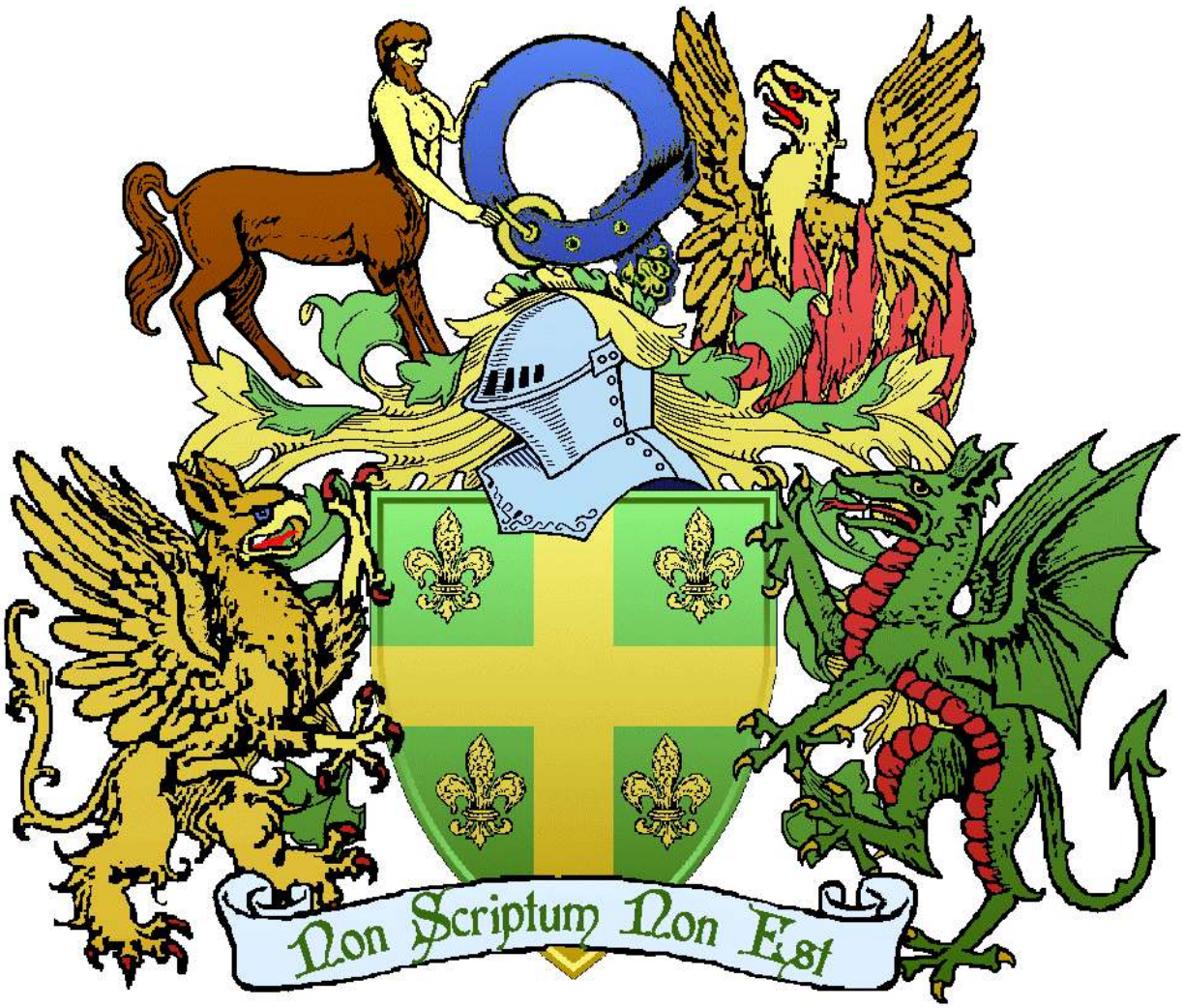


Heraldry Manual

Rules for Registration, Administration and Design

As adopted October 1999
amended November 2001, September 2005, July 2008, December 2009

© 2002,2009 The Adrian Empire Inc., all rights reserved.

Table of Contents

PREFACE . . . . . Page 5 of 75

Section 1: Registration . . . . . Page 6 of 75

I. THE REGISTRATION PROCESS . . . . . Page 6 of 75

II. OWNERSHIP . . . . . Page 11 of 75
Protected Armory . . . . . Page 11 of 75
Unprotected Armory . . . . . Page 11 of 75
Transferring Arms . . . . . Page 12 of 75
The Roll of Worthies . . . . . Page 12 of 75

III. REGISTRATION LIMITS . . . . . Page 13 of 75
NON-REGISTERED ARMS . . . . . Page 13 of 75
ARMORY OUTSIDE THE EMPIRE . . . . . Page 14 of 75

IV. OFFENSIVE AND PRESUMPTUOUS ARMORY . . . . . Page 16 of 75

Section 2: Heraldic design in the Adrian Empire . . . . . Page 18 of 75

V. THE RULE OF TINCTURE . . . . . Page 18 of 75
Acceptable Tinctures . . . . . Page 18 of 75
Fieldless Armory . . . . . Page 19 of 75
Tinctureless Armory . . . . . Page 19 of 75
Proper . . . . . Page 19 of 75
Small Details . . . . . Page 20 of 75
Layering . . . . . Page 20 of 75
Augmentation . . . . . Page 20 of 75

VI. PARTITION LINES / FIELD DIVISIONS . . . . . Page 21 of 75
Dividing the Shield . . . . . Page 21 of 75
Rules for Field Divisions . . . . . Page 22 of 75
Uncommon field Divisions . . . . . Page 23 of 75

VII. FURS . . . . . Page 24 of 75
Ermine . . . . . Page 24 of 75
Vairs . . . . . Page 25 of 75

VIII. CHARGES . . . . . Page 26 of 75
The Shield . . . . . Page 27 of 75
Ordinaries . . . . . Page 25 of 75
Diminuatives . . . . . Page 28 of 75
Fimbriation . . . . . Page 28 of 75
Voiding . . . . . Page 29 of 75

IX. CHARGE RESTRICTIONS . . . . . Page 30 of 75
The Fleur-de-Lis . . . . . Page 30 of 75
The Crown . . . . . Page 31 of 75
The Tudor Rose . . . . . Page 32 of 75
Registering Restricted Charges . . . . . Page 33 of 75
Trademarks etc. . . . . Page 33 of 75
Categories . . . . . Page 34 of 75
“Cat is Cat” . . . . . Page 34 of 75
Crosses . . . . . Page 34 of 75
Overall Charges . . . . . Page 34 of 75
Fish . . . . . Page 35 of 75
Flowers . . . . . Page 35 of 75
Heads . . . . . Page 35 of 75
Non-Period Posture . . . . . Page 36 of 75
Monsters . . . . . Page 36 of 75
Panthers . . . . . Page 37 of 75

X. ARMORIAL STYLE . . . . . Page 38 of 75
Presentation . . . . . Page 38 of 75
Layering and Counterchanging . . . . . Page 38 of 75
Arrangement . . . . . Page 38 of 75
Slot Machine . . . . . Page 38 of 75
Questionable Elements or Style . . . . . Page 39 of 75
Complexity . . . . . Page 40 of 75

XI. COMBINED ARMORY . . . . . Page 41 of 75
Marshaling, Dimidiation and Impalement . . . . . Page 41 of 75

Section 3: Conflicting Armory . . . . . Page 44 of 75

XII. CONFLICT . . . . . Page 44 of 75
Addition of Primary Charges . . . . . Page 44 of 75
Difference of Primary Charges . . . . . Page 44 of 75
Significant Armorial Differences . . . . . Page 44 of 75
The Visual Test . . . . . Page 46 of 75
Differences . . . . . Page 46 of 75
Conflict Checking Simple Armory . . . . . Page 46 of 75

Section 4: Achievement . . . . . Page 48 of 75

XIII. ARMORIAL BEARING . . . . . Page 48 of 75

XIV. ACHIEVEMENT OF ARMS . . . . . Page 49 of 75

Section 5: The College of Arms . . . . . Page 50 of 75

XV. STRUCTURE OF THE COLLEGE OF HERALDS . . . . . Page 50 of 75
The College Of Arms . . . . . Page 50 of 75
College of Arms Internal Ranking System . . . . . Page 53 of 75
Sovereign status of the Adrian College of Arms . . . . . Page 54 of 75

Section 6: Blazoning . . . . . Page 55 of 75

XVI. HOW TO BLAZON . . . . . Page 55 of 75
Beginning Blazonry . . . . . Page 58 of 75

GLOSSARY . . . . . Page 68 of 75
APPENDIX A: CONSOLIDATION OF MANUALS . . . . . Page 70 of 75
APPENDIX B: SAMPLE LETTERS . . . . . Page 72 of 75
APPENDIX C: “INSTA-BOING” CHECKLIST . . . . . Page 74 of 75

PREFACE

These Rules for Heraldic Registrations for the Adrian Imperial College of Arms, December 2009, 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 Registrations 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, 2005
- The Heraldry Manual: Rules for Registration, Administration and Design, 2008
- 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). See Appendix A for more information. For the purposes of these rules, the term "herald" shall refer to any person acting in an heraldic manner, regardless of rank within the College of Arms or The Adrian Empire Inc.

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

Imperial Sovereign of Arms SoA@adrianempire.org
Empress empress@adrianempire.org
Emperor emperor@adrianempire.org

I. THE REGISTRATION PROCESS

A. Registration Form(s)

1. All presentations must be made using the official registration form entitled “Proposal for a Grant of Armorial Bearing” commonly known as the “Proposal Form” published by the Imperial Sovereign of Arms.
2. Variants to the official form must be pre-approved by the Imperial Sovereign of Arms.
3. Electronic presentations are acceptable ONLY if the proposal form was completely filled out, signed and dated before being scanned into electronic format.
4. A computer generated image may be substituted for the outline on the official form as long as it conforms to the same general size and shape.
5. The shape on the registration form is only for the convenience of the College of Arms. Individuals and groups may display their flags, devices or badges on any shape they so choose so long as the shape was used during the Adrian time frame for displaying armory and is allowed by the individual or group’s sumptuary right.
6. The official proposal form is available from your local Minister of Arms or online at: http://www.adrianempire.org
7. On occasion the proposal form is revised and updated. Once published, the new form goes into effect immediately.
   a. Old forms sunset sixty (60) days after a new form is published.
   b. After the sunset date, proposals presented on outdated forms will not be accepted by the College of Arms.

B. PRESENTATION

1. Individuals must present completely filled out, signed and dated proposal forms to their local Minister of Arms or other designated heraldic officer.
2. Neither the Regional Deputy Imperial Sovereigns of Arms or The Imperial Sovereign of Arms may accept the direct presentation of a proposal form except under special circumstances.
3. The field marked "Your Signature" must be filled in with the presenter’s mundane signature.
4. 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 other designated heraldic officer.
5. Forms must be filled out completely. There are no optional fields.
6. Incomplete forms shall not be accepted by an heraldic minister of any level.

C. IN PROCESS VS. OFFICIAL

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

2. This ruling applies directly to the formation of Chartered Subdivisions, Estates and Domains.
3. This ruling does NOT apply to personal arms registered at the local level only.

D. COLORS

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

E. LOCAL LEVEL (MoA)

1. Each presentation given to the local Minister of Arms must include the following
    a. At least three (3) full color copies. A black and white line drawing is not necessary.
    b. Copies of all applicable documentation permanently attached to each color copy.
2. The local Minister of Arms shall keep at least one (1) color copy of the proposal form with applicable documentation permanently attached for local records.
    a. Local Ministers of Arms may, at their own discretion, request additional copies of the completely filled out and signed proposal form and/or documentation from the presenter.
    b. The "Local Blazon" line on the proposal form MUST be filled in by the local Minister of Arms or his or her designate.
        (1) Forms presented without the "Local Blazon" included will be returned to the local MoA as an incomplete presentation and will not be processed at the Imperial level.
3. Local Ministers of Arms shall check all presentations they receive and ensure that:
    a. The form is **completely** filled out, signed and dated.
        (1) Incomplete forms will not be processed. They will be returned.
    b. The correct number of copies is being presented and that all applicable documentation is permanently attached to each copy.
    c. Only the pure colors listed elsewhere in this manual are used on the proposal form.
    d. There are no obvious violations to the Rule of Tincture.
    e. There are no obvious violations of the "Registration Process".
    f. The presentation does not conflict with any locally registered arms.

4. Presentations may be returned by the local MoA to the presenter only for failing any of the requirements listed above.
5. Local Ministers of Arms are responsible for communicating with presenters during the registration process and to keep them updated on the status of each presentation they propose.
    a. Local Ministers of Arms shall notify the presenter of the registration or return of their proposal and update the each registrant's hard-copy proposal form with the date and LoRR of registration.
    b. Local Ministers of Arms shall notify the presenter of any suggestions made by the ISoA for making a returned proposal registerable.
6. The Ministers of Arms of Geographically Chartered Subdivisions and Imperial Cantons shall each send a "Letter of Report" to the Senior Imperial Deputy; BeltAzure King of Arms which is due by the fifteenth (15th) day of each month including:
    a. A list of all presentations received by the local Ministry of Arms since last report. This report must contain the following:
        (1) The results of the local conflict check for each proposal.
        (2) The name of the Geographically Chartered Subdivision.
        (3) The mundane name(s), persona(s), estate(s) or other type(s) of registrant(s) on each proposal form.
        (4) A list of proposals returned to the presenter by the local Ministry of Arms since last report.
        (5) A list of proposals sent to the Regional Imperial Deputy Sovereign of Arms since last report.
        (6) A recounting of all heraldic discussion and activity for the prior period.

F. IMPERIAL LEVEL

Deputy Imperial Sovereign of Arms ~ BeltAzure Sovereign of Arms

BeltAzure shall send a "Letter of Report" to The Imperial Sovereign of Arms which is due by the 10th (tenth) day of each month. The report shall contain the following:

1. A listing of the reports of the Regional Imperial Deputies including notice of any special proposals or issues since last report.
2. The text of any minor policy or policies issued by BeltAzure since last report.

Regional Deputy Imperial Sovereigns of Arms (RDISoA)

Regional Deputy Imperial Sovereigns of Arms shall each send a "Letter of Report" to the Senior Imperial Deputy; BeltAzure King of Arms which is due by the fifth (5th) day of each month, containing the following information:

3. A list of all presentations received by the RDISoA since last report which contains the following:
    a. The names of the Geographically Chartered Subdivisions 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 by the RDISoA.
    d. A list of proposals returned to the local MoA by the RDISoA since last report.

e. A list of proposals sent to the Imperial Sovereign of Arms since last report.
f. A listing of reporting subdivisions.
g. A listing of NON-reporting subdivisions.

The Imperial Sovereign of Arms ~ Fleur-de-Lis King of Arms (ISoA)
The Imperial Sovereign of Arms shall check the presentations for the above information and for the following additional information:

4. A thorough check for violations of the Guidelines for Presentations.
5. A thorough conflict check against the armorial and ordinary.
   a. 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 own arms. You can't conflict with yourself
6. If a presentation contains documentation, check to ensure it adequately describes the element in question.
7. 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.
8. If any questions arise, the Imperial Sovereign of Arms shall consult with the members of the Imperial College of Arms to resolve them.
9. If a presentation satisfies all of the requirements and passes all of the checks, it shall then be registered.
10. Any presentation not satisfying all of the requirements or not passing all of the checks shall be returned by the Imperial Sovereign of Arms.
11. Each item returned for conflict or style shall be accompanied by suggestions for making the item correct for registration.
12. **Letters of Registration and Return.**
    a. The Imperial Sovereign of Arms will send out a regular letter (commonly called a LoRR) to all geographic chartered subdivision Sovereigns of Arms and all other members of the Imperial College of Arms containing all of the registered and returned items for that period for all areas.
    b. Included in the LoRR will be any changes to these rules, including any precedents set and any elements that through adequate documentation have been made allowable for registration.
    c. 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.
13. Appeals of returns may be made directly to the Imperial Sovereign of Arms who shall confer with the College of Arms and the Imperial Crown before issuing a ruling.
14. All armory will be registered as described under **section XI Ownership of Armory**:
    a. For individuals, to the mundane name of the registrant.
    b. For estates, to the estate under the name of the geographic chartered subdivision to which the estate is beholden.
    c. For domains or other armigerous entities, under the name of the Empire.
    d. For orders and awards, under the name of the registering entity as described above.

. G. **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 get lost during transition.

Local ministers of arms shall continue to process and 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.

This policy applies ONLY to the proposal checking and registration process, not to your reporting requirements.

Local ministers of arms, or the crown of a subdivision where there is no minister of arms, are required to file a monthly report by Adrian Bylaw. The structure of an heraldic report is described elsewhere in this document.

II. OWNERSHIP

The ownership of armorial display can be a very sensitive issue. Imperial Estates Writ #B.25 deals with the ownership of estate armory. Please see IEW#B.25 for the complete text. A summation of armory ownership is presented here.

" Estate arms are owned solely by the estate to which the arms are registered regardless of the individual who processed the paperwork. Estate orders, awards, badges, flags and devices are encompassed by this law.
  - The majority of the current membership of the estate retains control of the arms if a dispute arises.

" Individual armory is owned by the person whose name and signature appear on the proposal form.

" Domains and other non-voting armigerous entities:
  - The majority of the current membership retains control regardless of the individual who processes the paperwork.

" Upon coronation, a "Letter of notification to protect" document which includes the description of the arms of the newly seated Crown must be sent to the Imperial College of Arms so that the arms of the Crown may be protected for posterity. Although this is not required by law, it probably should be the first official act of the minister of arms under the new Crown.

A. Protected Armory:

1. The main past and present arms of a Duchy, Archduchy, Kingdom and Adria.

2. The main personal arms of each past and present Crown of a Duchy, Archduchy, Kingdom and Adria.
   a. Only the personal arms registered to a crown during their coronation are so protected. For example if a member bears "Azure, a fleam Argent" during coronation but registers the new arms "Gules, a maunch Or" at a later date, only "Azure, a fleam Argent" is protected.
   b. This protection extends even to personal heraldry that has been struck from the armorial of Adria.
      i. In every case, those personal arms which have been struck may only be displayed in abatement (upside down) when included on any document for any purpose.
3. The personal arms of Companions of The Imperial Order of the Fleur-de-Lis.
4. The "Worthies" of The Adrian Empire.

B. **Unprotected Armory:**

1. Alternate or additional personal devices of a prior crown.
2. Badges.
3. The arms of Houses, Baronies, Counties, Marches, Shires, Cantons, Regencies and sponsored or unincorporated Imperial lands.
4. "Presence" Banners.

C. **Transferring Arms;**

On occasion (quite often actually) members move from one subdivision 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.
Note that the matriculation of arms from one subdivision to another will not affect a protected historical device.
Registered arms may move, but the history will remain. This means that you may see arms registered to an individual living and playing in a certain subdivision and also see the same arms protected as an historic item in a different subdivision.
This is to preserve the history of each subdivision and is not a mistake.

D. **Worthies of Adria; Method of Induction**

When a member passes away, the estates of a local subdivision may declare that person a "Worthy" as inspired by the worthies of history. This declaration must be recorded in the minutes of a local estates meeting. Inclusion in the Rolls of the Worthies does not prevent an heraldic will from being processed for the arms of the deceased. Heraldic wills are described in Appendix B.
The following must be completed by a duly designated representative of the local Crown to include a member into the Rolls of the Worthies.

Method of recording the induction of a deceased member into the Rolls of the Worthies:

1. A copy of the appropriate section of minutes from the estates meeting where the declaration took place must be signed and dated by the local Crown, Chancellor and the Minister of Arms.
2. The representative of the subdivision must complete a "Letter of notification to protect" document for the local Crown and attach the signed document containing the declaration to it.
    a. The representative shall provide a copy of each document to the Crown and Chronicler of the subdivision for local publication.
    b. The representative shall send a copy of each document to the Imperial Chronicler for publication in the Imperial Newsletter.
    c. The representative shall send copy of each document to the ISoA for College of Arms records.

    If the local Geographically Chartered Subdivision wishes the deceased to be included in the Imperial College of Arms Roll of Worthies, only one more step need be completed.
    d. The representative of the local Crown must send a copy of the completed form and document directly to the ISoA with a note stating that the estates of the subdivision wish the member to be included in Imperial College of Arms Roll of Worthies. Upon receipt of this document, the ISoA shall acknowledge the induction. The main personal arms of the deceased shall be listed as a protected item in the Roll of Worthies. The elevation shall be published in the next LoRR and in the Imperial Sovereign of Arms report presented at the next scheduled meeting of the Imperial Estates General.

III. REGISTRATION LIMITS

A. INDIVIDUALS, ESTATES AND DOMAINS

1. Maximum number of Items
   a. Individuals and groups that are not geographic chartered subdivisions may register up to six (6) items. To clarify:
      i. A person may register up to six (6) items.
      ii. A Domain or other non-voting armigerous group may register up to six (6) items.
         A) A Domain has the same rights to register armory with the Imperial College of Arms as if it was an entity unto itself, subject to the Rules for Heraldic Registrations.
         B) All members of a Domain have armigerous rights as prescribed in the Estates Writ on Armigerous Rights with regard to the Arms of the Domain at the rank of Lord or Lady, but may not wear circlets or coronets unless they are entitled to them by virtue of personal rank (such as a Baronet).
         C) Members of a Domain individually hold no additional precedence by virtue of their membership in the Domain, but may walk with precedence as a group in procession at an event with the consent of and by the pleasure of the ranking Crown.
      iii. A Canton (local or imperial), House, Barony, County or March may register up to six (6) items.
      iv. Geographic Chartered Subdivisions have no limit on the number of items they may register.

2. ARMORY, NOT VERBAL DESCRIPTION

a. 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.

3. NON-REGISTERED ARMS

a. 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 Subdivisions and Domains require registered armory, but this does not hold for individuals. Except where required by regional Kingdom Law, 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 checked against all new proposals which helps to ensure that no arms are identical.

This last reason is the most important. It is an internal form of copyright. No one wants to spend hours working on an expensive banner or surcoat for themselves only to find that someone else in another subdivision has created an 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 of offensiveness or obscenity.

5 ARMORY OUTSIDE THE EMPIRE

a. The Empire of Adria is a separate heraldic jurisdiction from all others, including other medieval re-creation societies and mundane heraldic courts. Existing mundane armory may not be registered in the Empire.
b. The Empire shall not register the arms of recognized historic organizations and protects those arms against Adrian registration. This does not mean that we may not use the arms of history for educational purposes. It means that we cannot claim ownership of them. Regarding the heraldry of real world organizations in history;
    i. The College of Arms of Adria recognizes and protects the heraldic arms of
        A) The Poor Knights of Christ and the Temple of Solomon in Jerusalem (The Templars)
        B) Knights of the Sovereign Order of St. John of Jerusalem (The Hospitallers)
        C) Order of Teutonic Knights of St. Mary's Hospital in Jerusalem (der Deutsche Ritterorden or The Teutonic Order)

        The College of Arms shall make no registrations regarding the arms of these organizations and places no claim whatsoever on their heraldic devices. Since we re-create history but do not take on the actual personae of historic individuals nor claim to be actual members of the orders and organizations represented, we can display the heraldry of these organizations just like an actor would do while on stage. It's ok as long as we acknowledge the fact that we don't own the heraldry and do not profit by using it. By -NOT- registering their arms in The Adrian Empire inc. instead recognizing that they exist mundanely, we protect ourselves and pretty much guarantee our right to display them as an educational organization.

c. PERSONA NOT REALITY

Each registrant's game persona is considered separate from their mundane identity, 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.

d. 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 as anyone else in Adria

i. Members who have armory registered in other games recognized by the Imperial Crown (including the SCA, ECS, etc.) may request to have their arms registered in Adria so long as such armory does not conflict with any armory already registered in Adria. This is known as "Matriculated Registration".
ii. Registration in Adria will require adherence to the Adrian rules for heraldic registration current at the time of the presentation for registration.

iii. Matriculated Registration requires that a copy of the Device registry of the other Game be submitted to the local Sovereign of Arms. The standard Adrian proposal form must accompany any such request.
iv. As of 15 March 2001, the recognized Games are: The Empire of Chivalry and Steel, and the Society for Creative Anachronism. This list may be expanded at the direction of the Imperial Crown.

IV. 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

a. Armory suggesting pornographic or scatological themes 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.

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.

a. Swastikas and their variations, 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.

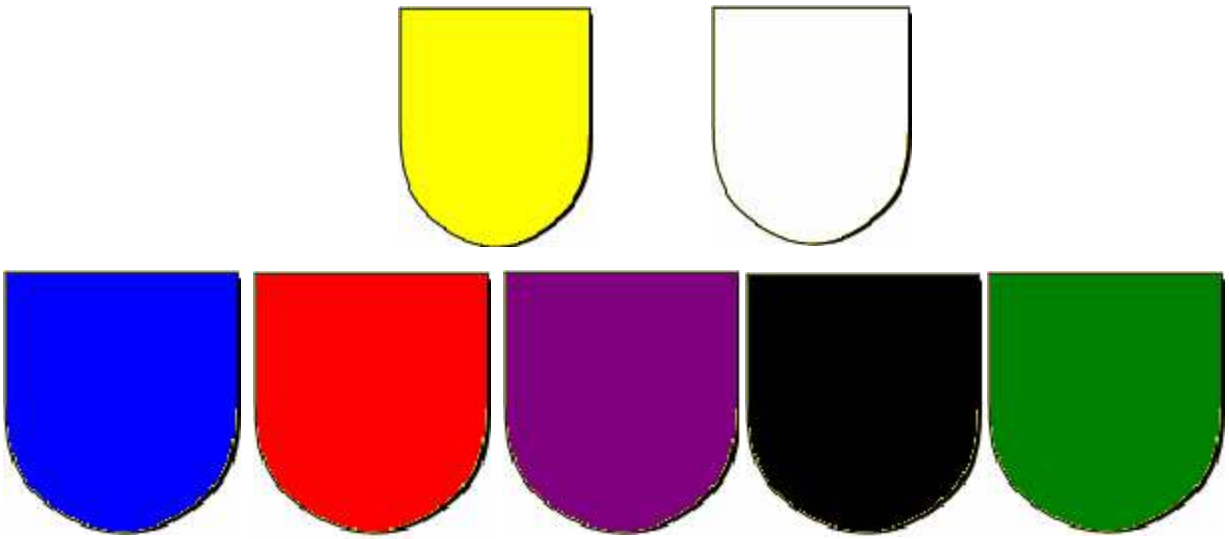
C. MODERN DESIGN

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

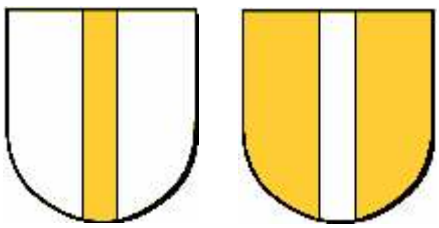
V. THE RULE OF TINCTURE

A. **"Color may not be placed on Color and Metal may not be placed on Metal."**
This rule is generally inviolable, with certain explicit exceptions as outlined in this manual.

B. **THE ACCEPTABLE TINCTURES**
Only the following colors are allowable for heraldic use in the Empire:
1. Metals: Argent (White/Silver), Or (Yellow/Gold)
2. Colors: Sable (Black), Gules (Red), Azure (Blue), Vert (Green), Purpure (Purple)



C. **METAL ON METAL**
Metal on metal is reserved specifically to the Imperial Crown and its agents.

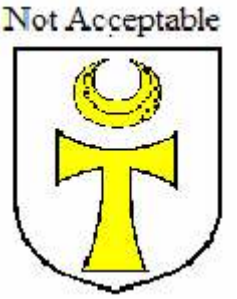


3. **FIELDLESS ARMORY**

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:

a. Only badges may be registered as fieldless.
b. Fieldless armory must form itself a unified whole; all elements in the design must be conjoined.





4. **TINCTURELESS ARMORY**

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

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

5. **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 (Yellow. Not the tawny color as found 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



a. The Rule of Tincture STILL APPLIES!
b. If something is brown by default, then it is a Color.
   (1) This is different from conflict – when dealing with Brown, the Adrian College of Arms counts it as 1 CD from all tinctures except Sable, from which it is heraldically indistinct.



B. **SMALL DETAILS**

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

C. **LAYERING**

If at least half of a charge is lying on a tincture of the opposite type (example case = a color charge on top of a metal ordinary), then it is clear of the Rule of Tincture. (This is called the "50-50" rule.) These occurrences will be closely scrutinized.





D. **AUGMENTATIONS**

Augmentations granted by any Crown are exempt from this rule.

1. Charged cantons are a form of augmentation 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

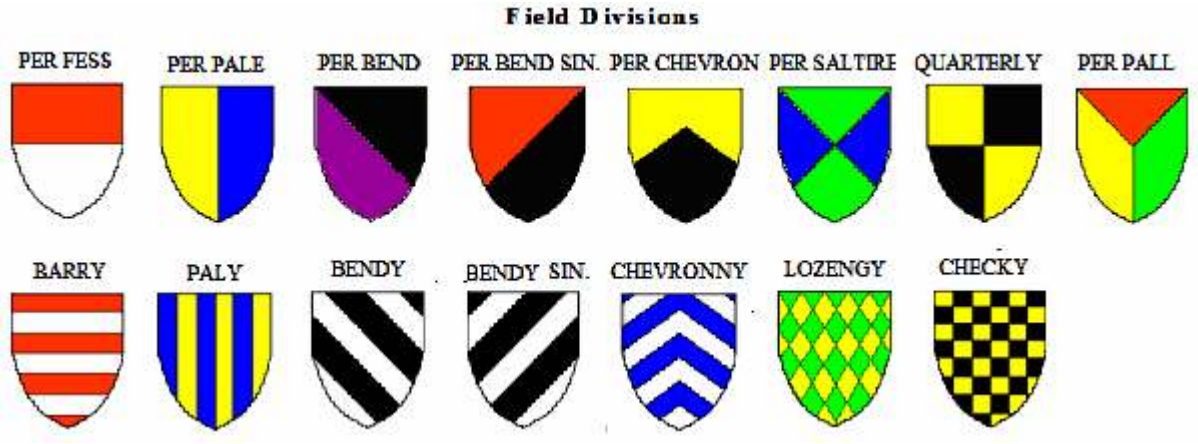
4. RESTRICTIONS
   There are no restrictions on any tincture or combination of tinctures, except that the Rule of Tincture may not be violated except under the conditions listed within this document.

5. DOCUMENTING VIOLATIONS
   Any violations to the Rule of Tincture other than those explicitly permitted in these rules must be adequately documented as described in Rule XIX.

VI. PARTITION LINES / FIELD DIVISIONS

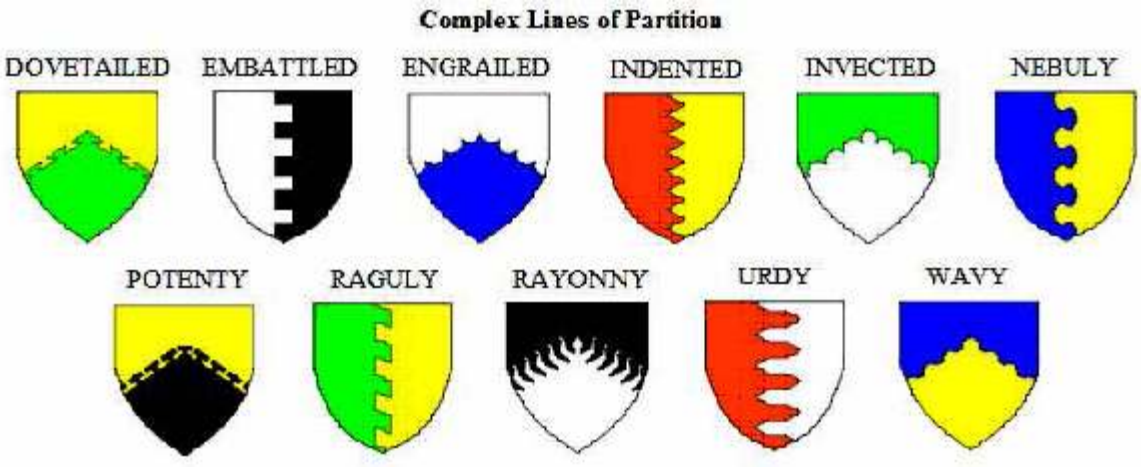
A. **Dividing the Shield**

1. A shield may be divided by partition lines running in the direction of any Simple Ordinary *(see VIII.B.).*
2. A field may be composed of multiple partition lines in the direction of any 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. **Rules for Field Divisions**

1. 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:

   a. Field divisions of two and four (per pale, per fess, quarterly, per saltire, etc.) may consist of two colors or two metals.







   b. The lines of division must be a plain line. No complex lines will be allowed.





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





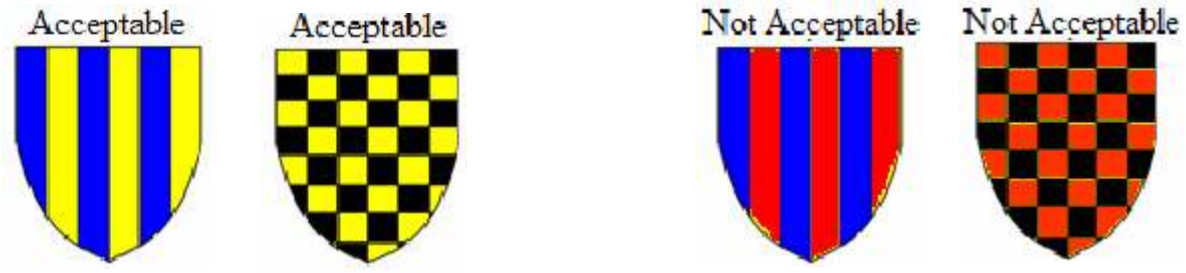


   d. Field divisions of any odd number (per pall, per pall inverted) must contain a combination of color and metal.





e. 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**

1. Chapé, chapé-ployé, Chaussé, Chaussé-ployé:
   a. The Chapé and Chaussé are drawn with straight lines.
   b. The Chapé-ployé and Chaussé-ployé are drawn with curved lines.

   The Chapé-ployé reminds one of a theater curtain opening or closing and the Chaussé-ployé looks a bit like a golf tee.

   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.

Or, chapé-ployé Azure Or chaussé-ployé Azure Or, a chapé Azure Or a chaussé Azure



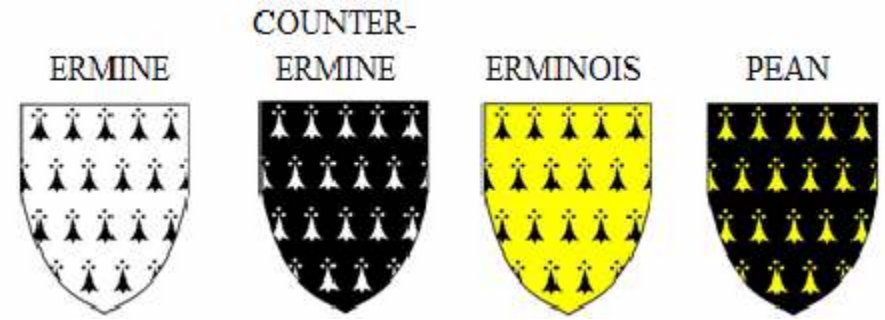
VII. FURS

The animal called a “Sable”(*Martes zibellina*) is a predatory mammal of the weasel (*Mustelidae*) family. The term “Sable” is used in heraldry to describe the color black. The two terms are unrelated. Sable is not an heraldic fur, it is a color.
By definition, a n Heraldic Fur is a field evenly divided into dark and light using two (2) separate tinctures, one (1) metal and one (1) color. The furs are unique and are classified in two basic types; Ermine and Vair.

A. **Ermine**

Ermine: with capital “e“means the heraldic fur Ermine. (White with black “Tails”) As in “Azure, a cross Ermine.”
ermine: lower case “e” means a generic or contrived fur or an animal charge as in either “Azure, a cross Or ermined Gules.” or “Azure, an ermine Or.” respectively.

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



   (1) Ermine is considered equivalent to Argent.
   (2) Counter-ermine (also known as Ermines) is considered Sable.
   (3) Erminois is considered the equivalent to Or.
   (4) Pean is equivalent to Sable.

2. 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.

3. Contrived fur variants are created by strewing the field with ermine spots. This practice, called “ermining” is restricted to the Rule of Tincture. Metals may only be ermined with colors and colors may only be ermined with metals.
   a. Example:
      i) Purpure ermined Or is acceptable.
      ii) Purpure ermined Vert is not acceptable.

4. For the purposes of conflict checking, Ermine and its variants are considered one (1) clear difference (CD) from their background tincture. For example:
   a. Ermine is one (1) CD from Argent.
   b. Gules ermined Or is one (1) CD from Gules and so forth.

B. Vairs

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.

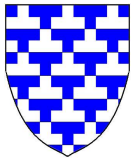
Vair



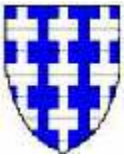
Counter-Vair



Potent



Counter-Potent



1. Definitions:
   a. Vair: Alternating Argent and Azure bell shapes with every other row inverted and beginning with the second tincture.
   b. Counter-Vair: Same as above with the alternating rows conjoined base to base and point to point.
   c Potent: Alternating Argent and Azure crutches or “T” shapes. Every other row is inverted and begins with the second tincture.
   d Counter-Potent: Same as above with the alternating rows conjoined base to base and point to point.

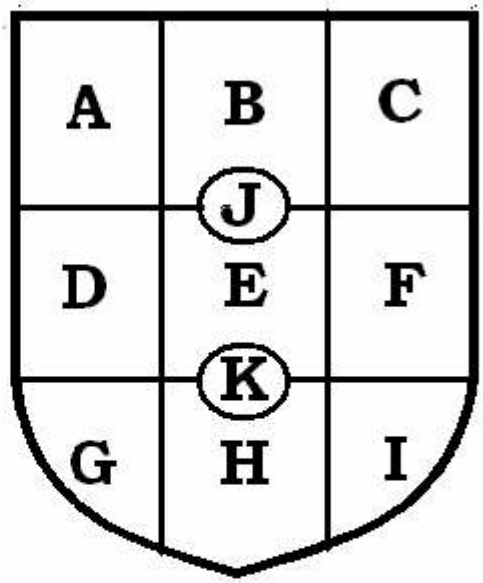
2. For the purposes of the Rule of Tincture, Vair and its variants are considered neutral and may be combined with any other tincture except for the tinctures that make up the Vair or Vair variant itself. Therefore, a charge *“Vairy, Argent and Gules”* may not be placed on Argent or Gules etc.

3. It is possible to create variants of Vair and Potent. The terms “Potenty” or “Vairy” are used when describing a non-default tinctured 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. Vairs, Potents and their variants are all one (1) CD away from each other.

VIII. CHARGES

A. The Shield

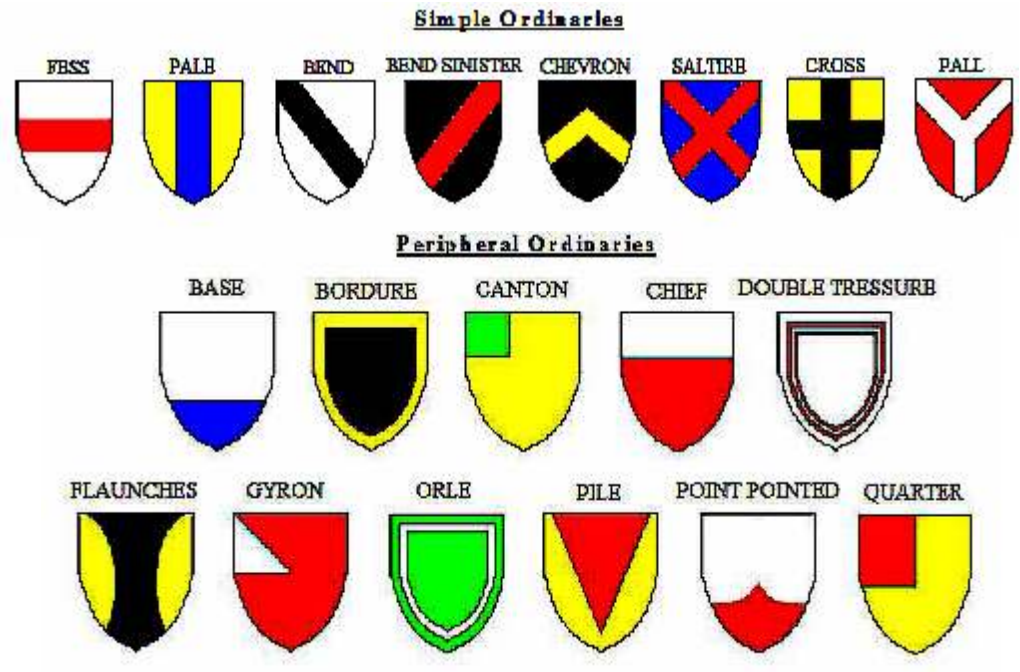
Chief	**A, B, C**
Fess	**D, E, F**
Base	**G, H, I**
Dexter	**A, D, G**
Pale	**B, E, H**
Sinister	**C, F, I**
Honor Point	**J**
Fess Point(Heart)	**E**
Nombril	**K**



B. ORDINARIES

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

- **Simple Ordinaries:** Bend, Bend Sinister, Chevron, Cross, Fess, Pale, Pall, Chevron Inverted, Pall Inverted, Saltire.
- **Peripheral Ordinaries:** Base, Bordure, Canton, Chief, Double Tressure, Flaunches, Gyron, Orle, Pile, 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 is charged itself, a balance between the two must be found.
   a. Ordinaries may be treated with complex lines.

2. * The Tincture Exception:

   The Simple Ordinaries (as listed above) may be used in the following manner so long as they contain **no complex lines**.

This exception DOES NOT APPLY to any charge other than a simple ordinary.

- ***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. DIMINUATIVES

The diminuative is a representation of an ordinary that is narrower or thinner than the ordinary. They are generally from half to 1/8 the size of the ordinary.

a. Diminuatives of ordinaries are always used in multiple numbers. (A single bendlet or barrulet is not allowable for example.)



D. FIMBRIATION

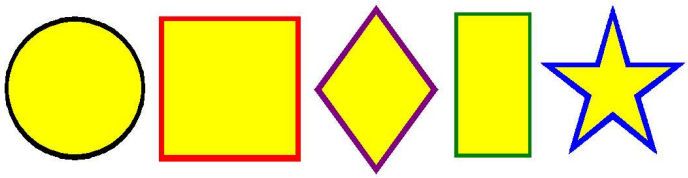
The general principle of fimbriation is a thin line of contrasting metal or color to make a given charge stand out from the field. The field and the charge must be of the same tincture class (Color or Metal) and the fimbriation must be of the opposite class (Metal or Color). The field and the charge may not be of the same tincture.

1. Fimbriation will only be permitted with simple geometric charges and simple ordinaries having straight non-complex lines.
   a. Fimbriation is allowed for:
   (i) Bend, Bend Sinister, Chevron, Cross, Fess, Pall, Chevron Inverted, Pall Inverted.
   (ii) Diminuatives of the Simple Ordinaries may also be fimbriated.



2. Fimbriation does NOT include field divisions based on the ordinaries such as Paly, Barry and Bendy etc.

3. Some examples of charges which may be fimbriated:
   a. Roundel, Delf, Lozenge, Billet, Mullet.



E. Voiding

The general principle of voiding is when a charge has been "Hollowed Out" allowing the tincture of the field to show through.

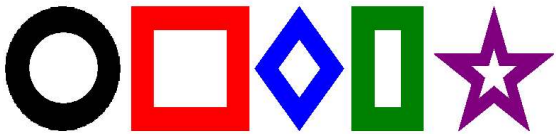
Voiding is different from fimbriation in that the line is much thicker and obvious. The void must be of the same tincture as the field.

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



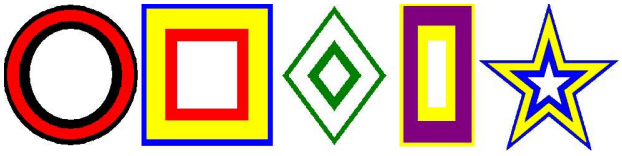
   a. Diminuatives of Simple Ordinaries **may not** be voided.

2. Some examples of charges which may be voided:
   a. Roundel, Delf, Lozenge, Billet, Mullet.



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

This is not acceptable!



While these may be blazonable, such as the first one above;
"Argent, a Torteau voided and fimbriated Sable." for example, the practice is disallowed.

IX. CHARGE RESTRICTION

A. RESTRICTED TITLES AND CHARGES

1. 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/Yellow) 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. 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.
   c. 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 active in the service if the Imperial Crown.
   d. The Imperial Crown may choose to bestow this charge as an augmentation however they see fit.
   e. Geographic Chartered Subdivisions may incorporate this charge in their arms.
2. The Silver (Argent/White) 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 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. Does not extend to crosses fleury. 

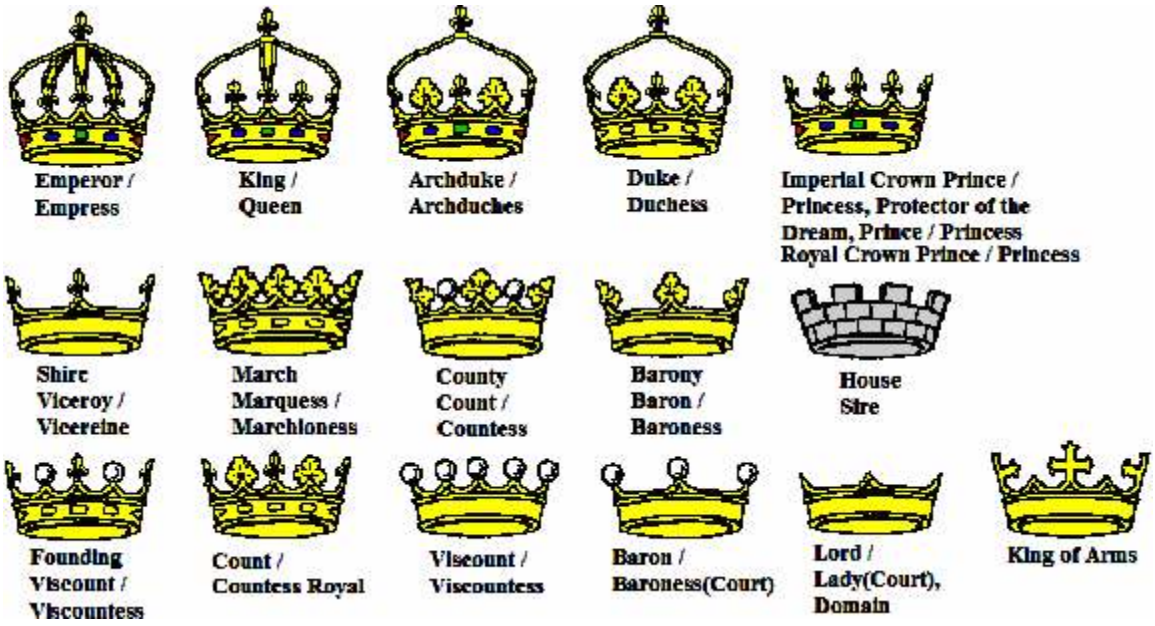
   b. Does not extend to objects “Jessant-de-lis”. 

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:
   a. The Imperium
   b. Kingdoms
   c. Prince/Princess
   d. Archduchy
   e. Duchy
   f. Count Royal/Countess Royal
   g. March
   h. County
   i. Viscount/ess
   j. Shire
   k. Barony
   l. House

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 divided between Gules and Argent in any combination for example:

(1) A rose Gules charged with another Argent



(2) A rose Argent charged with another Gules



(3) A rose divided per pale, per fess, 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. 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 form that the individual in question has permanent right to the restricted charge.

F. CHARGES, ANIMALS, PLANTS, TRADEMARKS ETC.

Charges of animals, plants or artifacts that were not known in Western Europe during the Adrian period (1066 - 1603) 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 the crescent shape should not appear on the same device.
   c. The motif of a roundel between an increscent and a decrescent is not an heraldic style and is not allowed.

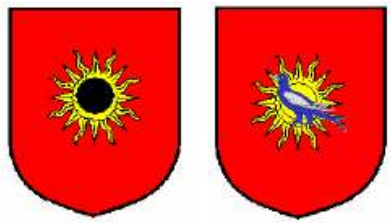
3. **Cup -vs- Tankard -vs- Goblet**
   a. These three items are of the same category and will conflict with one another.

4. **Lightning Flashes**
   a. Lightening flashes (also known as a "Shazam") are 20th century in design and as such are prohibited in Adrian armory.

5. **Celtic Knotwork**
   a. Celtic knots, while certainly a period art form are not a part of any period heraldic style and so will not be registered.

6. **Mullets and Estoiles**
   a Mullets and Estoiles of seven points or more are one (1) CD away from Mullets and Estoiles of four or five and six points.
   b. Mullets and Estoiles of four, five and six points conflict with each other.
   c. Mullets and Estoiles of seven or more points conflict with each other and with Suns.

7. **Suns**
   a. Suns may not be charged with anything other than roundels of a contrasting tincture. (The so-called "Sun eclipsed). "Gules, a Sun Or eclipsed Sable" is acceptable while "Gules, on a sun Or a martlet Azure." is unacceptable.

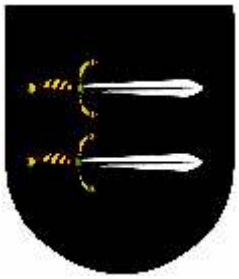


G. CHARGE CATEGORIES

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

- Sword/Dagger/Rapier
- Lion/Bengal Tiger/Tyger/Catamount/Domestic Cat etc.

Acceptable



Not Acceptable



1. "Cat is Cat"

Lions, Bengal Tigers, Catamounts, Domestic Cats, Maneless Lions and **Non-Germanic Panthers** all conflict against each other.

2. Period "Knight" chess pieces are double-headed horses not single-headed unicornate horses.

3. Paw prints of any type, being completely unknown in the Adrian time frame, are disallowed.

4 Oriental-style charges including Mon, Dragons, Armor etc. being out of scope, are disallowed.

5. Crosses

a. No difference is counted between types of Celtic Crosses.
b. No difference is counted between types of Crosses (i.e. Cross Fleury, Cross Bottonee etc.)
c. Any treatment acceptable for crosses is acceptable for saltires.
d. All crosses on the same piece of armory must be of a single recognizable type.
e. A cross must present a unified whole. (referring to a cross with each arm of a different style, which is not allowed.).

6. Overall Charges

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

7. **FISH**

There is no evidence that the natural dolphin (like Flipper) was used in period armory and will not be registered. An heraldic Dolphin is a monstrous-looking beast which bears no resemblance to a real dolphin whatsoever.

8. **FLOWERS**

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





b. Garden Roses are not registerable.



Not Acceptable

c. Addition to or the subtraction of foliage to a flower, plant or tree counts as a significant difference under the "Charges on Charges" ruling.
This may be used to create a CD between "A rose" and "A rose slipped and leaved". This allows for 1CD between "a rose Gules" and "a rose Gules slipped and leaved Vert." Only one (1) CD may be obtained this way and the rule also applies to other plants. "a tree" and "a tree blasted" or "a tree" and "a tree eradicated"

9. **HEADS**

a. The heads of beasts must be either coupled straight across or erased.

Couped



Erased



b. Multiple heads are counted for conflict as if they are charges upon charges. This only applies to counting difference between one head and more than one head. No difference is counted between multiple numbers of heads.

10. Non-Period Posture

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

1. Striking

Avians are sometimes found blazoned elsewhere as being in the "Striking" posture. For example "Purpure, an eagle striking within a border Argent" (HIH Sir Stefan Belski - Brandenburg) While this piece of armory is protected under the grandfather clause and is the protected heraldry of a past Crown of Adria it is of a non-period design.
"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 non-period heraldic posture and is disallowed in Adrian heraldry. Blazons depicting an avian striking shall not be registered.

11. MONSTERS

A) **DEFINED CHARGES**

1) When a particular combination of charges and tinctures is registered frequently or by specific individuals within Adria, the Imperial Sovereign of Arms may choose to register this combination within the College of Arms as a "Defined Charge". This definition is merely for the convenience of the College of Arms.
    a) The Imperial Sovereign of Arms may register defined charges as situations warrant.

2) Defined charges are not to be confused with "Derived Monsters" which are not registered with unique names. A derived monster may become a defined charge as in the following case:
    a) Lyon de Coucy "A unicorn-headed lion rampant crowned Or supporting a sword inverted Gules". This charge is restricted in Adria.
        i) When appearing in armory it may be blazoned as "a Lyon de Coucy Proper" since it is tinctured by default. Variations must be specifically blazoned. For example, when appearing without a crown: "a unicorn-headed lion rampant supporting a sword inverted Gules".

B. **Panthers:**

Panthers are divided into four classes:

1. Germanic Panther



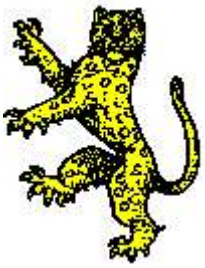
a. A very stylized "Quasi-Monster" of varying body parts (Eagles claws, Horns, Tusks, non-feline heads etc.) issuing flames from the mouth.
   (1) Germanic Panthers are never spotted.
   (2) Germanic Panthers may be of any tincture.
   (3) Germanic Panthers WILL NOT CONFLICT against members of the cat family.
   (4) Germanic Panthers will conflict with other Germanic Panthers and similar contrived creatures.

2. Pard



a. 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 tinctured contrasting spots, subject to the **RoT.**
   (2) Pards are never incensed.

3. Leopard



a. 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 and are "Guardant" (looking at you) unless otherwise noted.
   (2) Leopards are NEVER incensed.

4. Panther



a. 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"



b. Differing flames issuant from otherwise identical panthers are considered Charges on Charges and count as one (1) CD.
   (1) "Argent, a panther Sable incensed Proper" is one (1) CD from "Argent, a panther Sable spotted Or and Gules incensed Purpure and Vert"**.**

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 characteristics. Excessive layering, counterchanging, or use of complex lines of division detracts from the overall identifiably of the elements in the device and will not be registered.

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

2. 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 existed the concept 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. Creatures must be at a true diagonal or else truly horizontal in order to be registered.

D. SLOT MACHINE

1. 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.

2. 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. Having one charge between two other charges in this matter is "slot machine" heraldry and is not good style.



E. QUESTIONABLE ELEMENTS OR STYLE

Any questionable element or style must be documented as follows:

1. At least three (3) period references citing different examples are required. Three different sources citing the same example is not acceptable. The examples must each be different and unrelated.

2. Necessary for each piece of documentation is the name of the source of the reference and it's date of publication, a photocopy of the title page for each item referenced and a highlighted photocopy of the pages which describe the reference.

3. Web pages and listings found on the internet are not by themselves adequate sources of information. Any information found on a website must be backed up by hard text from a verifiably period publication.

F. DOCUMENTABLE ELEMENTS

If an armorial element considered un-registerable under the rules at the time of presentation is proven 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 omitted from this list shall not be considered invalid solely on the lack of inclusion. References shall be judged fairly on their own merits.

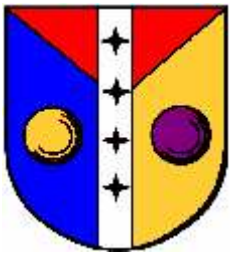
H. COMPLEXITY

All armory must be simple in design. Excessively complex armory will not be registered.

1. Complexity is determined by counting the number of types of charges in a device and adding the number of tinctures and divisions. “Gules, a lion Or” has a complexity count of three (3), while Per pall Gules, Azure, and or, upon a pale argent between two roundels Or and purpure four crosses fitchy Sable has a complexity count of ten(10).



Gules 1, Lion 1, Or 1 =3



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, = 10

2. Armory with a complexity count of eight (8) or above **may** not be registered, a thorough review will be done by the Imperial Sovereign of Arms. Armory with a complexity count above six (6) is strongly discouraged.

XI. COMBINED ARMORY

On occasion it is desirable to combine two (2) or more devices onto one (1) shield or banner. Generally this is done to show a relationship of marriage, or to combine the arms of an individual with the office they hold. This practice is allowed in Adria under certain circumstances.

A. DIMIDIATION:

1. The practice of putting two coats of arms together by splitting them down the middle and joining the dexter half of one with the sinister half of the other. Dimidiation was abandoned very early in history as the practice created confusing armory.
   For example, Sir Dexter bears "Argent, a bend Gules" and is the Sheriff of the Shire of Southpaw which bears "Argent, a bend sinister Gules". When dimidiated, the dexter half of the Southpaw device is placed next to the sinister half of Sir Dexter's device which produces an image that looks like a red Chevron on the white shield. Sir Gasalot bears "Argent, a chevron Gules" and is not impressed. **Dimidiation is not allowed in Adria.**

B. IMPALEMENT

1. When dimidiation fell out of favor, a better method was devised which became known as the "Impalement" of arms. This practice was inspired by dimidiation but uses the entire device. Two entire devices are placed side by side on a shield divided per pale. Impalement was used to heraldically denote a union. The practice of impalement is encouraged in Adria but impaled devices are not registered.
   a. A man and his wife would place his arms in dexter and hers in sinister.
   b. A minister might place the arms of his office in dexter and his own in sinister.
   c. A member of the clergy might place the arms of his diocese or see in dexter and his own in sinister.

C. MARSHALING

1. Marshaling is the practice of combining two (2) or more devices on one (1) shield or banner. It is generally used to show a relationship of marriage or to combine the arms of an individual with the office they hold. Marshaling is officially encouraged in Adria only to denote a union of marriage or to a ministerial affiliation within the empire.
   a. Because each element must be independently proposed in the registration process, registration of marshaled arms is unnecessary.
2. Inescutcheons of pretense are considered to be a form of marshaling 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".



D. Marshaling Restrictions

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

disallowed:

a. Any design wherein the field is divided
   i. Per Pale
   ii. Per Fess
   iii. Per Bend
   iv. Per Bend Sinister
   v. Quarterly
   vi. Per Saltire
   vii. Per Pall
   viii. Per Pall Inverted

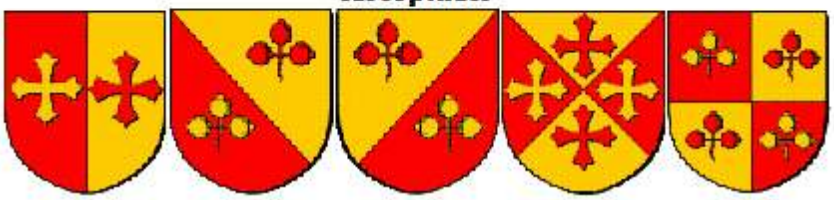
   Wherein the charges on either side of the line of division are of different types.

Refer to the following examples:

Not Acceptable



Acceptable



Not Acceptable



Acceptable



1. **Quarterly:**
   Unless the same charge is in each quarter, it's marshaling. The only exception is in the case of quarterly where quarters that are uncharged or contain only a solid untreated tincture (not furs) are also acceptable. For instance,
   I. "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.
   ii. "Per bend Sable and argent, two eagles counterchanged" is OK.
   iii. "Per bend Sable and argent, an eagle and a candle counterchanged" is marshaled.

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

1. 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

1. Simple armory does not conflict with other simple armory if the type of every primary charge is substantially changed. These types of changes were normally seen between complete strangers in blood, and were not usually used to indicate any form of cadency. For the purposes of this rule, simple armory is defined as armory that has no more than two types of charge directly on the field and has no overall charges.

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 DIFFERENCES**
   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**
      A piece of fieldless armory automatically has one (1) clear difference from any other armory, fielded or fieldless.
   b. **Tincturesless**
      Same as Fieldless. Tinctureless armory automatically has one (1) CD from other armory.
   c. Field Only
      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.

D. ADDITION OF CHARGES ON THE FIELD

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

E. ADDITION OF CHARGES OVERALL

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

F. TINCTURE CHANGES

1. 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.

G. TYPE CHANGES

1. 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
2. Changing the type of at least half of the charges in a group is one (1) clear difference.
3. A charge not used in period armory will be considered different in type if its shape in normal depiction is significantly different.

H. NUMBER OF CHARGE CHANGES

1. Significantly changing the number of charges in any group placed directly on the field or overall is one (1) clear difference.
2. Heralds count like this: “One, Two, Three, Four, Five, Six, Semy.” The exception is when counting stripes for barry or bendy etc. or for a number of gyrons above eight (8).
    a. One (1), two (2), and three (3) are 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.
    b. Six (6) and higher numbers, including semy of charges, are not significantly different from each other.

I. ARRANGEMENT CHANGES

1. 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.

J. POSTURE CHANGES

1. 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.
2. Changing the posture of at least half of the charges in a group is one (1) clear difference.
3. Multiple changes to the posture or orientation of the same charges may not be counted separately.
4. Changes of posture or orientation of separate charge groups may be counted.
5. A change of posture must affect the orientation of the charge, or significantly change its appearance.

K. ADDITION OF CHARGES ON CHARGES

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

L. CHANGES TO CHARGES ON CHARGES

1. 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.
2. The word "charge" refers both to charged and to uncharged charges unless it is specifically qualified.
3. 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

b. It is correctly drawn with an interior substantial enough to display other easily recognizable charges.

M. VISUAL TEST

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

2. **OVERALL EFFECT**
   a. 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.

N. DIFFERENCES

1. Head position is not significant enough to count for a difference.
2. No difference is counted for maintained charges.
3. No CD granted for queue-fourchy or crowning or maintaining a sword
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, Celtic etc…) except where noted above.

O. SIMPLE ARMORY GUIDE FOR CONFLICT CHECKING

The way that simple armory is checked for conflict is different than non-simple armory in that if the primary charge is substantially different, they are not in conflict even if only 1 point of difference may be counted.
Simple armory is armory that only has one primary charge or group of charges.

Compare the following simple armory which are in conflict:

- "Vert, a stag rampant Or"
- "Gules, a stag rampant Or"

Compare the following simple armory which is not in conflict:

- "Vert, a stag rampant Or"
- "Vert, a lion rampant Or"

The first set is in conflict because the primary charge is unchanged.
The second set is not in conflict because the primary charge is substantially different.

Compare the following which are not in conflict:

- "Vert, three escallops Argent"
- "Vert, three annulets Argent"

These are not in conflict because the primary charge group is substantially changed.
Compare the following which are in conflict:

- "Vert, in pale three crowns Or"
- "Vert, in fess three crowns Or"

These are in conflict because the primary charge group is not changed and change of arrangement only counts for 1 CD.

Compare these which are not in conflict:

- "Vert, a pale Or"
- "Vert, a fess Or"

These are not in conflict because the primary charge is substantially changed (every Ordinary is substantially different from every other Ordinary).

Compare these which conflict:

- "Vert, a cross Or"
- “Vert, a cross Argent”

These are in conflict because the primary charge is unchanged and change of tincture only counts for 1 CD.

Compare the following which conflict:

- "Vert, a lion rampant Or"
- "Vert, a lion passant Or"

These are in conflict because the primary charge is unchanged and change of posture only counts for 1 CD. Likewise:

- "Vert, a lion Or"
- "Vert, a lion passant guardant Or"

These conflict since the change in posture is only 1 CD and the change in attitude of the cats head is insignificant.

XIII. ARMORIAL BEARING

Described in law under IEW#18 as “Armigerous Rights”

IEW#18 is law. It is incorrect in many places and is difficult to change, but it is currently what we have to work with. This section will serve to educate the reader as to correct theory and practice where confusion exists but is not intended to defy IEW#18 in any way.

Armigers are those who have been granted the right to bear arms by the Crown or the Estates or those who have earned the right to bear arms by virtue of being Knighted.

IEW#18: “Non-Knightly armigers may display their arms on their person in any shape so long as it is no more than six inches on its longest edge.”
Intent: Non-Knightly Armigers may display their arms upon their person using any shape measuring no more than six (6) inches high by six (6) inches wide. The usual proportions for an escutcheon in this application would be six inches high by four inches wide.

IEW#18: “G. Any armiger may display armory on period implements as approved by the Imperial College of Arms.”
Translation: You may put your arms on your shield, (tabard, surcote, - depending on rank) weapons (size restrictions apply), drinking vessels, pavilions, beds, tables, chairs, squirrels (if you can catch them) etc.

XIV. ACHIEVEMENT OF ARMS

An Achievement of Arms is the display that is placed around your shield on documents and other artwork. This section contains suggestive practices only; it has no basis in Adrian Law.
Showing your membership in an Order is appropriate on your Achievement of Arms. The badge(s) of the order(s) to which you belong may be placed anywhere around the shield on your achievement of arms so long as they do not obscure the main device.

A. If you receive an award which has a badge of its own you may include that badge on your achievement of arms only if the badge is described as being an allowable augmentation.
   1. You DO NOT augment your arms to show a badge unless it is specifically allowed for that award. *(See Augmentations)*

B. If you hold the favor of a person (Royal, Noble or Gentle) or group (Church, Estate: Major/Minor or Domain, Ship, Guild or other Group), you DO NOT augment your arms with that favor.
   1. Favors are normally worn upon garment of the person receiving the honor for a given period of time, usually the duration of the event.

C. Achievements are not Registered by the College of Arms. The suggested form for achievements is as follows:



   1. First level knights
      a. The simple achievement of a helm and crest placed above your shield.



   2. Second level knights
      a. The addition of a torse and mantling to the helm and crest.



   3. Third level knights
      a. The addition of supporters to the achievement.

XV. STRUCTURE OF THE COLLEGE OF ARMS

A. The College Of Arms

The College of Arms shall be a sovereign body of arms, and shall consist of the Imperial Sovereigns of Arms and the chief Minister of Arms of each chartered subdivision, 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. Protected arms are defined in ***Section 1 Registration, Item II Ownership, Part A Protected Armory***.
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.
6. Regions may petition the Imperial Sovereign of Arms for an appropriate title for their Sovereign of Arms and any deputies.

B. MEMBERS

The members of the Imperial College of Arms shall include:

1. The Imperial Sovereign of Arms (ISoA) who shall be the head of the College.
2. Any Deputies to the Imperial Sovereign of Arms.
    a. Note: The Bylaws state that the members of the College of Arms are exclusively the ISoA and the regional SoA's (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. Each Sovereign of Arms serving a geographic chartered subdivision of the Empire (kingdom, duchy, or shire).

C. Cabinet of Ministers

The following lists the most common configuration of the College of Arms cabinet of ministers. The Imperial Sovereign of Arms may amend this list at any time.

1. **The Imperial Sovereign of Arms** - Fleur-de-Lis Sovereign of Arms
    a. Shall have a thorough understanding of the heraldic practices of the Adrian Empire.
    b. Shall be the foremost heraldic officer of the Adrian Empire and the head of the College of Arms.
    c. Is responsible for educating the College of Arms and the populace in the art of heraldry.
    d. Shall report on a regular basis to the Imperial Crown.
    e. Shall act as the Voice of the Imperial Crown and/or appoint a herald to fulfill this role in his absence..

f. Shall be responsible for supervising and coordinating the heraldic functions and activities of the College of Arms and its members including 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.
g. Is responsible for processing presentations in a timely manner.
h. Shall perform a final empire wide conflict check of each proposal received.
i. Shall have the exclusive right to resolve conflict of armorial devices submitted by the membership, Estates, and Domains of the Adrian Empire.
j. Shall keep or cause to be kept, a hard-copy file of all registrations.
k. Shall be responsible for maintaining the Armorial, Ordinary, and Roll of Arms, or causing them to be maintained.
l. Shall cause to be published a list of reporting and non-reporting subdivisions each month.
m. Shall establish precedent and maintain and distribute this Manual.

2. **DEPUTIES TO THE IMPERIAL SOVEREIGN OF ARMS**
   a. **Sr. Imperial Deputy Sovereign of Arms -** BeltAzure Sovereign of Arms
      i. BeltAzure is the chief advisor to Fleur-de-lis and is responsible for managing the administrative staff of the College of Arms. Regional deputies may take direction directly from BeltAzure. BeltAzure may speak for the Imperial Sovereign of Arms on any issue when explaining current policy and procedure. BeltAzure receives monthly reports from the Regional Imperial Deputies and the local sovereigns of arms. BeltAzure will provide a monthly summary of these reports to Fleur-de-Lis who will communicate the results to the Imperial Chronicler for publication.
   b. **Regional Deputy Imperial Sovereigns of Arms**
      i. Imperial Deputies have the primary purpose of relieving BeltAzure and Fleur-de-lis of the day-to-day management of the far-flung regions of the Empire. An Imperial Deputy Sovereign of Arms may speak for Fleur-de-lis when explaining current rules and policies and may also issue minor policy after first clearing it with the Imperial Sovereign of Arms. The duties of a Deputy Imperial Sovereign of Arms include the performance of Empire-wide conflict checks on new proposals, working with local ministers of arms to resolve conflicts, to secure letters of permission to conflict and matriculation, return proposals in violation of current policy and to send packets of regionally passed proposals to Fleur-de-lis for final blazoning and registration.
      ii. **Griffin Sovereign of Arms (Deputy of the West)**
         Griffin is responsible for supporting the ministers of arms of the western regions of the Empire.
      iii. **Centaur Sovereign of Arms (Deputy of the Middle)**
         Centaur is responsible for supporting the ministers of arms of the middle regions of the Empire.
      iv. **Phoenix Sovereign of Arms (Deputy of the Northeast)**
         Phoenix is responsible for supporting the ministers of arms of the northeastern regions of the Empire.
      v. **Dragon Sovereign of Arms (Deputy of the Southeast)**
         Dragon is responsible for supporting the ministers of arms of the southeastern regions of the Empire.
      vi. **Tyger Herald (Imperial Advisor for Law and Protocol)**
         Tyger's main responsibility is to advise Fleur-de-lis and BeltAzure on matters of protocol and law. Policy, procedure and the rules of the College of Arms must not be in conflict with the Bylaws of The Adrian Empire inc. and Tyger is there to ensure that this does not happen. Further, Tyger advises on the history of Adrian heraldry

which predates the College of Arms and the writings of Sir Nigel Seymore the Byzantine of Huntingdon.

vii. **Vox Coronis Herald (Imperial Court Herald)**

Vox Coronis is primarily responsible for running Court at Imperial events or where there is an Imperial presence, should the Imperial Crown so desire it and for coordinating with the local minister of arms for such events. Vox Coronis is also responsible for supporting Fleur-de-lis outside of Court at the Imperial Events, for training other Court Heralds of the Empire. Vox Coronis acts as the Voice of the Heirs to the Imperial Throne from the time They are named until Coronation. Vox Coronis may serve as the primary court herald for the Imperial Crown when present at any event.

viii. **Codex herald (Imperial Documents herald)**

Codex is responsible for keeping, updating and publishing the ordinary after each release of the Letter of Registrations and Returns.

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

D. MINISTERS OF ARMS SERVING GEOGRAPHIC CHARTERED SUBDIVISIONS

These Heraldic officers shall be the chief Sovereign of Arms in their local area. Each Sovereign of Arms serving a Geographic Chartered Subdivision is responsible for:

1. Processing presentations in a timely manner.
2. Reporting, on at least a monthly basis, to the Sr. Deputy Imperial Sovereign of Arms and to their local Crown.
3. Educating the populace on the art of heraldry.
4. Maintaining a hard-copy file of all presentations in-process and registrations from the local area.
5. Assisting the Imperial Sovereign of Arms in the setting of precedents by offering opinion grounded in documented period practice.
6. Aiding local estates in the design and staging of authentic ceremonial that is adapted to the needs of the Adrian Empire.
    a. Local Crowns may choose to split the duties of their Ministry of Arms office between two (2) or more heralds. In this case the minister directly responsible for handling and processing heraldic presentations shall be considered the Sovereign of Arms for the area. All other heraldic officers in the geographic chartered subdivision shall be called "heralds" and shall be subordinate to the local Sovereign of Arms.

E. HERALDS SERVING ESTATE HOLDERS

Each Herald serving an Estate Holder is responsible for:

1. Reporting, on at least a quarterly basis, to their local geographic chartered subdivision Sovereign of Arms.
2. Maintaining a hard-copy file of all presentations and registrations given to them and passed on to the local Sovereign of Arms.
3. Aiding the estate holder they serve in the design and staging of authentic ceremonial that is adapted to the needs of the Adrian Empire.

F. 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**
   a. Reserved for:
      i. The Imperial Sovereign of Arms
      ii. Deputy Imperial Sovereign(s) of Arms
      iii. The primary Minister of Arms serving a Kingdom (upon petition & acceptance of the Imperial Sovereign of Arms).
      iv. As a alternative retirement title for former Imperial Sovereigns of Arms. [granted by the Imperial Sovereign of Arms, to former Imperial Sovereigns of Arms who have 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**
   a. 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**
   a. 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**
   a. Reserved for:
      i. Duchies and Archduchies
      ii. Assistants to Kings of Arms, and higher level permanent titles.
         A) 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:
            1) The Archduchy has a population of 75 or more.
            2) The Archduchy is on track to become a Kingdom within the year.
            3) The Archducal Herald reports on a consistent basis.

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

7. **pursuivant** (“Purr - Swee - Vant”)
   a. The generic term for novice heralds.

G. LOCAL COLLEGES

Local geographic chartered subdivision Sovereigns of Arms may choose to from their own colleges to further the heraldic knowledge and education of themselves and the populace they serve.

H. HERALDS

Estate holders of all ranks may appoint their own heralds.

I. SOVEREIGN STATUS OF THE ADRIAN COLLEGE OF ARMS

We are trusted to do our jobs because heraldry is an inexact science and most people don't understand the language very well.

Here is how the College's sovereignty works:

Imagine the Imperial College of Auto Repair, with the same sovereignty as the Imperial College of Arms. The Imperial Mechanic reports to the Imperial Crown on his actions and the actions of his deputies. The Imperial Mechanic is responsible for making sure that his deputies and the local Royal Mechanics do their jobs efficiently and effectively. The Imperial Crown has no say over the *details* of auto repair as an art form. The Crown cannot say to the Imperial Mechanic: "You will use rubber bands from now on instead of manufacturer approved fan belts" or "You will now use olive oil in your engines instead of motor oil". The Imperial Crown cannot contravene the Rules of Auto Repair any more than it can contravene the Rules of Heraldry. Yet we must always keep in mind that we are MINISTERS and serve at the pleasure of the Crown.

XVI. HOW TO BLAZON

With a forward by
Sir Nigel Seymore of Huntingdon

From the writing's of Sir Nigel Seymour mka Peter Arning

"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 subdivision, 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 Mediaeval 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.

Heralds 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!"

Beginning Blazonry

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.
The order of a blazon 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**

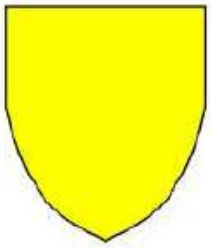
Learning the new vocabulary begins! Don't worry if you don't understand the meanings of all the words, just get the basic order of the elements down.

I. 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.

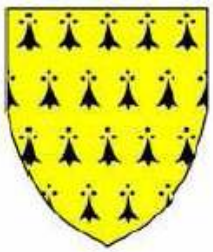
A. First, there is the field of a single tincture (color or metal) or fur. These are easy to blazon, just name the tincture or fur. For example:



Sable



Or



Erminois

B. 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 vert and Or.
(based on the saltire)



Per pall gules Or and vert.
(based on the pall)

C. 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. Party fields are blazoned similar to the per fields although many of them use the name of the ordinary to describe the party.
Some examples:



Barry gules and argent.
(based on the fess)



Chevronny azure and argent.
(based on the chevron)



Lozengy vert and Or.
(based on saltire)

D. Fourth, there are fields which have a charge that is repeated all over the armory. These are known as “Semy” fields. The most notable being a semy of Fleurs-de-lis commonly called “Semi-de-lis”.
Other Examples:



Argent goutty de sang.
(*semy* of red gouttes)



Or mullety sable.
(*semy* of black mullets)

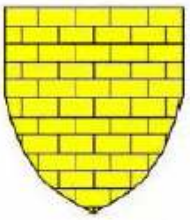


Gules bezanty.
(*semy* of gold roundels)

E. Fifth, there are 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.



Argent vétu gules.

These last three 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."

II. Next, working from the center of the shield out towards the edges, the primary charge and its tincture are mentioned. It is either:

A. A simple ordinary lying directly on the field is always mentioned first as it is considered the focal point of the device. Simple ordinaries are the fess, pale, bend, bend sinister, chevron, chevron inverted, pall, pall inverted, cross, and saltire.
B. 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 crosses.
C. 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.
D. If there is no primary charge. A peripheral ordinary (whether charged or uncharged) would then be mentioned.

III. The secondary charge is a charge or charges lying directly on the field around a primary charge. For an example:



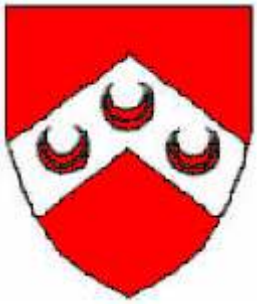
Here, the field is Azure, the chevron is the primary charge (derived from **II.A** above) and the secondary charges are the crescents, since they are around the primary charge. This would be blazoned as "Azure, a chevron between three crescents Argent."

Another example:



By taking away the chevron, the crescents now become the primary charge (derived from **II.B** above.)
This is blazoned as ***"Azure, three crescents Argent."***

IV. 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 ***"Gules, on a chevron Argent three crescents Gules."***
Lets put what we've learned all together now:



"Sable, on a chevron between three crescents Argent, three crescents Sable."

Field Primary Secondary Tertiary

V. Now we come to peripheral secondary charges, which basically mean the peripheral ordinaries. These include (but are not limited to): the chief, the bordure or border, the base (including the point pointed), the quarter, the canton, the gyron, the orle, the tressure, double tressure and flaunches. Gores and gussets are not peripheral ordinaries.



"Sable, on a chevron Argent, three crescents Sable within a bordure Or."

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



"Sable, on a chevron Argent three crescents Sable, on a bordure Or a semy of mullets Sable."

VII. "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.



"Sable, on a chevron Argent three crescents Sable and overall a cross Or."

A. “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.”

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



“Sable, a lion Argent debruised of a bend Gules.”

VIII. Brisures are marks of cadency, rarely seen in Adrian armory, such as a label. They are used to denote the offspring of an armiger. It is an encouraged practice for smaller children who want to display heraldry but have nothing registered of their own. A child may display the arms of a parent using a mark of cadency even without being an armiger in his or her own right. We want to encourage the kids to learn heraldry and this is one great way of helping them get interested. Besides, it’s really cool to see a bunch of little kids with your heraldry on their surcotes and shields, running around whacking each other with boffers.



The shield on the right is blazoned:

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

IX. Augmentations are granted by the Crown and are often placed on a Canton. An augmentation may be of any charge.

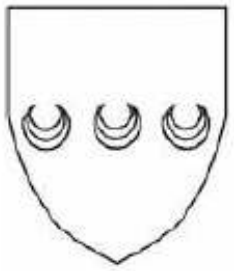
X. After the mentioning of either the Primary, Secondary or Tertiary charge, the: **Arrangement and Posture is mentioned only if it be other than the "default"Arrangement and Posture.**

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

B. ***Default*** is an heraldic term meaning "no need to blazon this, its characteristics (usually its posture or arrangement) are already understood. A good example of this is the device to the right. Simply blazoned **"Azure, three crescents Argent.**" 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.

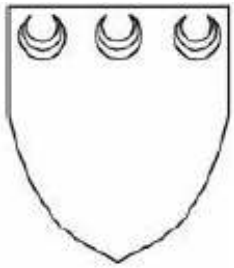


Often, for more descriptive arrangement this is done by using the preposition **"in"** and then the name of a simple ordinary or location on the shield. For example, I might say "three crescents **in fess**" meaning that the crescents are placed on the shield as a fess would be as shown in Example 1.



"Three crescents in fess"
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 chief"
Example 2



A Sword (default)
Example 1



A Sword bendwise
Example 2



a Sword fesswise
Example 3

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.

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



"Sable, a lion Argent."
(Default)



"Sable, a lion contourne Argent."
(Facing the sinister side.)



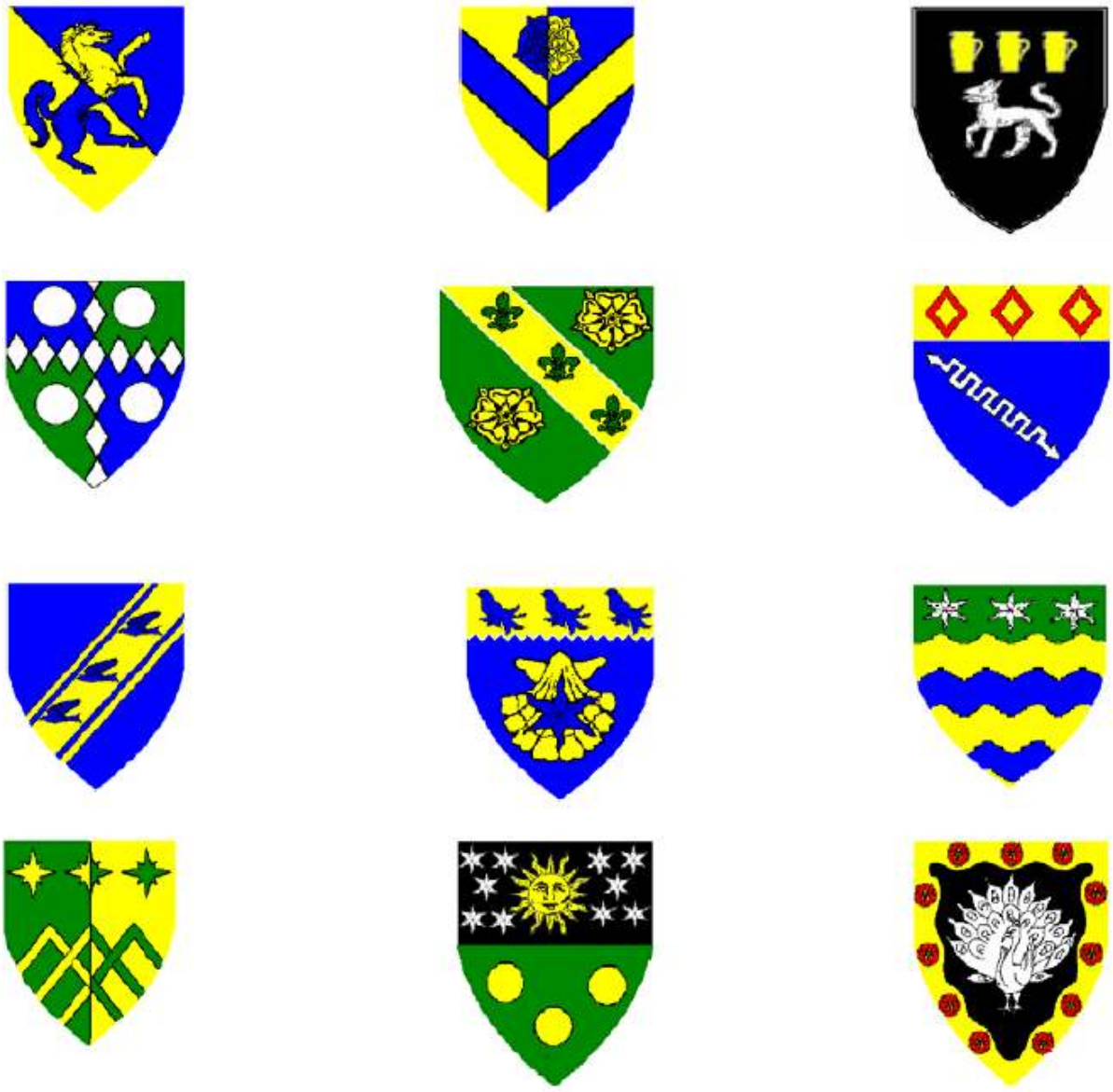
"Sable, two lions addorsed Argent."
(Facing back to back.)

XI. When possible the repeated mentioning of same tincture should be limited.
Example1: "Sable, a chevron Argent between three crescents Argent."
The chevron and the crescents are of the same tincture and are mentioned without a charge of differing tincture between them. So, "Argent" only needs to be mentioned once. Example 2: "Sable, a chevron between three crescents Argent."

XII. When a field consists of metal and color separated by one of the lines of partition named from the ordinaries (per pale, per bend etc.) and the charges or parts of charges placed upon the metal are of the color and vice versa, the term "Counterchanged" is applied.



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



From left to right, top to bottom:

-Row 1

1. “Per bend Azure and Or, a horse contourne Counterchanged.”
2. “Per pale Or and Azure, a chevron inverted and in chief a rose Counterchanged.”
3. “Sable a wolf passant Argent and in chief three amphoras Or.”

-Row 2

4. “Quarterly Azure and Vert, a cross fusilly between four Plates.”
5. “Vert, on a bend between two roses Or, three fleurs-de-lis Vert.”
6. “ Azure, a lightening bolt bendwise Argent and on a chief Or, three mascles Gules.”

-Row 3

7. “Azure, on a bend sinister cotised Or, three swallows Azure.”
8. “Azure, an escallop Or surmounted by an estoile Azure and on a chief indented Or, three martlets Azure.”
9. “Barry wavy Or and Azure, on a chief wavy Vert three estoiles Argent.”

-Row 4

10. “Per pale Vert and Or, three chevronels interlaced abased and in chief three compass stars all Counterchanged.”
11. “Per fess Sable estoily Argent and Vert Bezanty, in chief a sun in it’s splendor Or.”
12. “Sable, a peacock in his pride Argent and a border wavy Or semy of Roses Gules.”

~~~~~~

Here is the order of blazon for some complex field divisions.

Per pall = from Top, then Left, then Right moving Counter-Clockwise.

Per pall inverted = from Top Left, then Top Right, then Bottom moving Clockwise.

Per bend = from Top Right, to Bottom Left

Per bend sinister = from Top Left to Bottom right.

Per saltire = Top/Bottom, Left/Right.

Quarterly = Count in a square Top Left(one), Top Right(two), Bottom Right(three), Bottom Left(four).

Example blazon: “Quarterly Purpure and Vert, in one and three a fluer-de-lis Or.” This gives you a purple and green shield with two gold fluers-de-lis in the purple sections. The green sections are uncharged but if you wanted to charge them you would do it thusly: “in two and four a fleam Argent” or some such.

Gyronny = start with the part that connects to dexter chief like a per bend division would. The easiest way to do this is to see which color is on the left top edge.

Lozengy = start with the part that connects to dexter chief like a per bend division would, again, the left top edge is your first tincture.
~~~~~~

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.
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 by a non-armiger; or any coat of arms in general.
Dimidiation - One way of marshaling 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 Sires, Barons, Counts, Marquesses, Dukes, Kings, and Emperors (and their female counterparts) 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".
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).
Geographic Chartered Subdivision - A subdivision of the Empire directly beholden to the Imperial Crown; a Kingdom, Archduchy, Duchy, or Shire.
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 cryer) and book heraldry (designing coats of arms).
Impaling - One (1) way of marshaling 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 geographic chartered subdivision
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 18th and 19th 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 19th 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.
Marshaling - 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. Bela 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 1066 to 1603. 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 preferred, 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.
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 or white 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 XIIII XIII XIV XV XVI XVII XVIII XIX XX
RfHR 2005 XIIII XIII XIV XV XVI XVII XVIII XIX XX

APPENDIX B: SAMPLE LETTERS

A. RIGHT TO USE A RESTRICTED CHARGE

1. SAMPLE ONE

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 TWO

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

C. PERMISSION TO CONFLICT

The letter of permission to conflict has been standardized and is available on the imperial website at 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

D. MONTHLY REPORT

1. 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 baronital coronet Or." He wishes to retain is 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. From a local Sovereign of Arms but with no activity

Duchy of Utopia Herald’s Report - April 2004
Sir Merowald the Myopic, Dystopic Herald reporting.

There were no presentations to process this month.
During the monthly tournament I asked that we begin using a list tree for the combat tournaments and spoke with the Minister of Rolls on how it might be constructed.

In Service,
Sir Merowakd the Myopic, Dystopic Herald

E. HERALDIC WILLS

1. SAMPLE 1

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

2. SAMPLE 2

I, John Doe, mundanely known as John Doe, do hereby will my registered armory, "Purpure, two lions or" to Jane Smith, mundanely known as Jane Smith, 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 Smith, do hereby state my claim to the arms left by John Doe, mundanely known as John Doe, on the occasion of his passing on (date).

F. TRANSFER OF ARMORIAL BEARINGS

A standardized letter of matriculation is available and has been placed on the imperial website at www.adrianempire.org

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? Marshaling 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 marshaling. 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 presenter 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 Subdivision or Estate (House, Barony, County, Shire, March, Duchy, Kingdom). To have a gold fleurs-de-lis on your device, you must be a Geographic Chartered Subdivision (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.