HERALDRY

Or, a pile wavy throughout sable, overall a laurel wreath counterchanged.

WHAT IS HERALDRY?

Heraldry in the SCA includes name heraldry, armorial heraldry, voice heraldry, and so much more! Heralds help people research and make names and armory for the populace. This is used to identify ourselves in the SCA.

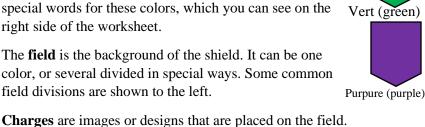
An SCA Heraldic device is essentially your personal "logo". On a banner, it lets everyone know you're at the event. On a shield, it identifies who the fighter on the field is. On a tabard or tunic, it tells who is wearing the clothing. Each device is unique and follows certain rules.

The most important rule is NO TINCTURES ON TINCTURES and NO METALS ON METALS. This is to make sure everything is clear and easy to see. We use special words for these colors, which you can see on the right side of the worksheet.

The **field** is the background of the shield. It can be one color, or several divided in special ways. Some common

Certain special charges are called ordinaries. Some

ordinaries are shown to the left. Other charges can be



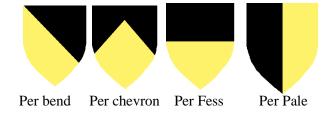
METALS TINCTURES

Or (yellow) Sable (black)

Argent (white)

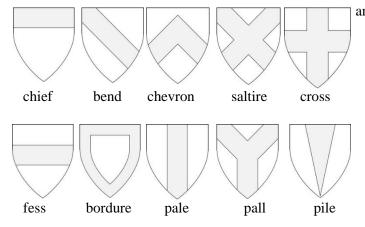
Gules (red)

Azure (blue)



SOME COMMON FIELD DIVISIONS

SOME COMMON ORDINARIES



Design Your Own Heraldry!

In the blank shield to the right, use your favorite markers or crayons to create your own heraldic device with the rules on this worksheet! Do you want to use a field division? An ordinary? What charge or charges do you like?

Once you've colored in your device, have somebody hold it up and cross the room. Can you still tell what it is? Heraldry is just a name tag that works from really far away, so it's important that your device is **clear** and **distinct** even from far away!

