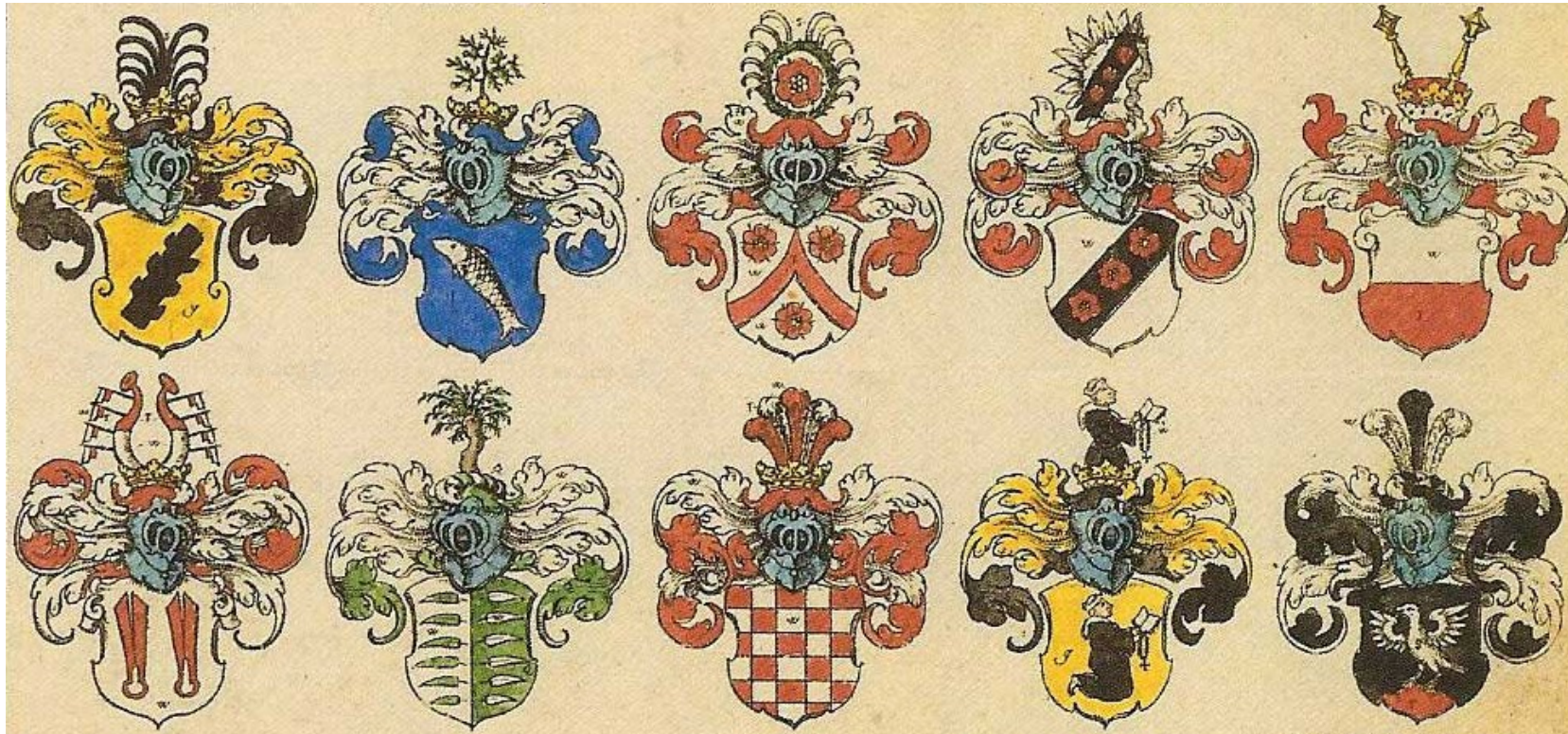


# Heraldry for SCA Branches

How do we find something simple, beautiful and unique?



# Heraldry 101: colours and metals

- There are 5 heraldic colours. They are:

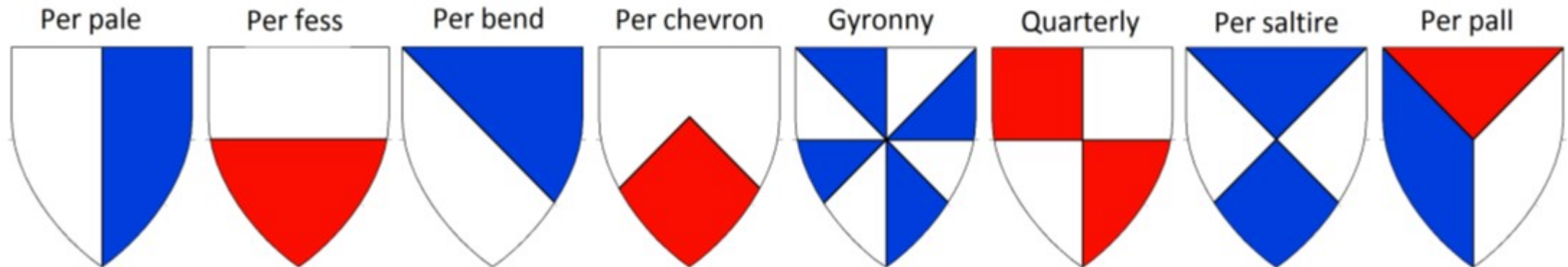
- Gules (red)
- Azure (blue)
- Sable (black)
- Vert (green)
- Purpure (purple)



- And two metals (colours that represent metals):
  - Argent (white/silver)
  - Or (yellow/gold)
- There's some other stuff like furs, but we won't worry about that now

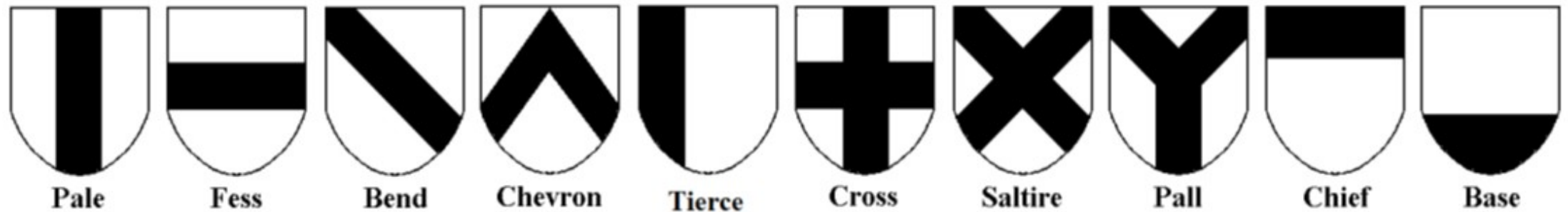
# Heraldry 101: fields

- The field is the ‘background’ of the device. Everything else goes on top of it.
- Fields can be all one colour, or have different divisions
- You can combine field divisions
- Don’t worry about the fancy names, just get a feel for the designs!



# Heraldry 101: charges and ordinaries

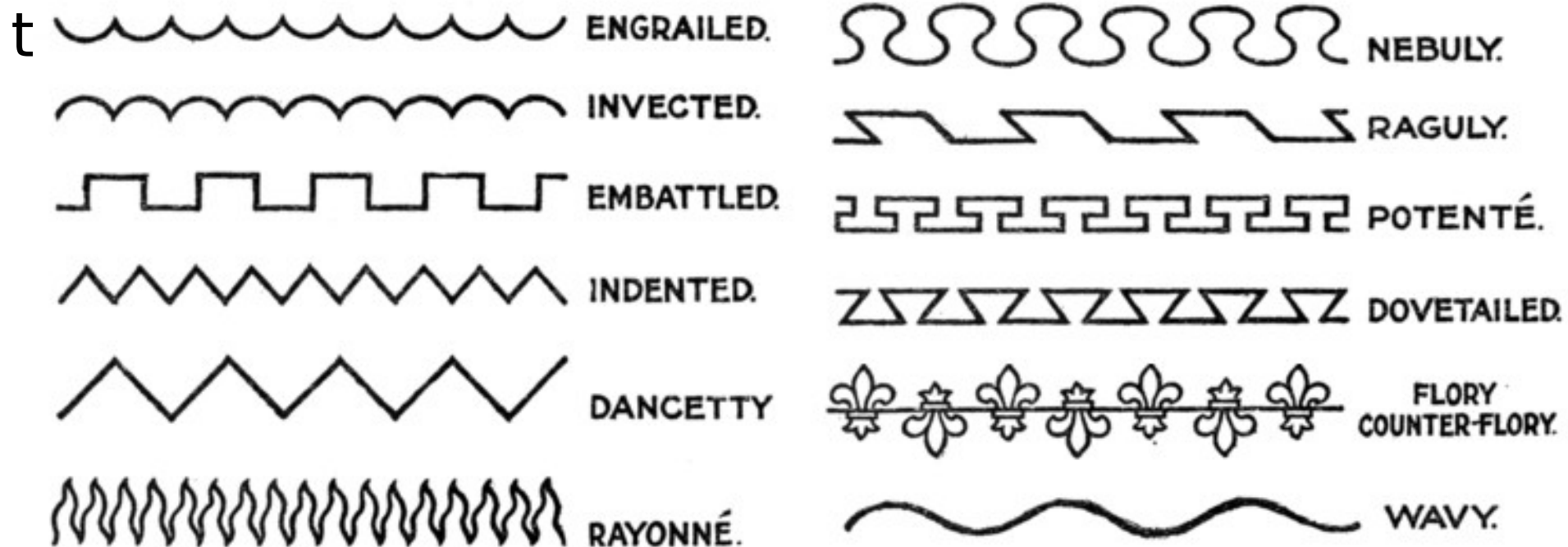
- Charges are the pictures that go on top of the field (like lions and tigers and bears, oh my)
- Ordinaries are simple, geometric charges
- Other charges can go around ordinaries, or on top of them (or both)
- You can have more than one type of ordinary and/or other charges





# Heraldry 101: fancy lines

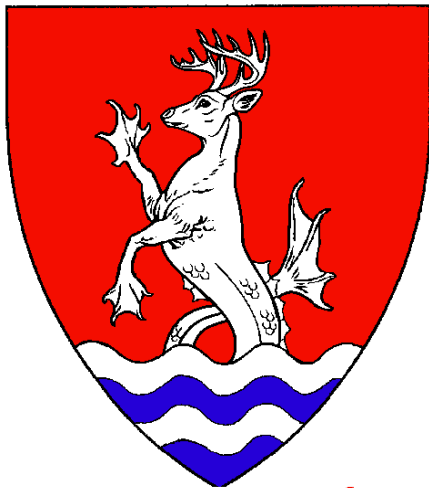
- Ordinaries and field divisions can have fancy line treatments
- More complex charges, like animals, can't have these



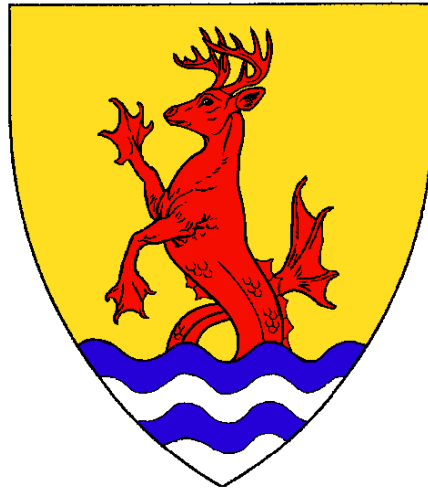
# Heraldry 101: contrast

- This the big one!

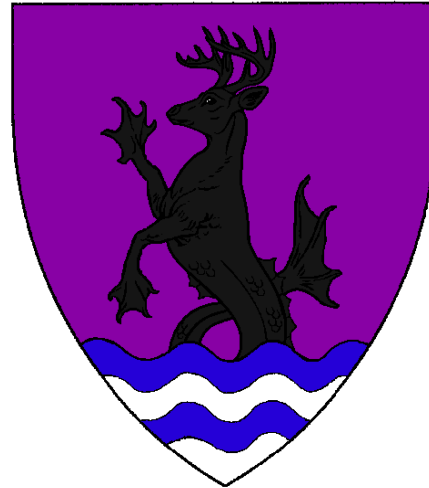
- Colours (red, blue, etc.) can't go on top of other colours
- Metals (gold and silver) can't go on top of other metals
- Fields/ charges/ ordinaries that are half-colour, half-metal, are considered neutral and can go on top of colours or metals



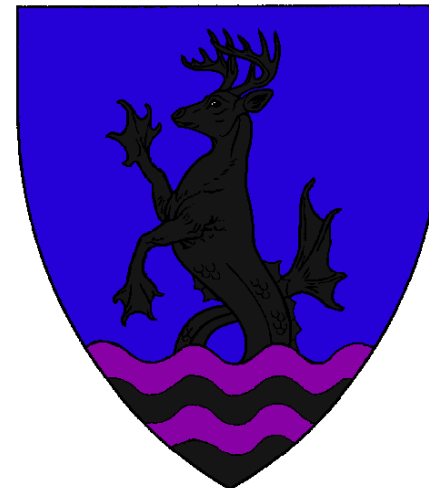
Yup ✓



Yup ✓



Nope ✗



What are you even doing

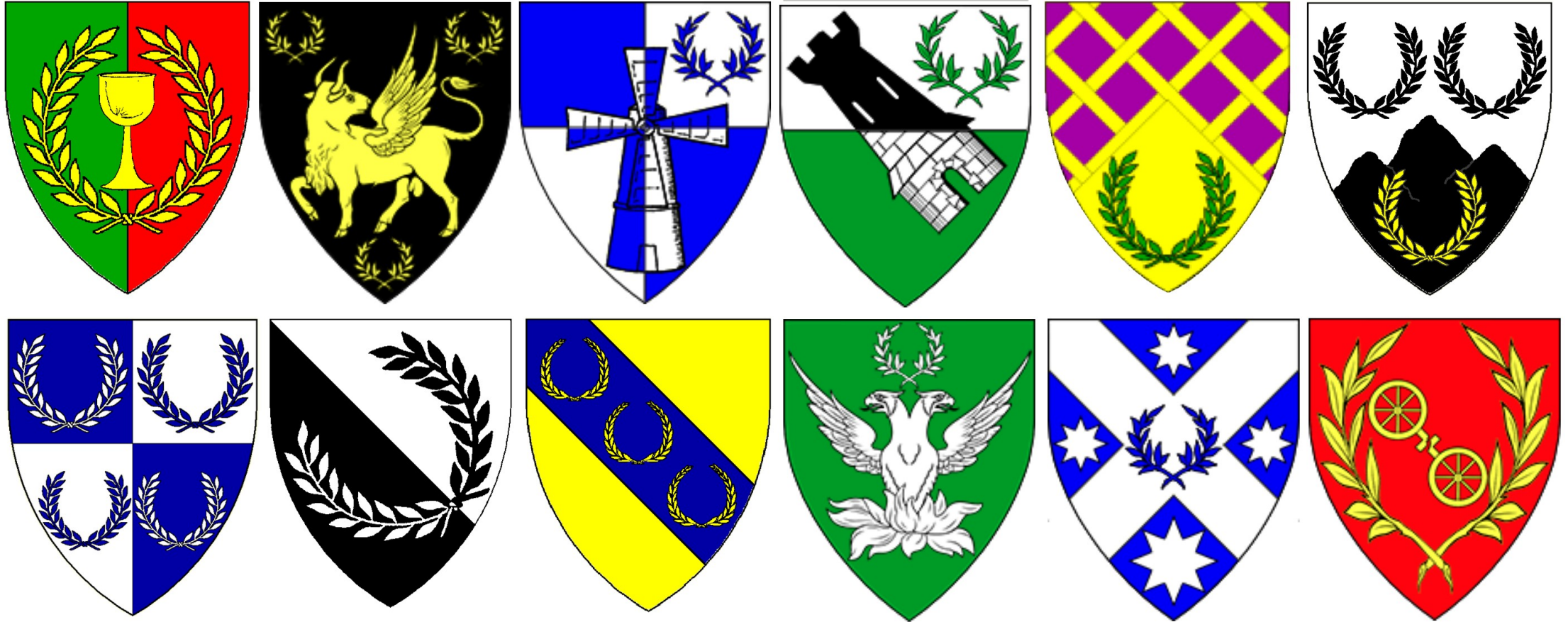
# Confused? More questions? Need ideas?

- The SCA heraldic primers and tutorials are here:  
<http://heraldry.sca.org/armory/newprimer/>
- The Mistholme website has pictures of a huge variety of heraldic charges: <http://mistholme.com/pictorial-dictionary-of-heraldry/>
- Have a look at some period armorials here:  
[http://scaheraldry.info/index.php?title=Period\\_Armorials](http://scaheraldry.info/index.php?title=Period_Armorials)

Okay, let's look at some SCA branch heraldry...

# Great branch heraldry

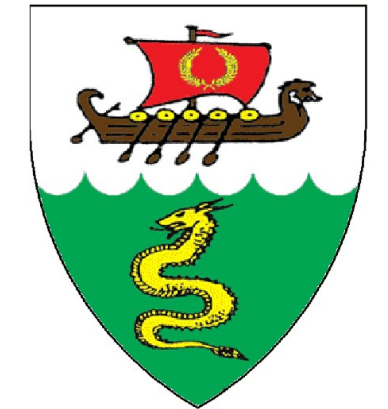
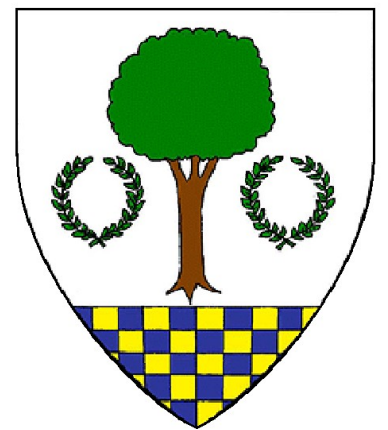
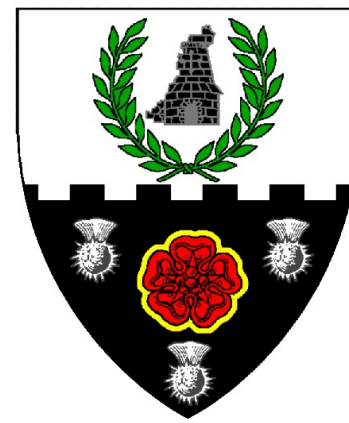
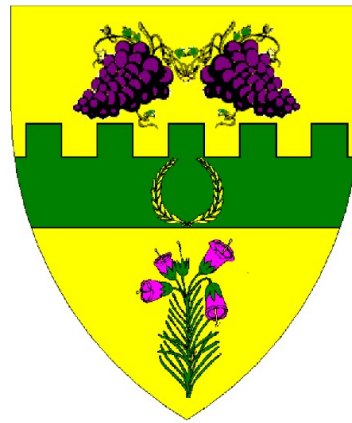
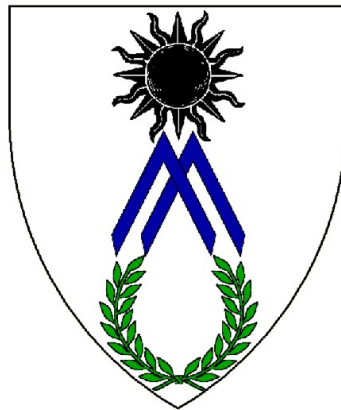
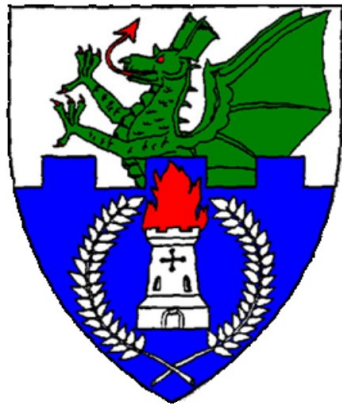
- Clean, simple and bold





# Not-so-great branch heraldry

- "I'll take one of everything!"



# Unique, period-appropriate branch heraldry

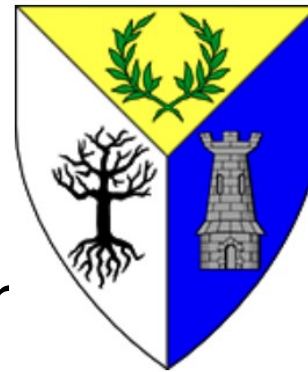
Bold, simple devices:

- Are easy to paint/embroider (ask the Ildhafn people how they feel about boat rigging!)
- Have no more than three tinctures (i.e. 1 heraldic colour and 2 metals, or 2 metals and one colour)
  - purple and green are not as common, especially for early period
- Have no more than one type of charge (plus the laurel wreath)
- Avoid tacky/non-period charges/postures (howling wolves, your favourite tribal tattoo etc.)

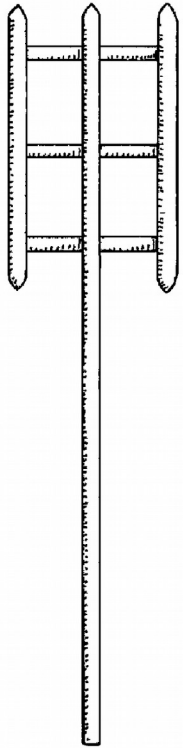


# Over-used motifs in SCA branch heraldry

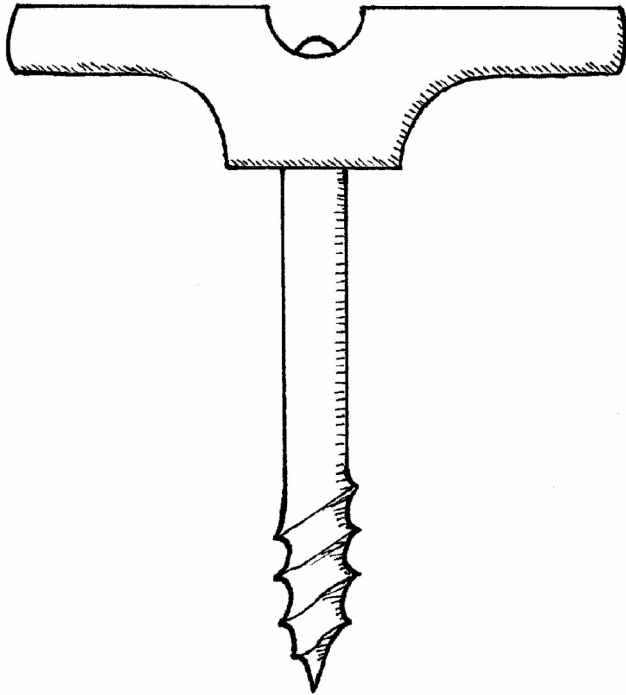
- Not necessarily bad, but not ideal (prepare your bingo card!)
- Representations of towers/water
- Representations of water
- Representations of mountain
- Sea creatures
- Dragons/wyverns
- Beasties holding things
- Trees
- The per chevron field divisor



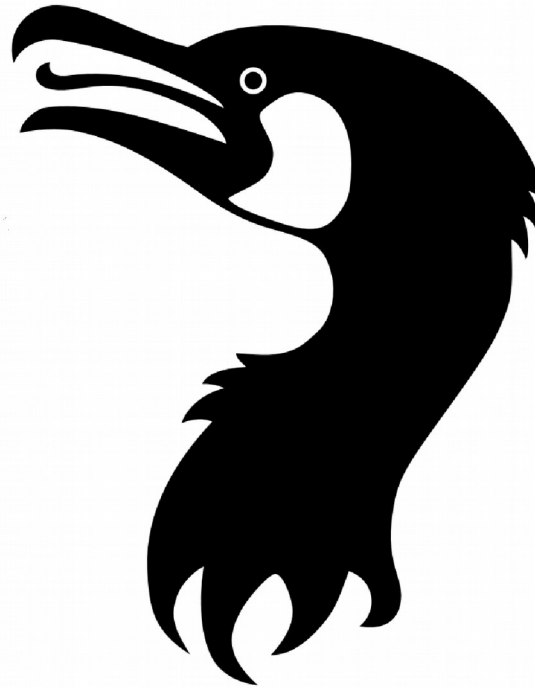
# Hamlet badge brainstorming: charges



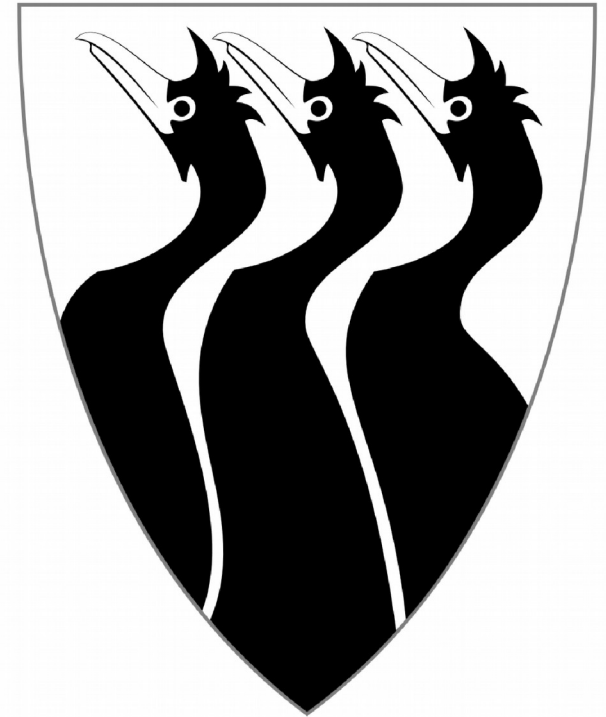
**Mash rake**



**Gimlet**



**Cormorant's head erased**



**Three cormorants' heads**

# Proposed badges & devices: cormorants

