called a mantyre) a creature with the face of an old man, a tyger body and antelope horns and tail

SAWFISH - (also called a Flying Fish) winged sea monster named for the saw-toothed crest on its back with which it cuts a ship when swimming under it so that as the water rushes in and drowns the crew.

SCA-COMPATIBLE - applied term is applied to elements of submissions (whether name or armorial) that, to the best of our knowledge, were not used in period but which have been declared registerable at some point on the basis of their great popularity, such as Rhiannon, **or lack of obtrusiveness, such as** compass stars. SCA-compatible names are no longer registerable unless documented as usual. The use of an SCA-compatible armorial element is a **Step From Period Practice (SFPP) aka a** weirdness.

SEA MONSTER - any creature created by combining the normal upper half of an animal to a fish tail

SEA-DOG - a dog (usually a talbot) with webbed feet, scales, dorsal fin and an otter tail

SEA-DRAGON - a beast with the top half of a dragon and bottom half being a fish's tail.

SEA-GOAT - a beast with the top half of a goat and bottom half being a fish's tail.

SEA-HORSE - (also called a Hippocampus) a beast with the top half of a horse and bottom half being a fish's tail. It usually has forelegs with webbed paws.

SEA-HORSE, NATURAL - the animal as it is found in nature.

SEA-LION - a beast with the top half of a heraldic lion and the bottom half being a fish's tail.

SEA-SERPENT - there are a variety of sea monsters. Many are snake-like sea creatures, others are monstrous whale-like or squid/octopus-like in appearance. In SCA heraldry the sea-serpent is depicted as a finned snake-like creature.

SEA-SHEEP - a beast with the top half of a sheep and bottom half being a fish's tail.

SEA-STAG - a beast with the top half of a stag and bottom half being a fish's tail.

SEA-UNICORN - the upper half of a unicorn attached to a fish tail, with webbed front feet

SEA-WOLF - **either** (1) a beast with the top half of a wolf and the bottom half being a fish's tail; **or** (2) a wolf with webbed feet, dorsal fin and scales

SECONDARY CHARGE GROUP - a group of charges on the field around the primary charge group. A design may have more than one secondary charge group. Each group may confer difference independently. In "Gules, a pale between two mullets argent", the mullets are the secondary charge group. The secondary charges in "Or, a maunche between three roundels azure" are the roundels. In "Sable, a chevron cotised argent between three millrinds Or" there are two secondary charge groups, the cotises and the millrinds. In "Per chevron argent and sable, two roses counterchanged and on a chief purpure three hearts argent", the chief is the secondary charge group, **because** a peripheral charge group is a type of secondary charge group.

SEEDED - having seed vessels **of a different tincture**

SEGREANT - of a griffon or other winged monster in rampant position (wings raised/displayed)

SEJANT - sitting

SEJANT ERECT - sitting upright **with front paws raised**

SEMY (also SEME) - an adjective meaning that something is strewn with identical charges. (It is from the French semé, the past participle of the verb semer 'to strew'.) A field Azure semy-de-lys Or is blue with a pattern of gold fleurs-de-lys on it. A bordure vert semy of rowels argent is green and is charged with several (at least five and usually eight) white rowels evenly spaced around it. The charges so used are called strewn charges. When placed directly on the field, strewn charges are considered a separate charge group from any other charges. Strewn charges may be considered the primary charge group if there are no other charge groups present or if the only other charge groups present are peripheral charge groups. When placed on another charge, strewn charges are considered a tertiary charge group. Strewn charges are not considered a field treatment. Ermine spots in an ermined tincture are not considered strewn charges; they are considered part of a separate tincture.

SENMURV - **monster with** the front half of a dog and the wings and rear body of a bird (usually drawn in Persian style). Not to be confused with Simurgh.

SEPS - a serpent with pointed ears, whose poison is so strong that what it eats is instantly liquefied.

SFPP – abbreviation for the phrase “step from period practice”; means the submitted item has one break from the usual period style for that type of item (name construction or armorial arrangement).

It typically refers to the idea that the SCA College of Arms can usually accept a name or armorial design that has one break with the usual documented period style provided that it is not overly obtrusive. Informally this is also called "a weirdness".

SIMURGH - (also called a Persian Peacock) a peacock with separated, long twisting tail feathers (usually drawn in Persian style). Not to be confused with Senmurv.

SEXED - having genitals of a different color than rest of body

SHAFTED - referring to the shaft of a tool or weapon

SHUT - a book when closed

SIGNIFICANT DIFFERENCE - in armory, a level of difference which would have been considered by heralds in period to be a cadency step; in most cases, a sufficient amount of difference to grant a **Distinct Change**. A Significant Difference is a lesser level of difference of charge type from Substantial **Change**. For example, a pine tree is significantly different from an oak tree (because they have widely differing shapes), but they are not substantially **changed** from each other (because they are both trees). **In names, two name phrases are significantly different if they are readily distinguishable both in sound and appearance.**

SINISTER - right side of the shield when observed from the front; so named because it is on the left side of person wearing the shield

SINOPLÉ - equivalent to and more commonly referred to as "vert" (green).

SIREN - creature that has the upper body of a woman but the lower half of a web-footed sea bird and large wings

SIRRUSH - a creature that is serpent-like, with the scaly head a snake, with the forefeet of a cat, and birds claws for hind feet.

SLIPPED - having a stalk (refers to plants)

SLOT MACHINE HERALDRY - the popular name given to the part of Standards for Evaluation of Names and Heraldry (SENA) which states that three or more types of charges should not be used in the same charge group. In "Argent, in fess a cherry gules, a bell sable, and a lime vert", there are three types of charges (cherry, bell, and lime) in the primary charge group; in "Argent, two lions combattant and a sword and axe crossed in saltire purple", there are also three types of charges (lion, sword, and axe) in the primary charge group.

SOARING - flying upward, same as Rising

SOCIETY - the Society for Creative Anachronism, Inc.

SOCIETY NAME - the name used in the SCA, under which the College of Arms records, including armory registrations, are kept. Must be different from the Legal Name.

SOLEIL, EN - surrounded by rays of the sun <e.g. a rose en soleil>

SPANCELLED - fettered (usually a horse)

SPHINX - a creature with the body of a lion, wings and a human face. A version called the Gyno-Sphinx is depicted with a woman's head and breasts. The Egyptian Sphinx (also called an Ando-Sphinx), has a man's head, wearing a pharaonic head-dress and has no wings. .

SPLENDOR, IN HIS - a full sun with a face

SPRINGING - of a deer when salient; deer leaping with forelegs raised and bent and both hindlegs on ground

SPURRED - having spurs <e.g. a rooster spurred>

STATANT - standing, with all feet on the ground

STATIC - in a design context, this means all the elements appear fixed and unmoving. Heraldic postures usually appear to place the weight of any beast firmly on its feet and the body posed unnaturally in a stiff position. Designs are balanced around the center of the shield so that the design looks rigid. Static designs are typical of period heraldry. The opposite of static is dynamic.

STEELED - being composed of steel; greyish in tincture

STEP FROM PERIOD PRACTICE – (abbreviated SFPP); means the submitted item has one break from the usual period style for that type of item (name construction or armorial arrangement). The SCA College of Arms can accept a name or armorial design that has one break with the usual period style provided that it is not overly obtrusive. Informally this is also called “a weirdness”.

STOOPING - flying downward in an attack, body diagonal (bendwise sinister by default) with head down and tail up

STRIKING - a bird positioned as if about to land on its prey, with the body diagonal (bendwise by default) with body up and tail down and neck bent downward to address its prey, heraldically equivalent to rising.

STRINGED - having a string or strings <e.g. a harp stringed, a bow stringed>

STUDED - having studs

STYLE - the way elements are combined to form a complete name or armory submission.

SUBMISSION - a name or piece of armory that is presented to the SCA College of Arms for registration.

SUBMITTER - the person who presents a submission **of a name or armory** to the SCA College of Arms for registration.

SUBSTANTIAL **CHANGE** - in armory, a level of **change** that would have been considered by heralds in period to be more than a cadency step. A greater level of difference of charge type than significant difference. The use of a charge as a main charge that has a substantial **change** from the main charge of another device will automatically clear any conflict with the other device. For example, a sword is substantially **changed** from a sun. Thus "Gules, a sword Or" is clear of conflict from "Gules, a sun Or."

SUFFLEXED - it means "bent under"; usually applied to a creature's tail being bent under the body or a creature's head greatly bowed down.

SUPPORTERS - in a full achievement, the human, natural or mythical creatures which stand on either side of an escutcheon and support/protect it.

SUPPRESSED - (also Oppressed) overlaid

SUR LE TOUT - overall

SURGIANT, SURJEANT - bird or winged creature rising from the ground

SURNAME - technically, an alternate term for byname. It is most commonly used to refer a byname passed to all the offspring in a family, and therefore also called a family name. Modern English surnames usually come last, so Francis Drake's surname is Drake. Other cultures may place their hereditary surnames in other positions in the name. The alternate term "Inherited Surname" is also used to refer to this type of byname. Hereditary surnames are often called simply surnames, but this usage is ambiguous and should be avoided.

SURTOUT - (more commonly called "overall") a term applied to charges that cross over both edges of another charge to lie on the field on either side.

SUSTAINED CHARGES - large objects that are held by an animate charge are often said to be sustained, such as a lion rampant sustaining a polearm. A charge is said to be sustained if it is large enough to count towards difference. **The rule of thumb is whether, if the charge and the charge sustained were separated, the two charges would be so nearly equivalent in size that they could reasonably be blazoned as a single group of two equally important charges ("co-primary") or as a primary charge with a secondary charge ("sustained secondary").** Another term for sustained charges is supported charges, such as a lion rampant supporting a polearm. An object that is being held that is not large enough to count for towards a difference is considered to be maintained, rather than sustained.

SWORD AND DAGGER RULE - in SCA heraldry, the popular name given to rulings which disallow the use of similar but non-identical charges together on the field or in the same charge group. In "Gules, a dragon and a wyvern combattant argent" the dragon and the wyvern are both on the field, and are similar but not identical; therefore this design violates the rule. Closely related are the rulings which disallow the use of the same charge in a primary and secondary group. In "Gules, a mullet and in chief three mullets Or", both groups of mullets are on the field; therefore this design violates the rule. **The rule is not violated** in "Gules, a mullet and on a chief Or three mullets gules" as the two groups of mullets are not both on the field.

SYMMETRY - a pattern of repeating design. Mirror symmetry reflects a design across an imaginary line to form a like design that is the mirror image of it. Two lions combatant have mirror symmetry. Radial symmetry repeats a design at regular intervals around an imaginary center. Two fish in annulo are radially symmetric. None of these forms of symmetry is common in heraldic design, as they change the orientation and facing of objects. Period heraldry usually keeps them oriented the same way.

TALENT - an Or colored roundel (represents a coin), **more commonly known as a bezant**

TASSELLED - having tassels

TERGIANT - turned so that the back faced the observer <e.g. a turtle tergiant>, **the default position for amphibians, reptiles and insects, aka the "splat" position.**

TERTIARY CHARGE GROUP - any group of charges placed entirely on other charges. Tertiary charges in a group may be together, such as three charges on a chief, or may each be on members of the same charge group. "Per chevron argent and sable, two roses and on a chief purple three hearts argent" has one group of tertiary charges on the chief. "Gules, a chevron between three roses Or, each charged with a cross fitchy sable" has one group of tertiary charges, the crosses, **distributed across the roses in the secondary charge group.** "Or, on a fess gules an escallop between two millrinds Or, all within a bordure vert charged with eight roundels argent" has two groups of tertiary charges, one group **consisting of** the escallop and millrinds and the other **consisting of** the roundels. Each tertiary group contributes to difference independently.

THEA, THEOW, THOS - a creature that is a wolf with cloven feet and a mane of many colors

THROUGHOUT - extending to the edge(s) of the escutcheon

TIERCE - one-third of the shield palewise,(usually the dexter or sinister side)

TIERCED PER PALL - divided into three sections in a "Y" shape, **more often just "per pall".**

TINCTURE - in regards to SCA heraldry, one of the seven standard hues used in SCA armory, or **one of the furs.** The tinctures are the colors azure (blue), gules (red), purple (purple), sable (black), and vert (green) and the metals argent (white/silver) and Or (yellow/gold). Furs include the ermined furs, vair **and** vairy, potent, scaly, papelonny, and their variations.

TITLE - a word that indicates the rank of the person using it. In regards to the SCA, (1) A **term** that indicates the rank of the person using it. These titles may only be used as authorized in Corpora. (2) A heraldic title is the name of a heraldic office (such as Pelican and Wreath) and is unrelated to rank.

TITLE, ALTERNATE - the SCA has formally reserved the titles used in the SCA and their translations into languages other than English. These titles may only be used as authorized in Corpora.

TORQUED - encircled by, also Environed, Voluted, Wreathed.

TORSE - a band of twisted strands (of material) of the primary metal and primary metal used in the device. **Originally used on the helm to support mantling, but may be used independently.**

TORTEAU - a gules colored roundel (represents a round loaf of bread or tart)

TORTEAUX - plural of torteau

TOWERED - having towers

TOYOTA, RULE OF - an informal term referring to the idea that the submitter may register armory that is not the best style or taste so long as it does not violate the Standards for Evaluation for Names and Armory (SENA). This is based on the advertising slogan "You Asked for It, You Got It!"

TRAGOPAN - an eagle with curved horns

TRANSFIXED - pierced, see also Enfiled

TRANSFLUENT - water flowing through or beneath

TRAVERSED - facing to sinister, see also Contourny, Reversed.

TREFLEE - semy of trefoils

TREFOIL - a stylized three-leaf plant with a short stalk

TRIAN ASPECT, IN - position of a charge that gives three dimensional appearance (**rare in period heraldry except for a few charges, such as dice**)

TRICORPORATE - three creatures pallwise sharing the same head

TRIPPANT - a deer in the passant position

TROGODICE - a reindeer with forward-curving horns

TROTting - of a horse in the passant position

TRUSSED, TRUSSING - of birds when devouring prey, **see also Preying, Vorant.**

TUFTED - having tufts of hair on tail, limbs, etc.

TYGER - the heraldic tyger has a body like a wolf with a thick mane and a lion tail, and has massive jaws and a pointed snout

TYPE, CHARGE - The kind of a charge in a piece of armory. "Gules, a chevron between two candles and a lantern Or" has three types of charges: chevrons, candles, and lanterns. "Argent, on a pale purple between two lions combatant gules three lions passant Or" has two types of charges: pales, and lions in two different postures.

ULULANT - howling, wailing. Applied to a creature (usually a wolf) with its head upraised, as if howling at the moon. **This posture is a Step From Period Practice (SFPP)**

UNGULED - describes the hoofs of animals

UNICORN - the heraldic unicorn has a horse's body, a single long horn, a lion's tail, tufted hocks and cloven hoofs like a goat, and a beard

UPON - an ambiguous term which should be avoided in blazon. **See "charged with", "on" or "atop".**

URDÉ, URDY - pointed

URIANT, URINANT - of a fish vertically as if diving head downward, belly to sinister

VAIR - a fur (originally squirrel). It is depicted in heraldry in several stylized forms, alternating the tinctures argent and azure.

VAIRY - a heraldic fur, depicted in the style of vair, but using tinctures other than the standard argent and azure.

VAMBRACED - of an arm wearing armour

VARIANTS, LINGUISTIC - different spellings or pronunciations of the same word. Spelling was not fixed during the period studied by the Society, and often changed over time, so a single word may have several variant forms. To be registered, variants must be documented as plausible following the guidelines in the Standards for Evaluation for Names and Armory (SENA).

VEILED - having a veil

VEINED - when the veins of a leaf are a different tincture than the rest of the leaf

VENERATION, IN - kneeling as if in prayer

VERT - the heraldic tincture (color) green

VERVELLED - falcons having thongs with rings attached to them

VESTED - clothed (usually of **liturgical** vestments), **see also arrayed and habited**

VIGILANCE, IN ITS - a crane when standing on one leg and holding a stone in the other

VIROLED - (also Ferruled, Veruled) decorative bands, as on a hunting horn

VOIDABLE CHARGE - a charge which can be voided, that is, have the middle cut out, allowing the field or other tincture to show through. The cutout portion should both be of the same shape as the charge and follow along the outline of the charge. In general, a simple geometric charge such as a pale, roundel, or a heart is voidable, while a charge with a more complex outline such as a lion is not. Charges in the center portion of the field are considered voidable and charges elsewhere on the field are not. This restriction on location does not affect charges that are voided as part of their nature, such as mascles and annulets which may be used anywhere in a design.

VOIDED - said of a charge, the center removed, generally to show the background

VOL - two wings joined, the tips upward

VOLANT - flying horizontally

VOLUTED - encircled, also Environed, Torqued, Wreathed.

VORANT - devouring, also Preying, Trussing.

VULNED - wounded and bleeding

VULNING - wounding to produce blood, said of pelicans

WATTLED - referring to the wattles

WEIRDNESS - an informal term referring to a break with the usual period style that has been deemed to not be overly obtrusive. More properly, this concept is referred to as a "Step from Period Practice" or its abbreviation SFPP. The College will accept a name or armorial design that has one SFPP.

WEIRDNESSES, RULE OF TWO - A name or device that has two violations of period style, or two weirdnesses, will not be registered.

WINGED - having wings

WODEHOUSE - a wild man of the woods, depicted as covered in green hair except where the flesh is visible; in the face, elbows, knees, hands and feet

WREATH - in regards to SCA heraldry, the Wreath Sovereign of Arms, who is a principal heraldic officer of the Society after the Laurel Principal Sovereign of Arms.

WREATH, LAUREL - a laurel wreath is a circular charge, with its chief-most ends nearly touching. Two sprigs (straight branches) crossed to form a V is not a wreath. Imagine a Laurel Wreath, kind of like a horse shoe, but with greenery."

WREATHED, WREATHED ABOUT - encircled by, also Environed, Torqued, Voluted.

WYVERN - scaly, dragon-like creature with wings and two legs

YALE - an antelope-like or horse-like creature with the tusks of a boar and two horns, one going each direction, and covered with roundels (usually depicted as white with red spots)

YPOTRYLL - a creature with a boar face and tusks, a camel body with two hairy humps, and the legs, hooves and mane of an ox.

ZULE - another term for a chess rook. It is found in the arms of Zuleistein: "Gules, three zules argent; a label of three points of the last."

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