

MERIDIAN HERALD'S HANDBOOK



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Greetings to the Meridian Herald

Master Alexander Ravenscroft, Beacon Principal Herald

Greetings, Bright Herald of Meridies!

The Handbook you are reading is the culmination of quite a bit of work, and I know you will find it useful. Heraldry is a very extensive topic, and there are a great number of nooks and crannies you can explore. This handbook is designed to give you a good start: a launching pad to provide some solid information. This is only one tool in your bag of tricks as a herald. Meridies has an active email list and a growing number of people interested in groups all over this kingdom. We have classes and a Mentor program to give you further chances to learn. Every event has an opportunity to do something as a herald, every group can have heraldic activities - field herald fighter practice, or start a commenting circle.

Curl up with a good book, oh look, you have one in your hands now, and let it take you away. Then go apply what you have learned.

Your servant,

Master Alexander Ravenscroft, Beacon Principal Herald

Signis Praeco Meridiei

Introduction to the Herald's Handbook

Lord Tobias Morgan, Candle Pursuivant

Greetings unto you, the reader of this Herald's Handbook!

It has been my pleasure of these past eighteen months to work with many heralds, artists, and authors to bring you this handbook. This project began as the brainchild of Master Cuhelyn cam vap Morcant, serving our kingdom as Lantern Herald at that time, and has since developed into resource covering nearly every aspect of heraldic arts in the Kingdom of Meridies. In the short time since work began on this project, many new gentles have begun their careers in our College of Heraldry and it is my earnest hope that they will find the resources contained within a boon and a blessing as they don their first tabards and head out into heraldic service.

A special thank you goes out to each and every author who contributed their work to this project; it clearly wouldn't exist without you. Further, I want to extend my personal thanks to Master Alexander, Master Cuhelyn and Lord Oengus for your guidance and support of this project. You stand as examples of just how brilliantly heralds of Meridies should shine.

Lord Tobias Morgan, Candle Pursuivant

The Beacon Staff

The heralds of our kingdom have an amazing complement of resourceful gentles to assist them with the everyday heraldic needs across our realm. These individuals serve as deputies on the staff of our Beacon Principal Herald. The following is a list of the kingdom heralds and the services and support they provide (adapted from Meridian Kingdom Law).

Beacon Staff Quick Reference		
Title	Reports To	Basic Duties
Beacon Principal Herald	Crown, Laurel Sovereign of Arms	Oversees kingdom heralds and heraldry
Arbor Pursuivant	Beacon	Maintaining heraldic web resources
Bagatelle Pursuivant	Beacon	Preparing award regalia
Candle Pursuivant	Lantern	Recruiting heraldic service at local events
Clerk of Precedence	Torch	Maintaining the Order of Precedence
Cypher Pursuivant	Pennon	Processing submissions
Lambent Herald	Beacon	Researching and commenting on submissions
Lantern Herald	Beacon	Coordinating heraldic education
Lucis Herald	Beacon	Collecting local officer reports
Papyrus Pursuivant	Pennon	Scanning heraldic submissions
Parchment Pursuivant	Beacon	Preparing award scrolls
Pennon Herald	Beacon	Heraldic submissions to Laurel
Torch Herald	Beacon	Coordinating kingdom courts
Trumpet Herald	Beacon	Organizing tournament lists

Beacon Principal Herald

The Beacon Herald is responsible for the conduct of the College of Heralds, the Masters/Mistresses of the List, and for all the Heralds and Pursuivants of the local branches of the Society under the Crown of Meridies. All kingdom and local group heralds are warranted by and report to Beacon.

Arbor Pursuivant

The Arbor Pursuivant maintains the Meridies Heraldry website, heraldry.meridies.org.

Bagatelle Pursuivant

The Bagatelle Pursuivant is responsible for the preparation of the award regalia of the Orders and Honors that are presented by the Crown.

Candle Pursuivant

This deputy assists Lantern in coordinating classes and recruiting heralds to serve at local events.

Clerk of Precedence

The Clerk of Precedence is responsible for recording awards and other changes to the Kingdom Order

of Precedence. He also maintains the online precedence database and publishes court reports in the kingdom newsletter, Popular Chivalry.

Cypher Pursuivant

The Cypher Pursuivant is Pennon's chief clerk whose main job it is to accept and process heraldic submissions and prepare them for internal commentary.

Lambent Herald

The Lambent Herald is responsible for providing commentary for submissions from other kingdoms that have been sent to the College of Arms

Lantern Herald

The Lantern Herald serves as the Dean of Heraldic Arts for Royal University and is responsible for the education of the populace on matters of heraldry.

Lucis Herald

The Lucis Herald collects and compiles the monthly reports from local heralds for Beacon.

Papyrus Pursuivant

The Papyrus Pursuivant assists Pennon and Cypher in scanning heraldic submissions into electronic format.

Parchment Pursuivant

The Parchment Pursuivant is responsible for producing and providing scrolls for the Orders, Honors, and Ceremonies in Meridies.

Pennon Herald

The Pennon Herald is responsible for the preparation of arms and devices for the people of the Kingdom. Pennon prepares the monthly "letter of intent" containing name and device submissions to go to the Society College of Arms.

Torch Herald

The Torch Herald oversees and coordinates kingdom court, recruiting voice heralds and assistants to conduct courts at local and kingdom events.

Trumpet Herald

The Trumpet Herald is responsible for the organization and implementation of all lists within Meridies, the activities of the Masters/Mistresses of the List, and shall encourage the education of the populace on running lists.

Ember Heralds

Ember Herald is a title awarded to former Beacons and Embers are encouraged to continue to serve the kingdom and advise the current Beacon.

☞ Contact information for each of these officers is available at heraldry.meridies.org.

The Herald as Fair Witness

Master AEdward of Glastonburh

No, great king:

*I come to thee for charitable licence,
That we may wander o'er this bloody field
To look our dead, and then to bury them;
To sort our nobles from our common men.
For many of our princes--woe the while!--
Lie drown'd and soak'd in mercenary blood;
So do our vulgar drench their peasant limbs
In blood of princes; and their wounded steeds
Fret fetlock deep in gore and with wild rage
Yerk out their armed heels at their dead masters,
Killing them twice. O, give us leave, great king,
To view the field in safety and dispose
Of their dead bodies!* Montjoy, *Henry V*, Act IV, Scene VII

One of the great period literary heralds is the character Montjoy, from William Shakespeare's *Henry V* (1599). In the above speech, Montjoy has come to the English king to report the outcome of a battle which Henry believes might still be unresolved. Earlier in the play, Henry and Montjoy had met when Montjoy came to Henry as the representative and voice of the French King, Charles VI, and his son, the Dauphin of France. This function of the herald, especially at the Royal level, was clearly established and understood, but the role of Herald as Fair Witness is less commonly articulated in period. Shakespeare uses the first contact between Henry and Montjoy to establish that Henry will respect Montjoy as a competent and truthful man in his office as the voice of the French Crown, and when Montjoy comes to report the outcome of the battle as French Fair Witness in Act IV, Henry knows that the man can be taken at his word.

Though I have capitalized the term "fair witness", it is not a title *per se*. I capitalized it because of the importance I attach to this aspect of what it means to be a Herald, particularly in the Current Middle Ages of the SCA. The idea that a Herald was one whose word and impartiality was unimpeachable when not serving as the mouthpiece for a retainer was one which led in period practice to Heralds operating as analogues to modern-day diplomats. In SCA practice, this function for the Herald is one of exceptional importance.

I will cite a couple of specific examples. In the first example, when I was Kingdom Seneschal, there was a local group in Meridies which had reached a point in their day-to-day dealings where they had become dysfunctional, and were no longer working with each other in good faith towards a common goal. Though my policy was to encourage local groups to work through their problems when they could, there were still occasions when they couldn't resolve their differences, and so I turned to a Meridian Herald I knew who was not a part of the local problem. This step was important because it avoided later accusations of "conflict-of-interest" which might have otherwise made it more difficult for the Herald to function as fair witness, as it is essential for trust to be established and maintained

for the Herald to effectively do their work. I then sent the Herald to meet with the group, to hear their stories, record them fairly, and bring the result back to me. This was done, and I had a record of the problems that I knew had been fairly gathered and reported (remember the importance of trust in this process). Beyond that, I asked the Herald for his impressions and observations of the dynamic of the interactions between people in the group. I then used this input from the Herald to shape how I interacted with the group as we attempted to help them resolve their problems.

Now it is true that I could have gone in as Kingdom Seneschal and gathered the same information myself. People do that all the time. But I also knew that, if I did go in as Kingdom Seneschal, I might well be obligated to act on behalf of the Kingdom in an official capacity, and I wanted to avoid creating a situation in which I might have to use a nuclear device to swat a fly.

The second example played out on a larger SCA stage. I was asked by the national Seneschallate to go and mediate a situation in which a Barony in another Kingdom was threatening to implode. I knew that I wanted with me a Heraldic Fair Witness that I could trust to serve as both recorder and reality check against my own assessment of the situation. Luckily, a former Beacon Herald was both available and willing to ride shotgun on the mission, and so we went and made our assessment. Because of the Heraldic Fair Witness, we were able to generate an accurate record of our investigations, and were able to include this in our final report, along with our impressions and recommendations. I modestly believe that we did good work for that Barony and for the Society, and the use of Herald as fair witness was critical to our success.

How then should Heralds function as Fair Witness in Meridies? For this element of heraldic function to succeed, it is absolutely critical that the populace recognizes that any who are functioning in Heraldic office are worthy of trust. Their word is their bond. As Heralds, they strive to be impartial observers of events. They should be prepared to offer their opinion, but that opinion should never be confused with an accurate reporting of what the Herald has observed. As a matter of course, any time the Herald has on the regalia of office, they should be considered “on duty”, especially when functioning in public space. Thus, ideally, when one sees a Herald, they should be able to associate the person in that function with trustworthiness and impartiality.

In that sense, again ideally, any who wear the trappings of office in Meridies should be considered to be Fair Witnesses. Having made that observation, it is important to further state that this function is in most respects a passive one. While one should always strive towards maintaining that public trust, it remains for others to engage that aspect of one’s Heraldic duties. The duty is always being performed, but not constantly actively engaged. Still, once one has established that level of trust, people will feel more confident in approaching a Herald, and putting that part of what it means to be a Herald into play.

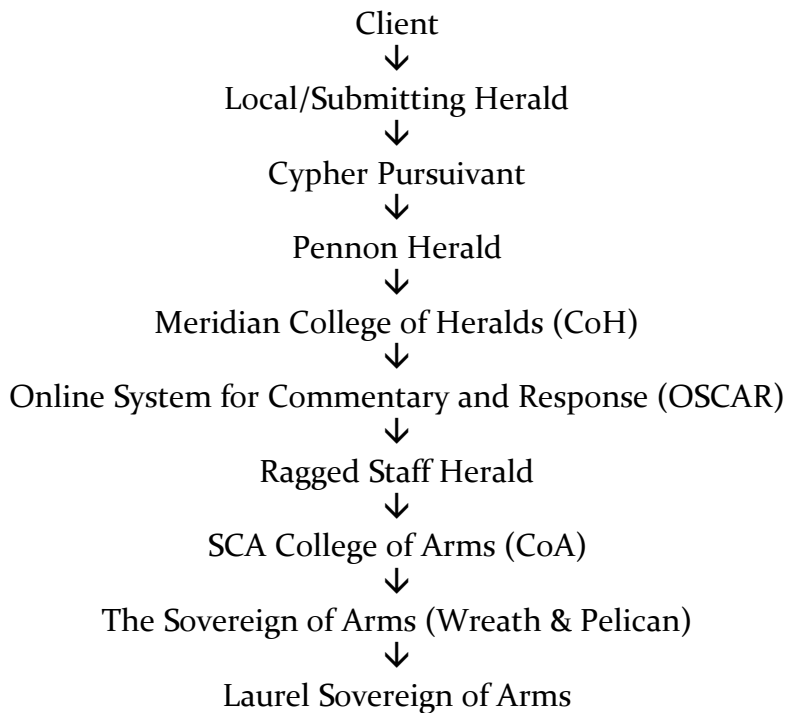
To be a Herald worthy of that trust is to be the finest expression of what a Herald can be in the Current Middle Ages. Others in the Society will value and respect any who can serve as Fair Witness, whether the need is for a member of the populace to share a confidence, knowing that that confidence will be respected, or an Officer or the Crown who turn to the Herald secure in the trustworthiness of their Fair Witness.

The Submissions Process

Lady Domenica Zorzi

There are always questions and complaints about the submission process. These arise when clients are informed of the length of time it takes to have a name or device registered; the average is 8 to 9 months. At first, this does seem like a lot of time to register heraldic submissions. However, once the entire process is known 8 to 9 months does not seem quite so long.

The following is a list of those involved in the submission process. Remember all are volunteers.



The process starts with the client and the local or submitting herald who together compile a heraldic submission. Once the submission is readied it is sent to the Cypher Pursuivant. Cypher's first job is to check all incoming submission for administrative errors and omissions. Cypher's second job is to gather all relevant information from each submission and enter it into an Internal Letter of Intent (ILoI). The ILoI is posted to the Meridian College of Heraldry (CoH) on the 1st of each month and contains all the submissions received the previous month. The typical month has between 5-15 submission actions. The physical forms are then sent to Pennon.

The CoH have three to four weeks to comment on the proposed submissions. They discuss the heraldic merits of each submission. The CoH then gives its recommendations to the Pennon Herald.

☞ The Meridian Submission Tracker is found at
<http://b.dominohosting.biz/members/creon/STracking.nsf>

At the end of each month Pennon uses the commentary and recommendations of the CoH to

decide which submissions will be forwarded and which will be returned. Each submission being forwarded and a summary of the CoH's commentary are put in a Letter of Intent (LoI) and posted to the Online System for Commentary and Response (OSCAR). Pennon then keeps a copy of each of the submissions and remainder is sent on to Ragged Staff.

☞ OSCAR can be found at <http://oscar.sca.org/>

The LoI is on OSCAR for 3 months while SCA College of Arms (CoA) make further commentary. After that time Ragged Staff prepares each kingdom's LoI for the appropriate Sovereign of Arms. Arms go to Wreath and names to Pelican.

The Sovereigns of Arms have a meeting once a month to review each submission and to finalize their recommendations to Laurel. Laurel then has a monthly meeting and considers all the submissions. They can number up into the several hundreds. Decisions are made and their rationale are recorded.

Laurel's decisions are recorded in Laurel's Letter of Acceptances and Returns (LoAR). Before the LoAR is posted it is reviewed and proofread, this process can take a month or more.

Once the LoAR is out, Pennon will then send a letter of congratulations to those who have items registered. To those individuals who have their submission returned, Pennon writes a Letter of Return stating Laurel's reasons.

From Cypher to LoAR is about 8 months, and that can be a long time to go with out word on the state of a submission. Status of a submission once it has reached OSCAR can be checked at <http://oscar.sca.org/index.php?action=ioi>. Meridian Submission Tracking site <http://b.dominohosting.biz/members/creon/STracking.nsf> also offers heralds a means to keep up with submissions from receipt by Cypher to Laurel's decision.

Herald submits form to Cypher.	Cypher submits ILoI to the CoH.	Pennon submits LoI to OSCAR.	Ragged Staff Herald submits LoIs to Wreath and Pelican.	Wreath / Pelican submits to Laurel.	Laurel sends out the LoAR.
1 month*	1 month	3 months	1 month	2 months	
Cypher prepares Internal Letter of Intent.	Meridian heralds comment on each submission.	Heralds from across the Known World (including Laurel's staff) comment on submissions	Wreath and Pelican consider and comment on submissions.	Laurel makes final decision on each submission. Laurel staff prepares and proof-reads the LoAR.	

*All times are approximate

Submissions: A How-To Guide

Lady Domenica Zorzi

Heraldic submissions are such an integral part of what it is to be a herald that it is often forgotten that many do not know how to do it correctly. It is just assumed that a herald knows how to do it; this can lead to submission returns and occasionally lost submissions. What forms to use, how many to use, where to send, what to send with them and why are all questions that will be answered in this article.

Starting with the forms, there are five submission forms this kingdom uses: Name Form, Branch Name Form, Device Form, Fielded Badge Form, and Fieldless Badge Form. (I strongly suggest attaching master copies of all forms in the *Heralds Handbook*) All heraldic submissions can be made using one or other of these forms. The most common submissions use the Name, Device and Badge Forms; these forms are used to register an individual's persona name and personal device and badges. An SCA Branch uses the Branch Name Form for submissions, whether it's a kingdom level submission such as an award or order name or local group attempting to register its name. There is not a special form for submitting a branch's device or badge.

Filling out the forms correctly is as important as using the correct form. Always thoroughly read the forms before beginning. Write in ink, not pencil, and do not write in all capital letters. The Individual Name Forms has 5 sections. (I would like to have added images of the name and device form broken down to show the sections I am talking about. I just did not know how to do it, but I think I have managed with out)

Name Form

1st Section: Submitter and Submission Information

This section asks for the name of the individual making the submission, the client's and the submitting herald's contact information and relevant information about the submission itself.

Society Name is asking for the name of the client, in most cases it is the same one that is being submitted. There are occasions when it is not such as when registering a household name or an Alternate name, in those cases it is referring to the name already submitted or registered. In these cases the next line asks for the name being submitted.

The next few lines ask for specific information about the client and submitting herald. Always give complete contact information for both the client and the herald, as Cypher and Pennon need this information to be able to notify the submitter or submitting herald if there is a problem. If there is insufficient space on the form use the back or put the information in a cover letter.

Meridias
College of Heraldry

Name Submission Form for Individuals

Society Name ①

+ Name being submitted (if different from above):

Legal name: _____ Name Type (optional) Working True Temporary Resubmission** Household Kingdom Local Other (specify): _____

Address: _____

Branch Name: _____ Gender of Submitter M F

Phone Number: _____ Date of Birth: _____

E-mail Address: _____ Date Submitted: _____

Submitting Herald: _____ Herald's E-mail/PHONE: _____

** Names previously submitted (but not registered if any): _____ ** Date returned: _____

++ Kingdom submitted from: _____

Name processing options: **Read these carefully!** Laurel may need to make changes in order to register the name.

MAJOR changes include: adding/losing a name element, changing an element's language, changing the order of elements.

MINOR changes include: accents, punctuation, hyphenation, addition or deletion of a letter, upper/lower case changes, etc.

I will NOT accept MAJOR or MINOR changes to my name, even if the name cannot be registered without such changes.

I will NOT accept MAJOR or MINOR changes to my name, even if the name cannot be registered without such changes.

Note: Leaving both boxes blank indicates that you will accept both major and minor changes in order to register your name.

If my name must be changed, I care most about: meaning sound spelling language and/or culture (Please specify meaning, "sound", spelling or "language and/or culture" below)

The desired gender of my name is: male female other (specify)

(OPTIONAL) Please CHANGE my name to be authentic to:
Please be specific, e.g. "12th-14th century" or "Irish" or "Welsh", rather than saying "early" or "later" Celtic. Please do not select this option if you do not wish change to your name. language and/or culture (Please specify)

If you are or will soon be submitting another item (such as a device, badge, or household name), if the Laurel Sovereign of Arms finds that your name cannot be registered for any reason, and you do not already have a name previously registered, Laurel may create a "holding name" for you so that your other item can be registered. This holding name will be treated as your registered name until you register an acceptable name. There is no fee for change holding name.

I will NOT allow the creation of a holding name. I understand that if my name submission is returned, then my other submission(s) will be returned as well.

Name Documentation and Consultation Notes (attach additional sheets and documentation as needed.)

③

④

⑤

	Assess/Received	Date Received	Action Taken	Approval Returned	Date Forwarded
Local					
Cypher					
Kingdom					
Laurel					

Meridian 3.0 Modified 1.0.0 (revised August 20, 2008)

The submission information is the pesky little boxes, which tell the heralds reviewing the submissions basic information concerning the submission.

Name Type indicates what type of name it is. There are 4 types Primary, Alternate, Household, and Other.

Primary: this is the name that the submitter most commonly uses; all subsequent heraldic submission will be registered under the Primary name.

Alternate: a secondary name registered under a primary name. Sometimes the result of a change of name.

Household: when registering a household name.

Other: for any thing that is not covered by the above headings.

Branch Name Forms have a different list, Primary, Order/Award, Guild/Household and Other.

Action Type refers to the type of submission New, Resubmission, Change, and Appeal. Some Action Types require further clarification.

New: first attempt at registration

Resubmission: When a submission has been returned and is resubmitted with 12 months of the date of return.

Kingdom: submission was returned by Pennon or Cypher

Laurel: submission was returned by Laurel

Change: submitter is making a change to an already registered name.

Release old name: This releases the submitter's claim to the name.

Retain as alternate: This registers the old name under the new one.

Change of Holding Name: for times when a name and device are submitted simultaneously, the name is returned by Laurel, and the device is passed. The Device is then registered under a holding name.

Appeal: By checking this instead of resubmission the submission is appealing a return by either Laurel or kingdom. Justification must be accompany submission.

Most of the **Action Types** and **Name Types** have + or ++, this indicates further information is needed and space has been provided.

2nd Section: Name Processing Criteria

This section lets the CoH know the client's desires concerning his/her name. Read it carefully, understand what it says and asks.

Major and Minor Changes: asks what types of changes may or may not be made to a name in order for it to be registered.

Preference "If my name must be changed, I care most about:"

Meaning: What does the Client think the name means or want the name to mean?

Sound: How does the client pronounce the name? Give a pronunciation.

Spelling: what spelling does the submitter want to use, is it all or part of the name.

Language and/or Culture: Which language or culture? What time period.

If the client does not have a preference, let the CoH know that, too.

Authenticity: for those who want their name to authentic for a particular time period or Lan-

guage or culture.

Holding Name: This lets the CoH and Laurel know if a Holding name may be created if needed.

3rd Section: Name Documentation and Consultation Notes

This section holds the name documentation and consultation notes. If there is not enough space attach other sheets. When writing the documentation for a name make sure to note the author, title, and page number of the books used. For Internet article, include the address.

4th Section: Signature.

Submitter's signature and membership number. Even though this section asks for membership number it DOES NOT count as proof of membership. This section also tells how many copies of the form are needed and where to send them.

5th Section: Official Use Section.

This is to keep track of the fees and notes when the submission is forwarded. The Cypher, Kingdom, and Laurel section will be filled out by those individuals. The submitting Heralds filled out the Local section. For local heralds, the relevant information is as follows:

Amount received: This shows how much the local herald received for that submission. Some groups charge more than the kingdom and the group keeps the extra. If one's group does not charge more for a submission, then the amount entered into this space is either \$7.00 or \$12.00.

Date Received: Shows the date the Local Herald received the fees and submission.

Action Taken: What the herald has done with the submission.

Amount Forwarded: This indicates how much sent on to Cypher. The amount should be \$7.00 (for members) or \$12.00 (for non-members).

Date Forwarded: The date the submission was forwarded to Cypher.

Device & Badge Form

Device and Badge forms are broken down in much the same way.

1st section: Submitter and Submission Information

This asks for the same name and contact information as the Name form. The difference is found in what Submission information is needed.

This first part asks information about the Name on the submission.

**Already Registered
Submitted with this Device**

Amount Received	Date Received	Action Taken	Amount Forwarded	Date Forwarded
Local				
Cypher				
Kingdom				
Laurel				

Previously submitted from the Kingdom of: The name has been submitted but not registered. It also asks which Kingdom it was submitted in. Adding the date of the name's submission is helpful too.

Action Type refers to the type of submission New, Resubmission, Change, and Appeal

New: first attempt at registration

Resubmission: When a submission has been returned and is resubmitted with 12 months of the date of return. There are two other boxes here, Kingdom, and Laurel check mark the one who returned the original submission.

Change: when you are making a change to an already registered item.

Release old device/badge: This releases the submitter's claim to the device/badge.

Retain as Badge: This registers the old device as a badge under the submitter.

Appeal: By checking this instead of resubmission the submission is appealing a return by either Laurel or kingdom. Justification must accompany submission

2nd Section: Blazon and Emblazon

This section has space for a written description and a pictorial image of the proposed heraldry. Always give a written description of what the device or badge looks like and do not alter shape the badge square or device shield. Only use Crayola Classic markers in the emblazon section as this keeps a consistent selection of colors across all submissions.

3rd Section: Signature

Submitter's signature and membership number. Even though this section asks for membership number it DOES NOT count as proof of membership. This section also tells how many copies of the form are needed and where to send them.

4th Section: official Use Section.

This is the same as the name form.

Submission Packets

A submission action is all the necessary items for a single name, device, or badge submission. Those items are Forms and Documentation, Fees, and Proof of Membership and Letters*. A submission packet consists of one or more submission actions.

Forms and Documentation: The number of forms needed varies based on submission type. Names require two (2) copies of the Name Form and two (2) copies of any Documentation. Device/Badge require 3 colour copies and 2 black and white Line drawings

Fees: The cost per submission action is \$7.00 for members with proof of membership. Non-members pay \$12.00. Payment must be in the form of check or money order made payable to SCA Inc. Kingdom of Meridies. Resubmissions within 12 months of the date of return are free.

Proof of Membership: Proof of Membership is required for all submission paying the member price. A copy of the clients membership card or a statement signed by the local herald stating the name, membership number and date of expiration work as proof of membership.

Letters: Not all submissions require letters but some do. Group submissions require a letter of petition signed by its members. Resubmissions require a copy of the Letter of Return when resubmitting. (If it is from Laurel the Month and year will suffice.). Examples of the various letters can be found in Appendix D of the Administrative Handbook.

Where to Send and What to keep

When compiling a submission packet make certain all-necessary items are included. Do not fold or staple the submissions and send the packets to Cypher Pursuivant, name and adress can be found in the Pop Chiv.

Both client and the submitting herald should keep a copy of all the forms and documentation.

How to Register Order and Award Names

Lord Rhys Faber

Use the correct paperwork:

Which form? Use your kingdom's "Branch Name Submission" form.

How do I fill it out?

Fill in your Kingdom, Principality, or Barony as the branch name: Whichever one is the group which will give out the award is the one that goes on the form. Do not put your award name here.

Name being submitted is the award: This is the part where you put your Award/Order name. Put the full order name such as: Order of the Green Herald

Name Type: Order/Award is the box you check. It's a bit obvious.

Legal Contact? This would be the person who has been given responsibility of getting this award registered. It could be you, the herald, or the seneschal whom you're working with or even the person sitting on the throne.

Just fill the rest out like normal: As far as the rest of the submission goes, it's just a normal name submission.

Know your group designators:

No <Companion>, No <Companionate>, and No <Company>: These used to be allowed, but policy has changed as research has come in. You can be a companion of an order, but you can't have an order of companions.

<Order> is just as good as anything else.

<Defender> of the Green Herald! It has gone back and forth, but last precedent set in May of 2003 states that <Defender> or <Defenders> is an SCA-compatible group designator for awards and order names. It is unknown if the August 2005 order name precedent has changed that.

The <Legion> marches on: <Legion> has been declared perfectly suitable in the world of order names, primarily because they realized that they had been allowing it in the past. That might change or might not in the future, but is safe for now.

Know your allowed patterns:

LoAR Cover-August 2005: You must meet one of these patterns or you'll likely be kicked back.

Sanctified: Orders named for deities and saints. These include "aspect" names, such as "Our Lady of Victory" or "Our Lady of the Lilies." Because we have no examples of orders named for non-Christian deities and saints, such names are considered one step from period practice.

Relics of the past: Orders named for objects of religious veneration. Examples are Shield of Saint George, and the Flag of the Danes, which, according to legend, fell from the sky on June 15, 1219 to the Danish King Valdemar II during his crusade to Estonia as a sign of divine favor. Orders named for objects related to non-Christian deities and saints are considered one step from period practice. Names of the form non-Christian deity or saint + associated object are still only one step from period practice; this is not an additional step for combining name+object.

That far off place: Orders named for places. These include the Order of Calatrava and the Order of the Hospital of Saint John of Jerusalem.

Virtuous: Orders named for virtues. These include Silence and Mercy.

Honoring someone's memory: Orders whose name contains the given name of their founder or the secular person for whom the order is named.

Order of the Green Herald: Orders named for heraldic charges or for items that, while not found in period as heraldic charges, may be used as heraldic charges. In comparing a list of Order named for creatures and objects, every Order so named uses the creature or object whose name it bears as a badge or as part of its regalia. These include the Order of the Garter, Order of the Toison d'Or (Golden Fleece), Order of the Unicorn, Order of the Dragon, and Order of the Ermine and the Ears of Corn. These names may contain the ordinary color names of any heraldic tincture. Note that the usual restrictions that apply to registering a hitherto unregistered heraldic charge also apply to naming an order after a heraldic charge that has not been registered before. The submitters must demonstrate that the charge has a standard, recognizable period form, and that the word(s) used to blazon the object is found in period with the appropriate meaning.

Project Ordensnamen

Website: <http://heraldry.sca.org/laurel/names/order/>

Other patterns: This used to be the order name source, but it was a bit too lax on standards.

Use LoAR Cover Letter from August 2005 first! This is something to use to check against after you've already had your name pass the checking from the August 2005 rules.

Things to make life easier:

The Oxford English Dictionary: Being a no photocopy (Appendix H) resource as well as being able to give you examples of when and how words were used in the SCA timeframe makes documenting some orders and awards much easier. Most good libraries should have a copy of this in either original, compact unabridged (which requires a magnifier to read), or digital form.

Avoid using actual heraldic tinctures! While, yes, some kingdoms have been grandfathered in to allow use of heraldic tinctures such as Argent and Sable in award/order names, there is no evidence of these tinctures being used in period practice in English. Moving away from this naming practice is for the best as it shows our continued knowledge of period heraldry increasing.

Keep an eye on the process: Being on your kingdom's internal letter of intent commentary list as well as keeping an eye on OSCAR can help you answer questions from your Kingdom or Barony wondering when they'll be able to start passing out the new scrolls they had made up. It will also allow you to start fixing things early in the event it looks like it will be returned.

OSCAR: <http://oscar.sca.org/> Contact your kingdom principal herald to find out if you can get reader status for commentary on OSCAR.

Read your Return: If your name was returned for some reason, be sure to read the notes the College of Heraldry made. They will usually tell you what needs to be done in order to make your submission able to be registered.

Accumulated Web Links:

Collected Precedents of the S.C.A: Designators: <http://heraldry.sca.org/laurel/precedents/CompiledNamePrecedents/Designations.html>

LoAR Cover Letter - August 2005: <http://heraldry.sca.org/heraldry/loar/2005/08/05-08cl.html>

Medieval Secular Order Names: <http://www.medievalscotland.org/jes/OrderNames/>

Searchable Heraldic Precedents Program: <http://goldenstag.net/LaurelPrecedents/index.htm>

Online System for Commentary And Response (OSCAR): <http://oscar.sca.org/>

Online SCA Ordinary and Armorial: <http://oanda.sca.org/>

Site Heraldry

Master Alexander Ravenscroft

Site heraldry is a very visible aspect of the herald's job. It is one of the duties that a person takes on when they agree to become the herald of a local chapter. Certain offices in a group have duties at events: the Reeve is responsible for registration, the Constable for waivers, and so on. Heralds are responsible for communication at the event.

Site heraldry is mostly centered around the idea that people need to know the time and what is going on, you are a public address system. Many people do not carry a time piece at an event, so they do not have more than a general idea of the time, further, a site herald will be responsible for updating people of the schedule, and any changes to that schedule.

Before the Event

Before the event, it is always good to see if you can get some help. Even if the event is small and you think you can do everything on your own (and you might be able to), it's wise to have a back up. Even if you don't think a back-up is necessary (and it almost always is), you can use this as an opportunity help train a new herald. Teaching is what the SCA, and especially heraldry, is all about. If you have an inexperienced herald, or someone interested in heraldry, pair them with a more experienced herald to show them the ropes.

Also before the event, get a map of the area and find out where the activities will be, the expected schedule, and where people will be sleeping. Use this to plan your route around as you make announcements. Be sure you get the latest schedule, which may not be until the the event starts, but help the autocrat keep you informed. Notecards, pens, and a watch are also important. And never forget your tabard.

Friday Evening

Friday evenings you may not have much to do from a heraldic standpoint. People are arriving and there are often few activities. If things go on (like dancing spontaneously breaks out, or a bardic circle), go around the site and announce it so people have a chance to join in. If there will be a court, put a sheet for people to sign up for court business at the registration table.

Saturday Morning

The Saturday of an event starts early, as the herald is expected to do wake-up calls. These are actually period and are a vital service: people need to know things are about to start. They may be unhappy with be aroused, but they will be even less happy if they drove 10 hours, didn't get woken up and miss everything.

There are a several different ways of doing wake up calls, and I'll leave it to you to find the one you are comfortable with. A few things to keep in mind are to be gentle: no loud crashes or screams. Do something to get people up, not to startle them. Once you get some acknowledgement that you have been

successful, move on. For cabins, knock on the door or enter as appropriate. Never enter someone's tent. Many people are grouchy when they first get up, so don't take grumbling too hard.

Saturday Afternoon

During the day, you will need to make a number of announcements. Wake-up calls should include the immediate time, what provisions there are for breakfast, and when armour inspection is and where. As with all announcements, don't overload and be quick. People will lose interest quickly. Later in the day, the next scheduled item or two are all that is needed. Try to schedule rounds such that you cover the site no more than once an hour. When you make an announcement, do the Oyez call, give the time, an item or two coming up, repeat the time, and go to where you will make your next announcement. If people have questions, quickly direct them to the correct person. If you need to get into a longer conversation, ask the person to see you when your rounds are done. You will be making announcements throughout the day, so keep them short and clear. As a good herald, you will know about your vocal range. Repeat your announcements so that everyone is in your clear vocal range at least once. If you need to determine your vocal range, just ask people if they understood you. Clarity is more important than volume.

As the day wears on, things generally become more relaxed, and you can make less frequent rounds. The deciding factor should be making sure people without a way to tell time will know about activities. If nothing is scheduled for three hours, take a break.

Saturday Evening

If there is to be a court, offer assistance to the court herald, and be sure s/he knows about the court sign-up list you put out. It would also be helpful if you helped get the registration list to the Crown's staff. As the local herald, you need to be prepared to act as court herald - or to arrange for someone who can be the court herald. The Crown may have someone on staff, but you will need to be prepared if they do not.

Even after all this, your duties are not complete. You may have additional site announcements about feast and other activities, and you may be making announcements in the hall, such as to call servers or what the remove consists of. Announcements in a feast hall are different from other announcements. First, the configuration of the people is that not all will be facing you, so that people will not be able to look at the point where the voice is coming from. If people cannot easily look your direction, their attention will be more fleeting. Furthermore, at feast, people are settled down to visit and talk to their friends. Anything you do at a feast should be no more than a few seconds long.

Sunday

Your duties will continue on Sunday, as people will need to be woken up again, and told if there is breakfast and when the site closes. You may have to make rounds a few times to prod people to pack up so final close-down of the site. If there was a court, you will need to file a report as your chapter hosted the event. You will be a valuable part of keeping awards recorded as you do so.

Herald at the War

What you do as a herald at a local event you would also need to do at a war, but you will need more preplanning. Wars bring more people and Crowns from different kingdoms in. It is more important that you have more staff signed up so that you can respond to requests and cover more ground in announcements. Contact other participating kingdoms for volunteers as well - each kingdom will want to help out, and you will find it very rewarding to meet and work with heralds from beyond your kingdom. For a war, there is a chance that wake up and announcement rounds are not done, but if they are, mark the site into territories and have different heralds handle each different territory. This will keep any one herald from getting overworked.

Having Royalty from different kingdoms at a war adds a new set of challenges. Established wars have some protocols in place on how things will work - limiting the business in combined courts, for example. Be sure contact the court/protocol herald of your kingdom (Torch in Meridies) before the war and enlist his/her aid. S/he will also bring your Principal Herald and Crown in to the conversation to be sure everything is worked out ahead of time. You will also want to be sure that the parallel heralds from the other kingdom(s) are involved and that questions about camp locations, court times, combined courts (usually called "Great Court") are scheduled, and so on. For large wars, there is a war staff drawn from several kingdoms to work with this as well. When you work with Crowns from kingdoms different from your own, remember that customs differ and that how things are always done in your kingdom will not apply for them. Foreign Crowns will be understanding, but keep in mind are dealing with a Crown, and they deserve all the deference and respect you give yours.

How to Design a Device That Will Pass

Meistres Bronwen o Gydweli, White Antelope

When you set about to register arms with the SCA College of Arms, the process takes a minimum of eight months from start to finish to go through all on the steps -- depending upon your Kingdom, and assuming that all goes smoothly.

That timetable allows the following:

1. It allows your local herald a month to get the submission to Kingdom Level.
2. It allows for one month of internal commentary (though some Kingdoms take longer and others have no internal commenting at all) and for sending the submission to Laurel.
3. It allows for three months of Laurel commentary.
4. It allows for one month during which the actual decision meetings are held and rulings made on the submissions.
5. It allows two-to-three months for the notes of those meetings to be finalized, proofread, and released in the form of LOARs (Laurel's "Letters of Acceptance and Return").

To help the process run smoothly, there are some rather simple things you can do to help to grease the skids -- or at least to avoid common pitfalls that will lead to delays.

The KISS Principle (Keep It Simple Stupid)

It's a myth that "all of the simple designs are taken". Simple armory is being submitted and registered every month, so bear this in mind when designing your device.

1. Limit the number of colors and elements used.

Armory can be returned for being overly complex, and every color and charge you use adds complexity to a design. The total is figured by adding a point of complexity for every different charge type and for every different color. If the count reaches eight (8), you are treading on thin ice. If it goes beyond, you are looking at a return.

2. Use period charges in period ways

Some symbols are graphically striking but are not suitable as heraldic charges. Tattoo art seldom makes it as heraldic, and while some graphic designs look wonderful as jewelry they do not necessarily translate as heraldry. Check out books of period armory, or period Rolls of Arms (some of which are available on-line) to see what period armory actually looked like, and select from those sources.

3. Use period heraldic colors in period ways.

Likewise, there are some colors that were not used in period heraldry, and use of those colors can result in a return. Heraldic tinctures include all primary colors (red, blue, and yellow/gold), two secondary colors (green and purple, but not orange), and black and white/silver. Red/gules, blue/azure, green/vert, purple/purple and black/sable are considered to be 'colors' while white/silver/argent and tallow/gold/Or are considered to be 'metals'. The list does not include pastels, or dark values (like burgundy or forest green), and using such colors on your submission form can result in a return. My suggestion is to select heraldic tinctures, and colors you like and will wear. If you ever want to create he-

heraldic garb – fighting tabards, tunics, gowns, surcoats, helmet crests, etc – you’ll want them in colors that look good on you, so choose accordingly. You’ll also need to make certain the design elements have sufficient contrast (metal on color and color on metal), since lack of contrast is often another reason for returns.

4. Don’t become fixated on symbolism.

The Victorians assigned symbolism to a lot of things, but during our period the majority of heraldic charges and colors did not really have much meaning. In addition, a lot of things we associate with particular cultures – for example shamrocks with Ireland, thistles with Scotland, horned helmets with the Norse, were not indicative of those cultures in period. It’s far better to select something we like than it is to look for symbolism.

5. Don’t use your device as a graphic resume.

Heraldry in period was not, as a general rule, used to let everyone around you know about everything to do and enjoy. People who do this all tend to draw from the same limited pool of symbols, and as a result their likelihood of conflicting increases dramatically.

Do Some Research Yourself

If possible, check out those period Rolls of Arms and look through books of period heraldry. The more you see of these the better, because you will have a better grasp of period style. You also will see a wide range of period charges, and how they are used on period arms. This is especially helpful if you want your arms to be more authentic to a particular country and century, because you’ll be able to get a better idea of what features were most typical of that culture and that time frame, and will discover things like – while a thistle was not typical of Scottish arms a boar’s head couped close was frequently used – and things like what colors and field divisions were most popular.

Ask For Help

Ask your local herald, a herald at large, or a kingdom level herald if you need assistance. While local heralds often have only limited knowledge and resources, there are numerous on-line resources now to assist them and many heraldic lists on which questions can be asked. If you are designing your own armory without access to a local herald you can ask for help yourself on one of the herald’s lists. Chances are you can get some very solid advice, and can find out prior to submission what problems might exist with your original design ideas. Heraldry on-line also can attempt to conflict check your design ahead of time, and while there are never any guarantees this goes a long way toward cutting down your chances of having your device returned.

Be Willing to Accept the Help Offered

There will be times when what you are advised to do will not delight you. If, for example, you are firmly set upon using a particular non-period charge or combination of charges, then you are not going to like it if you are told the design you want cannot be registered. However, if you are willing to compromise it may be that the problems can be corrected with a few small modifications. If not, then at least try to keep an open mind. Bear in mind that this class is not targeted at people who already have unregistered devices they have “been using for years”. It is designed to help people who are designing their arms now with an eye to registering them in the future. Such people tend to be more willing to consider options, and often wind up with designs they like better than those they started

with at the onset.

Follow the Proper Procedures

Heralds, from the bottom to the top of the pile, are volunteers who do their jobs without pay. As a result, they prefer not to have to do research for submitters, or to make extra copies. So, one thing a submitter can do to make the process run more smoothly is to have all of their ducks in a row. Be aware of what is needed, and supply that. Know what paperwork is needed, and how many copies. Be aware of the fact that you need to use approved submissions forms – as opposed to homemade forms – and that most kingdoms will not accept computer generated color copies. Many printer inks change color very rapidly, and have proven notoriously fickle over time. Crayola Classic Colors permanent markers have proven colorfast even after many years, so submitters Known World wide are being asked to color their armory submissions using those markers. Also, fill out the forms legibly. You'll want to know what happens with your submission, and if you cannot be contacted because no one can decipher your writing that becomes far more difficult.

Protocol and Predecence

Master Alexander Ravenscroft

As part of the game of the SCA, we recreate a time in history where rank was of paramount importance. Titles, lands, position and all the trappings were foremost in everyone's minds. We take the part of a person who is noble in one of the SCA kingdoms. Our personas may be from any of a number of different countries, but all are now in a SCA kingdom and are noble there. Much like the military, where everyone has a rank, and each rank has a name and privileges, the SCA recreates a time where everyone had a rank and certain privileges.

In history, rank was usually determined by what family you were born into. Where some people did marry or earn they way up, these were rare. In the SCA, a person earns their rank - by skill, work, or knowledge. There could be a married couple where she is Queen and he is nothing at all. Parents of low rank could have a very high ranking son or daughter. There is also no checklist for advancement, it is unlike getting a merit badge in Scouts or a grade in a class. Different people do different things to obtain the same rank.

Ranks are given by the King and Queen of the Kingdom in court. At court, a person is called up, told their work, skill, or knowledge has been recognized, and that people have recommended to the King and Queen they be rewarded. The King and Queen have scroll read that tells the person what their new rank is. This is a very special part of the SCA, and a favorite of many people.

There is a special structure to the ranks in the SCA. We will look at each one, and discuss what they are. First, a few terms.

- Title: Name of the rank.
- Form of Address: What someone with a certain rank is called.
- Regalia: What a person with a certain rank may wear or display.
- Award: Generic term for the method of bestowing rank.
- Armigerous: An award that changes the rank of the person it is bestowed on.

In the SCA, everyone is assumed to be "Noble". This basically means that you are a person of some importance. This nobility is "undefined" until the King and Queen give you something specific. In general, everyone can be addressed as "My lord" or "My lady". This is the standard form of address to anyone. "Good Gentle" or just "Gentle" may also be used and would be better as they would lead to less confusion.

There are a group of awards referred to as "Non-Armigerous", meaning they do not change the rank of someone receiving them. This are given by the King and Queen for any of a number of different reasons. For example, the "Meridian Cross" is given for showing promise in the Arts and Sciences.

The first Armigerous award is the "**Award of Arms**". This entitles a person to be called "Lord" or "Lady". For example Lord John Smith, or Lady Jane Doe. An Award of Arms (or AoA) is given by the King and Queen for any of a number of different reasons, from working for your local chapter, helping at SCA events, skill on the field, teaching, knowledge in an art and/or science, etc. In addition be being a Lord or Lady, a person then gets the right to display their "Coat of Arms" - a graphical representation of themselves. Coats of Arms are still in use today and the SCA regulates them to some extent. A Lord

or Lady may wear a plain circlet on their head of 1/4 inch width.

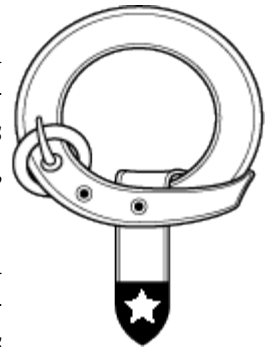
Next is the "**Grant of Arms**". A person who has a Grant of Arms (or GoA) is referred to as "The Honorable Lord" or "The Honorable Lady". A person with a Grant of Arms may wear a plain circlet on their head of 1/2 inch width.



The SCA has a special rank of "**Baron**"/"**Baroness**". There are two types of Baron/Baroness. The first is a Landed Baron/Baroness. A person who is a Landed Baron/Baroness is the head of a large SCA chapter. They have special responsibilities in their area to act on behalf of the King and Queen, and rule that area. They are addressed as "Your Excellency", and can wear a coronet (similar to a crown, but not as big) with pearls on it. The other type of Baron/Baroness is the Court Baron/Baroness. The Court Baron/Baroness does not have any territory to rule, but they can still wear the coronet and are still called "Your Excellency". Court Baronies are given for very special service.

Next up are the Peers. There are two types, Elevated and Royal. Royal Peers are the higher ranking, so we will discuss Elevated Peers first. Elevated Peers are people who have shown long term excellence at an aspect of the SCA, be it combat, arts and sciences, or service. There are three types of Elevated Peers:

Knights, who are addressed as "Sir", and wear a white belt and an unadorned chain of links. Knights are created for their skill at combat. Knights can take students called "Squires" who show they are students by wearing a red belt. Members of the same order who do not swear fealty are called **Masters/Mistresses-at-Arms**, addressed as "Master" or "Mistress" and wear a white baldric and no chain.



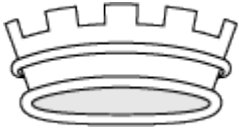
Laurels, who are addressed as "Master" or "Mistress" and wear a laurel wreath - usually as a medallion, but sometimes as a head-piece. Laurels are created for their skill and knowledge in the Arts and Sciences. Laurels take students called "Apprentices" who show they are students by wearing a green belt.

Pelicans, who are also addressed as "Master" or "Mistress" and wear a "Pelican in her piety" (i.e. piercing her own breast to feed her children). Pelicans are created for their service to the SCA. Pelicans take students called "Protégées" who show they are students by wearing a yellow belt.



Elevated Peers are called that because they are "Elevated" to that position by their work and abilities. Unlike the ranks below them, a vote is taken by the people who already have the rank (Knight, Laurel, or Pelican) to see if a person should join them. The King and Queen do not elevate a person to one of these Orders (each is it's own group, or "Order") unless these already in the order agree. There are only a very small percentage of people in any of these orders.

Royal Peers are next up. A Royal Peer is someone who as served as a King or Queen of a kingdom. In the SCA, the King and Queen are chosen for a certain period of time by a special tournament called "Crown List". The pair that wins at Crown List becomes first the Prince and Princess, then the King and Queen. After they step down as King and Queen, they are made a Royal Peer, indicating what they have done.



If a person has been King or Queen one time, they are a "**Count**" or "**Countess**". A Count or Countess is addressed as "Your Excellency", and wears a coronet with alternating squares cut out of it (called "embattled" because it looks like the top of a chess rook).

If a person has been King or Queen twice (or more), they are a "**Duke**" or "**Duchess**". A Duke or Duchess is addressed as "Your Grace", and wears a coronet with strawberry leaves.



As mentioned before, the pair that wins at Crown List are the **Prince** and **Princess**. They will be Prince and Princess for some time, usually a few months. They are each addressed as "Your Royal Highness". They are the next in line to be King and Queen, and are treated with great respect. The **King** and **Queen** are the highest ranking people in the kingdom. All awards and honors come from them. They wear Crowns and are each addressed as "Your Royal Majesty". They are treated with the greatest respect.

Using the rank system creates a special environment for the SCA. With it, people from different kingdoms can connect in the common game. It allows all the people who participate to get a special feeling of being part of something larger than themselves. It adds a special flavor to everything we do, and a richness to our chosen activity.

Order of Precedence (from Meridian Kingdom Law)

- (A) Sovereign and Consort
- (B) Crown Prince and Crown Princess
- (C) Royal Peerage
- (D) Territorial Barons and Baronesses
- (E) Members of the Orders of the Chivalry, Laurel and Pelican
- (F) Holders of a Grants of Arms
- (G) Barons and Baronesses of the Court
- (H) Members of the Orders of the Bough, Velvet Owl, Sable Sword, Legio Ursi, Split Arrow, Meridian Blade, and Scarlet Star.
- (I) Members of the Baronial Service Orders: Red Raven, Sable Gryphon, Sanguine Mountain, Dreamstone, Doubloon del Mar, Osprey's Jess, and Golden Iris.
- (J) Members of Order of the Argent Comet
- (K) Holders of an Award of Arms

How to Herald Court

Master Alexander Ravenscroft

Court is one of the most fascinating and public aspects of the SCA. It is the focus of the reward system, and where new laws are announced. The job of the court herald is to ensure all this goes smoothly. The court herald must always remember that this is not about him/her, it's about the Crown, the herald is there to facilitate, not to be the centre.

Where most pieces of business come from the Crown, some will come from the populace. Early in the day, put out a sheet for people to sign up for court business. You may want to head it by asking for name and type of business. Much of the business will be routine. A peer may want to take an associate, or the autocrat may want to make some announcements. If there is no indication, or if you are unsure what the person meant, be sure to talk to them. If someone wants to make a presentation, be sure it is appropriate. Gifts of regalia, donations, and such are fine, but some people may want to make a joke presentation, or what they want to present is not appropriate. If it is not appropriate, discuss with the person that it might be better at some other time. You cannot actually exclude them from the list, but you can counsel them. If they insist, discuss this with the Crown when you have the pre-court meeting. They can decide to include the piece of business or not. If the person is not called up, you may have to discuss the situation with them again. Many courts call for other business, and they might stand up then. You will want to prevent an awkward situation from arising. In some cases, the person making the presentation would like to surprise the Crown, if the presentation is appropriate, that is all right. You may explain to the Crown that the gift is a surprise, and that they will like it. If the Crown insists on knowing, by all means tell Them, as Their wishes are paramount, but your validation may be sufficient.

Also before court you will want to arrange for calligraphers for the scrolls. It is best to line these up early – before the event if possible. Have a private room for them so they can work without being disturbed. It would be helpful if you had a book with the text of all the awards available as well. Introduce the Crown's Chancellor to the person heading up your calligraphers, so they can get to know one another and start work as soon as possible. Even if the calligraphers will not be needed for some hours, once they have been introduced, they will not need to find you in case you are busy. It would also be nice if you arranged for snacks and drinks, especially if your calligraphers will be working for some time. These are volunteers who are locking themselves away to work, and this will encourage them to volunteer again.

You will need to arrange to get the registration list for the Crown, so They can see who is present. In many cases, it will be the Chancellor and possibly you going over this, but you will need to know when registration is closing, or when you can take the book. Most Crowns have a plan of who they would like to award when they arrive at an event. Looking at the list will confirm the presence of the recipient, and will help with spelling.

It is one of the heralds duties to see to the arrangement of the court space. Just like diplomatic dinners, there is a particular place for everything. Place the thrones so the exact centre of court is between the sovereign and consort. And place them so if the sovereign reaches out his right hand, he can place it on the arm of the consort. Thousands of years of tradition over a span of cultures has putting the person to the right as the highest honour, and the Consort deserves the highest of honours. The

next highest ranking person should go to the sovereign's left, this would be the sovereign's heir. In perfect period practice, the Princess would go beside the Queen, but the SCA modifies this to keep couples together, so place the Princess next to her Prince. If you are in barony, they go next to Her Majesty. The above example presumes the sovereign is male, if female, just adjust, it's the sovereignty, not the gender in the SCA.

In general, people will be seated before court, and will raise when it begins. Typically the procession will start in the back and progress to the front. Meridies does not have a complicated order of procession. The Sword of State is first, followed by the herald, then the Crown. After the Crown comes the entourage. When you begin the announcement, move to the side and let the entire entourage pass, then follow. You can start with a phrase like "All rise for Their Most Royal Majesties of the Laurel Kingdom of Meridies, X and Y". There is a variation where the herald "boasts" the Crown in, extolling their virtues during the entire procession. If you chose to do this, be sure everything you say is dignified. It is helpful to write a script and use that.

One of your duties will be the arrangement of court business. There are a few pieces of business that are generally handled first. You will certainly want to open court, and the Crown may wish to address Their populace. In Meridies, an opportunity to swear fealty is usually offered. The opportunity to swear fealty may not be offered as frequently later in the reign, as there may be few who have not sworn.

Next, children may be called up. After this, come the pieces of court business. In general, you will want to move up the levels of precedence. Start with non-armigious awards, and move up in rank later in court. This is like a wedding, the people who come down the aisle in a wedding are more and more important until you reach the climax, the bride. You see the same thing in literature, movies, and so on. There are several reasons for this. One, peoples attention may wane later on, and the higher awards will help keep their attention. If the best part is at the first, people will not feel as obliged to say longer. Also, big awards have a tenancy of overshadowing lesser ones, so if an Award of Arms follows a peerage, the person receiving the AoA has been forgotten in the excitement resulting from the peerage. You want to arrange things so that not only do the recipients get their moment in the sun, but the audience fully appreciates and attends. That being said, you will want to mix things up a bit. Try to avoid doing "blocks" of the same award. This will help keep the surprise going, if you have just given out 5 Purple Turnips, and you call someone, everyone (including that person) will expect the sixth Purple Turnip.

When you call people up, remember never to say "please", the Crown does not plead, the Crown commands. Use phrases like:

"Would John the Archer present himself before The Majesties"

"Susan of Acre is called into this court"

"Summoned now, is Kevin of Crimson River"

For awards, only peerage titles are used, so if the person is not a peer, do not use their title. All titles spring from the Crown, so only those titles of peerage are to be used. And as always, never use more than one title. Before calling someone up, be sure to whisper to the Crown and confirm They want to do the next piece. Court is Their activity, so everything should go according to Their wishes. As you go over this, pull out any regalia that will be used and keep it organized. You will want some-

one in the entourage to handle this. It will be important to work with them so they know what is coming up and have the regalia ready, but obscured from the audience. You will typically want a scroll book to keep the scrolls in. In this book, you will need a copy of the list you have showing the order from court, a copy of any oaths or ceremonies you will need, and a pen to make quick notes. You will want to keep the list of business and make your report based on it.

It is also important not to give away the surprise. The Crown has the prerogative of how the person is informed. This means you call people up, and do so in a neutral manner. You keep your face neutral (which can be very difficult if you have just called up a friend). The Crown will talk to the recipient, and will give you a cue to read the scroll. As the person comes up, do not move scrolls around in your scroll book. Doing so distracts from the Crown, and says "I'm getting ready to read your scroll". The person handling the regalia should be careful as well, and not dive for the next one. When prompted by the Crown, read the scroll and pass to Them to give to the recipient.

In some cases the person called will not be present. The Crown may decide to award *in absentia*, or go on to the next piece of business. Someone may volunteer to go and get the person. In all events follow the will of the Crown,

Many Crowns may chose to write notes concerning a particular person. One of your duties is to be sure these notes are available. While the Crown is presenting the scroll and regalia, remove any previous notes and place the next one where the Crown can easily see it, but it cannot be seen by someone kneeling before them. The Crown may have a place They want the notes, if They do, put it there. Be sure all these notes are taken up by the end of court and destroyed.

When you read the scroll, read it so everyone can hear, and do your best to pronounce the name correctly. Always remember that any award is precious, and to the person receiving it, it may be the only time they are called up into court. As a herald, it is your responsibility make this as special as possible. Court is a dignified activity, and where some people may make light of it as a herald, your job to act with suitable decorum.

After the regular business has been conducted, the Crown may wish to call for further business. Again, this is up to Their Majesties. Some do not wish to, so be sure to follow what They want to do. The Crown will decide what pieces of business to conduct. You are Their mouthpiece, so you should wait for Their decision. When you close court do so with a phrase like "This hereby closes the court of X and Y, King and Queen of the Laurel Kingdom of Meridies." At this time, everyone will rise and the Crown will recess out, followed by Their entourage, again, you follow the rest. You could again boast of the Royal virtues during the recession, still being sure to keep all dignity.

After court has finished, return any scrolls that were not give out to the Crown's staff, and if you have any other property of the Royals, be sure it goes back as well. Arrange for private notes to be destroyed (you may want to take them home and throw them out there). Also keep the court business list private. You can certainly answer questions if someone asks you what happened, but do not let our paperwork out. You will also need to promptly report to the Clerk of Precedence what awards were given out so they can be added to the kingdom Order of Precedence. These reports are a permanent record. People may lose their scrolls, but the kingdom keeps records so there is always proof. Your duties at court are not complete until you have reported.

Field Heraldry: The Basics

THL Yves de Fortanier

Be Neutral

Whenever you're serving as a field herald, avoid the temptation to "cheer for", "root for", or insult any fighter, even under your breath. A fancier term for this is "impartial". Do pay attention to the bout. Being near the field and unarmored, this is for your own safety.

Flow of Activity

During the tourney, there is a flow of activity for the field heralds:

1. Open tourney
2. Receive cards
3. Announce upcoming bouts
4. Lead salutes for current bout
5. Announce victor (if appropriate)
6. Hand off cards
7. Repeat steps 2-6 until tourney is done, then close tourney

Handle the Cards, Part 1

At the start of the tourney, receive two or three pairs of cards with the fighters' information on them. Make sure to keep them in order during the tourney. Arrange them in your hand so that you can make the announcements smoothly.

Announce the Upcoming Bouts

The field herald should always have the pairings (such as on pairs of index cards) for at least the next two bouts in their ring (also called a "field" or "eric"). A traditional set of calls for Meridies is:

- "Would - A and B take the field!"
- "Then - would C and D armor up!"
- "And - would E and F make ready!"

Other kingdoms have different calls. Your Kingdom might have a traditional set of arming calls. The lead field herald (henceforth, Lead FH) should let you know what text to use.

When a fighter in the list has to face an opponent who is not a competitor in order to even out the number of fights, that bout is called a bye fight. Just add "...for a bye fight" to the end of the arming calls.

Lead the Salutes

In the example below, "indicate them" means to make a presenting gesture toward that fighter with a flat open hand, fingers all together. Here is one example of what to say once both fighters are in place:

"My lords and ladies, A [indicate them] meets B [indicate them] in honorable combat!"

At this point, lower your voice to address only the two fighters in your ring.

"Good gentles, let us salute the Crown of Meridies." [all show reverence]

"Salute the one who inspires your chivalry." [fighters salute]

“Salute your worthy opponent.” [fighters salute]
“Heed now the marshals.”

As with arming calls, your Kingdom may use a different litany than what’s above. The Lead FH should let you know what to say for the salutes. In other kingdoms, it is said that the herald begins the combat. If that’s you, make sure the marshals are ready and you’re off the field before saying “Lay on!”, “Allez!”, “Begin!”, or whatever is customary.

Who to Call First

Treat male fighters and female fighters equally on the field. Whoever has higher precedence/rank is the fighter you should announce first. If you’re not sure, you could ask them or make a quick guess.

Announce the Victor

This isn’t always a good idea if there are more than two rings (see Part 2). When this IS appropriate, first let the marshal indicate which fighter won the bout. Then say something like:

“My lords and ladies, victory to B!”

However, don’t announce B’s entire name. Just their title and first name.

Handle the Cards, Part 2

After each bout, return the pair of cards for the bout that was just fought to the listkeeper (via a runner, if one is available) with the winner’s card on top. This convention helps the listkeeper. In other kingdoms, the field herald also writes “W” and “L” on the appropriate cards.

Obtain a new set of cards (if available) and do the next set of arming calls when it’s your turn.

Multiple Rings

The fighters must be able to hear the arming calls to summon them to the correct ring. Wait until it is your turn to begin your arming calls. (For more on this, see Part 2 below.)

When there are multiple rings, pay attention to the other field heralds and work with them. The Lead FH should have a convention for which field herald should announce the next set of arming calls if two field heralds are ready at the same time.

If there are more than two rings, it might make sense NOT to announce the victor because the field herald for another ring may need to begin their arming calls.

Not Feeling Well?

If you’re feeling anything but fine, inform the Lead FH that you need a replacement quickly!

Thank You!

After you’re released from service, be sure to thank the people who helped you, like the runners, the other field heralds, the waterbearers, and others who made your day on the field easier.

How to Make Announcements

(Kudos to Mistress Adelaide, former principal herald for Drachenwald, for her help on this section.)

This is at the end of the basics section because it is relatively long and detailed.

1. Stand up straight, but not at attention

Your voice comes from forcing air out of your windpipe across your vocal cords. If your windpipe isn't straight, the air comes out with less force and your voice is not as strong as it could be.

2. Fill your lungs with air

Put your hands on your ribs and breathe in. Feel your ribs move out. Now pretend you're going to hold your breath for 60 seconds and do it again. Everything moved more, right? Here's another test: Put your fingers just below your ribcage and breathe in. If your fingers didn't move out, you're not using your abdominal muscles to use all of your lung capacity.

Breathe out by pushing your muscles out to make room for your lungs. Practice this slowly, a few breaths at a time. Your sides may get a little sore at first. Also, until you learn to control breathing this deep naturally, you may hyperventilate and get dizzy or even pass out. Start slowly. It gets easier with steady practice.

3. Lower your pitch

It's normal to want to raise your vocal pitch when you speak louder. When you're going to be using your voice a lot, like when doing field heraldry, your voice will last longer if you lower your pitch. This is true for both men and women. If your pitch drifts back up, you might be getting tired.

4. Be grand

Just like in Court, you're on stage when you're making announcements. Make sure everyone can hear what you're saying. Project your influence throughout the populace as well as your voice.

5. Open your mouth nice and wide... and e-nun-ci-ate

Good heralds don't mumble. Speak crisply and distinctly. It is better to make announcements slowly and clearly. Also, leave your hands where they are. Avoid the temptation to cup your hands around your mouth. It doesn't help when addressing an audience over a wide area.

6. Visualize

Reinforce all of this mentally. Picture yourself doing everything right – your strong, clear voice coming from your gut, going forth from you. People hearing and understanding your every announcement. It'll be great.

Field Heraldry: The Finer Points

THL Yves de Fortanier

Now, for those who desire to learn how better to supervise the field heraldry at a tourney, we shall go beyond the basics.

Before the tourney

Know the local fighters

It's helpful to know who the fighters are, the shields they use, and what they wear on the field. This way – you can point them out at the tourney to your field heralds.

Those “unpronounceable” names

It's helpful to know some pronunciation guidelines of foreign languages common in the SCA: Especially, say, Welsh, Norse, and Polish!

Packing list suggestions

Here are some ideas for things to take (and avoid):

- Food and drink
 - Soft bread, meat, fruit, and plenty of water.
 - Avoid cheese and other dairy products because they may coat the back of your throat.
 - Some tart or sweet drinks may also coat your throat too much.
 - Avoid scratchy foods like nuts, cookies, and crackers because they may irritate your throat.
 - If your throat is rough, you could try drinking something hot, followed by something cold, both with lemon.
- Protective items: Throat drops (such as Ricola®), lip balm, sunscreen, bug repellent.
- Clothing and accessories: Comfortable clothes you can work in, herald's tabards/sashes/baldrics, pouch and/or shoulder bag for storing the protective items and writing gear.
- Cold/wet weather gear: Wear multiple layers. A large cloak may block the view of the spectators.
- Writing gear: Pens, pencils, erasers, markers, index cards, clipboard, posterboard.
- Furniture, etc.: Chair, stool, table, tent/pavilion, stuff for paperweights, blanket/groundcloth, drinking vessels (especially those you can hang off your belt), blazonry guide sheet.

For all of the above, take extra when you can. Someone else just might forget to bring something...

At the tourney

Multiple rings/fields

So, have you been to a tourney where the field heralds are announcing over each other? Imagine you're working a tourney with four, six, or eight rings! The bout in your ring just finished – **maybe**. There's another field herald making arming calls and now the fighters are talking with the marshals so you're not sure if the bout is over. Then they decide and some other field herald is making arming calls. How can this be helped?

If you have more than two rings/fields, here are two suggestions:

1. Skip the victory declarations (the marshals should indicate the victor)
2. The next field herald to begin their arming calls shall be the one in the closest ring in a clockwise direction from the field herald who is finishing their arming calls.

For years, the West Kingdom has used a system of **flag etiquette** to coordinate “air time” between the field heralds.

Cards and blazons

Here’s an example of a card:

(1) SEN-YER EVE de FOR-TAHN-YAY
(2) Seigneur Yves de Fortanier
(3) Tall, purple/white surcoat, purple handbell on shield
(Write the shield blazon here.)

Line 1 has the PHONETIC spelling of how they wish to be called on the field. **BLOCK CAPITALS** are recommended here.

Line 2 is the proper spelling of how they wish to be called on the field.

Line 3 is used for visual cues for being able to locate the fighter.

Ideally, the field heralds should at least be present when the cards are filled out. Whoever does the writing (you, a listkeeper, a field herald, etc.) should write BIG and CLEAR so that it is easy to read the information. Fighters, in general, should not be required to fill out their own cards. Let the heralds provide this service...

What to ask each fighter to fill out a card for them:

“Have you passed inspection?” – If not, send them over to get their armor and authorization inspected.

“Please tell me how you wish to be called on the field.” – Write down the phonetic spelling, as appropriate. It won’t be required for every name.

“How do you spell that?” – Write down the actual spelling; being careful with unusual characters, especially in Norse and Middle English, accents in French, and so on.

If it is planned that blazons are going to be announced for the first round, also ask:

“Do you know the blazon for the device on your shield?”

The blazon is the “heraldic description” for the artwork on the shield. The emblazon is the artwork itself. Some fighters will know the blazon for their shield, some won’t. With good fortune, book heralds will be on hand to render assistance.

When blazons are NOT called in the first round

Generally, this means blazons won’t be called until the finals, if at all. If the tourney format doesn’t allow shields – no blazons to record.

Otherwise, when a fighter asks, “Don’t you want my shield blazon?” and you know that blazons could

indeed be announced later, you can reply cheerfully:

“We’ll get that when you make it to the semi-finals.”

Kudos to Aodhán for this, who says, “It is positive without being biased, and more difficult to goof up and offend.”

Calling blazons in the final round

Here’s one example:

“My lords and ladies, this bout is between [indicate them] G, bearing (blazon)
... and [indicate them] H, bearing (blazon)!”

If the tourney is running very late, it might be acceptable to skip the blazons.

If the tourney is ahead of schedule (it could happen...), and it’s no trouble, you could have the blazons called starting in the semi-final round. It’s only two bouts and it’s a way to honor the two fighters who do not make it to the final round.

When a fighter isn’t using a shield

They aren’t bearing any heraldic device. No big deal. Just skip over the “bearing” part.

Names and titles

[Note: An Tir custom is quite different.]

Some fighters have no titles. They should be announced as “milord N “ or “milady N” (where N is their Society name) unless they say that they prefer otherwise. Some fighters have more than one title. They should be announced with their highest title, unless they say that they prefer otherwise.

Opening the tourney

Before the tourney starts, the Lead FH makes sure that the key people are ready and in place: the people on the thrones wearing the Hats, the marshals, the listkeepers (a.k.a. masters and mistresses of the list), the field heralds, and runners. The herald doing the announcement should go to a spot where the Hats and the majority of the populace can hear them and announce something like:

“My lords and ladies — by command of Their Royal Majesties of Meridies and Their Excellencies of the South Downs — let the Red Tower Tournament begin!”

Announce all bouts for the round

Doing this lets everyone know what’s coming well in advance. Heralds in some kingdoms are already taught to do this. If there are multiple rings/field for the tourney, it’s helpful (though not necessary) for the listkeeper to have the upcoming bouts arranged by ring.

“(In Ring 1), in the first bout of this round, A will face B!”

“In the second bout, C will face D!” . . .

“And in the last bout of this round (in Ring 1) . . . “

Using non-traditional arming calls

As Lead FH, if you would dare to experiment with calls that are different from what the fighters are

used to hearing, make sure your field heralds, the marshals, and the fighters are well-informed on this matter before the tourney.

Gesturing

Motioning to the fighters as described in Part 1 is faster, and can be easier, than saying “on my sinister” and “on my dexter”. You could instead use a staff or baton, but make sure you can still handle the index cards, if any. There are other graceful ways to hold one’s hand during the introduction, but pointing at a fighter is not among them.

Salute the Crown...

Ah, but what if neither Sovereign nor Consort is on site, what then? The Crown’s presence is their official representative on site. This could be the Royal Heirs, the local ruling Baron/Baroness, or the senechal of the hosting group. Salutes to the Crown should be done in their direction. If none of the above applies, pick a direction and stick to it.

Lost limbs, acts of courtesy

During a bout, Fighter A disables the limb (arm or leg) of Fighter B. Depending on your local tradition, there’s no need (or desire) to announce this in an actual tourney.

Fighter A might voluntarily give up the use of his corresponding limb (usually) to even the odds. When this happens, some call it an “act of chivalry” or (my current favorite) an “act of courtesy”. Depending on your local tradition, this gesture may or may not be announced.

When Fighter A **does** voluntarily give up the use of his leg, he may tap leg with weapon – or even give it a solid blow – before going to his knees. The bout could be over before you have a chance to announce anything!

Fighter A could instead drop to his knees **without** tapping or striking his leg in order to close in on Fighter B. Obviously, there is no “act of courtesy”. A field herald who announces it as such encourages Fighter A to think something like, “*Crud. Now I have to stay down here because Loudmouth just took away my leg*”.

With an ARM, it’s easier to tell. Fighter A discards their shield or a secondary weapon and uses just one weapon with their remaining hand.

When it’s traditional to announce an “act”, here’s one way to do it. Before the combat resumes, say something like one of these:

“In an act of courtesy, (A) relinquishes the use of his arm!”

“Act of courtesy: (A)!”

For “(A)”, use the fighter’s title and first name.

Royal participation

Be it well-known to all who read these words that ***it is treason to strike the King!*** However, a member of the royal family may wish to participate in a list. If so, it is common practice for their opponent(s) to ask permission before raising arms in a bout against the royal combatant in question. .

Why tourneys fall behind schedule

(More kudos to Mistress Adelaide for this section.)

These can be fixed on site:

- Fighters cannot hear the arming calls
- The field heralds need runners
- The field has only one way in, so some fighters have to walk farther

These, maybe not:

- Problems or lack of experience at the list table
- Fighters are slow getting to the field
- Other scheduled activities happen between rounds

How you can speed up a tourney

Taran of Windy Hill wrote a terrific article on field heraldry that inspired me to try the following.

Before the tourney

If the tourney starts pretty late and you'd like to recover some time, after the marshal has their say in the pre-tourney address to the assembled fighters, a herald could then address them with something like,

“In the interest of saving time, my lords (and ladies), please rise [pause] and let us all now salute the Crown of Meridies ... salute the populace here assembled ... and salute the one who inspires your chivalry...”

Now that we have shown proper respect to these worthies, the only salute that will be called for in the tourney before the final round, will be to your worthy opponent. Thank you for your attention, the tourney will begin shortly.”

During the tourney

The tourney is past the first round and, for whatever reason, it's now running significantly behind schedule (it could happen). With the permission of the seated nobles, you could instruct your field heralds to use a shorter litany for each bout as described below. Wait until the end of the round and announce something like:

“With permission of [the King, Queen, Baron, etc.], good gentles, the salutes for each bout will now be changed because the hour grows late. As you know, the fighters have already done honor in this tourney to the Crown, to you, the populace, and those who inspire their chivalry. So, the only salute that will be called for until the final round is to their opponent. The tourney now continues...”

Then, the field herald would use a much shorter litany for the bout.

“Lords and ladies, K (motion to them) meets L (motion to them)!”

“Salute your opponent; heed the marshals.”

Announcements during the tourney

For a non-emergency, ask to wait until there's a break in the action, like between rounds. If you're

asked to have something announced right after the tourney, people will pay MORE attention to that announcement if it's made right before the semi-final or final round.

Close the tourney

After the final round, which could involve one to three bouts, the victor is formally announced:

“My – lords – and – ladies! ... Victorious in today's Red Tower Tourney: _____ !”

Let the focus remain on that fighter who carried the day, you've got other work to do...

After the tourney

Graciously thank everyone who helped you or worked with you during the tourney (and at any other time) – your field heralds, the runners, the listkeepers, their assistants, the waterbearers, people who helped make your job easier. If you don't know them, ask for their name and what group they are from. Write down, before you leave the field, who all helped you and how.

Make their contributions known at the next business meeting. If you're a reporting herald, be sure to include the appropriate information in your next report.

Maybe someone didn't help you directly, but they were good to work with, like the marshals – no need to leave them out, you could say, “It was good to work with you at the tourney today!”

Demos are different

At a demo, the fighters and you, the field herald, are **performing** for a non-SCA audience.

Blazons

Tourney or not, announce blazons until the current audience has seen both fighters at least twice. It adds flair and may encourage questions later from the spectators.

Salutes

Change the salutes to fit the situation. Saluting the “populace here assembled” is good and helps include them in the action! Saluting the Crown of your SCA kingdom might not make sense if you're at a Renaissance Faire with its own King and Queen (or some equivalent).

Saluting the nice person (team, organization, etc.) who sponsored and/or organized the demo is a worthy consideration. Doing this for every bout might be excessive, but on specific occasions, it could work – such as the first bout of the timeslot, or when one of the nice people first enters the scene.

Lost limbs, acts of courtesy

Instruct the fighters beforehand that they should pause when someone takes a limb. Announcing the loss (and subsequent act of courtesy, if any) helps the audience understand what's going on when a fighter does something unusual – like drop to their knees or hold one hand behind their back.

Web Resources for Field Heraldry

Outlands—<http://weel.outlandsheralds.org/>

Two DOC files. The last section of the handbook has *ten* pages on field heraldry by Louis-Phillipe Mitouard. A “field herald’s guide” by Ayslenn merch Guincatan, offers exercises for projection and pronunciation along with the basics. Site for Kingdom officer field heraldry.

Modar’s page of heraldry articles and links (both his own and others).

<http://www2.kumc.edu/itc/staff/rknight/Heraldry2.htm>

<http://www2.kumc.edu/itc/staff/rknight/Heraldry5.htm>

Duncan MacDhai’s article on **field heraldry for greyhound coursing** (Oct 2000) is archived on The Medieval Sportsman’s Compendium of Knowledge hosted by Liam O’Shea.

<http://www.farreaches.org/compendium/docs/grherald.doc>

An Tir—<http://www.antirheralds.org/education/education.html>

One article with basic information and another article on their usage of titles in tourneys, both by Ciaran Cluana Ferta.

Artemisia—<http://www.heralds.artemisia.sca.org/handbook/index.html>

“Voice 101” by Niccolo gianfigliuzzi Genovese is on both court and field heraldry. Also see “Field Heraldry 101” by Shauna of Carrick Point.

Atlantia—<http://herald.atlantia.sca.org/resources/index.htm>

“Tourney in the SCA” (download only as DOC/PDF) by Isabella Benalcázar.

Caid—<http://sjaqua.tripod.com/heraldry.htm>

The Bellowing Breeze articles by Njall Olaf Hagerson (who now lives in Meridies).

Caid—<http://www.castillosolaz.com/lib-guides-Field-Heraldry.htm>

Reference card by Miguel Esteban.

Calontir—<http://calontir.sca.org/herald/>

The handbook (DOC/PDF) has three articles. “Calontir Field Heraldry” by Christopher Amber; “How to Be Heard and Understood” (on vocal projection) and “Tournament Heraldry 102” both by Lyriel de la Foret. Also see Modar’s many articles...

Drachenwald—<http://www.drachenwald.sca.org/files/herald/index.html>

One article, borrowed from Atlantia. “Some Vocal Techniques as Applied to Field and Court Heraldry” by Fevronia Murometsa.

East—<http://www.eastkingdom.org/heraldry/handbook.html>

The handbook is one long Web page. It has a good section on voice projection and a brief section on the basics.

Lochac—<http://www.sca.org.au/herald/FAQ.php>

The vocal heraldry section on the FAQ page includes good advice for duty heraldry (or site heraldry) and field heraldry.

West—<http://heralds.westkingdom.org/FieldAndDuty.htm>

Several PDF reference sheets and articles. The litany sheets (which are identical except for the kingdom/principality reference) include the salutes, the calls to the field, and the flag etiquette used to coordinate “air time” amongst the field heralds. Based on the “What to Say” article, the salutes have been in use since at least AS 20.

Oaths of the Kingdom of Meridies

Oath of Fealty

To be delivered by all Territorial Barons and Baronesses, members of the Chivalry, and Great Officers of State, and optionally by any other gentle in the kingdom.

I, (state your name), do swear
Fealty and service unto the Crown of Meridies –
To speak and to be silent, to do and to let be,
To come and to go, in need and in plenty,
In peace and in war, in living and in dying,
From this hour henceforth, until my Lord release me,
Death take me, or the world end.

The Crown shall then respond:

I, ____, King of Meridies, and I, ____, Queen of Meridies,
Hear and shall not forget, nor fail to reward that which is freely given,
Fealty with love, valour with honour, and oathbreaking with vengeance

Sword Oath

To be delivered by each competitor entering Crown List.

I, (name), on my honor and by my sword,
do hereby swear that, by entering this Crown List,
I meet the requirements set forth in Corpora
and Meridian Kingdom law attendant thereto.
And that I shall, should I prove victorious or suffer defeat,
protect and defend the Kingdom of Meridies,
the Authority of the Crown,
the Prerogatives of the Nobility,
and the Rights of the People.

The Sovereign shall then respond:

And We accept your Oaths, binding you to them,
and bid you, for valor, honor, and the Crown of Meridies,
stand to your banners and prepare yourself for combat.

Heraldic Resources on the Web

This list has been compiled by Master Cuhelyn cam vap Morcant with additional heralds. For the latest version of this list, please visit the Meridian Heraldry website, heraldry.meridies.org.

Administrative

<http://heraldry.sca.org/laurel/admin.html>

Administrative Handbook of the College of Arms of the SCA, Inc.

<http://heraldry.sca.org/laurel/rfs.html>

Rules for Submissions of the College of Arms of the SCA, Inc.

<http://heraldry.sca.org/coagloss.html>

Glossary of Terms as used by the College of Arms of the SCA, Inc.

Name Submission

<http://heraldry.sca.org/laurel/names.html>

A directory of educational material regarding names, naming practices and related subjects.

<http://heraldry.sca.org/laurel/names/returned-names.html>

Given Names that are Not Suitable for SCA Usage.

<http://heraldry.sca.org/laurel/precedents/CompiledNamePrecedents/ConflictTables.html>

Collected Precedents of the SCA: Conflict Tables.

http://www.ellipsis.cx/~liana/sca/weirdness_table.html

Lingual Weirdness Rulings by Aryanhwy merch Catmael (Drachenwald). Learn if the SCA will register a given name from one culture with a second element from a different culture.

<http://www.s-gabriel.org/>

Academy of Saint Gabriel.

Device Submission

http://www.aeheralds.net/Links/AE_Traceable_Art/TraceableArt.html

Pennsic Traceable Art Project by Ailis Linne.

<http://heralds.artemisia.sca.org/crosstable.html>

Featuring nearly four dozen types of crosses and items arranged in a cross pattern, it includes the LoAR date and page for each ruling. The text of the actual precedents are listed below the table.

According to the page, it was compiled by Athenais Bryennissa (Artemisia), updated 17 January 2006 and was current through the October 2005 LoAR.

<http://heraldry.meridies.org/flower-conflict.php>

Does a lily conflict with a tulip? This will tell you. Original content by Tanczos Istvan; last updated January 2005. A "dusted off" version is now kept right here on Meridies Heraldry.

<http://webpages.charter.net/bobjames/lines.htm>

Line of Division Conflict Table by Robert mac Cormaic.

<http://rampart.outlandsheralds.org/creative/banned.html>

Reserved and Prohibited charges: problem charges to update your Pic Dic.

Collected by Pendar the Bard (Outlands). This version is an update of the version on the SCA.ORG site below. Lists the policy changes to reserved and banned charges that have come about since the Pic Dic was published." Updated September 2002.

<http://heraldry.sca.org/laurel/charges.html>

Reserved and Prohibited Charges. Compiled by Dmitrii Volkovich and updated by Meradudd Cethin. Can my client register a rose? The answer can be found here. Updated May 2002.

<http://heraldry.sca.org/laurel/boing.html>

Argent Snail's Armory Insta-Boing Check List by Jaelle of Armida.

<http://heraldry.sca.org/laurel/bruce.html>

"A Grammar of Blazonry" (or Master Bruce's Guide to Excruciatingly Correct Blazon) by Bruce Draconarius.

<http://heraldry.sca.org/loar/2003/11/03-ubrd.html>

"Some birds and the postures in which they are found in period English heraldry" by Zenobia Naphtali.

<http://heraldry.sca.org/primer/>

A Heraldic Primer. Original concept by Iulstan Sigewealding, expanded and updated by Meradudd Cethin.

<http://www.heraldicclipart.com/>

<http://groups.yahoo.com/group/HeraldicGraphics/>

A YahooGroup for heraldic artists to share graphics, particularly vector graphics which are more-easily scalable. Maintained by Katrine Witan Runa, a herald and artist of Meridies.

Conflict Checking

<http://agora.rdrop.com/users/tierna/heraldry/basic.html>

Basic Conflict Checking by Teceangl Bach.

<http://heraldry.sca.org/laurel/precedents.html>

Precedents of the SCA College of Arms.

<http://heraldry.sca.org/OandA/index.html>

SCA Ordinary and Armorial.

Miscellaneous Resources

<http://www.modaruniversity.org/Myths.htm>

Heraldic Myths (Information to Clear Up Misconceptions Involving SCA Heraldry) by Modar Neznanich.

<http://heraldry.sca.org/laurel/wrong.html>

Frequently Given Answers (That are Wrong) by Gawain of Miskbridge.

<http://www.modaruniversity.org/Heraldry2.htm>

Modar's Heraldry Page. Many, many articles on colorful pages.

<http://www.heraldsnet.org/saitou/parker>

Parker's Glossary of Terms Used in Heraldry by James Parker (1895).

<http://www.therotunda.net/heraldry/index.html>

Yves' Heraldry Pages. According to Cuhelyn, it is one of the few heraldry sites that includes information on voice heraldry and running a list."

