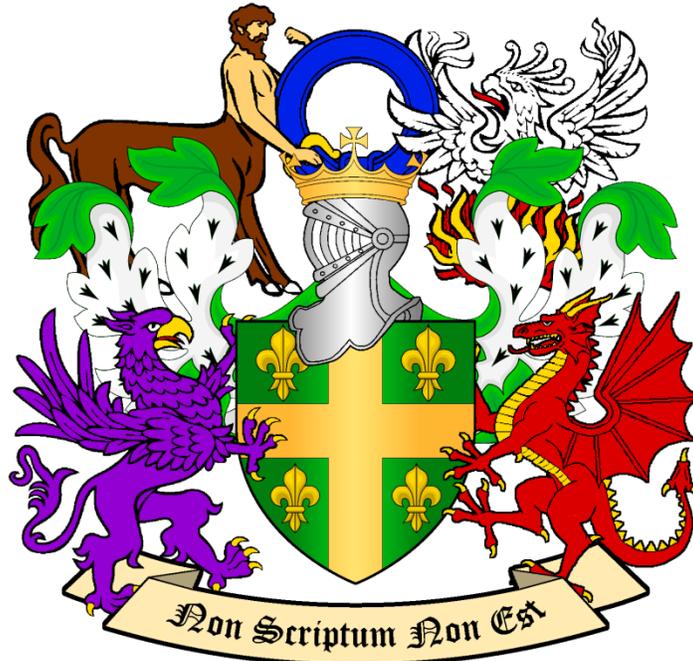


The Adrian Empire, Inc. **HERALDRY MANUAL:**



RULES FOR REGISTRATION, ADMINISTRATION, AND DESIGN

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Anyone is welcome to point out any error or omission they may find.

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PREFACE

These are the Rules for Heraldic Registrations of the Adrian Imperial College of Arms, February 2014, they shall supersede all previous Manuals, Rules and Handbooks.

These Rules are a consolidation of the previous Manuals and documents into one comprehensive document (primarily the Manual for the College of Arms, and the Rules for Heraldic Registration).

See [Appendix A](#) for more information.

For the purposes of these rules, the term "herald" shall refer to any person acting in a heraldic manner, regardless of rank.

Forward

By Sir Nigel Seymour

"Blazon" There are two parts of a heraldic device, the BLAZON and the EMBLAZON. The BLAZON (rhymes with "raisin") is the words used to describe the EMBLAZON - the actual picture. The part that is registered (i.e. copyrighted) by the College of Arms is the EMBLAZON. The EMBLAZON is what is checked against for conflict, not the BLAZON. Blazon is basically a highly specialized jargon that allows you to accurately describe a picture in the highly stylized art form of Heraldry. It is possible to blazon a particular emblazon any number of different ways. Example: The arms of England: This is usually blazoned "Gules, three leopards" without any other modifiers. The heraldic term "leopard" does not refer to the actual animal (*Panthera pardus*), but to the heraldic beast "lion passant guardant". If you wished to be precise, you would blazon it as "Gules, in pale three lions passant guardant Or". Because "a leopard" is the same as "a lion passant guardant Or", you can use heraldic shorthand if you wish to. In this special case, the arrangement (in pale) is not specified in a lot of texts because most writers assume that their readers (other heraldists) will have some familiarity with the arms of England. Since these arms are so famous, they are often found in the references simply as "England". They are a common quartering in British armory; you will often find such blazons as "Quarterly France Ancient and England" (the arms of Edward III). If we "marry" the King of Terre Neuve to the Queen of Umbria to produce a new Chapter, the unified arms might be blazoned "Quarterly Terre Neuve and Umbria". Heraldry is full of default values that make the blazon shorter. Many charges have default tinctures and postures. Lions are Or. Elephants are Argent. Leaves are Vert. Carnivores are by default Rampant, most herbivores are Passant. Most birds are Displayed. Tools and Weapons are by default in the "ready-to-use" posture: Swords are point up, arrows are point down. It's not necessary to say "A lion rampant Or"; one could easily say "a lion". In Adria, we prefer to specify the tinctures for clarity, but when you're exploring references, you may find these extreme shorthands in use. It pays to be aware. We also discourage the use of the word "proper" in Adrian blazonry. The word "proper" is used to indicate the default tincture of the item. Unless the item is by default Brown (such as a tree or a dog), it's best to specify the tincture. This extra bit of verbiage is preferable to an inexperienced herald not knowing the "proper" tincture of a charge and getting confused or producing an incorrect emblazon. There are preferred ways of blazoning items. While it is *possible* to use "a roundel rayonny" as a potential blazon for "a sun", it is not *desirable* to do so.

The way the Sun appears in heraldry is varied. Any Mullet of 7 or more points is considered heraldically indistinct from a Sun. (see Note 1) This can be a seven-pointed star, roundel with a serrated edge, or the "standard" depiction of a roundel with 8 points alternately straight and rayonny. The Sun appears in varied ways throughout Period heraldry, but it is always blazoned the same way.

The phrase "heraldically indistinct" means that, to the heraldic eye, two objects are essentially the same. The name of the charge is that object's "value", not its exact depiction. Tincture operates the same way. "Gules" is not a specific shade of red, it is the color VALUE of Red. Gules can be maroon, red-orange, fire-engine red, deep pink, rust, or even salmon. To Heraldry, the exact shade doesn't matter, the value does. I know that if you are an artist, this goes against your entire being. But shall we chant Nigel's Mantra again? "Heraldry is NOT REAL LIFE." What works for tinctures works for charges as well. While it is possible to write "a sun" or "a roundel rayonny" for the same emblazon, both of those terms fit in the heraldic value of Sun. Therefore, it is best to use the standard value name in the blazon.

Note: If two charges are "heraldically distinct", they are free from conflict. Having different names does not make two charges heraldically distinct; a "chough" and a "raven" are visually dissimilar enough to be blazoned differently (the chough has red beak and legs, plus some extra-curly feathers), but they are still considered to be heraldically indistinct. "Argent, three choughs" directly conflicts with "Argent, three ravens". Conversely (or perversely), in Adria we tend to be a bit more explicit in certain areas. The old texts may use "leopard" for "lion passant guardant", but we tend to prefer to use "lion passant guardant". Why? Isn't "leopard" shorter than "lion passant guardant"? Yes, but in this case, the need for clarity overrides the need to keep blazons short. "Leopard" falls in the same heraldic value as "lion", so for our own internal consistency, we use "lion" with the modifiers "passant guardant". Now here's the crux: when doing conflict checking, it's easier to scan the Ordinary if the blazons are consistent with the headers as much as possible. When describing a mane-less lion, it is possible to use either "catamount", "panther", "lioness", "mountain lion", "cougar", and "puma" for the same creature. For consistency, we use "catamount" as that is the most common Heraldic term (also, the last three are unique to the New World, and "panther" is also used for a particular heraldic monster). That's the logic behind blazoning in Adria. Note 1 : The human mind can easily distinguish at a glance between groups of 1, 2, 3, 4, 5, 6, and greater-than-six. For most people, any group of greater than six items has to be counted to be distinguished from another group of greater than six items. The Medievals were not stupid; they just didn't know WHY they knew this. Ever read Watership Down? Rabbits counted "one, two, three, four, hrair (many)". That's fictional, but it's a known scientific fact that crows can't count past four. Scientists send 5 or more people to a blind, and then four people leave. The crows (who can't count past 4) then think that all the people are gone, and go about their usual business. Human minds work the same way. Heraldry count like this: One, two, three, four, five, six, semy. Heraldically, groups of 1, 2, 3, 4, 5, 6, and greater-than-six are all distinct from each other. Groups of 7 or more are not distinct from each other and fall into the category of "semy". In fact, if there are more than 6 items in the group, you NEVER specify the number. The same concept applies to mullets and suns. Mullets may have 4, 5, or 6 points (and are all heraldically indistinct from each other). Anything over 6 points *may* be blazoned as a Mullet if it is more mullet-like than sun-like, but it still *conflicts* with all Suns. If it's blazoned as a Sun, the number of points are NEVER specified. "If heraldry was as easy as 1, 2, 3, then everyone would want to be a herald!"

Section 1: Registration

I. REGISTRATION PROCESS

A. IN PROCESS VS. OFFICIAL

A presentation is considered "in process" when it has been given to the local Minister of Arms and will not be considered "**official**" and eligible to be displayed until registered by the Imperial Sovereign of Arms.

1. This ruling applies directly to the formation of Chartered Chapters, Estates and Domains.
2. The eligibility of display ruling does not apply to personal arms.

B. PRESENTATION

Individuals must present their registration forms to their local Minister of Arms or other designated heraldic officer. The Imperial Sovereign of Arms and Imperial Deputies will not accept direct presentations, except under special circumstances.

ANIMALS, PLANTS, ARTIFACTS, ETC.

Charges of animals, plants, or artifacts that were not known in Europe during the Adrian period (793 - 1625) will not be permitted

C. REGISTRATION FORMS

FORMS USED

All presentations must be on the registration forms issued by the Imperial Sovereign of Arms.

1. Variants to the official forms must be pre-approved by the Imperial Sovereign of Arms.
2. Electronic presentations and forms are acceptable at the discretion of the Imperial Sovereign of Arms.
3. Computer-generated images may be substituted for the outlines on the official forms, as long as they conform to the same size and general shape as that on the form.

Approved forms are available from the Imperial or Local Sovereign of Arms, or online at:

<http://adrianempire.org/documents/forms/ArmsRegistrationRequest.pdf>

D. SHAPES

The shapes on the registration forms are only for the convenience of the College of Arms. Individuals and groups may display devices and badges on any shape they so choose that was used in the Adrian Period for displaying armory and is allowed by the individual or group's sumptuary right.

E. COMPLETE FORMS

Forms must be filled out completely, there are no optional fields. Any forms not completely filled out will be returned.

1. The field marked "Signature" must be filled in with the presenter's **mundane** signature (or electronic signature approved at the discretion of the Imperial Sovereign of Arms).
2. The field marked "Today's Date" must be filled in with the date the presenter gives the forms to the local Minister of Arms or their designated agent.
3. The Imperial Minister and Deputies should not accept an incomplete form. It is the responsibility of the local minister to ensure the form is complete.

F. COLORS

Registration forms must be colored in clear primary colors.

1. Images on proposal forms must be colored using only the distinct colors; BLACK, WHITE, YELLOW, RED, BLUE, GREEN and PURPLE. Tints, shades, pastels or any other variations of color are not allowed.
2. Computer generated color forms will be accepted so long as the colors are clear and uniquely discernible as those described above.
3. Images on proposal forms must be colored in ink using the colors listed above. The preferred brand of markers is "Crayola Classic Colors"
4. Because of the impermanence of the media, forms colored with crayons, colored pencils, or pastels **will not** be accepted.

G. LOCAL LEVEL PROCESS OF REGISTRATION

1. Each presentation given to the local Chapter Ministers of Arms must include the following copies:
 - a. Three (3) full-color copies (if paper) or one full-color electronic version.
 - b. Copies of all applicable documentation to accompany each of the Full color copies.
2. Local Ministers of Arms shall keep at least one (1) color copy in the presenter's local file, along with at least one (1) copy of any applicable documentation. This file may be physical or electronic.
3. Local Ministers of Arms have the prerogative of requesting additional copies, If they deem it necessary.
4. Local Ministers of Arms shall check the presentations for the following:
 - a. Forms completely filled out
 - b. Proper number of copies

- c. Correct colors
 - d. Obvious violations of the Guidelines for Presentations
 - e. Basic conflict check against the armorial and ordinary
5. Presentations may only be returned at the local level for failing any of the above checks.
6. Local Ministers of Arms are responsible for communicating with presenters during the registration process to keep them updated on the status of their presentation.
- a. Local Ministers of Arms shall notify the presenter of the registration or return of the proposal and update each registrant's hard-copy proposal form with the date of registration.
 - b. Local Ministers of Arms shall notify the presenter of any suggestions made by the ISoA for making a returned proposal passable.
7. Ministers of Arms will each send a "letter of report" to the Imperial Sovereign of Arms or designated Deputy due by the fifth (5th) day of each month, containing the following information:
- a. A list of all presentations given to the local officer since the last letter of report.
 - b. The correct number of copies for all presentations listed.
 - c. A recounting of any heraldic activity that month.
 - d. If there was no heraldic activity and/or there were no presentations that month, a statement of that status.
 - e. The structure of a heraldic report is described in appendix B. of this document.

H. IMPERIAL LEVEL PROCESS OF REGISTRATION

1. Regional Deputy Imperial Sovereigns of Arms

Regional Deputy Imperial Sovereigns of Arms shall each send a "Letter of Report" to the Imperial Sovereign of Arms; which is due by the tenth (10th) day of each month, containing the following information:

A list of all presentations received since last report which contains the following:

- a. The names of the Presentations checked for conflict.
- b. The results of the regional conflict check for each proposal.
- c. The mundane name(s), persona(s), estate(s) or other type(s) of

registrant(s) on each proposal form processed.

- d.** A list of proposals returned to the local MoA since last report.
- e.** A list of proposals sent to the Imperial Sovereign of Arms since last report.
- f.** A listing of reporting Chapters.
- g.** A listing of NON-reporting Chapters.

2. The Imperial Sovereign of Arms

The Imperial Sovereign of Arms shall check the presentations for the above information and for the following additional information:

- a.** A thorough check for violations of the Guidelines for Presentations.
- b.** A thorough conflict check against the armorial and ordinary.
- c.** If a presentation contains documentation, check to ensure it adequately describes the element in question.
- d.** When two (2) presentations which conflict against each other are received by the Imperial Sovereign of Arms in one (1) cycle, preference shall be given to that which was received first.
- e.** If any questions arise, the Imperial Sovereign of Arms shall consult with the members of the Imperial College of Arms to resolve them.
- f.** If a presentation satisfies all of the requirements and passes all of the checks, it shall then be registered and published in a LoRR.
- h.** Any presentation not satisfying all of the requirements or not passing all of the checks shall be returned by the Imperial Sovereign of Arms.
- i.** Each item returned for conflict or style shall be accompanied by suggestions for making the item correct for registration.

3. Letters of Registration and Return.

- a.** The Imperial Sovereign of Arms will send out a regular Letter of Registration and Return to the College of Arms and the Empire of Adria containing all of the registered and returned items for that period for all areas.
- b.** No submission will be considered officially registered until published within a LoRR.
- c.** Included in these letters will be any changes to these rules, including any precedents set and any elements that through adequate documentation has been made available for registration.
- d.** The Imperial Sovereign of Arms has ninety (90) days from receipt of the letters of report in a particular month to publish the Letters of Registration and Return.
- e.** Local Ministers of Arms shall then notify the presenters of their registrations or returns and update each registrant's hardcopy file.

I. ADMINISTRATIVE POLICY

The College of Arms shall process no proposals at the Imperial level during the months of October and November. This is to allow time for the changeover between imperial administrations and to help ensure that no proposals are lost during transition. Local ministers of arms shall continue to process, accept heraldic business

during this time. In no way does this policy mean that a minister of arms may skip their monthly reports during transition.

II. OWNERSHIP, PROTECTION AND REGISTRATION LIMITS

A. INDIVIDUAL AND ESTATES

Individuals, estates (House, Barony, County, or March) and other local armigerous entities (IE guilds) may register up to six (6) pieces of registered Heraldry (Devices, Flags and badges).

1. No conflict is called with armory the registrant already possesses. Since the system of conflict is in place to prevent two individuals from having armory that is too similar, it does not apply to individuals who are registering badges with the same motif as their arms.

2. Until the minor child is 13 years old, they will only have these two pieces of heraldry. Any more pieces of heraldry than these, and the parent or guardian will have the submissions charged to them.

At the time the minor child reaches 13 years old, they will be able to submit their own proposals and if desired release or keep the arms that have been submitted by their parent/guardian.

B. CHARTERED CHAPTERS

The Imperium, Domains, and chapters have no limit on the number of items registered.

C. OWNERSHIP OF ESTATE ARMORY (A.E. Bylaws Writ B.25.)

The armorial device of an estate shall be considered the property of the estate, not the Chapter and shall follow the majority of its members should they change their Chapter membership, or as otherwise provided for in the Charter of the Estate, If a clear majority do not select the same Chapter, it shall be decided by a majority vote of the members.

If a vote is taken:

- Only members of the Estate at the time of change in membership are eligible to vote.
- Effort must be made to notify all eligible members
- The Ruling Noble of the Estate at the time of change of membership shall conduct the vote and notify the respective subdivisions
- A majority of votes cast shall decide the question

D. GENERAL OWNERSHIP

The College of Arms recognizes the following rights of armorial device Ownership;

- Individual armory is owned by the person whose name and signature appears on the proposal form.
- Estate Arms; as defined in IEW B.25. Refer to Article II. D. of this manual for reference.

- Chapter arms are owned solely by the chapter to which the arms are registered regardless of the individual who processed the paperwork. A Chapter's orders, awards, badges, flags and devices are encompassed by this ruling. Arms created for a Canton belong to the chapter which formed the canton.
- Domains and other armigerous entities: The majority of the current membership retains control regardless of the individual who processes the paperwork.
- Arms of the Empire i.e. historical arms, worthies, orders, awards are owned by the Empire and maintained by the College of Arms.

E. PROTECTED ARMORY

1. All arms having met the requirements put forth in this manual and been duly published in a Letter of Registration and Return.
2. The primary arms/flag of any Shire, Duchy, Archduchy, Kingdom and the Empire of Adria.
3. The "Worthies" of The Adrian Empire

F. ARMORY, NOT VERBAL DESCRIPTION

A piece of armory is registered and protected, not the verbal description used to record that armory. The use of different terminology to describe two (2) designs that are visually similar does not affect any potential for conflict that may exist. Unusual cases may occur where contrast is weak and unusual arrangements of charges are employed, and in such circumstances the cumulative similarities between two pieces of armory may outweigh any specific differences.

G. WORTHIES (HISTORICAL)

Sixteen mundane arms representing nine (9) worthy men and nine (7) worthy women of great historical stature have been protected so that those who do not have the right to bear arms on their own may have something to bear in tournament. They are as follows:

- **Alexander the Great** (Mundane) *Sable, a griffin Or.*
- **Arthur** (Mundane) *Azure, three crowns Or.*
- **Boadicea** (Mundane) *Vert, an equal-armed Celtic cross Argent.*
- **St Brigita of Sweden** (Mundane) *Per bend Gules and Azure, a lion Argent.*
- **Caesar** (Mundane) *Gules, a double-headed eagle Or.*
- **Charlemagne** (Mundane) *Or, a double-headed eagle Sable.*
- **David** (Mundane) *Argent, a mullet of six points voided and interlaced Azure.*
- **St. Elisabeth of Hungary** (Mundane) *Azure, a lion barry Argent and Gules.*
- **Esther** (Mundane) *Azure, a crowned portcullis Or.*
- **Godfrey of Bouillon** (Mundane) *Argent, a Cross of Jerusalem Gules*
- **Hector** (Mundane) *Or, a lion Gules.*
- **St. Helena** (Mundane) *Gules, a cross between four furisons Or*
- **Joshua** (Mundane) *Azure, three bull's heads caboshed Argent.*
- **Judah Maccabee** (Mundane) *Argent, a dragon Gules.*
- **Judith** (Mundane) *Gules, a wild man's head transfixted by a sword Argent.*
- **Lucretia** (Mundane) *Argent, a wolf statant Sable.*

H. WORTHIES OF ADRIA

At times there are members in the Empire whose deeds, character and contributions reach beyond the confines of local borders and touch the greater whole of the Empire in a positive way.

When such members are taken from us it may be desired by those of the Empire to recognize the importance of such people who have graced our organization. The following is the procedure for nomination of a Worthy candidate:

- A petition shall be submitted to the College of Arms from three Knights hailing from three different Chapters.
- The petition shall include the name of the candidate and the proposed arms to be made worthy.
- The petition shall include any and all reasons and or facts as to how the candidate has met the above example.

The College of Arms shall review the petition in consultation with other Imperial offices as it deems fit. If the petition is approved for Worthy status, notification will be made in the next published Letter of Registration and Return issued by the Imperial Sovereign of Arms.

I. TRANSFERRING ARMS

On occasion members move from one Chapter to another. A form letter entitled “Letter of Matriculation” is available and has been placed on the Adrian Empire Imperial website which allows armigers to address this problem.

Heraldic Wills

At times members leave the Empire permanently for various reasons. Prior to such instances a Registrant may “Will” their arms to an individual, entity or Chapter. Such “Wills” must be recorded with the College of Arms. See Appendix B. for examples.

J . NON-REGISTERED ARMS

There has been some confusion and consternation among the Populace of the Empire regarding the registration of armory. This Policy is intended to clarify this issue with regard to the Imperial College of Arms. At current, there is no law against displaying unregistered armory. The Bylaws are silent on this issue, and the Estates Writ on Armigerous Rights speaks only that armorial display is restricted to armigers. Imperial Law holds that new Chapters, Estates and Domains require registered armory, but this does not hold for individuals. no person is required to register arms, of any kind, nor is any person required to register the armory that they display. This brings to mind the question that many have asked: "So why bother to register?"

The answer is threefold:

- Your arms get listed in the Imperial Armorial and Roll of Arms for all the world to see and admire.
- Other people can use this information to make Nice Stuff for you.
- Your arms are COPYRIGHTED.

This last reason is the most important. No one wants to spend hours working on an expensive banner or surcoat for themselves only to find that someone else in another Chapter has created the identical item. You register your arms so that no matter where you may go in the Empire, your arms will be unique. If, however, you do not register your arms, no one from the College of Arms will tell you to take them down unless they violate local standards regarding offensiveness or obscenity.

K. ARMORY OUTSIDE THE EMPIRE

The Empire of Adria is a separate heraldic jurisdiction from all others, including other medieval re-creation societies and mundane heraldic courts.

1. PERSONA

Each registrant's game persona is considered separate from their mundane persona and as such, a registrant may not present their mundane arms for registration even if they can produce legal documentation asserting their claim to such arms.

2. MUNDANE HISTORIC ARMS

The College of Arms recognizes mundane historic persons and organizations and shall protect those arms against Adrian registration. Though the use of such arms is permitted as an educational and recreational organization, no person or persons may claim ownership or exclusive use of such arms. A list of such arms will be published by the College of Arms.

3. OTHER MEDIEVAL RE-CREATION SOCIETIES

Persons or groups wishing to register armory they hold in another medieval recreation society must go through the same registration process and adhere to the Adrian rules for Heraldic registration current at the time of the Submission.

4. OUTSIDE OF ADRIA

Any armory outside the Empire that anyone in the College of Arms deems worthy of protection must undergo the normal presentation process before being registered by the Imperial Sovereign of Arms.

III. OFFENSIVE AND PRESUMPTUOUS ARMORY

Armory may not contain elements that would be offensive to a large percentage of the populace of the Empire or of society as a whole. Neither can armory suggest or imply powers or ranks that the presenter does not possess.

A. OFFENSIVE ARMORY

Offensive armory falls into four categories:

1. VULGARISMS

Armory suggesting pornographic or scatological themes which would offend a significant portion of the populace of the Empire and will not be permitted, even if adequately documented.

2. OFFENSIVE USE OF RELIGION

Armory with either excessive or derogatory use of religious symbolism will not be permitted. This applies to all religions equally, and applies whether the offense is explicit or implied or whether the presenter intended it or not.

a. Excessive use of religious symbolism is defined as three (3) or more elements representing a particular religious idea or theme.

b. Derogatory use of religious symbolism is defined as any element specifically degrading a particular religion.

3. STEREOTYPES

Armory suggesting derogatory ethnic, racial, or sexual stereotypes will not be permitted, even if adequately documented. This applies whether the stereotype is explicit or implied.

4. OFFENSIVE POLITICAL THEMES

Armory suggesting social or political movements or events that may be offensive to a particular ethnic, racial, or religious group will not be permitted. Swastikas, even though they are documentable as period charges, are not registerable due to their mundane association with the Nazi party.

B. PRESUMPTION

Presumptuous names and armory fall into five categories:

1. RESTRICTED TITLES AND CHARGES

Armory containing or alluding to titles, ranks, territorial claims, or restricted charges will not be permitted. Charges such as crowns, coronets, and fleurs-de-lis are specifically restricted under the provisions of Rule VII.

2. SUPERNATURAL POWERS

Armory suggesting non-human powers or abilities will not be permitted.

3. PRETENSE

Armory suggesting familial relationship to a protected individual will not be permitted without the specific written permission of that individual. Likewise, armory that suggests pretense to protected armory will not be permitted.

4. OTHER PRESUMPTION

Armory that by itself does not imply presumption but together with the presenter's listed game name is evocative of the above categories will not be permitted.

5. MODERN DESIGN

Overly modern design or allusion to modern insignia, trademarks, or other designs will not be registered.

Section 2: Heraldic Design in the Adrian Empire

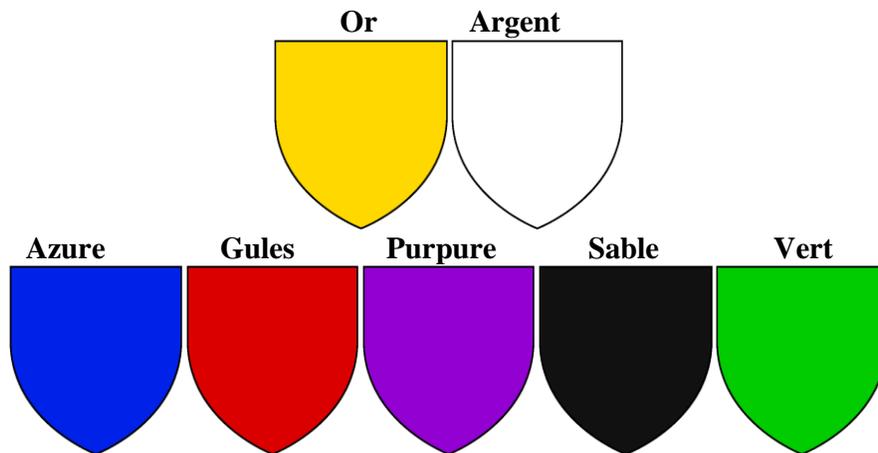
IV. THE RULE OF TINCTURE

A. ACCEPTABLE TINCTURES

The Rule of Tincture is defined as follows: **Color may not be placed on Color, nor Metal on Metal.** This rule is generally inviolable, with certain explicit exceptions as outlined in this manual below :

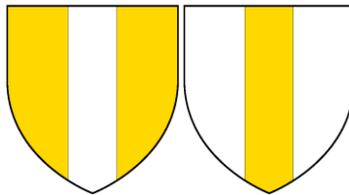
1. The only acceptable tinctures are as follows:

- Metals: **Argent** (White/Silver) , **Or** (Yellow/Gold)
- Colors: **Azure** (Blue), **Gules** (Red), **Purpure** (Purple), **Sable** (Black), **Vert** (Green)



B. METAL ON METAL

Metal on metal is reserved specifically to the Imperial Crown and its agents:



C. FIELDLESS ARMORY

Fieldless armory is that which has a transparent background, allowing the charges to be placed on any type of background when displayed. Fieldless armory is subject to the following restrictions:

1. Only badges may be registered as fieldless.
2. Fieldless armory must form a unified image; all elements in the design must be conjoined.

Acceptable



Not Acceptable



D. TINCTURELESS ARMORY

Tinctureless armory has no tincture. It is generally meant for such things as wax seals and engravings. Tinctureless armory is subject to the following limitations:

1. Only badges may be registered as tinctureless.
2. Tinctureless armory is restricted to Royal and Imperial Crowns, and the ministries that serve them (the offices may register them, but not the individuals).
3. Tinctureless armory is subject to the same standards as fieldless armory, as given above.

E. PROPER

"Proper" is the term used in Heraldry for a charge's default Heraldic tincture. It is not necessarily a charge's color in Nature. "Proper" is always the assumed tincture of a charge. Just as there are default postures, there are also default tinctures. Here are some examples of "proper":

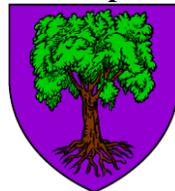
- Lion - Or (not tawny colored as in nature)
- Sword - Argent hilted Or
- Dragon - Vert bellied Gules
- Eagle - Or
- Flames of Fire - alternate tongues of Gules and Or
- Grenade - Sable enflamed Proper (see above)
- Tree - Brown trunk and Vert leaves
- Beaver – Brown

1. The Rule of Tincture STILL APPLIES.

Acceptable



Not Acceptable



2. If something is brown by default, then it is a Color. (This is different from conflict – when dealing with Brown, the Adrian College counts it as 1 CD from all tinctures except Sable, from which it is indistinct.)

F. SMALL DETAILS

Small details of a charge, such as eyes, tongue, or claws on a beast, are exempt from this rule.

G. LAYERING

If at least half of a charge is lying on a tincture of the opposite type (a color charge on top of a metal ordinary, or a metal charge on top of a color ordinary, or either on top of a divided field consisting of metal and color), then it is clear of the Rule of Tincture. These occurrences will be closely scrutinized.

Acceptable



Not Acceptable



H. AUGMENTATIONS

Augmentations granted by any Crown are exempt from this rule.

1. Charged cantons are a form of augmentation which may be granted by the Crown and as such are not permitted to be registered by individuals unless sufficient proof is supplied to show that such augmentation has been granted (such as a copy of the Herald's Report showing the grant of augmentation).
2. Badges/awards, supporters etc. may be placed *around* a shield when included on a patent or other drawing. They never cover the main device. It is recommended that badges and awards be displayed on a standard (when a standard is appropriate).
3. There are a number of charges that only certain people in Adria can use. See ***RESTRICTED CHARGES***

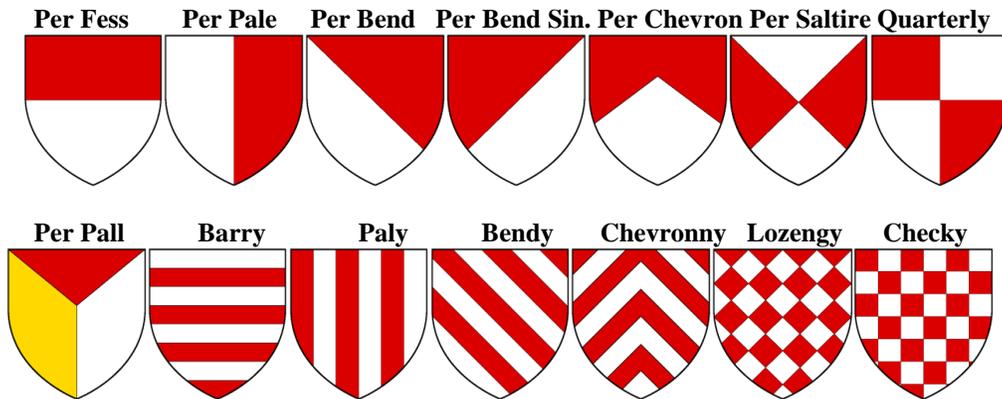
I. RESTRICTIONS

There are no restrictions on any tincture or combination of tinctures, except that the Rule of Tincture may not be violated except under the conditions listed within this document.

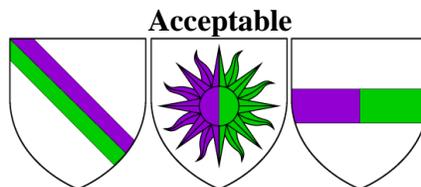
V. PARTITION LINES / FIELD DIVISIONS

A. DIVIDING THE SHIELD

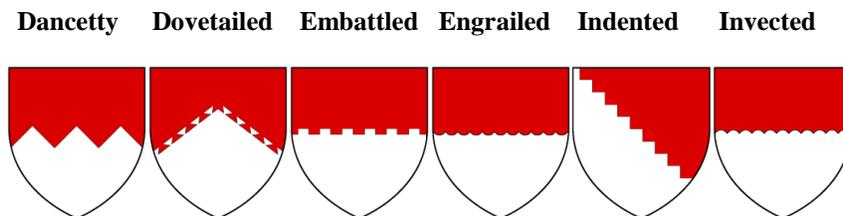
1. A field may be divided by partition lines running in the direction of any **Simple Ordinary** (*see VII.A.*).
2. A field may be composed of multiple partition lines in the direction of **Simple Ordinary**, filling the area of the shield.

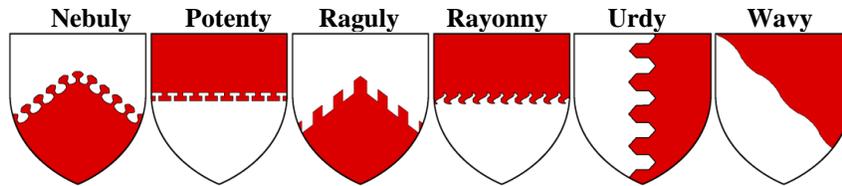


3. Ordinaries and charges of all kinds may be divided with partition lines.



4. The following partition lines are considered complex and are acceptable for use:

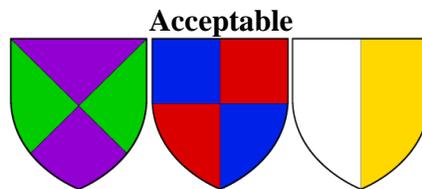




B. TINCTURE RULES FOR FIELD DIVISIONS

Field divisions are considered as *Tincture next to Tincture* and as such are not considered to be in violation of the Rule of Tincture. However, this category is subject to the following restrictions:

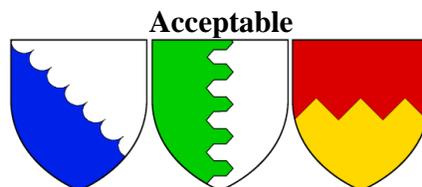
1. Field divisions of up to four parts (per saltire, quarterly, per pale, etc.) may consist of two colors or two metals.



2. The lines of division must be plain lines; no complex lines will be allowed.



3. Divisions with complex lines must be comprised of one color and one metal.

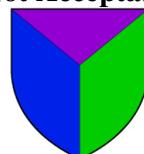


4. Per pall and per pall inverted field divisions must contain either two (2) colors and one (1) metal, or two (2) metals and one (1) color.

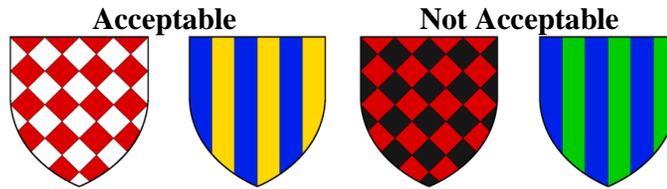
Acceptable



Not Acceptable



5. Shields divided into **more** than four (4) parts (gyronny, checky, bendy, paly, etc.) must be comprised of one (1) color and one (1) metal.

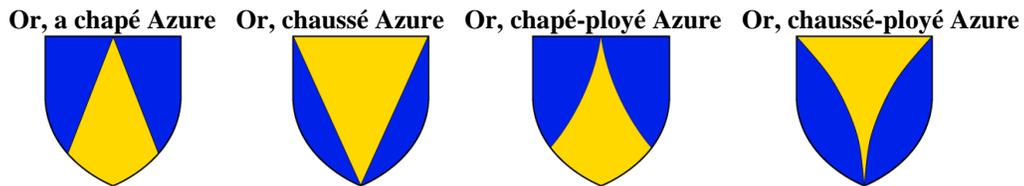


C. UNCOMMON FIELD DIVISIONS

These field divisions are fairly uncommon and are special in that the secondary portion of the division is never charged. Below are four examples. Note that only the yellow section (the “Field” portion) of each example may be charged.

Chapé, chapé-ployé, Chaussé, Chaussé-ployé:

1. The Chapé and Chaussé are drawn with straight lines.
2. The Chapé-ployé and Chaussé-ployé are drawn with curved lines.
3. Only the yellow section (the “Field” portion) of each example may be charged, the secondary portion of the division is never charged.



VI. FURS

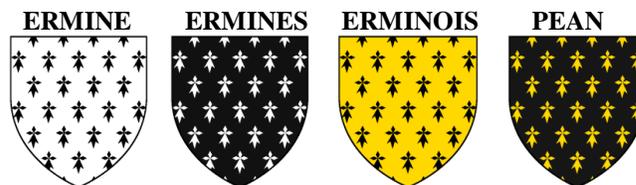
By definition, a Heraldic Fur is a field that is defined as being evenly divided into dark and light, (2) tinctures, one (1) metal and one (1) color. . The tincture *Sable*, since it is a solid color, is not a fur. However, they are unique and are classified as one of these two basic types of Fur.:

A. ERMINE

Ermine: with capital “e” means the heraldic fur Ermine.

ermine: lower case “e” means the generic type of fur / charge.

1. For the purposes of the **Rule of Tincture**, Ermine and its variants are to be considered tintured the same as their background tincture. Technically speaking, an ermine is a charged field (a tincture strewn with charges of a different tincture).



a. **Ermine** is considered equivalent to **Argent**,

b. **Counter-ermine** (also known as *Ermines*) is considered equivalent to **Sable**,

c. **Erminois** is considered equivalent to **Or**,

d. **Pean** is equivalent to **Sable**.

i. Therefore, an **Or** charge may not be placed on **Ermine** or **Erminois**, a **Sable** charge may not be placed upon a field **Vert** ermined **Or** and so forth.

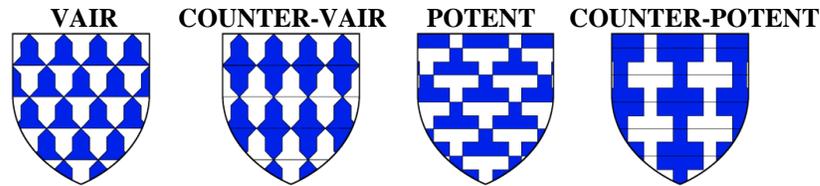
2. Constructed **Ermine** variants are created by strewing a field with ermine spots. This ermining is restricted to the Rule of Tincture: Metals may only be ermined with colors, and colors may only be ermined with metals.

Example: Purpure ermined Or is **acceptable**. Azure ermined Gules is **not**.

3. For the purposes of conflict, Ermine and its variants are to be considered one (1) clear difference (CD) from their background tincture. **Ermine** is one (1) CD from Argent, Gules ermined Or is one (1) CD from Gules, and so forth.

B. VAIR

The “**Proper**” tincture of Vair and its variants are **Argent** and **Azure**. When tinctures other than the “proper” tinctures are used, the term “**Vairy**” is used.



1. Definitions:

- a. Vair:** Alternating bell shapes, each row inverted and beginning with the alternating tincture.
- b. Counter-Vair:** Bell shapes in alternating rows conjoined base to base and point to point.
- c. Potent:** Alternating “T” (crutch) shapes, each row inverted and beginning with the alternate tincture.
- d. Counter-Potent:** “T” shapes in alternating row conjoined base to base and point to point.

2. For the purposes of the **Rule of Tincture**, **Vair** and its variants are considered neutral and may be combined with any other tincture, except the tinctures that make up the **vair** or **vair** variant. Therefore, a charge “*Vairy, Argent and Gules*” may not be placed on Argent or Gules, and so forth.

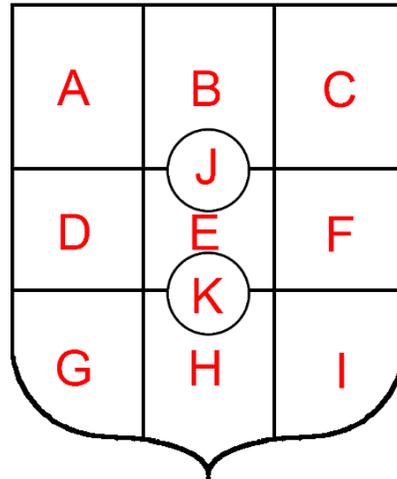
3. It is possible to create variants of Vair and Potent. The phrases “Potenty” or “Vairy” are used when describing a non-default tintured Vair or Potent fur. For example: “Argent, a lion Potenty Sable and Or” yields a lion colored with black and gold T-shapes on a white field. The Vairs, Potents and variants are all 1 CD away from each other.

VII. CHARGES

A. THE SHIELD

The Heraldic shield is divided into sections that define the placement, arrangement and location of charges.

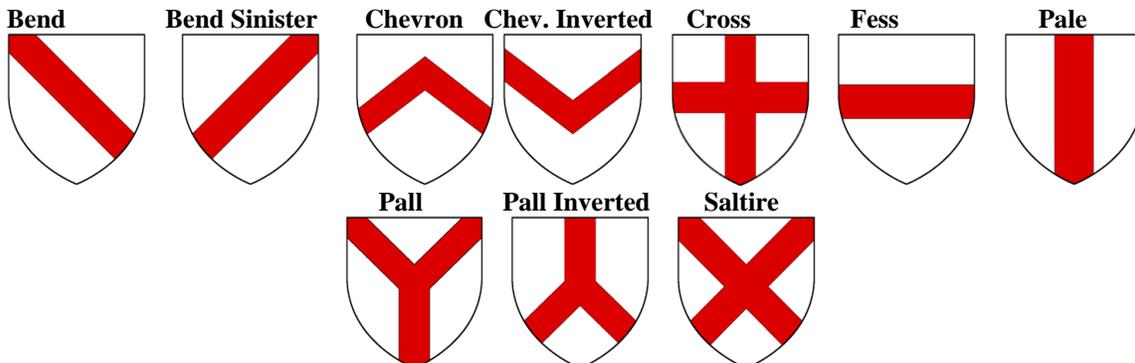
Chief	A, B, C
Fess	D, E, F
Base	G, H, I
Dexter	A, D, G
Sinister	C, F, I
Honour Point	J
Fess Point (heart)	E
Nombril	K



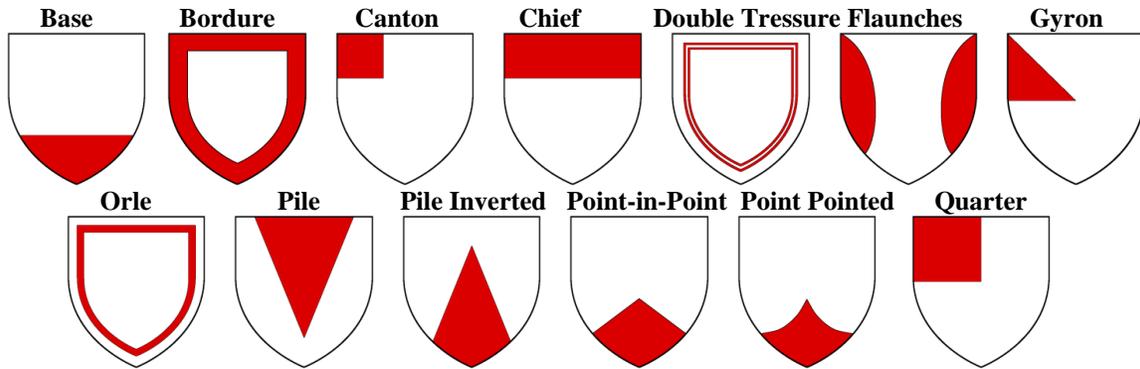
B. ORDINARIES

Ordinaries are believed to be the representation of the structural parts of a shield. They are simple charges and to some considered the most worthy of charges. We classify ordinaries in to two groups:

Simple Ordinaries: Bend, Bend Sinister, Chevron, Chevron Inverted, Cross, Fess, Pale, Pall, Pall Inverted, Saltire.



Peripheral Ordinaries: Base, Bordure, Canton, Chief, Double Tressure, Flaunches, Gyron, Orle, Pile, Pile Inverted, Point-in-Point, Point Pointed, Quarter.



1. Ordinaries should be sized 1/3 of the total width of the shield (measured across the top edge). If there are charges around the ordinary, it will of necessity be drawn closer to 1/5. If the ordinary is itself charged, it will be drawn closer to 1/3. If it is both surrounded by charges and charged, a balance between the two must be struck. Ordinaries may be treated with complex lines (see V.A. 4.)

2. Tincture Exception:

The Simple Ordinaries (Bend, Bend Sinister, Chevron, Inverted Chevron, Cross, Fess, Pale, Pall, Inverted Pall), may be used in the following manner so long as they contain no complex lines:

Gules ordinary on a *Sable* or *Azure* field

Sable or *Azure* ordinary on a *Gules* field



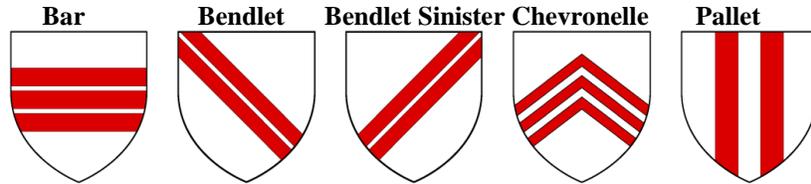
a. Ordinaries used in this fashion may be charged, except where such charging would violate the Rule of Tincture.

b. Ordinaries used in this fashion may not be cottised in tinctures which violate the Rule of Tincture.

C. DIMINUTIVES

The diminutive is a representation of an ordinary that is typically narrower, from half to one eighth the size of the ordinary.

Diminutives of ordinaries are always to be used in multiple numbers. (A single bendlet, barrulet is not allowable for example.)

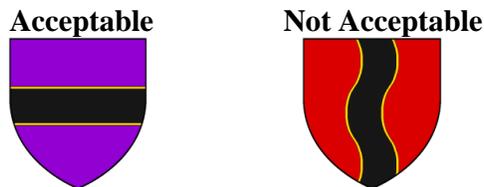


D. FIMBRIATION

General principle of fimbriation: Fimbriation is a thin line of contrasting Metal or Colour to make a given charge stand out from the field. The field and the charge must be of the same tincture class (Colour or Metal), and the fimbriation must be of the opposite class (Metal or Colour). The field and the charge may not be of the same tincture.

1. Fimbriation will only be permitted with simple geometric charges and the **Simple Ordinaries** that have straight, non-complex lines:

a. Bend, Bend Sinister, Chevron, Chevron Inverted, Cross, Fess, Pale, Pall, Pall Inverted, Saltire.



b. Diminutives of the Simple Ordinaries may also be fimbriated.

c. This does not include field divisions based on these ordinaries; such as Paly, Barry, and Bendy.

2. The following charges may be fimbriated:

a. Roundel, Delf, Lozenge, Billet, Mullet, and any other straight-lined geometric charge.



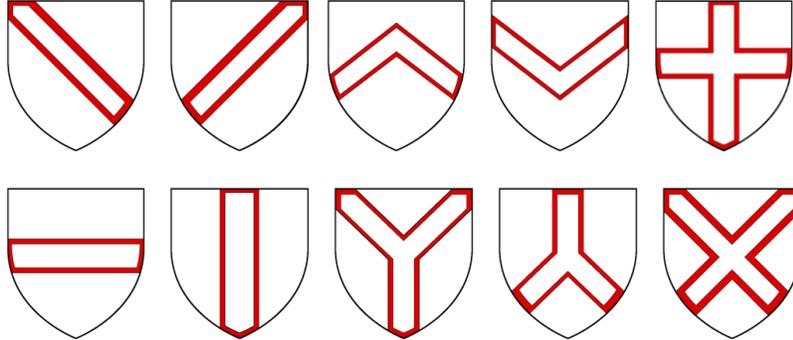
3. Items may be voided *or* fimbriated, **not** both at the same time.

E. VOIDING

General principle of voiding: Voiding is when a charge has been "hollowed out", allowing the tincture of the field to show through. Voiding is different from fimbriation in that the "line" is much thicker and obvious, and the "void" must be the same tincture as the field.

1. Voiding will only be permitted with simple geometric charges and the **Simple Ordinaries** that have straight, non-complex lines

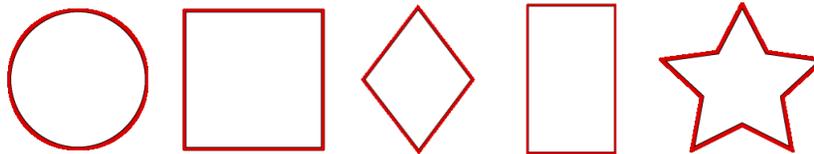
a. Bend, Bend Sinister, Chevron, Chevron Inverted, Cross, Fess, Pale, Pall, Pall Inverted, Saltire.



b. Diminutives of these ordinaries **may not** be “voided”

2. The following charges may be voided:

a. Roundel, Delf, Lozenge, Billet, Mullet, and any other straight-lined geometric charge.



3. Items may be voided *or* fimbriated, **not** both at the same time.

VIII. RESTRICTED CHARGES

A. RESTRICTED TITLES AND CHARGES

Armory containing or alluding to titles, ranks, territorial claims, or restricted charges will not be permitted. Charges such as crowns, coronets, and fleurs-de-lis are specifically restricted under the provisions of Rule VII.

B. THE FLEUR-DE-LIS

1. The **gold (Or)** fleur-de-lis is restricted to the Imperial Crown and the following:

a. Persons granted the title of Prince or Princess are considered members of the Imperial Family and may therefore augment their arms with this charge, and wear it upon their clothing.



b. Imperial Peers i.e. Knights Third Level, Founding Viscount of the Empire, Companion of the Order of the Fleur-de-Lis may augment their arms with this charge, and wear it upon their clothing.

c. Persons granted the title of Count Royal or Countess Royal are considered members of their local Royal Family and may therefore augment their arms with this charge, and wear it upon their clothing.

d. Sovereigns of Arms, Heralds, and Pursuivants directly serving the Imperial Crown may wear a gold fleur-de-lis upon the left breast while they remain in the service of the Imperial Crown.

e. The Imperial Crown may choose to bestow this charge as an augmentation however they see fit.

f. Chartered Chapters may incorporate this charge in their arms.

2. The **Silver (Argent)** fleur-de-lis is restricted to officials and sees of the Church of Adria.

a. Officials of the Church may augment their arms with this charge while they hold their office.



b. Sees, bishoprics, abbeys, and other Church institutions may incorporate this charge in their arms.

3. No other tincture of fleur-de-lis is restricted in any way, save where it would violate the **Rule of Tincture** as given above.



a. Extends to objects jessant-de-lis.



b. Does not extend to crosses flory.

C. THE CROWN

The crown in any tincture is restricted in armory to the Imperial Crown and its representatives.

1. The following Estates and Ranks may incorporate this charge in their arms:

- The Imperium
- Kingdom
- Prince/Princess
- Archduchy
- Duchy
- Count/Countess Royal
- March
- Founding Viscount
- Shire
- County
- Viscount/Viscountess
- Barony
- Baron/Baroness
- House
- Lord/Lady



Imperial Crown



Kingdom Crown



Archducal Crown



Ducal Crown



Prince/Princess



Founding Viscount



Count/Countess Royal



**Marquis/Marquessa
March**



Viscount/Viscountess



**Count/Countess
County**



**Baron/Baroness
Barony**



**Viceroy/Vicerine
Shire**



**Lord/Lady
House**



**Baron/Baroness
of the Court**



**Lord/Lady
of the Court**



Sovereign of Arms

2. Landed Estate Holders of all ranks may augment their personal arms or achievement with the Coronet of Rank appropriate to their station so long as they hold their Estate.
3. Crowns and coronets, whenever appearing in armory, are considered augmentations and as such are exempt from the Rule of Tincture, unless the charge forms a central or integral part of the overall design.
4. Domains are considered to be armigerous, and may bear arms ensigned with the same coronet of rank as prescribed for the rank of Lord or Lady.

D. THE TUDOR ROSE

The Tudor Rose is defined as a rose that is divided between *Gules* and *Argent* in any combination. Due to its mundane association with the Tudor Dynasty of England (which included Henry VIII and Elizabeth I), it is disallowed. This includes any of the following variations:

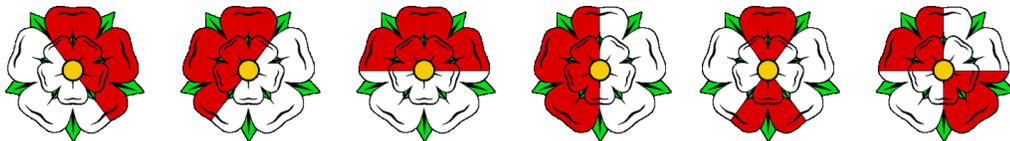
1. A rose *Gules* charged with another *Argent*:



2. A rose *Argent* charged with another *Gules*:

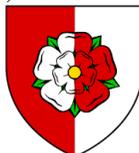


3. A rose divided per bend, per bend sinister, per fess, per pale, per saltire, or Quarterly between *Gules* and *Argent*:



4. The previous category is considered restricted in all instances save those where the divided rose appears as part of an overall motif of counterchanging between *Gules* and *Argent*.

- a. *Per Pale Gules and Argent*, a rose counterchanged is **acceptable**.



b. *Per Pale Sable and Or*, a rose *Per Pale Argent and Gules* is **not acceptable**.



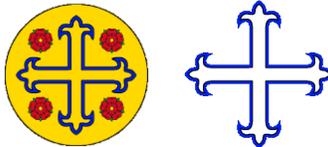
E. THE ESCALLOP INVERTED

The inverted silver escallop is the symbol of the “Order of the Escallop.” Use of this charge is restricted for use only by those individuals who have been inducted in to the order. This applies only to escallops which are both inverted *and* silver. No other orientation or tincture is restricted.



F. THE CROIX FLORY

The “Croix Flory” (a voided cross flory *Azure*) is the symbol of the “Order of the Croix Flory.” Use of this charge, either in its fielded or fieldless form, is restricted for use only by those individuals who have been inducted in to the order.



G. REGISTERING RESTRICTED CHARGES

The arms of any individual will not be registered with any of these restricted charges unless sufficient written proof is provided with the presentation of the registration forms that the individual in question has **permanent** right to the restricted charge.

H. CHARGES, ANIMALS, PLANTS, TRADEMARKS, ETC.

Charges of animals, plants, or artifacts that were not known in Europe during the Adrian period (793-1625) will not be permitted.

1. All charges of the same type must be of equal weight (size).

2. Crescent, Decrescent, Increscent

a. Crescent moons with faces are not permitted because it is not a Period Heraldic motif.

b. Unless in some arrangement, such as “in saltire”, different orientations of crescent should not appear on the same shield.

c. The motif of a roundel between an increscent and a decrescent is not a heraldic style.

3. Cup

A cup and a tankard are in the same category.

4. Lightning flashes

Lightning flashes (also known as "shazams") are 20th century in design and as such are prohibited in Adrian armory.

5. Celtic knotwork

Celtic knotwork while certainly a Period art form, is not a Period heraldic style, and thus may not be registered.

6. Mullets and Estoiles

Mullets and estoiles of greater than six points are 1 CD away from mullets and estoiles of four or five points. Mullets and estoiles of four, five, and six points conflict with each other. Mullets and estoiles of greater than six points conflict with each other and with suns.

Pentagram: mullet of five points voided and interlaced, not found in period heraldry, not permitted.

Pentacle: mullet of five points voided and interlaced within and conjoined to an annulet - - not permitted.

7. Runes

Runic letters were not depicted in heraldry, during the era that Adria represents.

8. Ship Wheel

Non period charge, "Even as late as the Mayflower (1620), ships were steered by a tiller below the halfdeck, which connected directly to the rudder. This is corroborated by the OED, which cites the first use of 'wheel' in connection with steering a ship in 1750. The common heraldic wheels are the Catherine wheel, Cartwheel, Waterwheel and Millwheel.

9. Suns

Suns may no longer be charged with anything besides roundels (the so-called "sun eclipsed")

Acceptable



"Gules, a sun Or eclipsed Sable"

Not Acceptable



"Gules, on a sun Or a martlet Azure"

I. CHARGE CATEGORIES

1. Two different types of the same category of charge may not be used on the same piece of armory. This includes combinations such as:

a. Sword/dagger/rapier

Acceptable



Not Acceptable



b. lion/Bengal/tiger/catamount/domestic cat, and so forth.

2. Lions, domestic cats, and Bengal tigers all conflict against each other. *“A cat is a cat”*

3. Period "knight" chess pieces are double-headed horses, not single-headed unicornate horses.

4. Paw prints, being completely unknown in our scope, are disallowed.

5. **Oriental style charges**, including Mon, Dragons, armor and such, being out of our scope, are disallowed.

6. Cross

a. No difference is counted between types of Celtic Crosses.

b. No difference is counted between types of Crosses (i.e. Cross flory, Cross Bottonee, etc.)

c. Any treatment acceptable for crosses is acceptable for saltires.

d. Crosses must be of the same recognized types (each arm must be of the same design.)

7. Overall Charges

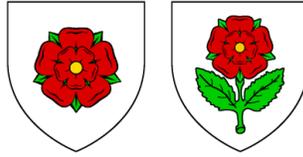
Overall charges while previous precedent does allow for the practice of placing an overall charge that has poor contrast with the background over an ordinary with good contrast, this does not extend to subordinaries such as roundels.

8. Fish

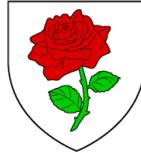
There is no evidence that the natural dolphin (the creature found in nature as opposed to the heraldic Dolphin, which is a monstrous-looking beast) was used in Period armory.

9. Flowers

a. Roses are only registered in heraldic depictions. They need to be drawn as heraldic roses in order to be identifiable.



b. Garden Roses are not registered.

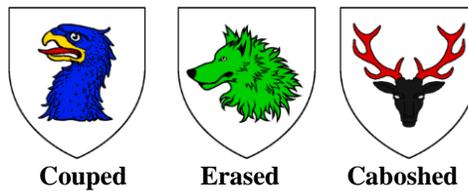


c. Addition or subtraction of foliage to a flower, plant, or tree counts as a significant difference under XII.C.9: Addition of Charges on Charges.

This may be used to create a CD between "a rose" and "a rose slipped and leaved". This only allows for 1 CD whether this is between "a rose Gules" and "a rose Gules slipped and leaved Vert"; only 1 CD may be obtained this way. This may also be used for 1 CD between "a tree" and "a tree blasted", as well as for 1 CD between "a tree" and "a tree eradicated".

10. Heads

a. Beast heads must be coupéd straight across, erased, or caboshed (facing forward).



Coupéd

Erased

Caboshed

b. Multiple heads are counted for conflict as if they are charges on charges. This only applies to counting difference between one head and more than one head. No difference may be counted between numbers of heads greater than one.

11. Non-Period Postures

All charges must make use of period postures. Non-period postures will not be registered.

a. Striking

“Striking” is a posture where the avian is depicted in profile with wings elevated and/ or disclosed and the talons are outstretched as if to grab a prey item. This is a not a period heraldic posture and is disallowed.

IX. DEFINED AND CONSTRUCTED CHARGES

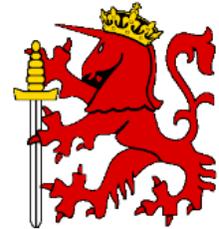
When a particular combination of charges and tinctures is registered frequently, the Imperial Sovereign of Arms may choose to register this combination as a Defined Charge. This definition is merely for the convenience of the College of Arms. Defined Charges are as follows:

A. DEFINED CHARGES

1. Lyon de Coucy:

A unicorn-headed lion rampant crowned Or supporting a sword inverted Gules.

This charge is **restricted** in Adria and is unavailable for registration. When appearing in armory, it may simply be blazoned as *a Lyon de Coucy proper*. Any variation on this (such as no crown) should be blazoned specifically: *a unicorn-headed lion rampant supporting a sword inverted Gules*.



2. Fleur-de-sion

Three annulets interlaced and surmounted by a Fleur-de-lis Or.

The Fleur-de-sion shall be treated as a single charge and is bound by the same rules and restrictions as any other fleur-de-lis.



3. Skull de Mortis

A death's head enfiled of a kriss sword.

The Skull de Mortis may be of any tincture and is depicted as a skull without a jawbone and lower teeth impaled by a "kriss" sword. The skull and sword shall be treated as a single charge. The Skull de Mortis will conflict against all skulls.



4. Lion of Albion

A lion's head caboshed and crowned Argent surmounting a fleur-de-lis Or.



B. CONSTRUCTED CHARGES

1. Monsters

Monsters should appear in period style.

a. Panthers:

Panthers are divided into four classes:

i. Germanic Panther

A very stylized “Quasi-Monster” of varying body parts (Eagles claws, Horns, Tusks, non-feline heads etc.) issuing flames from the mouth.

- (1) Germanic Panthers are never spotted.
- (2) Germanic Panthers may be of any tincture.
- (3) Germanic Panthers WILL NOT CONFLICT against members of the cat family.
- (4) Germanic Panthers will conflict with other Germanic Panthers and similar contrived creatures.



ii. Pard

A mythical, mane-less and densely spotted large cat-like beast with a long body, fierce claws and large fangs. Early heralds surmised that an illegitimate mating with a lion produced the “Leo-Pard”.

- (1) Pards may be of any tincture with single tintured contrasting spots, subject to the **RoT**.
- (2) Pards are never incensed.



iii. Leopard

The illegitimate offspring of a Lion and a Pard. For Adrian purposes, a Leopard is defined as the representation drawn in period style of any member of the big cat family.

- (1) Leopards may be of any tincture.
- (2) Leopards are NEVER incensed.



iv. Panther

The Panther is defined as any representation drawn in period style of a normal member of the big cat family with flames issuing from the mouth and ears or from the mouth and around the head.

- (1) In Adria panthers are always mane-less and incensed.
- (2) Panthers may be of any tincture.
- (3) Panthers may be drawn with or without spots.

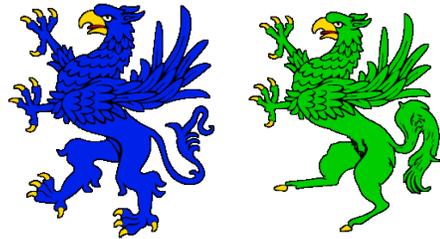


- (a) Spots on Panthers should be of multiple contrasting tinctures, however contrasting spots of a single tincture are allowed.
- (b) Panthers with or without spots will conflict against other members of the Cat family.
- (4) “Argent, a panther Sable incensed Proper” will conflict with “Argent a panther Sable spotted Or and Gules incensed Proper”

Differing flames issuant from otherwise identical panthers are considered Charges on Charges and count as one (1) CD.

“Argent, a panther Sable incensed Proper” is one (1) CD from “Argent, a panther Sable spotted Or and Gules incensed Purpure and Vert”.

b. Griffins/Hippogriffs:



Griffins and Hippogriffs are both mythological creatures consisting of the head, claws, and wings of an eagle. Griffins have the body of a lion while Hippogriffs have the body of a horse.

- i. Griffins and Hippogriffs are constructed animals and conflict with one another.

c. Harpies:

A mythological creature consisting of the body of a bird and the head and chest of a woman.

- i. Harpies conflict with other birds, though *may* still be passed if they are in conflict if a significant visual difference exists.



d. Cockatrices:

Mythological creatures consisting of the body of a wyvern (or two-legged dragon) and the head of a rooster.

- i. Cockatrices conflict with dragons and wyverns.



e. Yales:

A European mythological creature, a Yale resembles either an antelope or a goat with large tusks and horns. In myth, the Yale's horns can swivel in any direction. Heraldically, this is depicted with horns pointing in opposite directions.



- i.** Yales can be spotted or unspotted.
- ii.** Spots on Yales should be of multiple contrasting tinctures, however contrasting spots of a single tincture are allowed.
- iii.** Whether spotted or unspotted, Yales will conflict with other horned animals such as goats and antelopes.

X. ARMORIAL STYLE

A. PRESENTATION

All armory must be presented in a period heraldic style. Excessive naturalism or excessive use of "proper" coloration will not be registered. Also, excessively modern style ("pictorial" or "landscape" heraldry) will not be registered.

B. LAYERING /COUNTERCHANGING

All elements in a given piece of armory must be arranged so as to preserve their individual identifiability. Excessive layering, counterchanging, or use of complex lines of division detracts from the overall identifiability of the elements in the device and will not be registered.

Arms may not be excessively layered (citing 4 as excessive).

Maximum number of layers is 3 for normal armory. Augmentations may have up to 4 or 5, pursuant to review by Fleur-de-Lis.

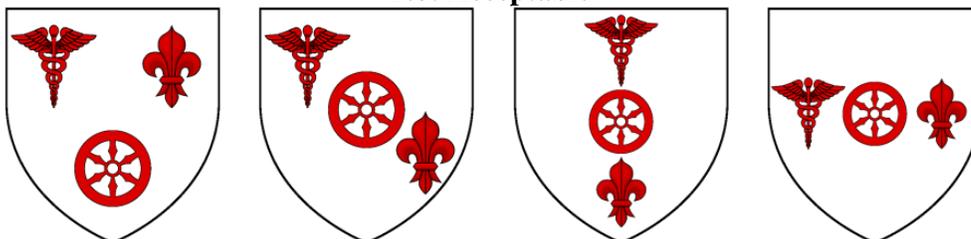
C. ARRANGEMENT

1. In our Period the concept existed of the creature being known by its posture: a bird displayed is almost invariably an eagle, an owl is recognizable only when close guardant, etc.
2. Creature must be at a true diagonal or else truly horizontal in order to be registered.

D. SLOT MACHINE

1. Armory is "slot machine" when there are three or more different types of charges (not counting ordinaries) on the same shield that are not interacting with each other. For instance "Or, a bell, book, and candle Sable" is slot machine. "Argent, on a bend between a bell and a book Azure, a candle or". is also slot machine. So is "Per pall Gules, Azure, and Argent, a bell and a book Argent and a candle Azure". However, "Argent, on a bend between two bells Azure, a candle Or" is not slot machine. Neither is "Argent, a candle between two bells Azure".
2. Having one charge between two other charges in this matter is "slot machine" heraldry and is not good style.
3. The placement of three {different} charges of equal weight in fess is what is referred to as "slot machine" heraldry, and is disallowed in Adria as being poor style.

Not Acceptable



E. QUESTIONABLE ELEMENTS OR STYLE

Any questionable element or style must be documented and presented along with the submission form or directly to the Imperial Sovereign of Arms if appealing a decision.

F. DOCUMENTABLE ELEMENTS

If an armorial element not registerable under the rules at the time of presentation is proven documentable to fall within the scope of the Empire, it shall be considered available to all presenters, not just the person who documented it.

G. LIST OF SOURCES

A list of sources of documentation shall be provided to each member of the Imperial College of Arms for the benefit of the populace.

1. This list should be distributed freely to anyone who wishes it.
2. Any reference not on this list shall not be considered invalid solely on the lack of its inclusion but shall be judged fairly on its own merits.

H. COMPLEXITY

All armory must be simple in design. Excessively complex armory will not be registered. K.I.S.S; Keep it simple sir. Don't over think your device. The simplest device can have just as much of an impact as an overly complex one. Look at example #1, it is simple, yet easily identifiable. Can you see the charge on the shield from 4 to 5 feet away clearly?

Gules, a lion Or
(complexity count of 3).
Gules 1, Lion 1, Or 1

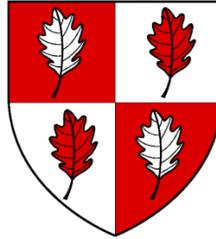


Per bend Gules and Argent 2 leaves countercharged
(complexity of 4)



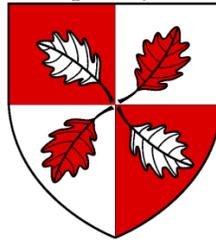
Quarterly Gules and Argent, 4 leaves countercharged

(complexity of 5)



Quarterly Gules and Argent, issuant from center, 4 leaves Counterchanged,

(complexity of 6)



To check your device for complexity, list the number of types of charges in your device and add the number of tinctures and divisions. You can list this 2 ways (as below)

Ok, let's look at this: **Quarterly Gules and Argent, issuant from center, 4 leaves Counterchanged**, how complex is it,

By order of blazon

By order of Charge, tinctures, then divisions

1. Quarterly
2. Gules
3. Argent
4. Issuant from the center
5. 4 leaves
6. Counterchanged

1. 4 leaves
2. Issuant from Center
3. Counterchanged
4. Gules
5. Argent
6. Quarterly

Excessively complex heraldry is just a mess. Please have a look at the device below. Test yourself and count the complexity, did you count 10? Not only is the device below WAY too complex, it will be hard to identify.

Per Pall 1, Azure 1, Gules 1, Or 1, upon a Pale 1, Argent 1, between two Roundels 1, Or and Purpure 1, four Crosses fitchy 1, Sable 1,

(complexity of 10)



1. Complexity is determined by counting the number of types of charges in a device and adding the number of tinctures and divisions.

2. Armory with a complexity count of nine (9) or above will not be registered. Armory with a complexity count above six (6) is strongly discouraged and will be thoroughly scrutinized for period heraldic propriety by the Imperial Sovereign of Arms.

I. QUESTIONABLE ELEMENTS

Any questionable element or style should be adequately documented as described in Rule X.E.

XI. MARSHALLED ARMORY

Marshalling is the practice of combining two (2) or more devices on one (1) shield or banner (dimidiation and impalement are forms of marshalling). It is generally used to show a relationship of marriage, or to combine the arms of an individual with the offices they hold.

1. Because each element must be independently registered, registration of the marshaled arms is unnecessary and will not be permitted.
2. Marshalling is officially considered to be an encouraged practice for individuals in relationships, whether married or otherwise.
3. Inescutcheons of pretense are considered to be a form of marshalling and as such are restricted.
 - a. For this restriction to apply, the inescutcheon must be in the shape of an escutcheon.



- b. No other geometric or non-geometric charges that are themselves charged shall be considered to be "in pretense".

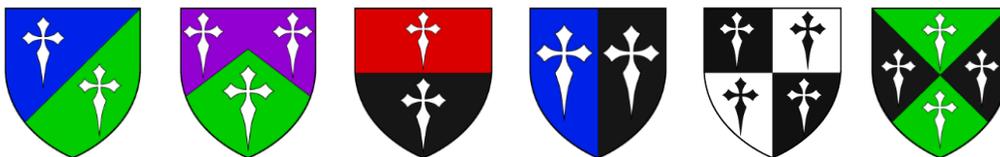
A. RESTRICTIONS ON MARSHALLING

Research has shown that Marshalling appeared in more than just the familiar forms of Per Pale and Quarterly. This includes the hitherto-unrestricted Per Fess and Per Saltire divisions. These divisions have been abused in Adrian armory to allow designers to combine disparate elements on one shield against the spirit of the Marshalling proscription. In keeping with our overall push to encourage Period design, the following is now disallowed:

1. Any design wherein the field is divided Per Bend, Per Chevron, Per Fess, Per Pale, Quarterly, Per Saltire, or any variations thereof (such as "Inverted"), wherein the charges on either side of the line of division are of different types.

Refer to the following examples:

Acceptable

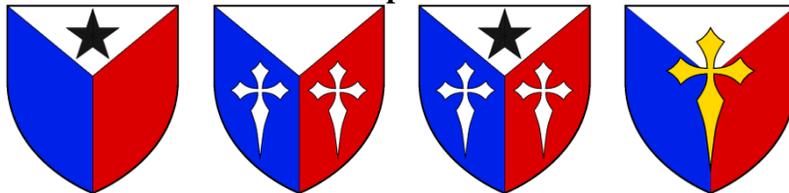


Not Acceptable



2. Per pall and per pall inverted are a special cases. If you wish to have charges they must be either in the middle section or the sides sections, but not the same charge in both. When using a “charge overall” the charge will be clear of the RoT if it is opposite the “primary” tincture. (*Per pall Or, Sable, Gules, overall a dragon rampant Argent*)

Acceptable



Not Acceptable



3. Quarterly:

Unless the same charge is in each quarter, it's marshalling. The only exception is in the case of quarterly where quarters are presented as only a solid metal or color. For instance, "*Quarterly Sable and Argent, in bend two eagles displayed Or*", would not be considered marshaled arms. This also holds true for Per Saltire divisions.

Acceptable



Not Acceptable



Section 3: Conflicts Checking

XII. CONFLICTING ARMORY

This section was originally taken from the SCA Rules for Submissions, and is used by kind permission of Dame Elsbeth Anne Roth, Laurel Queen of Arms. Some lines have since been altered from the original, due to subsequent rulings of the Adrian Imperial Sovereign of Arms.

A. ADDITION OF PRIMARY CHARGES

Armory does not conflict with any protected armory that adds or removes the primary charge group. Most cadency systems did not involve addition or deletion of the primary charge group, so this automatically creates an independent design.

B. DIFFERENCE OF PRIMARY CHARGES

Simple armory does not conflict with other simple armory if the type of every primary charge is substantially changed. (*See rules on "Simple Armory" {XII.F below} for further clarification.*)

C. SIGNIFICANT ARMORIAL DIFFERENCES

Two (2) pieces of armory will not be considered to conflict if two clear visual differences exist between them.

1. FIELD DIFFERENCE

If charges are present, changing the tinctures, division, line of partition, or treatment of the field is one (1) clear difference. If at least half of the field is changed, the fields will be considered different.

a. Fieldless Difference

A piece of fieldless armory automatically has one (1) clear difference from any other armory, fielded or fieldless. Addition of a background tincture will be considered a second clear difference. Thus, "[Fieldless] A heart Gules" is clear of "Argent, a heart Gules." Tinctureless armory is considered to be fieldless for this purpose.

b. Field Only Difference

If neither of two (2) pieces being compared has charges, changes to the tincture, division, line of partition, and treatment of the field may be counted separately.

c. Tinctureless

Same as Fieldless. Tinctureless armory automatically has one (1) CD from other armory.

2. ADDITION OF CHARGES ON THE FIELD

Adding or removing any group of charges placed directly on the field, including strewn charges, is one (1) clear difference.

3. ADDITION OF CHARGES OVERALL

Adding or removing a group of charges placed overall is one (1) clear difference.

4. TINCTURE CHANGES

Changing the tinctures or division of any group of charges placed directly on the field, including strewn charges or charges overall, is one (1) clear difference. Changing the tincture of at least half of the charges in a group is one (1) clear difference.

5. TYPE CHANGES

Significantly changing the type of any group of charges placed directly on the field, including strewn charges or charges overall, is one (1) clear difference. Changing the type of at least half of the charges in a group is one (1) clear difference.

6. NUMBER CHANGES

Significantly changing the number of charges in any group placed directly on the field or overall is one (1) clear difference. One (1), two (2), and three (3) are each significantly different from any number, four (4) is significantly different from six (6) or more, and five (5) is significantly different from eight (8) or more. Six (6) and higher numbers, including semy of charges, are not significantly different from each other.

7. ARRANGEMENT CHANGES

Changing the relative positions of charges in any group placed directly on the field or overall is one (1) clear difference, provided that change is not caused by other changes to the design.

8. POSTURE CHANGES

Significantly changing the posture or overall orientation of charges in any group placed on the field, including strewn charges or charges overall, is one (1) clear difference. Changing the posture of at least half of the charges in a group is one (1) clear difference. Multiple changes to the posture or orientation of the same charges may not be counted separately. Changes of posture or orientation of separate charge groups may be counted. A change of posture must affect the orientation of the charge, or significantly change its appearance.

9. ADDITION OF CHARGES ON CHARGES

Adding or removing any group of charges placed entirely on other charges is one (1) clear difference.

10. CHANGES TO CHARGES ON CHARGES

For simple armory (defined as armory that has no more than two types of charges directly on the field and has no overall charges), substantially changing the type of all of a group of identical charges placed entirely on an ordinary or other suitable charge is one clear difference. The word "charge" refers both to charged and to uncharged charges, unless it is specifically qualified; a group of charges may contain one or more charges. A charge is suitable for the purposes of this rule if (a) it is simple enough in outline to be voided, and (b) it is correctly drawn with an interior substantial enough to display easily recognizable charges. Only the new presentation is required to be a simple case in order to benefit from this clause.

D. VISUAL TEST

1. OVERWHELMING VISUAL RESEMBLANCE

If the tinctures, shapes, or arrangement of the charges in a presentation create an overwhelming visual resemblance to a piece of protected armory, the presentation will be held to conflict even if sufficient theoretical difference can be counted between them.

2. OVERALL EFFECT

This rule may also be used in its converse: that even if sufficient theoretical difference cannot be counted between two (2) pieces of armory, the overall effect of the tinctures, shapes, or arrangement of the charges may be sufficient to clear a conflict.

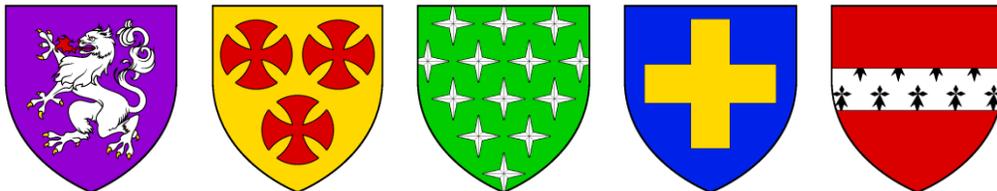
E. DIFFERENCES

1. Head position is not significant enough to count for a difference under XI.C.8
2. No difference is counted for maintained charges.
3. No CD granted for queue-fourchy or crowned.
4. No difference is counted between trippant and statant, as these are not significantly different from each other
5. One CD is granted between the Ordinary a Cross (a cross throughout) and a Cross.
6. No difference is counted between types of Crosses (i.e. Cross fleury, Cross Bottonee, etc.) except where noted above.

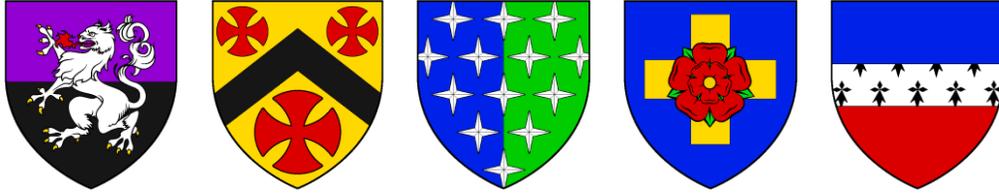
F. SIMPLE ARMORY GUIDE FOR CONFLICT CHECKING

“Simple Armory” refers to any piece of armory which consists of no more than one charge or charge group and no field divisions. This includes ordinaries used as charges (Pale, Fess, Bend, etc.), semy (one charge strewn about the entire field), and multiple instances of the same charge (“Gules, three lions Argent.”) For example:

Simple Armory



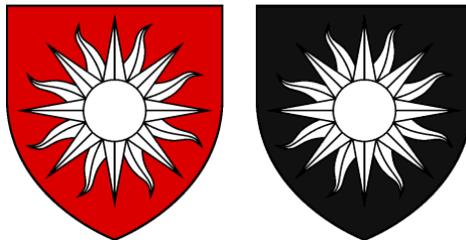
Not Simple Armory



1. For the purposes of conflict checking, simple armory will be treated differently than non-simple armory. When two pieces of simple armory are checked against one another for conflict, only 1 CD will be needed to clear the conflict, as opposed to the 2 CD needed on non-simple armory. This will only apply if both pieces of armory are considered “simple armory.” If one or more of the pieces does not fit in to the “simple armory” category, then 2 CD must be found to clear the conflict. The 1 CD needed may be accomplished by any of the following means:

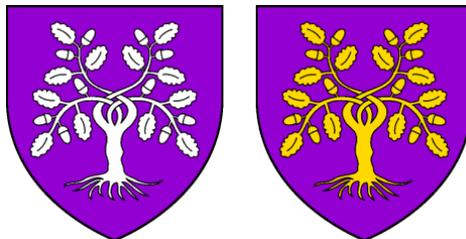
a. Field Tincture Change

Changing the tincture of the field will clear two pieces of simple armory from conflict. *“Gules, a sun eclipsed Argent” does not conflict with “Sable, a sun eclipsed Argent.”*



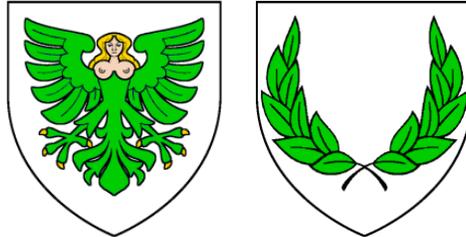
b. Charge Tincture Change

If the field tincture is the same, changing the tincture of a charge will clear two pieces of simple armory from conflict. *“Purpure, a tree eradicated Argent” does not conflict with “Purpure, a tree eradicated Or.”*



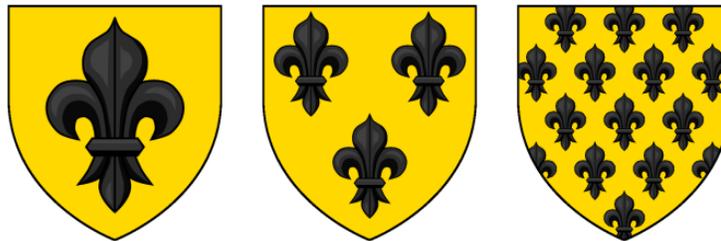
c. Charge/Charge Group Change

If both the field and charge tincture are the same, two pieces of simple armory are clear of conflict if their charge is significantly different. *“Argent, a harpy Vert” does not conflict with “Argent, a laurel wreath Vert.”*



d. Number of Charges Change

Finally, if the field and charge tinctures are the same, and the charge has not changed, altering the number of charges present (per rule XII.C.6) will clear two pieces of simple armory. *“Or, a fleur-de-lis Sable,” “Or, three fleur-de-lis Sable,” and “Or, semy-de-lis Sable” are all significantly different from one another and will not conflict.*



Section 4: College of Arms

XIII. STRUCTURE OF THE COLLEGE OF ARMS

A. COLLEGE OF ARMS (LA Article VII.4.a.)

The College of Arms shall be a sovereign body of arms, and shall consist of the Imperial Sovereign of Arms and the chief Minister of Arms of each Chartered Chapter, and other persons as appointed by the Imperial Sovereign of Arms.

1. The College of Arms shall protect only the Arms of the membership, Estates, and Domains of the Adrian Empire and those Arms that the Imperial Sovereign of Arms and the College of Arms agree are worthy of protection.
2. The College of Arms may not grant the right to bear arms, but only approve of their design and construction according to the established Rules of the College.
3. The College may reserve a device for any member of the Adrian Empire as defined in Article III of the Bylaws against the day when that member shall have the right to bear it. The College may also register a device for any potential Estate or potential Domain against the day when that Estate or Domain may bear it.
4. The College of Arms shall further aid the Crowns and Estates in the design and staging of authentic ceremonies that are adapted to the needs of the Adrian Empire.
5. The College of Arms is entitled and required to establish a body of standard terminology, usage, and rules for heraldic registrations and display within the Adrian Empire.

B. MEMBERS

The members of the Imperial College of Arms shall include:

1. The Imperial Sovereign of Arms (ISoA) shall be the head of the College.
2. Any Deputies to the Imperial Sovereign of Arms. Note: The Bylaws state that the members of the College of Arms are exclusively the ISoA and the chief Minister of Arms of each chartered Chapter (Article VII.F.4.a.). The Bylaws also allow ministers to appoint deputies (Article VII.B.). Any deputies to the ISoA are allowed, by extension, to be considered members of the Imperial College of Arms.

3. Imperial Sovereign of Arms (*Article VII.4.b.*)

The Imperial Sovereign of Arms shall be the foremost heraldic officer of the Adrian Empire and the head of the College of Arms. The Imperial Sovereign of Arms shall act as the Voice of the Imperial Crown.

- a. The Imperial Sovereign of Arms is responsible for supervising and coordinating the heraldic functions and activities of the College of Arms and its members.

b. The Imperial Sovereign of Arms shall have the exclusive right to resolve conflict of armorial devices submitted by the membership, Estates, and Domains of the Adrian Empire.

c. The Imperial Sovereign of Arms is responsible for maintaining the Armorial, Ordinary, and Roll of Arms, or causing them to be maintained.

Requirements:

A thorough understanding of the heraldic practices of the Adrian Empire.

4. Minister Of Arms

The Minister of Arms of a chartered Chapter shall have the exclusive right to approve armorial devices submitted by the membership of the chartered Chapter.

Requirements:

An understanding of the heraldic practices of the Adrian Empire

C. DUTIES OF THE IMPERIAL SOVEREIGN OF ARMS, IMPERIAL DEPUTIES AND MINISTERS OF ARMS SERVING CHAPTERS.

For each of the following ministry positions, the holders of these offices must uphold the responsibilities listed for their office in order to be considered eligible for a Ministry point.

1. THE IMPERIAL SOVEREIGN OF ARMS

The Imperial Sovereign of Arms (ISoA) is the heraldic officer directly subordinate to the Imperial Crown, and acts as the head of the Imperial College of Arms. The Imperial Sovereign of Arms is responsible for:

a. Maintaining, or causing to be maintained, the Armorial, Ordinary, and Roll of Arms.

b. Keeping, or causing to be kept, a hardcopy file of all presentations and registrations.

c. Supervising and coordinating the heraldic functions and activities of the Imperial College of Arms and its members.

d. Processing presentations in a timely manner.

e. Acting as the head of the College of Arms.

f. Resolving conflict of armorial devices presented by the membership of the Adrian Empire.

g. Reporting on a regular basis to the Imperial Crown.

h. Educating the College of Arms and the populace in the art of heraldry.

i. Establishing precedents, and maintaining and distributing this Manual and the Guidelines for Presentations.

j. Aiding the Imperial, Royal, and Noble Estates in the design and staging of authentic ceremonial that is adapted to the needs of the Adrian Empire.

2. DEPUTIES TO THE IMPERIAL SOVEREIGN OF ARMS

Each Deputy to the Imperial Sovereign of Arms is responsible for:

a. Assisting the Imperial Sovereign of Arms in the above duties.

b. Reporting on a monthly basis to the Imperial Sovereign of Arms.

c. Educating the populace in the art of heraldry.

d. Any duties as may be specifically assigned them by the Imperial Sovereign of Arms.

3. MINISTERS OF ARMS SERVING CHAPTERS

These Ministers are the Chief Heraldic Officers in their local area. Each Minister of Arms serving a Chapter is responsible for:

a. Processing presentations in a timely manner.

b. Reporting, on at least a monthly basis, to the Imperial Sovereign of Arms and to their local Crown.

c. Educating the populace in the art of heraldry.

d. Maintaining a hardcopy file of all presentations and registrations from the local area.

e. Assisting the Imperial Sovereign of Arms in the making of precedents by offering opinions grounded in documented period practice.

f. Aiding their local estates in the design and staging of authentic ceremonial that is adapted to the needs of the Adrian Empire. Local Crowns may choose to split the duties of this heraldic office between two (2) or more individuals.

g. The Chief Heraldic Officer may use the Office rank granted by the ISoA. Any Deputies may either use that Rank with “Deputy” in front of it or use “herald”.

4. HERALDS SERVING ESTATE HOLDERS.

Each Herald serving an Estate Holder is responsible for:

- a.** Reporting, on at least a quarterly basis, to their local Chapter's minister of arms.
- b.** Maintaining a hardcopy file of all presentations and registrations given to them and passed on to the local minister of arms.
- c.** Aiding the estate holder they serve in the design and staging of authentic ceremonial that is adapted to the needs of the Adrian Empire.

D. COLLEGE OF ARMS INTERNAL RANKING SYSTEM

The Imperial Sovereign of Arms may grant a permanent title to a Pursuivant or Herald Extraordinary either as a reward for service or by petition from the individual affected.

The Imperial Sovereign of Arms may also raise a Pursuivant Extraordinary to the rank of Herald Extraordinary for exceptional talent or service.

All heraldic ranks may be preceded with an honorary titular name, subject to approval by the ISoA.

These rankings are good ONLY in the College of Arms. Outside our little world within-a-world, we are all just Ministers of Arms. Heraldic rank does not equal Adrian rank.

1. herald

The generic term for all of us.

2. King/Queen of Arms

Reserved for:

- a.** The Imperial Sovereign of Arms
- b.** Deputy Imperial Sovereign(s) of Arms
- c.** The primary Minister of Arms serving a Kingdom (upon petition & acceptance of the Imperial Sovereign of Arms).
- d.** As a alternative retirement title for former Imperial Sovereigns of Arms. (granted by the Imperial Sovereign of Arms to a former Imperial Sovereign of Arms who has served with distinction. This is the highest honor an Imperial Sovereign of Arms may grant his predecessor. This honor should not be given lightly.)

3. Herald Extraordinary

Former Imperial Sovereigns of Arms may style themselves Herald Extraordinary, if they remain active in the College and maintain a current Adrian membership.

4. Pursuivant Extraordinary

Former Regional Sovereigns of Arms and Deputy Imperial Sovereigns of Arms may style themselves Pursuivant Extraordinary, if they remain active in the College and maintain a current Adrian membership.

5. Herald

Reserved for:

- a. Duchies and Archduchies
- b. Assistants to Kings of Arms, and higher level permanent titles.
- c. Archduchies may petition the Imperial Sovereign of Arms to raise their Herald in rank to Sovereign of Arms. The criteria for this elevation shall be:
 - i. The Archduchy has a population of 75 or more.
 - ii. The Archduchy is on track to become a Kingdom within the year.
 - iii. The Archducal Herald reports on a consistent basis.

6. Pursuivant

Reserved for Shires, intra-subdivision Estates, assistants to Heralds, and lower-level permanent titles.

7. pursuivant (“Purr - Swee - Vant”)

The generic term for novice heralds.

E. LOCAL COLLEGES

Local Chapter Minister of Arms may choose to form their own colleges to further the heraldic knowledge and education of themselves and the populace they serve. The head of that college is the chief heraldic officer for that chapter.

F. HERALDS

Estate holders of all ranks may appoint their own heralds.

G. SOVEREIGN STATUS

Here is how the College's sovereignty works:

“The College of Arms is styled as a sovereign entity. This shall not imply independent, as the College remains an integral part of the Adrian Empire. Such is evident in that the Imperial Crown Appoints the Imperial Sovereign of Arms, and that

the Imperial Estates may amend, alter or dissolve the right and responsibilities granted unto the College of Arms. The Imperial Sovereign of Arms' authority to appoint Ministers to the College are not subject to Imperial Crown approval. The Imperial Crown acknowledges the fact that the College of Arms operates without their attention or approval on heraldic matters. The College may enact Rules, Regulations and Standards as pertains to Heraldic Registration, Design and Administration; which are not in conflict with the Bylaws without Imperial approval. The Imperial Sovereign of Arms has the exclusive right to resolve conflict of armorial devices and to interpret Heraldic Policy put forth by the College of Arms.”

Section 5: Blazoning

XVI. HOW TO BLAZON

Blazoning is an extremely important skill that every herald should seek to learn. Essentially, it is reducing a visual representation of a piece of armory (called an **Emblazon**) to a clear and concise verbal description (called a **Blazon**) which permits any herald with sufficient knowledge to accurately reproduce the visual representation. Clearly, such a process must be undertaken with care. Many consider blazoning the equivalent of a new language, and in many ways it is. New terms and how to properly use them need to be learned. And as in most languages, word order is very important in blazoning. In fact, shifting the order of words can be deadly in blazoning. So let us discuss the order of a blazon and then we will break down each part into its components.

It is:

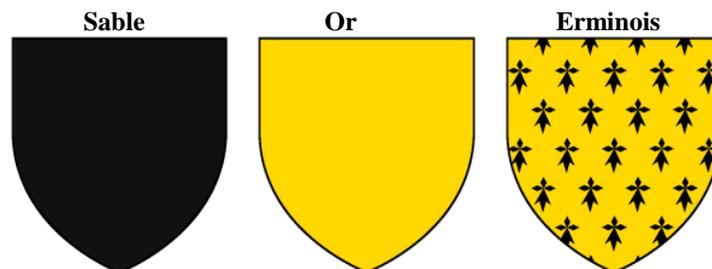
- 1-Field
- 2-Primary Charge(s)
- 3-Secondary Charge(s) around Number 2
- 4-Tertiary Charges on Numbers 2 or 3
- 5-Peripheral Secondary Charges
- 6-Tertiary Charges on Number 5
- 7-Overall Charges
- 8-Brisures
- 9-Augmentations
- 10-Arrangement and Posture

Learning the new vocabulary begins! Don't worry if you don't understand the meanings of all the words, just get the basic order of the elements down.

A. BEGINNING

We start by describing the field. The field is the foundation of the armory, the bottom layer so to speak. There are an infinite (or nearly so) number of combinations for fields, but only five basic types.

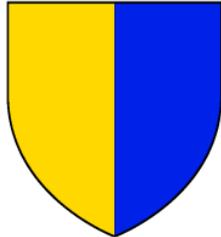
1. First, there is the field of a single tincture (color or metal) or fur. These are easy to blazon, just name the tincture or fur. For example:



2. Second, there are fields divided into two, three, or four (basically) equal parts, called per fields. Each one is based on a simple ordinary. They are made up of two or more tinctures, and are blazoned from top to bottom and from left to right.***

Examples are useful here:

Per pale Or and Azure
(based on the pale)



Per saltire Or and Vert
(based on the saltire)



Per pall Or, Gules, and Vert.
(based on the pall)



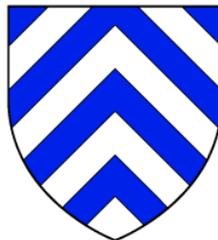
3. Third, there are fields divided into an even number of parts, usually six, called party fields. Like the per fields, these are based on a simple ordinary, although not all simple ordinaries have a party field. They are blazoned similar to the per fields.

Some examples:

Barry Gules and Argent.
(based on fess)



Chevronny Azure and Argent.
(based on chevron)



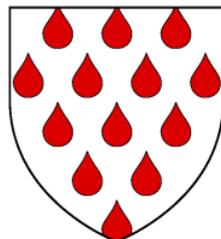
Lozengy Vert and Argent.
(based on saltire)



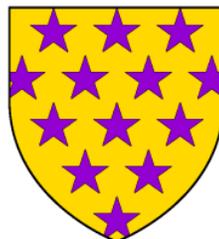
4. Fourth, there are fields which have a charge that is repeated all over the armory. These are known as semy fields.

Examples:

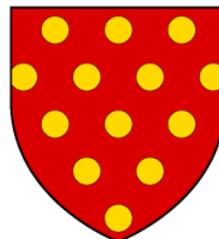
Argent, gouty de sang.
(semy of red gouttes)



Or, mullety Purpure.
(semy of purple mullets)



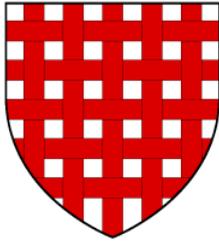
Gules, bezanty.
(semy of gold roundels)



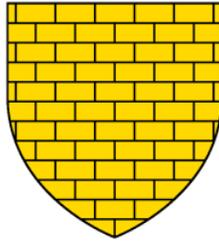
5. Fifth, there is what is known as field treatments. This is where the field is divided in some way to make a distinctive pattern. The last one on the right is considered by some to be a field division but the College considers it a treatment.

Some examples:

Argent, grillage Gules.



Or, masoned Sable.



Sable, vetu Argent.



The last 3 types of fields are fairly rare in actual practice, but it is important that you are exposed to all the possible variants.

It is important to let everyone know where the field ends and the rest of the device begins. The field is usually set off from the rest of the armory with a comma.

Sable, a bend Or.

Per pale Or and Azure, a bend counterchanged

B. PRIMARY CHARGE

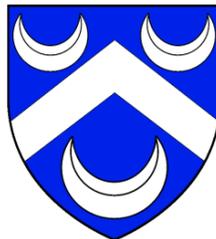
Next the primary charge and its tincture are mentioned. It is either:

1. A simple ordinary lying directly on the field being more important is always mentioned first. Simple ordinaries are the fess, pale, bend, bend sinister, chevron, chevron inverted, pall, pall inverted, cross, and saltire.
2. If there is no simple ordinary, then the primary charge is the charge or charges in the center or around the center of the field, such as a dragon or three crescents.
3. If there is no primary charge, then the primary charge is the semy of charges strewn on the field like what we see in section D of the fields, above.
4. If there is no primary charge. A peripheral ordinary (whether charged or uncharged) would then be mentioned.

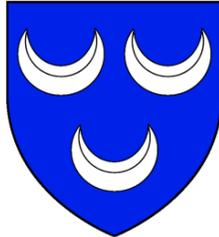
C. SECONDARY CHARGE

The secondary charge is a charge or charges lying directly on the field around a primary charge.

For an example:



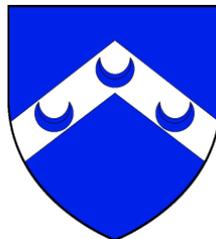
Here, the field is Azure, the chevron is the primary charge and the secondary charges are the crescents, since they are around the primary charge. This would be blazoned as “Azure, a chevron between three crescents Argent.” Another example:



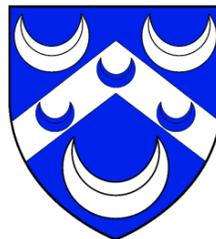
By taking away the chevron, the crescents now become the primary charge. This is blazoned as “Azure, *three crescents Argent.*”

D. TERTIARY CHARGES

Next mentioned would be the Tertiary charges, which are simply charges completely on other charges. Taking the above example and changing it slightly, we get:



We are back to having the chevron be the primary charge. But this time, the crescents are the tertiary charge, since they are completely on another charge (in this case, the primary.) This would be blazoned “*Azure, on a chevron Argent three crescents Azure.*” Let’s put it all together now:



“*Azure, on a chevron between three crescents Argent, three crescents Azure.*”

Field **Primary charge** **Secondary** **Tertiary**

E. PERIPHERAL SECONDARY CHARGES

Now we come to peripheral secondary charges, which basically mean the peripheral ordinaries. These 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 ordinaries.



“Azure, on a chevron Argent three crescents Azure with in a bordure Or.”

F. CHARGED PERIPHERAL SECONDARIES

Charges placed upon the peripheral secondaries are treated the same as the Tertiary charges in section IV above.



“Azure, on a chevron Argent three crescents Azure within a bordure Or charged with an orle of hearts Azure”

G. OVERALL

“Overall” charges are charges that lay over all other charges on the field. It is required that they have good contrast with the field, although they can lay on top of other charges that are in the same class of tincture.



“Azure, three crescents Argent and overall a cross Or.”

1. “Surmounted” is said of a charge placed over another of a different tincture, and preserving its form.



“Sable, a pile Argent surmounted by a chevron Gules”

2. “Debruised” is said of an animal having a charge placed over it, and over part of the field.



“Sable, a phoenix Argent debruised with a bend Gules”

H. BRISURES

Brisures are marks of cadency, rarely seen in Adrian armory, such as a label.



“Sable, a chevron Or and in chief a label of three points Argent.”

I. AUGMENTATIONS

Augmentations are granted by the Crown (Royal or Imperial) and are often placed on a Canton.



“Per pale Sable and Gules, two keys crossed in saltire Or.”

(In this case, the escarbuncle appearing on the Azure canton would be an augmentation, perhaps granted by a Crown to represent the person’s membership in an order or as the recipient of an award.)

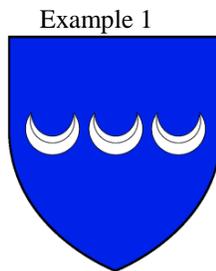
J. ARRANGEMENT AND POSTURE

After the mentioning of either the Primary, Secondary or Tertiary charge, the: **Arrangement and Posture is mentioned if it be other than the “default” Arrangement and Posture .**

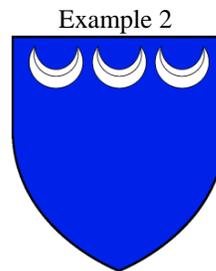
Arrangement, is a catch all term for both the attitude/orientation of the charge (how the charge lies on the field and the direction which it faces) and the location of the charge (where on the shield it is placed.)

Default is a heraldic term meaning “no need to blazon this, its characteristic (usually its posture or arrangement) are already understood. A good example of this is the device above. Simply stated “**three crescents.**” The fact that the crescents are “*arranged*” with 2 in chief and 1 in base is the “*default*” form for 3 charges. In other words, if you say three [charges] with no arrangement specified, it will be 2 (at the top) and 1 (at the bottom.) As another example, a monster with no posture specified has the default posture of rampant.”

When the *default* is not desired, the *arrangement* or posture **is** specified. Often for *arrangement* this is done by using the preposition “in” and then the name of a simple ordinary or location on the shield. For example, I might say “three crescents **in fess**” meaning that the crescents are placed on the shield as a fess would be as shown, see Example 1. I could also use a location and say “three crescents **in chief**” meaning that the crescents are placed in the “chief” area of the shield, as shown in Example 2.



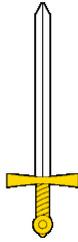
“Three crescents in fess”



“Three crescents in chief”

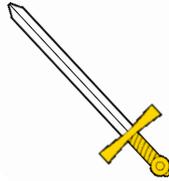
When the direction of the charge is other than its default direction this is specified too. This is done by using “wise” and then the name of a simple ordinary the direction follows.

Example 1



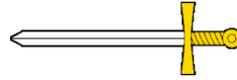
A Sword (default)

Example 2



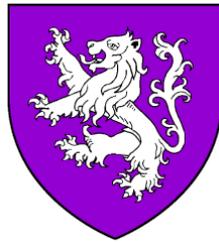
A Sword bendwise

Example 3



A Sword fesswise

By “default” animals have a general body disposition towards the dexter side of the shield. Changes to this orientation should be mentioned as followed:



Purpure, a lion Argent
(default)



Purpure, a lion contourne Argent
(Facing the sinister side)



Purpure, two lions addorsed Argent
(Facing back to back)



Purpure, two lions combattant Argent
(Facing one another)

K. LIMIT TINCURE REPETITION

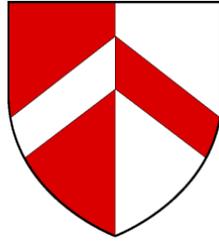
When possible the repeated mentioning of the same tincture should be limited.

Example 1: ***“Sable, a chevron Argent between three crescents Argent.”***

Being the same tincture it is not always necessary to repeat the tincture:

Example 2: ***“Sable, a chevron between three crescents Argent.”***

When a field consists of metal and colour separated by one of the lines of partition named from the ordinaries(per pale, per bend, &c.), and that the charges, or parts of charges, placed upon the metal are of the colour, and vice versa, the term “Counterchanged” is applied.

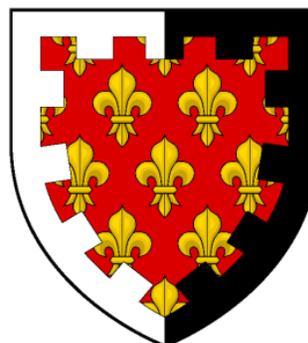
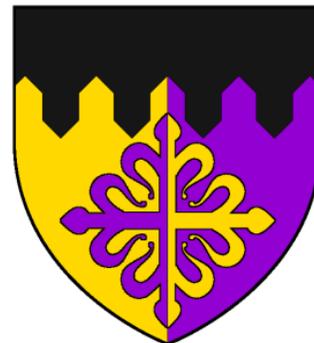
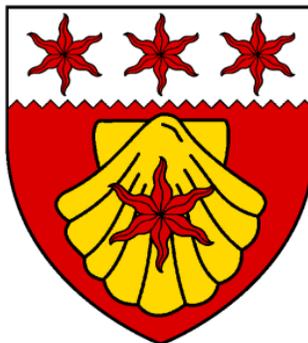
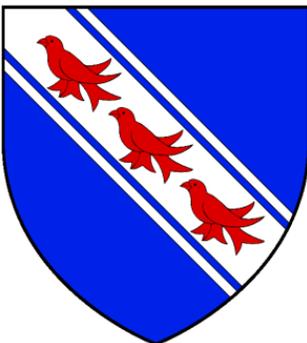
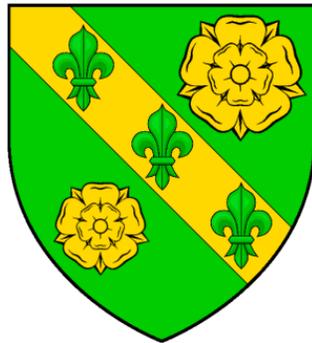
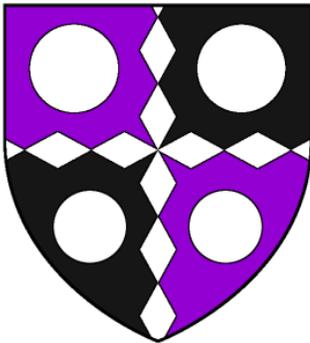
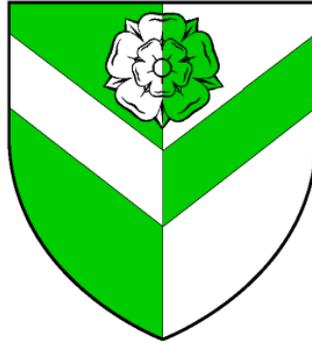


Per Pale Gules and Argent, a chevron counterchanged

XVII. BLAZONING EXAMPLES

The best way to learn to blazon is to look at examples and see how they are blazoned.

From left to right, top to bottom (growing in complexity and difficulty):



Row 1

1. Per bend Azure and Or, a horse contoured counterchanged.
2. Per pale Vert and Argent, a chevron inverted and in chief a rose, all counterchanged.
3. Sable, a wolf rampant Argent and in chief three oak leaves Or.

Row 2

4. Quarterly Purpure and Sable, a cross fusilly between four roundels Argent.
5. Vert, on a bend between two roses Or, three fleur-de-lis Vert.
6. Azure, a laurel wreath Argent, and on a chief Or, three mullets Gules.

Row 3

7. Azure, on a bend cotised Argent three martlets Azure.
8. Gules, escallop Or surmounted by an estoile Gules, and on a chief indented Argent, three estoiles Gules.
9. Per pale Or and Purpure, a calatrava cross counterchanged and a chief urdy Sable.

Row 4

10. Per pale Or and Sable, three chevronelles braced and interlaced counterchanged and in base a mullet of eight points Gules.
11. Gules, semy-de-lis Or and a bordure embattled per pale Argent and Sable.
12. Sable, a cross Argent and overall a double-headed eagle Azure, ermined Argent, engorged of a crown and armed Or, langued Gules.

~~~~~  
\*\*\*-Here is the order of blazon for some complex field divisions.

Per pall = top, left, right

Per pall inverted = top left, top right, bottom

Per bend = top right, bottom left

Per bend sinister = top left, bottom right

Per saltire = top/bottom, left/right

Quarterly = upper left/lower right, upper right/lower left.

Gyronny = start with the part that connects to dexter chief like a per bend division would.

Lozengy = start with the part that connects to dexter chief like a per bend division would.

# GLOSSARY

**Armiger** - An individual who has been granted the right to bear arms, either by being created a Lord or Lady, or by attaining Knighthood. Such individuals are said to be armigerous.

**Armorial** - (noun) (usually capitalized): The listing of blazons for each heraldic device registered in the Empire, alphabetically by the first name of the registrant. (adjective): of or pertaining to armory.

**Armory** - The art of visual heraldry. This includes shield designs, banners, and sumptuary rights.

**Augmentation** - Any addition to a registered device that is not specifically registered. Usually, the badges of awards and orders one may have can be used as augmentations (see Article XXI.C.). Crowns may also choose to grant augmentations to those of their subjects for whom no other award may seem appropriate.

**Award** - A title bestowed by decision of the Crown or vote of the Estates; these can include Lord and Lady, and also retirement titles such as Count or Countess Royal, or Prince or Princess.

**Badge** - The armorial device assigned to an individual, domain, or estate for use as the holder sees fit (usually used for marking members of an estate or domain, or for one's vassals). While a device or coat of arms says, "So-and so is here", a badge says, "this belongs to So-and-so".

**Blazon** - The specialized heraldic jargon for describing armory in such a way that a device or badge can be reproduced merely from the description.

**Cabochon** - A way of cutting a gemstone into a rounded half-dome shape. Because faceting of gems only appears very late in the Adrian period, use of cabochons is the easiest way to approximate a period look. There is no restriction on the color or clarity of cabochons used in Adria.

**Canton** - In heraldry, a canton is classified as a sub-ordinary, which takes the shape of the dexter chief (upper left) corner of the shield. Describing something as "in canton" means that it is in that quadrant of the shield.

**Cartoon** - See line drawing.

**Chapter** - A subdivision of the Empire directly beholden to the Imperial Crown; a Kingdom, Archduchy, Duchy, or Shire.

**Charge** - Any item appearing on a device.

**Coat of Arms** - The armorial device assigned to an individual for their personal use, or assigned to an estate for its exclusive use.

**College of Arms** - Collectively, all of the heralds of the entire Empire. Also known as the College of Heralds. See Imperial College of Arms.

**College of Heralds** - See College of Arms.

**Color Copy** - A copy of the presenter's form which has the emblazon of their arms completely colored in. Crayola washable markers in the classic colors (get the fat ones) are a preferred brand.

**Coronet** - A crown worn by anyone other than a monarch (Emperor, Empress, King, Queen, Duke, or Duchess).

**Coronet of Rank** - A specific style of coronet or crown for use in armorial display. While the forms for actual crowns and coronets worn on the head may vary considerably, the style for armorial crowns, by definition, is fixed. For specific examples of armorial crowns and coronets, see the article entitled Achievements in the Adrian Empire (available on-line at <http://adrianempire.org/heraldry/library/achievements.html>).

**Crown** - 1. The decorative metal band worn by the nobility during the Adrian Period. Specifically, such a headband worn only by Dukes, Duchesses, Kings, Queens, and the Emperor and Empress. The term for this headgear worn by any other rank is coronet. 2. Estate Holders may sometimes be referred to as "crowns", and the heads of Duchies, Kingdoms, and the Empire may be referred to individually or collectively as "the Crown".

**Device** - A coat of arms that has been registered.

**Dimidiation** - One way of marshalling arms, by joining the left half of one shield with the right half of another.

**Emblazon** - The drawn-out picture of a device. (Antonym: see Blazon.)

**Escutcheon** - The "shield" shape. Also known by the Victorian word "heater".

**Estate Holder** - For the purposes of these rules: House Lord/Lady, Baron/Baroness, Count/Countess, Marquis/Marquessa, Duke/Duchess, Archduke/Archduchess, King/Queen, and Emperor/Empress are all Estate Holders. While they hold their estates, they should not use their own arms, but display the arms of the estate they hold. If they have to act as an individual (for instance, while getting Knighted), they may display their personal arms augmented with the appropriate coronet of rank to the estate they hold.

**Fieldless** - Refers to badges which have no background. Fieldless badges are useful for households to be made into pins or other jewelry to show a famous example of a fieldless badge belongs to the Prince of Wales: *Three ostrich feathers issuant from behind a scroll with the words "Ich Dien"*.

**Flag** - a piece of cloth, varying in size, shape, color, and design, usually attached at one edge to a staff or cord, and used as the symbol of a nation, state, or organization, as a means of signaling, etc.; ensign; standard; banner; pennant. A designation signifying the primary device of a Chapter.

**Fleur-de-Lis** - The primary emblem of the Empire of Adria. Fleurs-de-lis take many forms: for modern examples, see the emblem of the NFL football team New Orleans Saints or the emblem of the Boy Scouts. There are some restrictions on fleurs-de-lis (see Article XIII.A).

**Goutte** - A droplet shape. Gouttes have specific names in Blazon depending on their tincture:

*Argent* = Goutte de larmes (tear drops)

*Or* = Goutte d'or (gold)

*Gules* = Goutte de sang (blood)

*Azure* = Goutte d'eau (water)

*Vert* = Goutte d'huile (olive oil)

*Sable* = Goutte de poix (pitch)

*Purpure* = Goutte de vin (wine).

**Hatching** - A way of emblazoning a device using patterns of lines for use in engraving and other non-colored representations first used in England about 1623. No longer used in Adria.

**Hatchment** - Specialized display of an individual's coat of arms after their death.

**Heater** - A 19th Century term for escutcheon. So called because the medieval shield resembled a "heater" or iron.

**Herald** - One who practices heraldry. With a lower-case "h", it is a generic term meaning anyone from the most junior pursuivant to the Imperial Sovereign of Arms. With an upper-case "H", it is a specific rank in the College of Arms, denoting the herald serving a Duchy or a herald who has been raised in permanent rank from Pursuivant.

**Heraldry** - What heralds do. This includes such things as voice-heraldry (doing court and town crier) and book heraldry (designing coats of arms).

**Impaling** - One (1) way of marshalling arms, by squeezing one coat of arms onto the left half of the shield to make room for another.

**Imperial College of Arms** - The Imperial Sovereign of Arms, Imperial Deputies, and the heralds and Sovereigns of Arms for each Chapter of the Empire.

**Label** - A horizontal stripe with dags, used to represent the heir to a coat of arms. Married couples may marshal their arms and place a label across the whole for their children to wear.

**Landscape Heraldry** - An invention of the late Elizabethan period and popularized in the 18<sup>th</sup> and 19<sup>th</sup> Centuries, it is more pictorial than medieval heraldry, and is characterized by the depiction of natural scenes rather than the medieval stylization. Also called "pictorial" or "album cover" heraldry. It is not permitted in Adrian heraldry.

**Line Drawing** - A copy of the presenter's form which is not colored in, just like a Monday – Saturday newspaper comic strip. In heraldic terms, this is called a **cartoon**.

**Lozenge** - The diamond shape found in common decks of playing cards. In the 19<sup>th</sup> Century, it was thought that women should bear their arms on this shape because they didn't use weapons. In Adrian practice, anyone may display their arms on this shape if they so choose.

**Marshalling** - The practice of combining two or more individual devices on one banner or shield. Couples, married or not, may marshal their arms together, and Estate Holders and Ministers may marshal their arms with that of the Estate or Office they hold. See the Appendix for examples. Related terms, see Dimidiation, Impaling, and Quartering.

**Order** – **1.** Bestowed by decision of the Crown or, in some cases, vote of the estates, to individuals. Orders are always bestowed for specific reasons. For examples, see Article XX.A.. Persons inducted into an order may call themselves a "companion" or that order.

**2.** A group of individuals banded together for some stated purpose, after the manner of medieval knightly orders. The Order of St. Bella is one such example.

**Ordinary** – **1.** Any of various heraldic charges, usually broad geometric stripes such as pale, fess, and bend. **2.** (usually capitalized) A listing of blazons for each heraldic device registered in the Empire, grouped by the type of charges in the armory.

**Period** - The Adrian period, defined as being from 793 to 1625. Defining something as "period" means that it was known in Europe during that time.

**Points** – When used in reference to crowns and coronets, refers to the parts that stick up over the headband. Placement of points, while fixed for armorial coronets and crowns, is left up to the individual or Estate when creating crowns and coronets for actual use.

**Precedent** – A ruling by the Imperial Sovereign of Arms on a particular presentation that will affect future presentations and registrations.

**Presence Banner** – A custom once practiced in Adria, but now generally extinct. Once only registered by kingdoms and duchies, these were variants of the estate's arms to mark whether one or both of its rulers are present at an event. For example, a kingdom may have had a separate presence banner for its king and another for its queen, especially if the monarchs attended different events. Such a banner would say "The King (or whatever) is here". Some presence banners still remain listed in the Armorial. Today, the kingdom or ducal arms are more common, whether one or both of the Crowns are present.

**Presentation** – This consists of all of the heraldic paperwork, including documentation, that is given to the College of Arms for registration.

**Proper** – A heraldic term used when a particular charge appears in its default tincture, which is not necessarily its color as it appears in nature. A *lion proper*, for instance, is by default tinctured *or*, while real lions are light brown with darker brown manes. This term may be used for any heraldic charge which has a defined default tincture: a *sword proper* is by default tinctured *Argent hafted or*.

**Pursuivant** – A junior herald or a herald serving a shire or non-geographic estate. Pronounced *purse-WEAVE-ent*.

**Quartering** – One way of marshaling arms, by dividing the shield into four (4) pieces and arranging the two sets of arms in a checkerboard fashion. Some quarterings have more than four (4) pieces, especially when one (1) or more of the arms involved are themselves quartered or marshaled. Marshaled items are not able to be registered.

**Registration** – What a presentation is called once it has been approved and registered by the Imperial Sovereign of Arms.

**Roll of Arms** – Essentially a pictorial Armorial. Devices are emblazoned, whereas in an armorial, they are merely blazoned.

**Roundel** – A circle. Roundels have specific names in Blazon depending on their tincture:

*Argent* = Plate (silver plate)

*Or* = Bezant (Byzantine coin)

*Gules* = Torteau (cinnamon cake)

*Azure* = Hurt (bruise)

*Vert* = Pomme (apple)

*Sable* = Gunstone, Ogress, or Pellet (cannonball)

*Purpure* = Golpe (wine in a cup)

**Sovereign of Arms** – The Heraldic Minister in charge of the registration of armory in a kingdom. Individual Sovereigns of Arms may choose to use the gender-specific King of Arms or Queen of Arms at their own discretion or as local custom may dictate.

**Submission** – See presentation.

**Sumptuary Laws** – The laws and customs which govern armorial display and regalia for various ranks. For example, the blue belt is the sumptuary right of Knights.

**Tinctures** – The heraldic colors. Tinctures are divided into two groups, the Metals: Or (yellow or gold) and Argent (white or silver); and the Colors: Gules (red), Azure (blue), Vert (green), Sable (black), and Purpure (purple).

## APPENDIX A: CONSOLIDATION OF MANUALS

In some instances, rules may have been deleted or expanded to conform with Bylaw changes or Fleur-de-Lis Precedents (See Policy and Precedents Reference Guide November 2004). In particular, sections on onomastics and regalia have been stricken from the previous documents. Duplicate paragraphs appearing in both documents have also been deleted. Article numbers in the previous Rules for Heraldic Registration (RfHR) Have changed. The following table correlates the Manual and the RfHR article numbers. It is included here for reference only.

### Article Numbers

**Manual for College of Arms 1999** I II III IV V VI VII VIII IX

**RfHR 1999** XIII XIII XIV XV XVI XVII XVIII XIX XX

**RfHR 2005** XIII XIII XIV XV XVI XVII XVIII XIX XX

**RfHRRD 2008** XIII XIII XIV XV XVI XVII XVIII XIX XX

**RfHRRD 2009** XIII XIII XIV XV XVI XVII XVIII XIX XX

**RfHRRD 2010** XIII XIII XIV XV XVI XVII XVIII XIX XX

From Preface:

...shall supersede all previous Manuals, Rules and Handbooks, including, but are not limited to:

- The Manual for the College of Arms for the Empire of Adria, 1999
- The Rules for Heraldic Registration as used by the College of arms of the Empire of Adria, 1999
- The Herald's Handbook compiled by Del'Shaley nan Tolman undated
- The Manual for the Ministry of Heraldry, 1997
- The College of Arms of the Adrian Empire, 1998
- The French College of Heraldry of the Adrian Empire, 1997
- The College of Heraldry of the Adrian Empire, revised 1993
- The College of Heraldry of the Adrian Empire, 1992
- The Heraldry Manual: Rules for Registration and Administration, 2013
- All other previous manuals, guidelines and precedents.

These Rules are a consolidation of the previous Manuals and documents into one comprehensive document (primarily the Manual for the College of Arms and the Rules for Heraldic Registration).

# APPENDIX B: SAMPLE LETTERS

## A. RIGHT TO USE A RESTRICTED CHARGE

### 1. SAMPLE 1

This letter is to certify that Charles the New has attained the rank of Court Baron and is entitled to all the Heraldic rights associated thereunto.

(signed)

Bruce the Robert  
Minister of Rolls, Duchy of Utopia

### 2. SAMPLE 2

This letter is to certify that the former Shire of Utopia has been raised to the level of Duchy as of the March 2004 Imperial Estates Meeting and is entitled to all of the Heraldic rights associated thereunto.

(signed)

Sir Richard the Chickenhearted  
Duke of Utopia

## B. PERMISSION TO CONFLICT

[www.adrianempire.org](http://www.adrianempire.org)

If you do not have internet access, a letter may be written using the following example:

“I, Baron Charles the New, mundanely known as Chuck Nuevo, do hereby give permission to conflict against my registered arms, *“Per pale Purpure and Argent, a bend Counterchanged”* to Dame Hildegard Hamhocker, mka Hillary Hamhocker, for her device *“Per pale Purpure and Argent, a bend sinister Counterchanged”*.”

(signed)

Chuck Nuevo

## C. MONTHLY REPORT

### 1. SAMPLE WITH ACTIVITY

#### a. From a Local Sovereign of Arms:

Duchy of Utopia Sovereign of Arms Report - April 2004; Sir Merowald the Myopic, Dystopic Herald reporting.

The following presentations were sent to the Western Imperial Deputy:

Utopia - Duchy of., Estate Device: “Or, a pale Gules.” No conflicts found.

Nuevo, Chuck - Aka Charles the New, Personal Device: *“Per pale Purpure and Argent, a bend Counterchanged, overall a baronial coronet Or.”*

He wishes to retain his previously registered arms, "*Per pale Purpure and Argent, a bend Counterchanged*" as a badge. See attached letter from the Minister of Rolls certifying that he has a right to the coronet.

I am working with Bruce the Robert who has keeps presenting a proposal for a personal device: "*Vert, a fleur-de-lis Or.*" I told him he can't have a gold fleur-de-lis, but he doesn't believe me, so I sent it to Griffin anyway. I know it will be returned.

Hildegard Hamhocker presented a personal device: "*Per pale Purpure and Argent, a bend sinister Counterchanged.*" I have attached the signed and dated Letter of Permission to Conflict from Charles the New to the proposal form.

I taught a class in Basic Heraldic design at this month's tourney, with 12 people attending.

My email address has changed: It is now merowald@utopiaduchy.org

In Service,

Sir Merowald the Myopic, Dystopic Herald

## **2. SAMPLE WITH NO ACTIVITY**

Duchy of Utopia Herald's Report - April 2004;  
Sir Merowald the Myopic, Dystopic Herald  
We had no heraldic activity this month.

## **D. HERALDIC WILLS**

### **1. SAMPLE 1**

I, John Smith, mundanely known as John Doe, do hereby will all of my registered armory to Jane Smith, mundanely known as Jane Doe, to hold in perpetuity.  
(*sign, date*)

### **2. SAMPLE 2**

I, John Smith, mundanely known as John Doe, do hereby will my registered armory, "*Azure, two lions or*" to Jane Smith, mundanely known as Jane Doe, to hold in perpetuity.  
I do hereby will all of my remaining armory to the Duchy of Utopia, to hold in perpetuity  
(*sign, date*)

### **3. SAMPLE 3 (IN THE ABSENCE OF A HERALDIC WILL)**

(*in the absence of a heraldic will*) I, Jane Smith, mundanely known as Jane Doe, do hereby state my claim to the arms left by John Smith, mundanely known as John Doe, on the occasion of his passing on (*date*).

## APPENDIX C: “INSTA-BOING” CHECKLIST

This list is from Argent Snail's Armory Insta-Boing Check List, by Dame Jaelle of Armida, Argent Snail Herald of the SCA College of Arms, Copyright 1993 by Judith Gerjuoy. It has been edited for Adrian use. You may see the original at <http://www.sca.org/heraldry/laurel/boing.html>.

**1. Is the submission dark on dark, or light on light?** This is commonly known as the color on color, metal on metal rule. You cannot put color on color, or metal on metal.

For instance, you cannot have a Sable (black) charge on an Azure (blue) field. However, even items that are not in true heraldic tinctures must follow this rule. For instance a chipmunk "proper" is brown. Brown is dark. Therefore, it must be on a metal (light) field. Caucasians "proper" are considered metal, and must be on a dark field.

**2. Is the submission slot machine?** Armory is "slot machine" when there are three or more different types of charges (not counting ordinaries) on the same shield that are not interacting with each other. For instance "Or, a bell, book, and candle Sable" is slot machine. "Argent, on a bend between a bell and a book Azure, a candle or". is also slot machine. So is "Per pall Gules, Azure, and Argent, a bell and a book Argent and a candle Azure". However, "Argent, on a bend between two bells Azure, a candle or" is not slot machine. Neither is "Argent, a candle between two bells Azure".

**3. Is it marshaled armory?** Marshalling is a way of showing familial relationships. It was done in the middle ages, but we don't register it in Adria. Therefore, the following arrangements are not allowed. First: you cannot have a field divided Per Pale with different charges in each half of the field. The same rule holds true for Quarterly: Unless the same charge is in each quarter, it's marshalling. The only exception is in the case of quarterly where quarters that are only a solid metal or color are also acceptable. For instance, "Quarterly Sable and Argent, in bend two eagles displayed or", would not be considered marshaled arms. This also holds true for Per Bend, Per Bend Sinister, Per Saltire, and Per Fess divisions. "Per bend Sable and Argent, two eagles counterchanged" is OK. "Per bend Sable and Argent, an eagle and a candle counterchanged" is not.

**4. Does it use a forbidden charge or group of charges?** There are a number of charges that no one can use. They are either presumptuous (claiming a mundane rank), or offensive. Examples of presumptuous charges include: Tudor rose, crowned shamrock, crowned rose. Examples of offensive charges include the swastika. Note: this list is not all-inclusive.

**5. Does it use a restricted charge that the submitter is not entitled to use?** There are a number of charges that only some people in Adria can use. To have a crown or coronet on your device you must be a Count/ess Royal, Viscount/ess, or Prince/ss, or be a Chapter or Estate (House, Barony, County, Shire, March, Duchy, Kingdom). To have a gold fleurs-de-lis on your device, you must be a Chapter (Shire, Duchy, Kingdom), or a, Prince/ss, or 3rd level Knight. Only sees and bishoprics of the

Church of Adria may have silver fleurs-de-lis. Only Knights may use blue belts.  
Note: this list is not all-inclusive.

**6. Is the submission too complex?** Our rule of thumb is that if the number of different types of charges plus the number of different tinctures used add up to more than eight, the submission is too complex. For instance, "Per bend sinister Ermine and Gules, a tiger rampant Azure and a horse passant erminois, a bordure Purpure semy of roundels Argent ermined Vert" would be too complex with four different charges (tiger, horse, bend and roundels) and 6 tinctures (Argent, Sable (the tinctures in the Ermine), Azure, Or, Purpure and Vert).

**7. Are the bumpity lines drawn big and bold and butch?** Medieval lines of division were drawn big and bold. Slim and elegant is not period for heraldry. In medieval heraldry charges were drawn to fill the space. Remember, the purpose of heraldry is identification from a distance.

**8. Are the charges drawn in their medieval form?** We register medieval, not modern, heraldry. We use a quill pen, not a fountain pen; a cart, not an automobile. All charges used.