

Greeting's unto the Adrian Empire and the College of Arms,

I wish to thank all the Crown's and Noble's I met with at the recent Imperial Estate's meeting for their kindness and support. It was a great learning and an eye opening experience. I also wish to thank Her Imperial Majesty for letting me keep my "Head" after the chair incident.

"All Hail Empress Aislynne de Chartier," "All Hail Emperor Wright Bentwood"

"Nuff Said".

It takes a great deal of my time and effort to get reports from the subdivisions. I should not have to beg for reports; like any other ministry position, timely reports are essential to the workings of this Office. I implore the Crowns of the Geographic Chartered Subdivisions to encourage the ir Ministers of Arms to send in reports. Kingdoms and Archduchies, Duchies and Shires should report monthly, Court heralds should report at least quarterly. Reports are due by the 15th of each month. If there is nothing to report, the report is still due - it just has to say "I have nothing to report". At this point in time, an average of only 33% of the subdivisions have reported in the past 5 months. I have yet to receive a Court Herald report.

Education

There are seven recognized Tinctures approved by the College of Arms. They are as follows: *the Colors* ~ Gules (Red), Azure (Blue), Vert (Green), Purpure (Purple), Sable (Black). *The Metals* ~ Or (Gold), Argent (Silver)

What about Proper Tinctured charges?

"Proper" does not necessarily mean the real color of an item; "proper" is used to mean the default heraldic tincture of the item, which is not necessarily its color in real life. A brown bear proper has brown fur. A dragon proper is Vert with a Gules belly. A sword proper has an Argent blade and an Or hilt. For the purposes of determining if a "proper" item is in violation of the Rule of Tincture, look at it this way: unless it is clearly a Metal (Or or Argent), then it is a Color. That's it. "Vert, a bear proper" is going to be returned for violation of the Rule of Tincture. So will Azure, a dragon proper.

I. THE RULE OF TINCTURE

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 below.

A. SIMPLE ORDINARIES

The so-called simple ordinaries (pale, fess, bend, bend sinister, cross, saltire, chevron, chevron inverted, pall, and pall inverted) may be used in the following manner so long as they contain no complex lines:

1. Gules ordinary on a sable or azure field

2. Sable or azure ordinary on a gules field

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

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

<u>Did You Know?</u>

The following arms have been registered so that those who do not have the right to bear arms on their own may have something to bear in tournament. They are the Nine Worthies and the Nine Worthy Women.

- 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.
- Deborah (Mundane) Vert, a standing scale argent. (Attributed arms one of the Nine Worthy Women)
- 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
- Hippolyta (Mundane) Or, a horce forcene gules. (Attributed arms one of the Nine Worthy Women)
- Joshua (Mundane) Azure, three bull's heads caboshed argent.
- Judah Maccabee (Mundane) Argent, a dragon gules.
- Judith (Mundane) Gules, a wild man's head transfixed by a sword argent.
- Lucretia (Mundane) Argent, a wolf statant sable.

Registerd:

<u>Adria</u>

Imperial Brotherhood of Mercenaries Device Domain-Adria (April 2005) Sable, on a bezant a sword and axe in saltire azure.

Neu Eisenwold

Neu Eisenwold	Estate	Sh-Neu Eisenwold (April 2005)
		Sable, on a bend sinister gules between two estoiles,
		three water bougets Or.

Castilles

Ana Llywelyn	Device	K-Castilles (April 2005)
		Azure, a sea-horse erect in chief three crescents in arch
		argent.

Transfers

Farid Al-Baz	Device	(April 2005) Gules, on a fess sable between four lozenges ploy'e three and one, two lozenges ploy'e Or.
Farid Al-Baz	Device	(April 2005) Gules, a fess sable

Farid Al-Baz	Badge	(April 2005) [<i>Fieldless</i>], a lozenge ploy'e within and co joined to a Crescent Or.
Farid Al-Baz	Badge	(April 2005) [Fieldless], a crescent Or
Farid Al-Baz	Badge	(April 2005) [Fieldless], a lozenge ploy'e Or.