

# **Rules and Standards for the Submission and Evaluation of Names and Armoury in the Society of the Middle Ages**

## **Introduction**

This document outlines the criteria and standards the Muskatour office uses for consideration of all names and armoury submitted for registration. Where information differs between official sources within the Society of the Middle Ages (SMA), this document takes precedence except in cases involving the SMA corporate documents or by-laws.

## **Table of Contents**

<b>I. General Principles.....</b>	<b>3</b>
<b>A. Principles of the Rules and Standards</b>	
<b>B. Registration and Documentation</b>	
<b>C. Definition of Period</b>	
<b>D. Definitions of Terms</b>	
<b>II. Personal Names.....</b>	<b>6</b>
<b>A. Form and Content</b>	
<b>B. Style</b>	
<b>C. Conflict</b>	
<b>D. Presumption</b>	
<b>E. Offense</b>	
<b>III. Civic and Organizational Names.....</b>	<b>15</b>
<b>A. Form and Content</b>	
<b>B. Style</b>	
<b>C. Conflict</b>	
<b>D. Presumption</b>	
<b>E. Offense</b>	
<b>IV. Armoury.....</b>	<b>24</b>
<b>A. Style Principles</b>	
<b>B. Armoury Content</b>	
<b>C. Armoury Style</b>	
<b>D. Individually Documented Patterns</b>	
<b>E. Armoury Conflict</b>	
<b>F. Presumption</b>	
<b>G. Offense</b>	

<b>V. Badges .....</b>	<b>50</b>
<b>A. Style Principles</b>	
<b>B. Badge Content</b>	
<b>C. Badge Style</b>	
<b>D. Individually Documented Patterns</b>	
<b>E. Badge Conflict</b>	
<b>F. Presumption</b>	
<b>G. Offense</b>	
<b>VI. Submissions.....</b>	<b>55</b>

## **Appendices**

<b>A: Types of Bynames.....</b>	<b>57</b>
<b>B: Pre-documented Patterns by Language Group.....</b>	<b>59</b>
<b>C: Regional Naming Groups and Their Mixes .....</b>	<b>60</b>
<b>D: Transliteration Systems for Non-Latin Scripts .....</b>	<b>61</b>
<b>E: Approved Designators for Civic and Organizational Name Submissions .....</b>	<b>62</b>
<b>F: Some Armorial Elements that Do Not Need Further Documentation.....</b>	<b>64</b>
<b>G: Popular Elements That Fall Outside Our Period .....</b>	<b>67</b>
<b>H: Low-Contrast Complex Lines of Division.....</b>	<b>69</b>
<b>I: Charge Groups.....</b>	<b>70</b>
<b>J: Documented and Forbidden Arrangements of Charge Groups on Armory .....</b>	<b>72</b>
<b>K: List of Standard Arrangements by Number of Charges in a Group .....</b>	<b>73</b>
<b>L: Postures and Orientations .....</b>	<b>74</b>
<b>M: Some Conflict Considerations .....</b>	<b>77</b>
<b>N: Reserved/Restricted Elements.....</b>	<b>79</b>
<b>O: Charges with a Defined ‘Proper’ Tincture.....</b>	<b>84</b>
<b>P: Charges with a Default Posture or Orientation .....</b>	<b>87</b>

## I. General Principles

This section contains general principles for considering submissions, including definitions of terms used throughout the remainder of the document.

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### A. Principles of the Rules and Standards

**1. Governing Documents:** The Governing Documents of the SMA empower the Muskatour Sovereign of Arms to define standards for names and armoury and apply them to all submissions. These standards are intended to be historically accurate while providing sufficient difference from existing registrations to ensure a unique persona for each client.

**2. These Rules:** As SMA reenactment is not intended to recreate real-life people, these rules attempt to ensure that no registered elements reflect precedence or honors unearned, association with “real world” famous personages or organizations, or claim divine or fantastical powers or authorities. Finally, these standards attempt to minimize the possibility of gross offense. The following standards apply to both names and armoury:

**a. Submissions must reasonably reflect in-period examples:** Both names and armoury must reflect those actually used or reasonably possible in the time period as defined in the SMA governing documents. To determine whether or not submissions meet these criteria, each will be considered for both content and style as defined below.

(1) Content rules focus on the bits and pieces of each submission (e.g., words, charges, tinctures)

(2) Style rules focus on how the bits and pieces are combined to make a complete submission. This may include common in-period patterns, documentation of less common patterns, or attested violations even if they are not explicitly permitted within the scope of these rules.

**b. Conflict and Presumption:** Each submission must be unique to the individual client. Submissions may not make a false claim, usurp identity, or imply a familial relationship. Specific rules for “conflict” and “presumption” are defined later in this document.

**c. Offense:** “Offense” is defined as being repugnant to a significant percentage of the SMA populace or to the general public with whom the SMA may interact in the course of our official activities. The bar for determining “offense” is set high and each submission is evaluated in a case-by-case basis. The rules governing

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## **B. Registration and Documentation**

**1. Registration:** Registration reflects the fact that a submission meets the standards and restrictions of the SMA at the time of registration. Registration also prevents others in the SMA from registering anything conflicting or presumptuous without the explicit permission of the owner.

Some items may be considered too generic to be registered to a single group or individual. An example would be generic identifiers such as *Scribal Guild* and *Castle Guard*. Such identifiers may be registered as part of a more specific submission (e.g., *Scribal Guild of Shepherd’s Keep*.) Another type that might not be registerable is an armoury design consisting of nothing but abstract charges (e.g., letters, runes, Cyrillic script, astrology symbols.) Other examples are personal names consisting of a single name or armoury that is nothing but a plain tincture.

**2. Burden of Proof:** It is the client's responsibility to provide the documentation for any submission and to ensure that a submission meets these standards. The Muskatour office and the subordinate heraldic offices are available to assist with research and putting together a submission package. However, failure to meet the minimum standards set forth in these rules does not obligate the Muskatour office to register the submitted elements.

### **3. Submission Limit:**

**a.** Name submissions may include a list of minor changes that a client will accept without additional consultation. However, the College of Arms will not consider alternate names that are significantly or completely different from the primary submission.

**b.** Armoury submissions will be considered only on the artwork (emblazon) presented. Any suggested or recommended changes to emblazon must result in a new submission.

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## C. Definition of ‘Period’

**1. Temporal Definition:** The SMA focuses on medieval Europe between the 5<sup>th</sup> and 16<sup>th</sup> centuries of the Common Era. Although individual clients may choose cultures or personae outside this time period (e.g., ancient Greece), name and armoury submissions must reflect practices from within this time period.

Name documentation will be accepted if it falls up to 100 years prior to the start of or 100 years after the end of the SMA period, as it is reasonable to assume that if such elements were in use a little earlier or later, they were likely to have been used within the SMA time period as well.

Allowable artistic designs and charges must have been in use during a time that heraldic tradition existed to be registered as part of armoury.

Even if documented in the correct time period, elements that are restricted or banned or that violate the offensiveness clause will not be registered.

**2. Geographic Definition:** The center of the SMA is medieval Europe.

Names and name elements found in Europe during the time period defined above may be considered. For such elements outside the confines of Europe, we require that the submitted elements be from cultures/regions that were known to medieval Europeans. For civic submissions, castle names may be of non-European origin (if from a culture known to medieval Europeans), but not official SMA branch names.

For armoury, we allow charges and patterns documented from medieval European heraldic traditions. We may allow charges and patterns from other regions when the client’s persona may have reasonably traveled with that armoury to Europe. Such submissions must still follow the core style rules detailed in the Armoury section below or be documented as an attested pattern known in medieval Europe.

Even if documented in the correct geographical area/region, elements that are restricted or banned or that violate the offensiveness clause will not be registered.

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## D. Definitions of Terms

**1. Element:** An element is a single part of a submission. In names, an element may be one name or word (even a connecting word such as *of* or *the*) or a part of a

word, such as a prefix or suffix. In armoury, an element may be a charge, a line of division, an arrangement of charges, or a tincture.

**2. Attested:** The act of providing evidence that an element or pattern existed in period.

**3. Documentation:** Evidence that an element or pattern existed in period.

**4. Substantial and Distinct:** Used in defining conflict, each of these terms indicates a level of difference between elements or designs. A substantial change indicates a visible difference that would have been recognized in period practice as significant enough to difference two submissions without additional changes. Distinct changes are those that are not as great and/or carry much less visual weight. A minimum of two distinct changes are necessary to difference submissions that cannot be cleared through a single substantial change.

**5. Precedent:** A ruling by the Muskatour office that addresses concerns not clearly defined in the rules. These are similar to legal precedents in the modern court system in that they are used to make determinations on later, similar cases.

**6. Variance:** Used to describe an element or combination of elements not found in period names or armoury that may still be considered registerable. The best example of a variance is the allowance in civic arms for argent fields despite the requirement for such arms to have an ermine bordure or ermine chief.

**7. Default Orientation:** Unless specified otherwise in Appendix L, central and peripheral charges default to palewise facing dexter. Minor charges placed on an ordinary default to the orientation of the underlying charge. For example, a wolf's head on a bend will be angled 45 degrees to face along the line of the bend.

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## II. Personal Names

Personal names are those belonging to a single person. To be registerable, a personal name must:

- be suitable for a specific time and place or otherwise meet the standards listed in II.A.
- be grammatically/structurally correct AND meet the standards for linguistic and temporal compatibility listed in II.B.
- be free of presumption and conflict as listed in II.C. and II.D.

- be acceptable under the offensiveness criteria listed in II.E.
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## A. Form and Content

**1. Definitions:** A *name phrase* is either a complete given name or a complete byname/surname, including any prepositions, articles, or conjunctions. The individual words making up a name phrase are called *name elements*. For personal names, all name phrases can be categorized as one of two types:

**a. Given Name:** The personal name most often used to address an individual. In most European languages, the given name is the first name element, but not always. All personal name submissions must include a given name. A client desiring two given names (sometimes called a first and middle name) must show documentation of that practice in the time and location for the name being submitted.

**b. Byname:** A byname or surname is an additional identifying element or elements used to differentiate two people with the same given name. The most common types of bynames are patro/matro-nymic (“child of”), locative, occupational, and epithetical (a physical or behavioral characteristic.) Both the type of byname and the form it takes must show documentation of that practice in the time and location for the name being submitted.

**2. Standards:** A registerable name phrase must meet the following standards:

**a. Time and Place:** A registerable name phrase must follow the grammar and structure for a single time and place. Mixing of languages, for example, can only be done if attested (see the language compatibility table in Appendix B.)

**b. Sources of Name Phrases:**

**(1) Attested Name Phrases:** A single example of an attested name phrase clearly dated to period and originating from a valid source is sufficient documentation. Minor spelling variants are allowed when documented to be compatible with conventions of the time and place of the attested name.

**(2) Constructed Name Phrases:** Name phrases may be constructed from attested period name elements. The client must provide

documentation demonstrating that the name phrase follows a period pattern. The client must provide at least three examples of the practice from valid, dated sources from a single time and place.

**3. Modern Language Allowance:** Names attested in a period language may be able to be registered in modern English or the modern form of the attested language. Such an allowance must be requested by the client and will be determined on a case-by-case basis.

**4. Borrowed Names:** Name phrases may be borrowed from pre-16<sup>th</sup> century literature, including religious literature. The borrowed element/phrase must meet the following requirements:

**a. Linguistically Appropriate:** The name phrase must be a form by which the character or person in the literature was known in that time and place. In the case of a saint, evidence for that saint's veneration (e.g., through the naming of churches) is sufficient. Only the form of the name used in that culture is allowed under this exception.

**b. Pattern of Borrowing:** The client must show that the culture from which the name is drawn had a pattern of using name phrases from that type of source. The client should provide at least two independent examples of normal people using such name phrases in the target time and place.

**5. Legal Name Allowance:** A single name phrases from the client's legal name may be used. The client must provide proof of the legal name, such as a birth certificate, driver's license, baptismal record, or passport. While other personally identifiable information (PII) can be blanked out, the full name and the nature of the document must be visible. The name phrase must match the position (given name or byname) and spelling that appears on the legal document. Since some legal documents use all caps or omit punctuation, allowances for such will be on a case-by-case basis. Nicknames that do not appear on legal documents cannot be registered.

The name as a whole must still meet the other requirements for registration (e.g., you can't use your legal name if it is "King" or "Earl", since those are presumptuous.)

**6. Branch Name Allowance:** Name phrases may be created from the registered forms of SMA branches.

**7. Prior Registration Allowance:** If a rule changes or subsequent research shows previous names to be incorrect in any way, an individual who is changing their

name may still use name phrases from their currently registered name. Only the exact, actual name phrase from the registered form may be used.

Immediate family members may take advantage of this allowance in their own name submissions to show familial relationship. The client must provide a legal document or letter of attestation from the owner of the registered name stating their relationship. Note that this allowance does not exempt a name or name phrase from conflict, presumption, or offense rules.

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## **B. Style**

**1. Definitions:** A *name phrase* is either a complete given name or a complete byname/surname, including any prepositions, articles, or conjunctions. The individual words making up a name phrase are called *name elements*. A *naming pool* refers to the group of name phrases used in a specific time and place. *Regional naming groups* are geographically and culturally linked groups of naming pools. We use these to determine whether name phrases can be combined in a registerable name. See Appendix C.

### **2. Name Phrase Requirements:**

- a.** Personal names must have at least one given name and one byname.
- b.** In some languages, spelling changes are grammatical based on the meaning of the name phrase and its position within the name. Each registerable name phrase must therefore be correct in that respect.
- c.** Capitalization of name phrases should be consistent with the position in the name and the language of the name phrase. See Appendix B.

**3. Overall Name Requirements:** Name submissions must be consistent with temporal and geographical compatibility. The position of each name phrase in the overall name must be appropriate for its language and culture. See Appendices B and C for patterns that require no additional documentation. Additionally, the whole name must follow one of the patterns described here:

- a. Cultural Uniformity:** The name as a whole must match a pattern of name style and grammar for a single time and place (e.g., 13<sup>th</sup> century France.)

**b. Cultural Mix:** Names that mix name phrases from different times and/or places may be registered if the name meets one of the following:

(1) The name mixes name phrases found in a single regional naming group and are documented within 300 years of each other.

(2) The name mixes name phrases from two regional naming groups listed as compatible and are documented within 200 years of each other.

(3) The name mixes name phrases from naming pools that were used together by real people. In this case, the name phrases must be within 200 years of each other AND within 200 years of the documented examples. The client must provide at least three in-period examples.

(4) A name phrase registered using the legal name allowance, the prior registration allowance, or the branch name allowance is treated as existing in any language, culture, or time period. A name as a whole using such a name phrase is still subject to other rules regarding cultural and temporal compatibility.

**4. Names in Alternate Alphabets:** Names using alphabets other than the modern English alphabet should include both the English spelling and the spelling in the alternate alphabet. The Muskatour office will use the documented alternate spelling to determine the most correct English alphabet spelling. The English version is what will appear in the registry so as to make it easier for scribes, heralds, and royalty to pronounce the name (and because the database sorts in English.) Simple orthographics may be included in the English spelling (e.g., common diacritics such as ó (with an acute accent), ligatures such as æ (ash, representing {ae}), and other characters such as þ (thorn, representing the unvoiced {th} sound).) See Appendix D.

**5. Excessive Modernity:** A name or name element is excessively modern if it creates a modern reference, pun, or play on words OR if it yanks a reasonable person mentally out of the medieval mindset. Such names or elements will not be registered.

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## C. Conflict

**1. Definitions:** Within the SMA, names must be unique both to avoid identity confusion and to provide a unique marker for the database. New submissions must

therefore have sufficient difference from all previously registered names to be considered unique. Conflict can occur in one of two ways: identity and relationship.

**a. Identity conflict** occurs when two names are similar enough to be mistaken for the same person. This can occur because of similarity in spelling or similarity in pronunciation.

**b. Relationship conflict** occurs when the construct of a name makes an unmistakable claim of close relationship to another registered name. For example, there is a difference between claiming to be “James the son of John” and claiming to be “James the son of John of Devonshire.”

**2. Names Protected from Conflict:** New name registrations fall under conflict protection from the moment they are published as accepted in a Muskatour letter. The Muskatour office also protects the names of important people outside the SMA, both historical and modern.

**3. Identity Conflict:** To avoid identity conflict, two names must be substantially different in both sound and appearance. Meaning/translation, language, etymology, etc. are irrelevant for this determination. To be considered substantially different, two names must have one substantial difference in sound and one substantial difference in appearance. Names are compared in whole rather than by element (e.g., *Eleanore Fannie Moore* conflicts with *Eleanore Fanimore*.)

A single sound is defined as a consonant sound, vowel sound, or diphthong.

A single change to appearance occurs with the insertion, deletion, or substitution of a letter or space. Changes to accents and punctuation, including capitalization, do not affect appearance.

**a. Distinct Changes to the Sound of Two Syllables:** Names are substantially different in sound if distinct sound changes occur in at least two syllables. Changes to any part of the name count, including articles and prepositions. Distinct changes are minor but sufficient to notice (e.g., the difference in the ‘s’ sound between *issue* and *passive*.)

**b. Substantial Change to the Sound of One Syllable:** Names are substantially different in sound if a substantial sound difference occurs in a single syllable. Substantial changes are major and nearly impossible to ignore (e.g., adding or removing a complete syllable, the difference in sound between the ‘a’ in *cat* and in *case*.) Note that for the purposes of this rule, the addition, change, or removal of articles or prepositions do not apply.

**c. Distinct Changes to Appearance:** A name is substantially different in appearance if a distinct change in spelling affects at least two letters or spaces.

**d. Substantial Change to Appearance:** Changing one letter in a name element with a single syllable constitutes a substantial difference in appearance (e.g., *John* vs. *Jahn*.)

**4. Relationship Conflict:** To be clear of relationship conflict, the submitted name cannot unmistakably suggest a familial relationship with a registered name or protected real-world person. Adding an element not in the protected name OR removing an element that is coincident with the protected name is generally enough to clear this conflict.

**5. Permission to Conflict:** The owner of a registered name may grant permission to conflict for either identity conflict or relationship conflict. In the case of identity conflict, such permission still requires at least one distinct change to both sound and appearance. In the case of relationship conflict, the new submission must still meet the requirements for sound and appearance but may be of a style that implies a familial relationship with the person granting permission.

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## D. Presumption

**1. Definitions:** Presumption is a false claim which can take many forms: unearned rank, powers (temporal or spiritual) that the client does not possess, close relationship with an important person, or membership in a family or organization to which the client does not belong.

**2. Claim to Rank:** Names may not use phrases or elements that are or appear to be a rank restricted or banned within the SMA. This includes:

**a. Elements that Appear to Be Titles:** Given name elements such as *Earl* or *Regina* may be attested in period but are also restricted titles and may not be registered in the SMA. Byname elements such as *Knight* or *Herr* may be attested in period but are also restricted titles and may not be registered in the SMA. The legal name allowance does NOT allow registration of such elements under this restriction.

**b. Dynastic Names:** Submitted bynames may not be names used historically and uniquely by a dynasty (Note: dynastic names that were also used by non-royal people in-period are acceptable.)

**c. Names Combining Family Name and Location:** Submitted names may not match up a noble family with the historic seat of their influence. This is most common with families in northern England and Scotland (e.g., *Ian Montrose of Stirling*.)

**d. Honorifics:** Name phrases that were only granted as an honor or award by rulers cannot be registered. Such names are a claim to rank.

**e. Combining Occupational and Locative Bynames:** Names that give the appearance of holding a specific position within a community, court, or organization will not be registered. Thus, we can have a *John the Blacksmith* and a *John of Upton*, but we cannot have a *John the Blacksmith of Upton*.

**3. Claim of Powers:** Names will not be registered if they contain a claim of unnatural abilities, magic power, or divinity. Documented name phrases appearing to be a claim of divine parentage that were used by human beings in period (e.g., *Thorsson*) are not necessarily barred under this rule and will be considered on a case-by-case basis.

**4. Claim of Close Relationship with an Important “Real World” Person:** See II.C above. For persons we consider important enough, we protect all names and name forms by which they were known, including other languages.

**a. Protected Non-SMA People:** A person is considered important enough to protect if they have their own entry in a standard print encyclopedia. In some cases, a spouse of an important person may also be considered important enough to protect. Those persons not meeting this general criterion are considered important enough if they:

- are sovereign rulers of significant states.
- are individuals who are recognized by a significant number of people in the SMA without having to look them up. Those known only by specialists in a field do not meet this standard.
- are individuals whose work significantly shaped the course of world history, science, or the arts.
- are fictional characters meeting two conditions: a significant number of people in the SMA recognize the name; AND use of the name appears to be a clear reference to that character or the fictional work in which they appear.

**5. Claim of Non-Humanity:** A submitted personal name must be an actual personal name, and not a pseudonym for a territory, rank/title, order/award, inn/tavern, or other non-human entity.

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## **E. Offense**

**1. Definitions:** Names or name elements that are considered offensive to a large segment of SMA members or to the public at large will not be registered. The bar for determining offensiveness is high, and this rule will not be used capriciously. Offense is not dependent on the intent of the client. Similarly, offense is not dependent on how blatant the offense (e.g., translating something offensive to a bunch of English speakers into another language does not remove the offense.)

### **2. Types of Offensive Names:**

**a. Vulgar Names:** We do not register names or name elements that include pornographic or scatological language.

**b. Offensive Religious Terms:** We do not register names or name elements that include religious terms when such terms are used in a way that mocks the beliefs of others.

**c. Derogatory Stereotypes:** We do not register names or name elements that include ethnic, racial, or sexuality-based slurs or references to derogatory stereotypes. Note that this restriction is based on modern interpretation of “derogatory” even if such a name element or phrase is documentable in period.

**d. Offensive Political Terms:** We do not register names or name elements that include modern political terms, nor do we register names or name elements that include in-period documented political terminology deemed offensive in the modern era to a particular race, ethnicity, religion or similar group.

**e. Offensiveness by Association:** We will not register name or name elements that reference places, persons, events or concepts that are offensive to a large segment of the SMA or the public at large. Such a reference must be clear and overt. When considering names under this paragraph, related armoury submissions may be taken under advisement (i.e., the “whole package”.) Factors considered include: the level of fame/infamy; whether the name

element is better known for other non-egregious reasons; any other mitigating factors.

**3. Whole Names:** Even if each name phrase and name element is itself free of offense, a name submission in its entirety may still be considered offensive. An example of “whole name” offensiveness may be a legitimate given name and a legitimate locative byname that, when combined, makes an unmistakable reference to the commandant of a WWII extermination camp.

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### III. Civic and Organizational Names

Civic and organizational names include branch names, award/order names, castle designations, guild names, and heraldic titles. C&O name submissions must:

- have a documented designator and substantive element that match for the type of name being submitted.
- have all elements suitable for a specific time and place (see III.A).
- be grammatically and structurally correct for language and time period (see III.B).
- be free of conflict and presumption (see III.C and III.D).
- be free of offense (see III.E).

Additionally, branch names must be accompanied by a petition signed by a majority of paid members of the branch and certified by the branch seneschal.

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#### A. Form and Content

**1. Definitions:** Civic or organizational names consist of two phrases: a designator and a substantive element.

**a. Designator:** A designator indicates the type of organization represented by the name. This can be a recognized territorial branch designator (e.g., *Shire, Town, Kingdom*), a non-territorial collective (e.g., *Castle, Barony, Guild*), an ephemeral designator (e.g., *Order, Award*), or heraldic titles. The submitted designator must match the type of name (e.g., *Order of* can only be used for actual orders.) A list of generally accepted English-language designators can be seen in Appendix E.

**(a) Branch Designator:** If not appearing in Appendix E, submitted Branch designators must be documented to have been in use in medieval Europe.

**(b) Order and Award Designator:** If not appearing in Appendix E, submitted Order or Award designators must be documented as following pattern for actual medieval order names.

**(c) Non-territorial Collective Designator:** If not appearing in Appendix E, submitted Collective designators must be documented as having been used to refer to a collective or defined group of people in medieval Europe (e.g., a Castle is a group of people looking to a single noble for leadership, sustainment, training, etc. Therefore, a Castle may use medieval European terms such as *House*, *Crew*, *Company*, *Tavern*, etc. which have synonymous or similar meaning.)

**(d) Heraldic Titles:** If not appearing in Appendix E, submitted Heraldic Title designators must be documented as having been used in medieval Europe. Currently, the acceptable designators are *King/Queen/Sovereign of Arms*, *Herald Extraordinaire*, *Herald*, *Pursuivant*, and *Pursuivant Extraordinaire*. *King/Queen/Sovereign of Arms* is reserved to the Muskatour office. Other designators generally refer to a particular rank or position within kingdom colleges of arms and are expected to be appropriately applied for the office or person for whom they are intended.

**b. Substantive Element:** The substantive element is the unique part of the name, and the only part of the civic or organizational name that contributes to difference. In general, the substantive element must meet the same standards as personal names, with some allowances (see below.)

**2. Standards:** A registerable civic or organizational name must meet the following standards:

**a. Time and Place:** A registerable substantive element must follow the grammar and structure for a single time and place. Mixing of languages, for example, can only be done if attested (see the language compatibility table in Appendix C.)

**b. Sources of Civic and Organizational Names:**

**(1) Attested Names:** A single example of an attested name phrase clearly dated to period and originating from a valid source is sufficient documentation. Minor spelling variants are allowed when documented to be compatible with conventions of the time and place of the attested name.

**(2) Constructed Names:** Name phrases may be constructed from attested period name elements. The client must provide documentation demonstrating that the name phrase follows a period pattern. The client must provide at least three examples of the practice from valid, dated sources from a single time and place.

**(a)** New placenames can be constructed from documented placename elements following a documented pattern.

**(b)** New heraldic titles can be constructed by using documented elements in documented patterns for a specific time and place.

**3. Modern Language Allowance:** Names attested in a period language may be able to be registered in modern English or the modern form of the attested language. Such an allowance must be requested by the client and will be determined on a case-by-case basis.

**4. Borrowed Names:** Name phrases may be borrowed from pre-16<sup>th</sup> century literature, including religious literature. The borrowed element/phrase must meet the following requirements:

**a. Linguistically Appropriate:** The name phrase must be a form by which the organization or place in the literature was known in that time and place. Only the form of the name used in that culture is allowed under this exception.

**b. Pattern of Borrowing:** The client must show that the culture from which the name is drawn had a pattern of using name phrases from that type of source. The client should provide at least two independent examples of normal people using such name phrases in the target time and place.

**5. Registered Name Allowance:** A registered personal name may be used in the construction of certain non-personal names. During our time period, surnames were used to define households, designate heralds, and even name ships or taverns. The name phrase must be used in precisely the way that it is spelled in the existing

registration, with allowances for minor spelling changes to facilitate proper grammar for the language used.

**6. Branch Name Allowance:** Name phrases may be created from the registered forms of SMA branches (e.g., *X of Branchname*.) The branch name may not be translated into other languages, but minor changes in spelling may be permitted to hold true to the grammatical structure of the overall name.

**7. Prior Registration Allowance:** If a rule changes or subsequent research shows previous names to be incorrect in any way, registered individual or branch name elements may be used in a new civic or organizational name submission by that individual or branch. Only the exact, actual name phrase from the registered form may be used.

Immediate family members may take advantage of this allowance in their own organizational name submissions. The client must provide a legal document or letter of attestation from the owner of the registered name stating their relationship. Note that this allowance does not exempt a name or name phrase from conflict, presumption, or offense rules.

Branches that are entitled to register heraldic titles or award/order names may register new ones based on patterns used in their existing heraldic titles or order names. The new submission must be similar in content to the existing pattern.

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## B. Style

**1. Definitions:** A complete civic or organizational name includes a designator that defines the type of name (e.g., *Town, Herald, Order*) and a substantive element that serves as the unique identifier (e.g., *Baton Rouge, Smithville*).

### **2. Name Phrase Requirements:**

**a.** C&O names must have a designator and a substantive element. Only the substantive element is considered for conflict.

**b.** In some languages, spelling changes are grammatical based on the meaning of the name phrase and its position within the name. Each registerable name phrase must therefore be correct in that respect.

c. Capitalization of name phrases should be consistent with the language of the name phrase.

**3. Overall Name Requirements:** C&O name submissions must be consistent with temporal and geographical compatibility. The position of the designator and substantive element in the name must be appropriate for its language and culture. Additionally, the whole name must follow one of the patterns described here:

**a. Cultural Uniformity:** The name as a whole must match a pattern of name style and grammar for a single time and place (e.g., 13<sup>th</sup> century France.)

**b. Cultural Mix:** Names that mix designators and substantive elements from different times and/or places may be registered if the name meets one of the following:

(1) The name mixes name phrases found in a single regional naming group and are documented within 300 years of each other.

(2) The name mixes name phrases from two regional naming groups listed as compatible and are documented within 200 years of each other.

(3) The name mixes name phrases from naming pools that were used together by real organizations. In this case, the name phrases must be within 200 years of each other AND within 200 years of the documented examples. The client must provide at least three in-period examples.

(4) A name phrase registered using the legal name allowance, the prior registration allowance, or the branch name allowance is treated as existing in any language, culture, or time period. A name as a whole using such a name phrase is still subject to other rules regarding cultural and temporal compatibility.

**4. Names in Alternate Alphabets:** Names using alphabets other than the modern English alphabet should include both the English spelling and the spelling in the alternate alphabet. The Muskatour office will use the documented alternate spelling to determine the most correct English alphabet spelling. The English version is what will appear in the registry so as to make it easier for scribes, heralds, and royalty to pronounce the name (and because the database sorts in English.) Simple orthographics may be included in the English spelling (e.g., common diacritics such

as ó (with an acute accent), ligatures such as æ (ash, representing {ae}), and other characters such as þ (thorn, representing the unvoiced {th} sound.) See Appendix D.

**5. Excessive Modernity:** A name or name element is excessively modern if it creates a modern reference, pun, or play on words OR if it yanks a reasonable person mentally out of the medieval mindset. Such names or elements will not be registered.

**6. Overly Generic:** Some items may be considered too generic to be registered to a single group or individual. An example would be generic identifiers such as *Scribal Guild* and *Castle Guard*. Such identifiers may be registered as part of a more specific submission (e.g., *Scribal Guild of Shepherd's Keep*.)

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## C. Conflict

**1. Definitions:** Within the SMA, names must be unique both to avoid identity confusion and to provide a unique marker for the database. New submissions must therefore have sufficient difference from all previously registered names to be considered unique. Conflict can occur in one of two ways: identity and relationship.

**a.** Identity conflict occurs when two substantive elements are similar enough to be mistaken for the same branch, office, order, or organization. This can occur because of similarity in spelling or similarity in pronunciation. Note that only the substantive element is considered for conflict. Thus, *Castle Blacksmith*, *Blacksmith Keep*, *Guild of Blacksmiths*, and *Blacksmith Pursuivant* would all conflict with each other. *Blacksmith Pursuivant* and *Order of the Blacksmith* would not conflict if they were being registered by the same branch, since there is a documented pattern of heraldic titles being constructed from order names.

**b.** Relationship conflict occurs when the construct of a name makes an unmistakable claim of ownership by or close relationship to another registered name. For example, there is a difference between claiming to be “Johnson’s Tavern” and claiming to be “Robert Johnson of York’s Tavern.” The latter would conflict with “Robert Johnson of York.”

**2. C&O Names Protected from Conflict:** New name registrations fall under conflict protection from the moment they are published as accepted in a Muskatour letter. The Muskatour office also protects the names of important organizations and important orders and titles outside the SMA, both historical and modern (see Presumption below.)

**3. Identity Conflict:** To avoid identity conflict, two C&O names must be substantially different in both sound and appearance. Meaning/translation, language, etymology, etc. are irrelevant for this determination. To be considered substantially different, two names must have one substantial difference in sound and one substantial difference in appearance. Substantive elements are compared in whole (e.g., *Order of the Silver Rigue Lining* conflicts with *Silvery Lining Keep*.)

A single sound is defined as a consonant sound, vowel sound, or diphthong.

A single change to appearance occurs with the insertion, deletion, or substitution of a letter or space. Changes to accents and punctuation, including capitalization, do not affect appearance.

**a. Distinct Changes to the Sound of Two Syllables:** Names are substantially different in sound if distinct sound changes occur in at least two syllables. Only changes to the substantive element count (excluding articles and prepositions.) Distinct changes are minor but sufficient to notice (e.g., the difference in the ‘s’ sound between *issue* and *passive*.)

**b. Substantial Change to the Sound of One Syllable:** Names are substantially different in sound if a substantial sound difference occurs in a single syllable. Substantial changes are major and nearly impossible to ignore (e.g., adding or removing a complete syllable, the difference in sound between the ‘a’ in *cat* and in *case*.) Note that for the purposes of this rule, the addition, change, or removal of articles or prepositions do not apply.

**c. Distinct Changes to Appearance:** A name is substantially different in appearance if a distinct change in spelling affects at least two letters or spaces.

**d. Substantial Change to Appearance:** Changing one letter in a name element with a single syllable constitutes a substantial difference in appearance (e.g., *John* vs. *Jahn*.)

**4. Relationship Conflict:** To be clear of relationship conflict, the submitted name cannot unmistakably suggest a familial, property, or business relationship with a registered name or protected real-world person, order, title, or organization. Adding an element not in the protected name OR removing an element that is coincident with the protected name is generally enough to clear this conflict.

**5. Permission to Conflict:** The owner of a registered name may grant permission to conflict for either identity conflict or relationship conflict. In the case of identity conflict, such permission still requires at least one distinct change to both

sound and appearance. In the case of relationship conflict, the new submission must still meet the requirements for sound and appearance, but may be of a style that implies a familial, property, or business relationship with the person or organization granting permission.

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## D. Presumption

**1. Definitions:** Presumption is a false claim which can take many forms: unearned rank, powers (temporal or spiritual) that the client does not possess, close relationship or affiliation with an important person, or membership in a family or organization to which the client does not belong.

**2. Claim to Rank:** C&O names may not use phrases or elements that are or appear to be a rank restricted or banned within the SMA. This includes:

**a. Elements that Appear to Be Titles:** Given name elements such as *Earl* or *Regina* may be attested in period but are also restricted titles and may not be registered in the SMA. Byname elements such as *Knight* or *Herr* may be attested in period but are also restricted titles and may not be registered in the SMA. The legal name allowance does NOT allow registration of such elements under this restriction.

**b. Peerage Orders:** Order and award names may not include the names of either SMA or real-world peerage orders or use references to famous real-world knightly orders (e.g., *the Garter*.) Other types of C&O names may use such elements, but only in a context that does not reference the order itself and is unlikely to be perceived as such by the average SMA member.

**c. Elements Considered Presumptuous in Personal Names:** C&O names may not contain substantive element that is considered presumptuous in a personal name such as dynastic names, honorifics, combinations of occupational and locative bynames, and combinations of family name and location that presume on noble families with historic seats of influence.

**3. Claim of Powers:** C&O names will not be registered if they contain a claim of unnatural abilities, magic power, or divinity. Documented name phrases appearing to be a claim of divine parentage that were used by human beings or organizations in period (e.g., *Thorsson*) are not necessarily barred under this rule and will be considered on a case-by-case basis.

**4. Claim of Close Relationship with an Important “Real World” Entity or Person:** See III.C above. For persons or organizations we consider important enough, we protect all names and name forms by which they were known, including other languages.

In addition to the rules of conflict above, a C&O name submission presumes on a protected name if the substantive element makes a claim of ownership by or affiliation with the protected name.

**a. Protected Non-SMA Entities:** Entities protected from presumption include significant places (countries, regions, and cities), knightly and religious orders, heraldic titles, and significant organizations (colleges, businesses, etc.) An entity is considered important enough to protect if it has its own entry in a standard print encyclopedia. Entities not meeting this general criterion are considered important enough if they:

- are recognized as unique by a significant number of people in the SMA without having to look them up.
- are historical sites or entities that still have great influence in modern times
- are historical sites or entities that significantly shaped the course of world history, science, or the arts.
- are fictional places or entities meeting two conditions: a significant number of people in the SMA recognize the name; AND use of the name appears to be a clear reference to the fictional work in which they appear.

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## **E. Offense**

**1. Definitions:** Names or name elements that are considered offensive to a large segment of SMA members of the SMA or to the public at large will not be registered. The bar for determining offensiveness is high, and this rule will not be used capriciously. Offense is not dependent on the intent of the client. Similarly, offense is not dependent on how blatant the offense (e.g., translating something offensive to a bunch of English speakers into another language does not remove the offense.)

### **2. Types of Offensive Names:**

**a. Vulgar Names:** We do not register names or name elements that include pornographic or scatological language.

**b. Offensive Religious Terms:** We do not register names or name elements that include religious terms when such terms are used in a way that mocks the beliefs of others.

**c. Derogatory Stereotypes:** We do not register names or name elements that include ethnic, racial, or sexuality-based slurs or references to derogatory stereotypes. Note that this restriction is based on modern interpretation of “derogatory” even if such a name element or phrase is documentable in period.

**d. Offensive Political Terms:** We do not register names or name elements that include modern political terms, nor do we register names or name elements that include in-period documented political terminology deemed offensive in the modern era to a particular race, ethnicity, religion or similar group.

**e. Offensiveness by Association:** We will not register name or name elements that reference places, persons, events, or concepts that are offensive to a large segment of the SMA or the public at large. Such a reference must be clear and overt. When considering names under this paragraph, related armoury submissions may be taken under advisement (i.e., the “whole package”.) Factors considered include: the level of fame/infamy; whether the name element is better known for other non-egregious reasons; any other mitigating factors.

**3. Whole Names:** Even if each name phrase and name element is itself free of offense, a name submission in its entirety may still be considered offensive. An example of “whole name” offensiveness may be a construct that mocks a demographic through the use of the documented surname *Shitty* as the substantive element in front of a designator.

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## IV. Armoury

Armorial submissions fit into three categories: personal armoury, civic armoury, and augmentations of honor. The first two follow identical rules (except for some requirements for official regional branches.) Personal armoury refers to the single arms registered to an individual persona. Civic armoury refers to the single arms registered to any official branch or sub-organization within the SMA (e.g., shire,

principality, castle, guild.) Augmentations of honor are simple and specific patterns granted to the holder of armoury that reflect an honor bestowed by the Crown of an individual kingdom. There is no difference between personal and civic armoury with respect to style, conflict, or presumption. The SMA protects some other items, such as flags or armoury of important non-SMA entities, and these items will also be compared for conflict or presumption.

To be registered, an armoury submission must:

1. be compatible with period style.
2. be free of conflict and presumption as described later in this document.
3. be free of offensive or scatological elements as described later in this document.

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## A. Style Principles

**1. Style:** Armoury submissions must be compatible with period armorial style and content. Designs may meet these requirements in one of two ways:

**a. Core Rules:** As the only College of Arms that had legal authority within medieval Europe was the English College of Arms chartered in 1485, SMA heraldic style is based primarily on what was allowable within that jurisdiction. This is sometimes referred to as the Anglo-Norman style. Types of charges used in core-style submissions may be charges known to any European culture during our time period.

**b. Individually Documented Patterns:** Even though the Anglo-Norman style is predominant in our determination, designs which follow documented medieval practices from other cultures in Europe may be allowed. The requirements for an IDP are detailed later in this section.

**2. Blazon and Emblazon:** *Emblazon* is the term used to refer to the picture or actual artwork of a piece of armoury. *Blazon* is the term used to refer to the written or verbal description of the artwork. We register the *emblazon* rather than the *blazon*. Any discrepancies between the emblazon and the blazon will be resolved in favor of the image. The Muskatour office reserves the right to change the blazon at any time, even after registration, if new documentation becomes available. The emblazon will never be changed by the Muskatour office.

**3. Reproducibility:** Arms are used not just for recognition on the field, but also to announce an individual's presence, to create scrolls and other written works, and to compare against other armoury submissions in considering conflict. We strive for authenticity in how arms are recorded and used. Thus, we require any emblazon to be describable in common heraldic language (which is a bastardization of Norman French and High Middle English in most cases.) A competent heraldic artist, with only normal and minimal variation, should be able to reproduce an accurate emblazon from the blazon. Any designs requiring excessive language for such things as specific field placement or careful alignment of items that cannot be reliably blazoned using standard period heraldic terms will not be registered. Designs using charges, postures, orientations, tinctures, or arrangements that cannot be blazoned using standard heraldic terminology will not be registered.

**4. Recognizability:** All elements in the submitted image must be recognizable. Emblazons that are ambiguous as to tincture, identity of a charge, posture or orientation, group arrangement, etc. cannot be reliably reproduced and will be returned.

**5. Coloring:** The rule of tincture is in place to ensure good contrast for easy visual identifiability at a distance. Colors are dark, metals are light, and 50-50 furs are neutral. To ensure that this rule of thumb is observed in armoury submissions, the Muskatour office recommends the use of the standard Crayola® color pack for all heraldic tinctures. RGB settings for electronic submissions should match as closely as possible to the Crayola® color pack settings.

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## **B. Armoury Content**

**1. Definitions:** Armoury elements include tinctures, charges, lines of division, complex line treatments, postures/orientations, and arrangements. The client must present documentation that the element and its depiction meet the requirements for registration. In most cases, the documentation is as simple as showing that an element is in common use in the real world (some online and text sources are listed in Appendix F.) For elements not in common use, the client must show at least one period reference using the submitted element (additional examples for elements falling outside the core rules as stated in the section in IDPs below.)

**2. Element Standards:** For a submission following the core rules, one of the following must apply:

**a. Attested Elements:** Elements may be registered if they appear in medieval European armoury. Designs found in a period roll of arms or a treatise on armoury count. Elements can only be used in the same manner in which they appear in period armoury.

**b. Constructed Elements:** Elements that follow a period pattern for formation are registerable. Some documented patterns include:

(1) **Tools:** An item documented as a period tool or artifact is registerable.

(2) **Plants and Animals:** An item that can be documented as a plant or animal known in medieval Europe is registerable.

(3) **Constructed Monsters:** The creation of monsters by combining elements from different animals is well known in period heraldry. Therefore, monsters created in this manner may be registerable. The monster must still be describable in heraldic terms and reliably recreated from blazon by an heraldic artist.

**c.** If a rule changes or subsequent research renders previous armoury elements disallowed in any way, an individual who is changing their arms or creating a personal badge may still use elements from their currently registered armoury. Only the exact element from the registered form may be used.

Immediate family members may take advantage of this allowance in their own armoury submissions to show familial relationship. The client must provide a legal document or letter of attestation from the owner of the registered arms stating their relationship. Note that this allowance does not exempt arms from conflict, presumption, or offense rules.

**d. Unregisterable Elements:** Some items are unregisterable. These may be elements that are post-period, elements from cultures not known to medieval Europeans, some geometric patterns not used in heraldry (e.g., Greek 'key' pattern, Celtic knotwork), or elements violating the offensiveness clause.

**3. Heraldic Art Standards:** Any submitted artwork must meet the following standards:

**a. Appropriate Drawing:** Elements must be drawn in their period forms and in a period armoury style. In general, this means that charges should be drawn flat (no perspective – except where the period armorial depiction is

rendered in perspective.) Complex lines of division must be drawn with few enough and large enough “squiggles” to be recognizable at a distance. Artwork considered “excessively modern”, “cartoonish”, “sci-fi/fantasy”, or “overly naturalistic” will be returned.

**b. Identifiability:** Elements must be drawn to be identifiable. This includes the type of charge, the posture/orientation, the tincture, and any lines of division. All charges that rely on internal detailing for identification should have sufficient detailing for that purpose without so much as to blur the line between tinctures. Some charges have standard identifying characteristics without which they may be rendered unregistrable (e.g., the spots on dice.)

**c. Appropriate Size:** Size is important in heraldry. The relative size of any element not only tells us which charge group it belongs to but also fills the available space and is recognizable at a distance.

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## C. Armoury Style

**1. Types of Designs:** There are three types of designs with slightly different style rules:

**a. Personal Arms:** One persona = One Arms. Personal arms consist of a field (the background on which all charges lie), and may include other elements such as:

**(1) Central Charges:** Any single charge or small group of charges that occupies the center of the field and is of a size and pattern to be considered the primary element.

**(2) Peripheral Charges:** Any single charge or group of charges occupying the field outside the central visual focus OR a centrally located charge that is smaller than and being held or maintained by a central charge.

**(3) Minor Charges:** Any single charge or group of charges lying entirely on top of a central or peripheral charge.

Charges on the field need not be touching but must be laid out in a pattern that is documented or attested as existing in medieval heraldry.

**b. Civic Arms:** One group = One Arms. Civic arms consist of a field (the background on which all charges lie), and may include other elements such as:

(1) **Central Charges:** Any single charge or small group of charges that occupies the center of the field and is of a size and pattern to be considered the primary element.

(2) **Peripheral Charges:** Any single charge or group of charges occupying the field outside the central visual focus OR a centrally located charge that is smaller than and being held or maintained by a central charge.

(3) **Minor Charges:** Any single charge or group of charges lying entirely on top of a central or peripheral charge.

Civic arms may also include a mark of allegiance as described below.

Charges on the field need not be touching but must be laid out in a pattern that is documented or attested as existing in medieval heraldry.

**c. Augmentations of Honor:** An augmentation is an honor bestowed by the Crown that may be added to existing arms. While augmentations may take many forms, until further notice the standard augmentation for the SMA is a single black ermine spot (a muskatour sable.)

**d. Marks of Allegiance:** A mark of allegiance is a specific element used to show a special bond of fealty between entities. Within the SMA, we differentiate between personal and civic arms using specific marks of allegiance. The arms of Kingdoms and Principalities will include a *bordure ermine*. The arms of official land-based groups within the SMA (towns, shires, etc.) will include a *chief ermine*. Allowances will be made regarding contrast in the consideration of submitted civic arms wishing to use an argent field. The line of division of the bordure or chief may be simple or complex.

Non-land-based groups within the SMA (castles, guilds, etc.) may choose to include marks of allegiance but are not required to do so. Should such groups wish to include a mark of allegiance, the client must work with the College of Arms to establish a suitable mark of allegiance other than the ermine chief or bordure.

**2. Armorial Contrast:** Contrast refers to the use of tinctures. All submissions must have good contrast as appropriate to period practice.

**a. Tinctures:** Tinctures include colors and metals. Other patterns are treated as tinctures for design purposes.

(1) The colors are *azure* (blue), *gules* (red), *sable* (black), *vert* (green), and *purpure* (purple). The metals are *argent* (white or silver) and *Or* (yellow or gold). Colors automatically have good contrast with metals and vice versa.

(2) Furs are a mix of color and metal that basically serve as their own tincture. For the purposes of contrast, furs are said to have good contrast with either a color or metal if they do not share a tincture between them. Exceptions may be made for marks of allegiance or augmentations of honor on a case-by-case basis.

Furs exist as one of two types. The first includes *vair* and *potent* – two specific patterns made up of half color and half metal. The default for these furs is azure and argent, but other tinctures may be used if specified in the blazon. The second are the ermines – a background of either color or metal with a sprinkling of ermine tails in a contrasting tincture. The default ermines include *ermine* (white background with black tails), *erminois* (yellow background with black tails), *counter-ermine* (black background with white tails), and *pean* (black background with yellow tails). Other combinations may be used if specified in the blazon.

(3) *Proper* is a term used for a charge in either a "natural" or "heraldic standard" tincture pattern. If a charge can be shown to have been used in period heraldry in *proper* tinctures, it may be used as such in the SMA. Appendix O is a list of accepted proper tinctures. Proper may not be used to bypass the rule of tincture in cases where the natural color of a charge must be included (e.g., there is no such thing as a *brown horse proper*.) In cases where a charge has a defined *proper* color, the determination on whether it has good contrast is based on the concept of light vs. dark. Caucasian flesh tones are light, so are considered a metal. Wood is brown which is dark and thus considered a color.

(4) Fields or charges that are divided are considered as a metal or color based on the majority tincture. If evenly divided, they are

considered neutral as long as they do not share a tincture with an underlying or overlying charge or field.

**b. Good Contrast:** Good contrast means that the layers of an armoury submission are dark on light or light on dark – able to be parsed visually at a distance, even if only glimpsed for a few seconds. Tinctures considered neutral (divided fields/charges or 50-50 furs) are said to have good contrast if they do not share a tincture with any underlying or overlying element. Two neutral tinctures may in fact have reasonable contrast with each other and may be permitted if identifiability of the elements is maintained. That said, excessive counterchanging – with or without good contrast – may obviate this option.

**c. Requirements for Divided Elements:**

**(1) Elements Divided in Two Parts:** Elements evenly divided into two parts (e.g., *per pale*, *per fess*, *per bend*, *per chevron*) may use any two tinctures or furs, as long as the two sections do not have the same base tincture. Some combinations of color-color or metal-metal may obscure the identifiability of a complex line of division – thus some such combinations will not be allowed.

**(2) Elements Divided Per Pall:** Elements divided *per pall* or *per pall inverted* cannot be all-metal or all-color. At least one section must be from the opposite side of the light-dark spectrum. Additionally, no two parts may share a background tincture (e.g., argent and ermine).

**(3) Elements Divided in Four Parts:** Elements divided *quarterly* or *per saltire* may use any two tinctures or furs, as long as the two sections do not have the same base tincture. Some combinations of color-color or metal-metal may obscure the identifiability of a complex line of division – thus some such combinations will not be allowed.

**(4) Other Divisions:** Elements not mentioned above must have good contrast between parts, including elements evenly divided into four parts other than *quarterly* or *per saltire*, divided into more than four parts, and unevenly divided into multiple parts. Each of these must have good contrast between parts as well as (in the case of charges) with adjacent parts of the field.

**d. Requirements for the Placement of Charges:** Charges must be placed on the field or on the underlying charge so as to allow good contrast.

**(1) Placement of Charges:** Charges must have good contrast with the background on which they are placed. If the default placement does not allow for good contrast, the charge may be “forced” to move so as to attain good contrast. This is most common when a tincture is shared with the underlying element.

Charges that are touching but not overlying one another do not have to have good contrast with each other, though they must still meet the criteria for identifiability.

**(2) Identifiability:** Charges and fields that share a tincture or tincture class may only be registered if both the charge and the field remain identifiable.

### **3. Voiding and Fimbriation:**

**a. Voiding** describes the case in which the interior of a charge is the same tincture as the field, as if the center of the charge was transparent.

Voiding may only be used with *ordinaries* or simple geometric charges when they are central charges. Peripheral charges may not be voided. Charges which are voided as part of their type (e.g., *mascles*) are not affected by these restrictions.

**b. Fimbriation** describes the case in which the charge is outlined with a different tincture in a line heavy enough to separate the charge from the underlying element.

Fimbriation may only be used with *ordinaries* or simple geometric charges when they are central charges. One exception is that marks of allegiance may be fimbriated to preserve identification.

**4. Clarity of Charge Groups:** Charges must unambiguously belong to the central charge group, a peripheral charge group, or a minor charge group. This is accomplished using size, arrangement, and placement on the field or underlying charge. If the submitted design blurs this distinction, the arms will not be registered.

Identical types of charges may not appear in both the central and any peripheral charge group.

Two close variants of a charge (e.g., a scimitar and a rapier) are not allowed in a single armorial design. This is true regardless of which charge group the charges appear in.

**5. Simplicity of Charge Groups:** Any submission is limited to a single central charge group and may have no more than two peripheral and/or two minor charge groups. Within each charge group, the following limitations apply:

**a. Excessive Variation:** There are some period examples in which a single charge group contains more than one type of charge, however finding examples of more than two types of charges in arms that are not marshaled is rare to non-existent. Therefore, we do not allow any charge group to have more than two types of charge.

**b. Mixing Ordinaries and Other Charges:** A single charge group may not mix ordinaries with non-ordinaries. In cases where the submission has a central ordinary, that will always be the primary charge. A single charge group cannot mix two types of ordinaries without an IDP.

**c. Unity of Posture and/or Orientation:** Separate charges within a charge group must be depicted in identical postures/orientations or in a standard heraldic arrangement that includes posture/orientation (e.g., *in saltire*, *combatant*). In cases where charges do not have comparable posture/orientation (e.g., animals vs. furniture), the charges must be in postures/orientations that do not require them to be blazoned separately from each other.

**d. Allowed Differences within Charge Groups:** Some differences between charges within a single charge group are found in period examples. As long as they remain blazonable, such minor differences may be allowed. For example, two charges in the central charge group that are different tinctures from each other, or minor charges that are only located on some but not all central or peripheral charges would be allowed.

**6. Overall Simplicity:**

**a. Arrangement:** Charge groups must be arranged in a period fashion. Appendices J and K include a list of standard arrangements.

**b. Complexity:** Period armoury is documentably simple. To emulate that simplicity, we use an algorithm to limit how complex an armoury submission

can be. If the total count of different tinctures plus the total count of different charges exceeds eight (8), the pattern must be documented as an IDP.

**c. Excessively Simple Designs:** Designs that consist only of a single tincture will not be registered. “Field-only” or “Field-primary” submissions must have as a minimum a field of two tinctures or a field of a single tincture with a peripheral ordinary. Additionally, submissions consisting only of letters or abstract symbols are not registerable.

## **7. Disallowed Submissions:**

**a. Overly Pictorial:** Designs which appear to be overly pictorial in nature will not be registered. A design is considered overly pictorial if it resembles natural artwork or seems intent on emulating a painting or photograph rather than an heraldic display.

**b. Overly Naturalistic:** Heraldic beasts and plants are generally stylized in period heraldry. Designs that use natural rather than heraldic versions of charges or that rely on multiple types of proper charges may be allowed only if the overall design is compatible with period examples.

**c. Excessively Modern:** Blatant reference to modern themes may be obtrusively modern. Examples include designs that recall imagery from comic books, television shows or modern films, storybooks, corporate or military logos, or pop-art. If the artwork yanks the viewer mentally out of the Middle Ages, it will likely not be registered.

**d. Excessive Counterchanging:** Counterchanging is considered excessive if it hurts the eyes or cannot be reliably blazoned on sight. An example might be *checky gules and Or, and escallop counterchanged*, where the outline of the escallop is almost impossible to make out visually.

**e. Unreliable Reproduction:** If the relative positions of charges, tinctures, etc. must be explicitly described in plain language for an artist to reproduce an emblazon, or if a blazon requires excessive language to describe the specific orientation, posture, or arrangement of charges, the submission will not be registered.

## D. Individually Documented Patterns

**1. Definitions:** Any armoury design that does not fit within the core rules may still be registerable if it can be documented to a specific time period and geographical location within our organizational scope. All elements in an Individually Documented Pattern must be found in that single time and place, including charges, arrangement of charge groups, and lines of division. An Individually Documented Pattern does not exempt a design from violation of rules other than style – including conflict, presumption, or offensiveness rules. Additionally, the overall design must still be blazonable using standard European heraldic terminology.

**2. Documentation Requirements:** Each element of the design that falls outside the core rules must be documented by itself. Additionally, if there is more than one deviation, the documentation must contain at least one example of the two patterns appearing together.

**3. Number and Origin of Examples:** The number of examples demonstrating period usage depends on several factors.

**a. Source and Style:** All examples must come from a single heraldic style or culture. In other words, if the submission is emulating an heraldic style from eastern Europe, all examples must come from eastern European sources.

**b. Independent Sources:** Each example used for documentation must be unique. Multiple sources showing the same arms still only constitutes one example. Additionally, a source showing the same arms as another source differenced only by a cadency mark does not count as a separate example.

**c. Number of Examples:** Three examples of the exact pattern or charge demonstrate a legitimate pattern. When three examples of the exact pattern are not available, five examples of a similar pattern may be sufficient. For example, if a client is attempting to document a *bordure gules* on an azure field, they must provide three independent examples of a blue field with a red bordure or five independent examples of a color bordure lying on a color field.

If there is more than one deviation from the core rules, the documentation must include at least one example of both patterns appearing together. Additionally, the documentation must include at least one example of each “core” charge and pattern appearing in the same geographic region and time period to demonstrate the overall pattern as being authentic.

## E. Armoury Conflict

**1. Definitions:** New submissions must be clear of conflict with all registered and protected armoury. There are two types of possible conflict: identity conflict and relationship conflict.

**a. Identity Conflict:** Armoury that is the same as or similar to registered armoury belonging to someone else to the point that the two could reasonably be mistaken for each other.

**b. Relationship Conflict:** Based on the practice of cadency, relationship conflict is when the design of one piece of armoury is such that in period it would have been representative of a child or other immediate family member of the owner of the original arms.

**c. Cadency Step:** A specific and distinct change made to a piece of armoury to show one step of separation between two family members. Cadency steps may include the addition of a specific peripheral charge (e.g., a label for the eldest son), a shift in tincture of the field or of a central or peripheral charge, or a change in the complexity of a line of division.

**d. Distinct Difference:** A difference between two sets of arms representing a single cadency step. A minimum of two distinct differences are required to clear conflict.

**e. Substantial Difference:** A difference between two sets of arms not typically used in period as a cadency step. One substantial difference is sufficient to clear conflict.

**2. Protected Armoury:** New armoury registrations fall under conflict protection from the moment they are published as accepted in a Muskatour letter. The Muskatour office also protects the arms and insignia of important people outside the SMA, both historical and modern.

**3. Technical Conflict Considerations:** When considering armoury for conflict, we consider the following:

**a. Blazons Considered:** We register the emblazon, but most conflict checking is done using the blazon. Therefore, we consider all reasonable variations of blazon for any specific submission. You cannot blazon your way out of conflict. Armoury with voided or fimbriated charges gives the appearance of a base charge with a slightly smaller minor charge on top.

Therefore, they must be checked against both the base charge and the voided or fimbriated charge.

**b. Comparing Charge Groups:** Charges are only compared to other charges in the same charge group. A central charge or charge group is only compared with other central charges or groups... peripheral compared to peripheral... minor compared to minor. Charges that are *overall* are considered part of the central charge group.

**(1) Addition or Removal of Charges:** Within a single charge group, the addition or removal of charges is a single difference. In the central charge group, this is a substantial difference. In the peripheral and minor charge groups, this is a single distinct difference.

**(2) Comparing Peripheral Charge Groups:** If a submission contains more than one peripheral charge group, each group is compared to the comparable group in protected armoury to determine difference. For example, a peripheral ordinary should only be compared to other peripheral ordinaries.

**(3) Comparing Minor Charge Groups:** Minor charges may appear on any other charge. Minor charge groups can only be compared when they occur on comparable charge group types. A minor charge group on a central charge cannot be compared directly to a minor charge group on a peripheral charge. However, minor charges on a bordure can be compared to minor charges on a chief.

**(4) Half of a Charge Group Definition:** Since some difference can be derived from changes to half or more of a charge group, it is important to know what constitutes “half”. Generally speaking, “half” is literally 50%. However, when there are an odd number of charges, “half” must be creatively defined. Only one distinct difference can be derived from changes to half a charge group.

- When three charges directly on the field are in a two-and-one arrangement, the top two collectively are “half”. The bottom charge by itself is “half”.
- When a central charge straddles a central line of division, each side is considered “half” even if the division is not symmetrical.
- When a central or peripheral charge group is separated by a line of division, the individual charges on either side of the line of division are “half”.

**c. Changes Not Worth Difference:** Changes smaller than a cadency step do not count for difference. In period, such changes were treated as “artistic license”. Some examples include *arming*, *languing*, *orbing*, minor differences in the position of animal/monster tails or heads, minor shifts in location on the escutcheon, relative thickness of ordinaries, etc.

**d. Augmentations:** Augmentations that do NOT use one of the registered standard augmentations must be independently checked for conflict as if they were arms themselves. Even if an augmentation is a registered standard augmentation, the client must demonstrate proof that they are entitled to the augmentation when submitted for registration. A copy of a court report or the attestation of a warranted herald is sufficient for this purpose. Augmented arms will be registered alongside the base arms as a variant rather than replacing the base arms outright.

**4. Visual Conflict Considerations:** Despite being technically clear of conflict, some designs may still be considered visually similar enough to risk identity conflict.

**a. Visually Equivalency:** Two charges that are too visually similar despite being called by different terms count towards conflict (e.g., wolves and dogs, cats and lions). Charges that were treated as completely different in period armorials may be exempt from this consideration if documented.

**b. Total Picture:** If two designs are nearly indistinguishable from each other at a reasonable distance, they are in visual conflict with each other. A reasonable distance is defined as a six-inch escutcheon observed from a distance of ten feet away.

**5. Single Substantial Difference in the Central Charge Group:** Major changes to the central charge group were never used as cadency marks in period. Therefore, the following situations constitute a complete or substantial difference:

**a. Adding or Removing the Entire Group.**

**b. Complete Difference of Charge Type:** A complete difference is one where each and every charge in the central charge group is heraldically different from the armoury being compared. For example, a beast is substantially different from a plant. A dog is substantially different from a horse. When there are multiple charges in the central charge group, each charge should be compared to charges in the same relative position.

**c. Change of Number of Charges in the Central Charge Group:** A new submission does not conflict with registered arms if the number of charges in the central charge group is substantially different. Note that there is no difference for any number of central charges greater than four (including *semy*).

**d. Change of Arrangement Within the Central Charge Group:** A new submission does not conflict with registered arms if the arrangement of the charges in the central charge group is substantially different. This exemption cannot be used in cases where the arrangement is forced by the field design/tincture. The following arrangements are substantially different from each other:

- *in pale*
- *in fess*
- *in bend*
- *in bend sinister*
- *in saltire; two and two*
- *in cross; one, two, and one; one, three, and one*
- *two and one; three, two, and one; in pile*
- *in orle; in annulo*

**e. Change of Posture Within the Central Charge Group:** A new submission does not conflict with registered arms if the postures of the charges in the central charge group are substantially different. This does not apply when the types of charges between the two arms do not have comparable postures. Categories of charges that are comparable are listed below. Note that for each posture listed, the *contourny*, *reversed*, and/or *inverted* version of that posture also applies.

**(1) Animate Charges:** Animate charges include any living being, real, legendary, or created (as monsters).

Quadrupeds, winged or not, have comparable postures with each other grouped as follows:

- *rampant, segreant, salient, sejant, sejant erect.*
- *courant, passant, statant, couchant, dormant.*
- *affronty, sejant affronty, sejant erect affront.*

Avians, including winged beasts and monsters with fewer than four legs, have comparable postures with each other grouped as follows:

- *displayed, volant.*
- *close, naiant.*
- *rising, striking, roussant, volant wings addorsed.*

Sea life, including fish, aquatic mammals, and sea monsters with fewer than four legs, have comparable postures with each other grouped as follows:

- *haurient, urinant.*
- *naiant.*

Insects, reptiles, and other creatures normally *tergiant* follow the standards for inanimate charges. Animate *tergiant* charges that are generally round/square in overall shape are considered compact charges and are not subject to this rule. Animate *tergiant* charges with a single long axis are considered long charges and have comparable postures with each other grouped as follows:

- *palewise, volant en arriere.*
- *fesswise.*
- *bendwise.*
- *bendwise sinister.*

**(2) Inanimate Charges:** Inanimate charges fit into one of two categories: compact and long.

Inanimate charges that are generally round/square in overall shape are considered compact charges and are not subject to this rule.

Inanimate charges with a single long axis are considered long charges and have comparable orientations with each other grouped as follows:

- *palewise.*
- *fesswise.*
- *bendwise.*
- *bendwise sinister.*

**6. Single Substantial Difference of Field (Field-Primary Armoury):** Field-primary armoury are designs that have no central charge group. A new field-primary submission does not conflict with protected field-primary armoury if one of the following is true:

**a. Substantial Difference in Partition:** A new field-primary submission is clear of any other piece of protected field-primary armory when it substantially changes the partitioning of the field.

(1) **Addition or Removal of Division:** Any divided field is substantially different from any plain field in field-primary armory.

(2) **Substantial Difference in Line of Division:** A change in direction of the partition lines in field-primary armory constitutes a substantial difference (e.g., *per fess* vs. *per pale*). A change in the number of divisions may qualify as a substantial change based on the following list:

These divisions are substantially different from each other:

- *per pale, paly*
- *per fess, barry*
- *per bend, bendy*
- *per bend sinister, bendy sinister*
- *per chevron, chevrony*
- *per chevron inverted, chevrony inverted*
- *gyronny* (any number of pieces)
- *per pall*
- *per pall inverted*
- *per saltire*
- *quarterly*
- compound divisions of four parts (e.g., *per pale and per chevron, per fess and per bend sinister*)
- *party of six*
- *checky*
- *lozengy* and all other grid-like partitions (such as *barry bendy* and *per pale and chevrony*)

**b. Substantial Difference in Tincture:** A new field-primary submission is clear of any other piece of protected field-primary armory when the two share no tinctures in common. Partitioned fields in field-primary armory may have a tincture in common as long as it is not in the same location on the shield. For example, *Quarterly Or and sable* is substantially different from *Quarterly sable and argent* because the sable portion of the field is not the same for both examples.

**7. Clearance from Two Distinct Differences:** A distinct difference is a technical difference between two sets of arms representing a single cadency step. A minimum of two distinct differences are required to clear conflict when a substantial difference does not exist.

**a. Changes to the Field:** When a central charge group is present in any design, a substantial difference cannot be derived from changes to the field. Note that no matter how many differences are present between two pieces of compared armoury, only one distinct difference can be derived from changes to the field.

**(1) Addition or Removal of a Partition Line.**

**(2) Change of Category of Partition Lines** (see E.6.a(2) above for a complete list).

**(3) Change of Partition Line Style:** Partition lines fall into several categories: straight, square, wavy, pointy, and other. See a complete list of complex lines in Appendices F and M. Partition lines in each category are distinctly different from partition line in other categories (Appendix M).

**(4) Change of Tincture:** Two designs have a distinct difference for the field if half the field is a different tincture between them.

**b. Adding or Removing a Charge Group:** The addition or removal of a peripheral or minor charge group is a distinct difference.

**c. Change of Tinctures in any Charge Group:** Changing the tincture of at least half of any one charge group constitutes a distinct difference. No matter how many tinctures change, only one distinct difference can be counted for a single charge group under this rule.

**d. Changes to Partition Lines:** A change in direction of the partition lines in field-primary armoury constitutes a substantial difference (e.g., *per fess* vs. *per pale*). A change in the number of divisions may qualify as a substantial change based on the following list:

These divisions are substantially different from each other:

- *per pale, paly*
- *per fess, barry*

- *per bend, bendy*
- *per bend sinister, bendy sinister*
- *per chevron, chevrony*
- *per chevron inverted, chevrony inverted*
- *gyronny* (any number of pieces)
- *per pall*
- *per pall inverted*
- *per saltire*
- *quarterly*
- compound divisions of four parts (e.g., *per pale and per chevron, per fess and per bend sinister*)
- *party of six*
- *checky*
- *lozengy* and all other grid-like partitions (such as *barry bendy* and *per pale and chevrony*)

**e. Change of Charge Type Within a Charge Group:** Changing the type of at least half the charges in a single charge group is a distinct difference. Types of charges are only considered different if they were not used interchangeably in period. Only one distinct difference is possible per charge group under this rule.

For ordinaries and simple geometric shapes, a change to the style of the outline (e.g., straight vs. embattled) counts as a distinct difference. See a complete list of complex lines in Appendices F and M. Partition lines in each category are distinctly different from partition line in other categories (Appendix M).

**f. Change of Number of Charges in a Single Charge Group:** Charge groups with one, two, three, four, and five charges are distinctly different from charge groups with any other number. There is no difference between two charge groups that each have six or more charges (including *semy*).

**g. Change of Arrangement of Charges Within a Single Charge Group:** Arrangement refers both to the relative positions of the charges (e.g., *in fess, two and one*) and to the position/location of charges on the field (e.g., *in chief*). Each charge group can only derive one distinct difference under this rule. Note that forced moves do not count as a change of arrangement. For example, in *Per fess argent and sable, a mullet argent*, the mullet is forced by the rule of tincture onto the sable portion of the field. This would still conflict with *Sable, a mullet argent*.

A change in the number of charges can also force a change in arrangement (e.g., *Sable two mullets in fess argent* vs. *Sable, three mullets in chevron argent*) In such cases, since there is no comparable arrangement between the two, there is no difference earned from the change in arrangement. Likewise, minor charge groups that derive their arrangement from the charge or ordinary on which they sit cannot earn a difference under this rule.

**h. Change of Posture or Orientation of Charges Within a Single Charge Group:** A distinct difference can be earned if the postures of the charges in a peripheral or minor charge group is substantially different from the same charge group in the protected armoury. This does not apply when the types of charges between the two arms do not have comparable postures. Categories of charges that are comparable are listed below. Note that for each posture listed, the *contourny*, *reversed*, and/or *inverted* version of that posture also applies.

**(1) Animate Charges:** Animate charges include any living being, real, legendary, or created (as monsters).

Quadrupeds, winged or not, have comparable postures with each other grouped as follows:

- *rampant, segreant, salient, sejant, sejant erect.*
- *courant, passant, statant, couchant, dormant.*
- *affronty, sejant affronty, sejant erect affront.*

Avians, including winged beasts and monsters with fewer than four legs, have comparable postures with each other grouped as follows:

- *displayed, volant.*
- *close, naiant.*
- *rising, striking, roussant, volant wings addorsed.*

Sea life, including fish, aquatic mammals, and sea monsters with fewer than four legs, have comparable postures with each other grouped as follows:

- *haurient, urinant.*
- *naiant.*

Insects, reptiles, and other creatures normally *tergiant* follow the standards for inanimate charges. Animate *tergiant* charges that are

generally round/square in overall shape are considered compact charges and are not subject to this rule. Animate *tergiant* charges with a single long axis are considered long charges and have comparable postures with each other grouped as follows:

- *palewise, volant en arriere.*
- *fesswise.*
- *bendwise.*
- *bendwise sinister.*

**(2) Inanimate Charges:** Inanimate charges fit into one of two categories: compact and long.

Inanimate charges that are generally round/square in overall shape are considered compact charges and are not subject to this rule.

Inanimate charges with a single long axis are considered long charges and have comparable orientations with each other grouped as follows:

- *palewise.*
- *fesswise.*
- *bendwise.*
- *bendwise sinister.*

**8. Permission to Conflict:** The owner of a piece of registered/protected armoury may grant permission for a new submission to conflict with their design. Such permission must be in writing and must specify the protected piece of armoury and the limit of the allowable conflict. Once a new submission is registered under such permission, it cannot be withdrawn. A letter of permission to conflict reduces the difference required between the registered/protected armoury and the new submission to a single distinct difference.

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## **F. Presumption**

**1. Definitions:** Presumption is a false claim which can take many forms: unearned rank, powers (temporal or spiritual) that the client does not possess, close relationship with an important person, or membership in a family or organization to which the client does not belong.

### **2. Restricted and Reserved Charges:**

**a. Restricted Charges:** Certain charges may be restricted because their limited use in period heraldry was restricted to a single important individual, family, organization, order, or dynasty. Others may be restricted under international law (e.g., emblems of the International Federation of Red Cross and Red Crescent Societies) or used only by people with specific high ranks in the real world (e.g., national rulers, clan chiefs). Appendix N includes a complete list of restricted charges.

**b. Reserved Charges:** Certain charges or elements are reserved for use within the SMA as regalia for defined ranks, orders, or organizations/branches. Reserved items may only be registered by clients who are entitled to such regalia within the SMA. Appendix N includes a complete list of reserved charges.

To register a reserved item requires the client to prove they are entitled to use it. A copy of a court report or link/screenshot to a kingdom order of precedence meets this requirement.

### **3. Arms of Pretense and Augmentations:**

**a.** Arms of pretense were used in period heraldry to show a claim to land or property. The armoury associated with the property would be placed in a small escutcheon in the center of the personal armory.

**b.** An augmentation is an honor bestowed by the Crown that may be added to existing arms. While augmentations may take many forms, the most common are a charged canton or a charged escutcheon. Until further notice the standard augmentation for the SMA is single black ermine spot (a muskatour sable). Additionally, cantons and single/central escutcheons may only be used if uncharged and of a single tincture.

**4. Relationship to an Important Non-SMA Entity:** A submission that is otherwise clear of conflict may still appear to show a relationship with an important real-world person or organization. If a submission is similar enough that a significant number of heralds would recognize the association, the submission is considered presumptive and will not be registered.

For example, the arms of the Visconti family are the only known arms to bear a serpent undulant palewise vorant of an infant. The design for the Visconti arms is only known to have two or three tincture variations, but the image itself is so reminiscent of the family that any rendition regardless of tincture or the addition of peripheral or minor charges represents a claim of association to this important historical family.

If a piece of real-world armoury is considered important enough to protect, the College of Arms will make every effort to list it in the database. However, even if a piece does not appear in the database, it may be determined to be worthy of protection (in which case we will add it to the database). Generally speaking, the flags and arms of period and modern countries and similar political entities are protected. The armoury of significant and/or important individuals, orders, organizations, and locations are protected.

Fictitious or attributed arms may be considered important enough to protect if a significant number of people would recognize such armoury without prompting. For example, the attributed arms of the Twelve Apostles are well known by a large percentage of the general public. The attributed arms of King Arthur and some of the Knights of the Round Table are likewise well known among literature aficionados.

**5. Combination of Byname/Surname and Armoury:** Armoury submissions that would otherwise be acceptable may be ruled presumptuous if combined with a family byname or surname that is associated with elements of the armourial design in period or in the real world. Such an association may be considered presumptuous if a significant number of people would recognize the association without prompting. For example, while the byname *of Lancaster* by itself is not presumptuous and the inclusion of a red rose as an element in armoury is not presumptuous, the combination of the byname with the red rose would presume on the House of Lancaster.

**6. Marshalling:** Marshalling is the practice of combining two or more sets of arms into a single design. Generally, marshalling was used to show marriage, assumption of land, or to relate the arms of an office with the personal arms of the incumbent. While in the modern era, marshalled arms appear to be registered in various colleges around the world, in period this was considered a form of display only and not a new armourial achievement. Therefore, any armoury submission that gives the appearance of being marshalled will not be registered.

**a.** Impaled arms combine two separate pieces of armoury side-by-side using a *per pale* line of division to separate them. An armoury submission does not give the appearance of being impaled if one of the following apply:

- The submission uses a complex *per pale* line of division.
- The submission contains an ordinary that crosses the line of division without changing shape, outline, or tincture.
- Any charge in the central charge group crosses the line of division.

- Multiple charges in the central charge group are in a standard heraldic arrangement despite none of them crossing the line of division (e.g., combatant).
- The overall design appears to be counterchanged of no more than two tinctures.

**b. Quartered arms** generally combine two different sets of arms using a quarterly field division with one set of arms in quarters 1 and 4 and the other set of arms in quarters 2 and 3. In cases of multiple quartering, there may be a different set of apparent arms in each quarter, or any single quarter could be further reduced to four cantons. An armoury submission does not give the appearance of being quartered if one of the following apply:

- The submission uses a complex line of division on either the *per pale* or *per fess* axis or on the quarterly division as a whole.
- The submission contains an ordinary that crosses either line of division without changing shape, outline, or tincture.
- Any charge in the central charge group crosses the center point.
- Multiple charges in the central charge group are in a standard heraldic arrangement whether or not any of them cross a line of division (e.g., in saltire).
- The overall design appears to be counterchanged of no more than two tinctures.
- Either quarters 1&4 OR quarters 2&3 are a plain tincture without charges.

**c. Designs Appearing to be Marshalling:** Generally speaking, any part of a full set of arms that can be considered an independent piece of armoury creates the appearance of marshalling.

**(1) Charges Terminating at the Edge:** When a charge terminates at the edge of a section, it may appear to be marshalling. For example, any charge issuant from a *per pale* line of division or an ordinary that changes color or style when crossing a line of division.

**(2) Subdivided Sections:** Any section of the field further divided into multiple parts may appear to be marshalling. For example, *Per pale Argent and quarterly Or and sable* – depending on the layout of any charge groups – appears to be marshalled.

**(3) Multiple Types of Central Charges:** Different parts of the field contain different types of charges may appear to be marshalling.

For example, *Per pale argent and vert, a dog rampant sable and a cat rampant Or.*

**(4) Multiple Charges in a Single Section:** Any one section of a field that contains multiple charges of the same type may appear to be marshalling. This is especially true if the pattern or layout does not follow a standard heraldic style. For example, *Sable, in bend two clusters of three mullets each, in sinister chief a crescent argent.*

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## G. Offense

**1. Definitions:** Arms or armoury elements that are considered offensive to a large segment of SMA members or to the public at large will not be registered. The bar for determining offensiveness is high, and this rule will not be used capriciously. Offense is not dependent on the intent of the client. Similarly, offense is not dependent on how blatant the offense.

### 2. Types of Offensive Armoury:

**a. Vulgarity:** We do not register arms or armoury elements that include pornographic or scatological imagery.

**b. Offensive Religious Designs:** We do not register arms or armoury elements that include religious imagery or iconography when such depictions are used in a way that mocks the beliefs of others.

**c. Derogatory Stereotypes:** We do not register arms or armoury elements that include imagery evocative of ethnic, racial, or sexuality-based slurs or references to derogatory stereotypes. Note that this restriction is based on modern interpretation of “derogatory” even if such an element or pattern is documentable in period.

**d. Offensive Political Imagery:** We do not register arms or armoury elements that are evocative of modern political movements or that are deemed offensive in the modern era to a particular race, ethnicity, religion or similar group.

**e. Offensiveness by Association:** We will not register arms or armoury elements that are evocative of places, persons, events, or concepts that are offensive to a large segment of the SMA or the public at large. Such a reference

must be clear and overt. When considering armoury submissions under this paragraph, related name submissions may be taken under advisement (i.e., the “whole package”.) Factors considered include: the level of fame/infamy; whether the element is better known for other non-egregious reasons; any other mitigating factors.

**3. Other Offensive Armoury:** Any submitted armoury design may be considered offensive in its overall presentation. For example, a design that is otherwise acceptable that mocks armoury or symbology of another group would be considered offensive even if meant “in good fun.”

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## V. Badges

**A. Style Principles:** The SMA does not register badges as if they are “alternate arms.” Badges in period were used in ways vastly different from arms and liveries and did not in general resemble armoury even when using armorial patterns or elements in their design. For ease of registration, the Muskatour office will hold badges to many of the same principles that are applied to armoury, but with some exceptions.

**1. Style:** Badge submissions must be fieldless... that is, there is no tinctured background. This being the case, any badge consisting of more than one armorial element must have all elements touching or overlying each other. Additionally, no badge may include any ordinary or other charge that is presumed to extend past the edge of a field (e.g., *pale*, *chevron*, *fess*, *saltire*). One byproduct of this design restriction is that badges can be displayed against any background of any tincture or pattern. The Muskatour office does not regulate the display of badges.

**2. Blazon and Emblazon:** *Emblazon* is the term used to refer to the picture or actual artwork. *Blazon* is the term used to refer to the written or verbal description of the artwork. We register the *emblazon* rather than the *blazon*. Any discrepancies between the emblazon and the blazon will be resolved in favor of the image. The Muskatour office reserves the right to change the blazon at any time, even after registration, if new documentation becomes available. The emblazon will never be changed by the Muskatour office.

**3. Reproducibility:** We require any emblazon to be describable in common heraldic language (which is a bastardization of Norman French and High Middle English in most cases.) A competent heraldic artist, with only normal and minimal variation, should be able to reproduce an accurate emblazon from the blazon. Any designs requiring excessive language for such things as specific placement or careful

alignment of items that cannot be reliably blazoned using standard period heraldic terms will not be registered. Designs using charges, postures, orientations, tinctures, or arrangements that cannot be blazoned using standard heraldic terminology will not be registered.

**4. Recognizability:** All elements in the submitted image must be recognizable. Emblazons that are ambiguous as to tincture, identity of a charge, posture or orientation, group arrangement, etc. cannot be reliably reproduced and will be returned.

**5. Coloring:** The rule of tincture is in place to ensure good contrast for easy visual identifiability at a distance. Colors are dark, metals are light, and 50-50 furs are neutral. To ensure that this rule of thumb is observed in badge submissions, the Muskatour office recommends the use of the standard Crayola® color pack for all heraldic tinctures. RGB settings for electronic submissions should match as closely as possible to the Crayola® color pack settings.

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**B. Badge Content:** All content rules for armoury (above) also apply to badge submissions, including the allowances for prior registration and individually documented patterns. The only armoury content that does not apply is the field. All badges in the SMA (except those considered “legacy” badges from other organizations) must be submitted and registered as “fieldless”.

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**C. Badge Style:** Badges in the SMA are not treated as a catchall category of miscellaneous armorial applications. Badges have essentially a single purpose – to identify ownership. As such, they are used in much the same way as corporate logos, seals, or signets.

**1. Types of Designs:** There are two types of badges with slightly different style rules:

**a. Personal Badges:** These are closest in style to modern-day corporate logos. Personal badges follow basically the same style guidelines as personal armoury with some exceptions:

(1) Because all badges are fieldless, all charges/elements used in the construction of a badge must be touching or overlying each other.

(2) Because all badges are fieldless, badges may not use any charge that is defined as extending beyond the boundaries of a field (e.g., *fess*, *pale*, *chevron*), nor can they use peripheral charges. Minor charges may still be used on top of central charges.

(3) Because all badges are fieldless, a single central charge bearing any minor charge cannot be a shape used as a medium for heraldic display (e.g., lozenge, roundel, escutcheon, delf).

**b. Seals:** These are designs reserved to offices at the principality level and above. Seals follow the same design rules as personal badges, but do not have tincture.

(1) Because seals are tinctureless, identifiability depends completely on the ability to identify the charges based on their outlines. This means that seals are much more limited in the available designs.

(2) Because seals are tinctureless, any armoury or badge submission needs only one distinct difference to avoid conflict (the second difference being derived from the lack of color).

**2. Contrast:** See IV.C.2 for rules governing contrast. For badges, the rule of tincture applies for minor charges on top of central charges but does not apply to central charges touching or overlying each other. Enough contrast must exist to be able to identify all charges.

**3. Voiding and Fimbriation:** See IV.C.3 for rules governing voiding and fimbriation. Note that fimbriation is not permitted for seals due to seals being tinctureless.

**4. Clarity of Charge Groups:** Unlike armoury, badges only have two available charge groups: Central charges and minor charges. Therefore, there is no clarity issue.

**5. Simplicity of Charge Groups:** See IV.C.5 for style rules on simplicity of charge groups.

**6. Overall Simplicity:** See IV.C.6 for style rules on overall simplicity.

**7. Disallowed Submissions:** See IV.C.7 for disallowed styles.

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## D. Individually Documented Patterns

**1. Definitions:** Any badge design that does not fit within the core rules may still be registerable if it can be documented to a specific time period and geographical location within our organizational scope. All elements in an Individually Documented Pattern must be found in that single time and place, including charges, arrangement of charge groups, and lines of division. An Individually Documented Pattern does not exempt a design from violation of rules other than style including conflict, presumption, or offensiveness rules. Additionally, the overall design must still be blazonable using standard European heraldic terminology.

**2. Documentation Requirements:** See IV.D.2 and IV.D.3 for documentation requirements.

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## **E. Badge Conflict**

**1. Definitions:** New submissions must be clear of conflict with all registered and protected armoury. See IV.E.1 for definitions.

**2. Protected Armoury:** New badge registrations fall under conflict protection from the moment they are published as accepted in a Muskatour letter. The Muskatour office also protects the arms and insignia of important people outside the SMA, both historical and modern.

**3. Technical Conflict Considerations:** See IV.E.3 for technical conflict considerations.

**4. Visual Conflict Considerations:** See IV.E.4 for visual conflict considerations.

**5. Not Used.**

**6. Not Used.**

**7. Clearance from a Single Distinct Difference:** A distinct difference is a technical difference between two sets of arms representing a single cadency step. Because badges do not have a field, they are presumed to already have one distinct difference from all other registered items. Therefore, a minimum of one additional distinct difference is required to clear conflict.

**8. Permission to Conflict:** The owner of a piece of registered/protected armoury may grant permission for a new submission to conflict with their design.

Such permission must be in writing and must specify the protected piece of armoury and the limit of the allowable conflict. Once a new submission is registered under such permission, it cannot be withdrawn. A letter of permission to conflict reduces the difference required between the registered/protected armoury and the new submission to a single distinct difference.

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**F. Presumption:** The rules on presumption for badge registrations are the same as the rules on presumption for personal and civic armoury. See IV.F for details.

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**G. Offense:** The rules on offensiveness for badge registrations are the same as the rules on offensiveness for personal and civic armoury. See IV.G for details.

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## **VI. Submissions:**

**A. Forms:** All new submissions for registration must be made on the standard forms from the Muskatour office (currently downloadable from the SMA FB group.)

**1. CoA Form 1:** This form is used for all name submissions, whether personal or organizational.

**2. CoA Form 2:** This form is used for all personal armoury submissions.

**3. CoA Form 3:** This form is used for all civic and organizational armoury submissions.

**4. CoA Form 4:** This form is used for all badge submissions.

**B. Required Items for Submission:** All new submissions must have sufficient documentation, artwork, and identity information to enable the Muskatour staff to do a complete authenticity and conflict check, and to contact the client to resolve any issues or to inform them of acceptances and returns.

### **1. Forms:**

**a.** New armoury and badge submissions require two copies of the appropriate form. One copy must be a black-and-white line drawing of the submission. The other must be a full color copy of the submission. The two must match or the submission will be administratively returned. For civic or organizational armoury, the form must include the name of the point of contact for the submission.

**b.** New name submissions, whether personal or organizational, require one copy of the appropriate form. For non-personal names, the form must include the name of the point of contact for the submission.

**2. Documentation:** New submissions require documentation of any element not listed in the appendices as SMA-accepted. Submissions that do not have adequate documentation included will be returned for additional work.

**a.** For armoury and badge submissions, documentation of charges or arrangements can be textual or pictorial. Screenshots are acceptable as long as they include the title, volume (if applicable), and page or plate number of the document from which they are extracted.

**b.** For both personal and organizational names, documentation must cover the specific name elements being submitted. If the names are constructed, the documentation must show the construction as matching a period pattern. If

the name element is drawn from one of the “no copy required” sources in the Administrative Handbook, no further documentation is necessary. For other documentation, the client may provide a scan or copy of the title page of the source and the page on which the element appears. If the documentation is from an internet source, the client must provide the URL or a screenshot.

**3. Petition:** Submissions of new group names or armory from recognized geographical chapters (e.g., shires, etc.) must include a petition signed by a majority of the paid members of the group concurring with the submission.

**C. Processing:** Submissions may be forwarded to the Muskatour office one of two ways:

**1. Email:** The forms and documentation may be scanned and attached to an email sent to sma.heraldic.submissions AT gmail. Use the subject line “Heraldic Submission” and your persona or the group’s name. Scans can be in either PDF or JPG format. If in JPG format, ensure that the image is at least 300dpi.

**2. Physical Transfer:** Forms and documentation may be directly handed to any Muskatour office staff member. Please ensure all hardcopies are clean and legible and placed in a manila envelope. DO NOT fold or staple any paperwork.

PLEASE ALLOW SUFFICIENT TIME FOR THE MUSKATOUR AND CASTLE STAFF TO PROCESS SUBMISSIONS. EACH SUBMISSION MUST BE CONSIDERED UNDER ALL STYLE AND DESIGN RULES AND BE CONSIDERED FOR CONFLICT AGAINST ALL EXISTING PROTECTED ELEMENTS. ONCE SENT IN, A SUBMISSION MAY TAKE AS LONG AS THREE MONTHS TO PROCESS.

**D. Letters of Registration and Return (LoRR):** Approximately two weeks following each Muskatour decision meeting, all clients will be notified by email of the disposition of their submissions. Additionally, the Muskatour office will publish a formal letter listing all items registered during the meeting, all items pended and the reason for the pend, and all items returned and the reason for the return. Clients with returned items may appeal the decision within 90 days of the date of the LoRR or email, whichever is later. Resubmissions of revised packages do not have a time limit.

## Appendix A: Types of Bynames

A byname is a phrase designed to differentiate between two people with the same given name. There are several types of bynames available to personae in the SMA. Not all types of bynames are common or even documented in all languages or language groups. See Appendix B for types of bynames available in any particular language.

**A. Relationship:** A byname of relationship describes an individual as someone's child or some other important relationship. Patronymic names are common; other types of relationship bynames are far more limited in their use.

1. **Patronymics** are bynames indicating an individual's father. For example, *Johnson* derives from *John's son*. Patronymic article such as *mac* in Scottish, *inghean* in Welsh, or *bin* in Arabic are also common (e.g., *Maris inghean Madoc*).

2. An extension of the patronymic, ancestor bynames refer to a person's grand-parentage. While there is no convenient English version to show as an example, the *Ó* in Irish Gaelic or the *al-* in Arabic provide non-English examples.

3. **Matronymics** are bynames indicating an individual's mother and are far less common than patronymics across nearly every European language group. Like patronymics, they may be a direct form (e.g., *Edison* for "son of Edith") or an indirect form (e.g., *filia ancillatis* for "daughter of the housekeeper").

4. Other relationship bynames exist in a very limited set of time periods and locations:

a. **Marriage bynames:** In most historic cultures, women did not change their bynames when they got married. The practice became slightly more common after the end of our period. Examples include the suffix *-kona* in Old Norse and *-wyf* in middle English. In some Gaelic dialects, the article *bean* followed by the husband's name in the genitive case could be used.

b. **Kunyas:** Some Arabic bynames reverse the concept of the patronymic by naming someone as the parent of an eldest son or distinctive child. In practice, it appears as if these are descriptive statements rather than actual bynames.

c. **Other bynames of relationship:** Bynames can be constructed using other relationships (e.g., stepchild, cousin, sibling). These forms are rare and appear to be limited to just a few language groups.

d. **Work relationship bynames** might describe someone as another person's servant or employee. In practice, it appears as if these are descriptive statements rather than actual bynames.

**B. Locative:** A locative byname differentiates an individual by where they live or where they were born. This type of byname can be formed as a phrase (e.g., *von Berlin*) or as an adjective (e.g., *Berliner*). The location can be a specific place (e.g., a city or region) or a generic locator (e.g., farm, hill, malthouse).

**1. Locative Bynames from Specific Locations:** Most frequently formed from the name of a town/city. The more common locatives are formed using a preposition such as *de* (French), *da* (Italian), or *von* (German). In some cases in late-medieval naming practices, the preposition is dropped and just the name of the specific place is used.

**2. Locative Bynames from Generic Geographic Features:** Generic topographics are common, such as *Boerderij* (farm) or *Wald* (forest). These are usually set up as prepositional phrases (e.g., *van de Boerderij, aus dem Wald*).

**3. Locative Bynames by Association:** Less common in most cultures and more often used as a descriptor of someone not native to their current location (e.g., *der Spanier* (German for “the Spaniard”)). The form taken can vary significantly even within a single culture. For example, *Novgorodets, Novgorodtsev, and Novgorodski* are all correct forms of “from Novgorod.”

**4. Locative Relative to Inn-signs:** English, French, and German have period examples of bynames identifying people based on their proximity to a well-known business (e.g., *du Chien Noir* – “at the sign of the Black Dog”).

**C. Occupational:** An occupational byname is formed from a person’s profession. They are common in every language except Gaelic, Spanish, and Russian. The format may be the actual job (e.g., *Baker*) or the product the individual makes (e.g., *Glass*).

**D. Epithet:** An epithet is a descriptive byname referencing an individual’s personal (physical, mental, personality) characteristics. For a constructed epithet to be registerable, the documentation must show bynames of similar content and/or meaning actually used within our period. Examples include the English *Longshanks* (long legged) and the Norman *le Bastard* (the bastard).

**E. Alias Dictus:** In some earlier European cultures, an individual would have a nickname by which they were commonly known, and that may be appended to their given name as an identifier. *Alias Dictus* literally translates to “otherwise known as”. This type of name may also be called a *Cognomento* (nickname). An example from fiction would be Robin of Loxley, also known as Robin of the Hood or Robin Hood.

**F. Inherited Family Names:** Nearly non-existent prior to the 16<sup>th</sup> century, most examples of inherited family names in period are royal dynasties (e.g., *Plantagenet*).

## **Appendix B: Pre-documented Patterns by Language Group**

Until such time as better documentation is discovered, the College of Arms will reference the Language Group patterns published in the Appendices to the Standards for Evaluation of Names and Armory (SENA) developed and maintained by the College of Arms of the Society for Creative Anachronism, Inc. These tables can be found at <https://heraldry.sca.org/sena.html#AppendixA>

### **Appendix C: Regional Naming Groups and Their Mixes:**

Until such time as better documentation is discovered, the College of Arms will reference the Regional Naming Groups published in the Appendices to the Standards for Evaluation of Names and Armory (SENA) developed and maintained by the College of Arms of the Society for Creative Anachronism, Inc. These tables can be found at <https://heraldry.sca.org/sena.html#AppendixC>

**Appendix D: Transliteration Systems for Non-Latin Scripts:** Because of the limitations of our database (and because we care about voice heralds not sounding ignorant), we require all name submissions to follow specific transliteration systems. For languages written in a non-Latin script not listed here, the client must document the transliteration system.

The Muskatour office is extremely interested in any assistance with non-Latin script languages not covered in this appendix.

#### **A. Western European Languages:**

**1. Runic Old Norse:** We require that the runic forms be registered using a Standardized Old Norse spelling (see below).

**2. Non-Runic Old Norse:** We use conventions of Standardized Old Norse (Geirr Bassi, *The Old Norse Name*, dictionaries by Zoega and Cleasby & Vigfusson, and header forms in *Nordiskt runnamnslexikon*) that include special characters such as accents, thorn and edh, and o-ogonik. We will NOT register forms that replace ær with ae or oe, as no evidence of that replacement is found.

**3. Irish Gaelic:** We register lenited characters by adding an h after the character that would otherwise have a dot above it. As documentary forms go back and forth between including and omitting accents, we register transliterations with either all accents or no accents for consistency.

**B. Eastern European languages:** Most Eastern European languages use Latin script with special characters added. We generally require those characters but not always. Some special characters in modern Eastern Europe did not come into use before 1500, making the period form actually simpler to reproduce.

**1. Russian:** We register Russian names using the Library of Congress system, the Revised English system, and the International Phonetic system. These are described in Paul Goldschmidt, “A Dictionary of Period Russian Names” (<http://heraldry.sca.org/paul/zpreface.html>).

**2. Other Cyrillic Alphabet Languages:** The same transliterations systems as Russian.

## Appendix E: Approved Designators for Civic and Organizational Name Submissions

**A. Geographic Branches:** These are the officially recognized branch designators in modern English. Other language equivalents may be registered. Alternate names for each level of geographic branch may be registered with appropriate documentation:

- Kingdom
- Principality
- Province
- Shire
- Canton
- Marche
- Town

**B. Award and Order Names:** Throughout our period, designators for awards/orders are very specific. Any designator not on this list must be documented as having been used for an actual order/award. Other language translations of these designators may be registered. Order designators that were unique to knightly orders in period may only be used with knightly orders in the SMA. Unique real-world designators (those that are only found used with a single knightly order) may be rejected as presumptuous:

- Order (Order, Ordre, Ordoure (English); Orden (Spanish); Ordre (French); Orden (German); Ordo (Latin); Ordine (Italian))
- Award
- Company
- Society (Gesellschaft (German); Geselsscaf, Geselschap (Low German); Societas (Latin))
- Legion

**C. Heraldic Titles:** Modern English terms used as heraldic designators are *Herald*, *Herald Extraordinaire*, *Pursuivant*, and *Pursuivant Extraordinaire*. Documented versions in other languages can be found in Julia Smith, “Heraldic Titles from the Middle Ages and Renaissance.” (<http://medievalscotland.org/jes/HeraldicTitles/index.shtml>)

**D. Organizational Names:** This category includes castles, guilds, military companies, religious entities, and similar groups of people. Both the designator and substantive element must follow a single pattern for a group of individuals found in period. Models that have been used include groups like a guild or military company, members of a dynastic or personal household, and the people resident at an inn or other named residence.

Discussions of registerable designators:

- Alissa Pyrich, “Alys's Simple Guide to Household Names” (<https://alysprojects.blogspot.com/2016/10/alyss-simple-guide-to-household-names.html>)
- Sharon Krossa, "A Brief, Incomplete, and Rather Stopgap Article about European Household and Other Group Names Before 1600" (<http://medievalscotland.org/names/eurohouseholds/index.shtml>)

These designators are documented for use as a designator in any organizational name. Other language equivalents may be registered:

- Abbey
- Barony (a castle led by a Knight Commander/Knight Baronet)
- Brigade (English)
- Brotherhood (English)
- Castle (English)
- Clan (Anglicized Irish, Scots), Clann (Gaelic)
- Company (English)
- County (a castle led by a Count/ess or Earl – may also be used by a Marquess/Marchioness)
- Domus (Latin)
- Duchy (a castle led by a Duke/Duchess)
- Fellowship (English)
- Free Company (English)
- Hall (English)
- House (English), Haus (German), Hus (Old English), Casa (Italian)
- Inn (English), Tavern (English)
- Keep (English)
- Maison (French)
- Manor (English), Manoir (French)
- Monastery
- Sisterhood (English)
- Viscounty (a castle led by a Viscount/ess)
- Village

## Appendix F: Some Armorial Elements that Do Not Need Further Documentation

### A. Charges

Charges documented in standard heraldic references as being in use before 1500 need no further documentation. The following are common accepted references:

- Bruce Miller & Kevin Munday, *A Pictorial Dictionary of Heraldry* (<http://mistholme.com/pictorial-dictionary-of-heraldry/>)
- Gerald Brault, *Early Blazon*
- James Parker, *A Glossary of Terms used in Heraldry* (<http://www.heraldsnet.org/saitou/parker/>)

### B. Complex Lines

The following complex lines are acceptable without further documentation for lines of division and edges/boundaries of ordinaries and simple geometric charges:

- embattled; embattled counter-embattled; brethesed
- engrailed
- indented; dancetty
- wavy
- dovetailed
- enarched; ployé
- fleury-counterfleury
- indented fleury at the points
- invected
- lozengy
- potency
- raguly
- rayonny
- urdy

Current documentation places the following styles outside our cutoff date of 1500 CE. Therefore, registration of these styles is contingent on the client submitting evidence that they existed in our period:

- bevilled: (only used for *per bend* and *per bend sinister* lines of division; bends and bends sinister (and then only when the bend is the sole charge on the field.))
- denticulada: (only used for bordures)
- right step/left step: (only used for the *per fess* field division)
- rompu: (only used for chevrons)
- triangular: (only used for chiefs)
- engouled: (only used for bends and bends sinister)

### **C. Registerable Postures**

Creature categories include quadrupeds, birds, insects, fish, humans/humanoids, and sea-creatures. Each has specified postures considered suitable for registration. Orientation of the head and position of wings are blazoned independent of these postures.

#### **1. Quadrupeds:**

- Rampant (to dexter or sinister)
- Salient (to dexter or sinister)
- Courant (to dexter or sinister)
- Passant (to dexter or sinister)
- Segreant (to dexter or sinister)
- Statant (to dexter or sinister)
- Sejant (to dexter, to sinister, affronty)
- Sejant Erect (to dexter, to sinister, affronty)
- Statant Erect (to dexter, to sinister, affronty)
- Couchant (to dexter or sinister)
- Dormant (to dexter or sinister) – contrary to modern depictions, *dormant* is depicted as couchant with the head lowered to rest on the forepaws/forelegs – NOT curled up asleep

## **2. Avians:**

- Close (to dexter or sinister)
- Displayed
- Volant (to dexter or sinister)
- Rising/rousant/striking (to dexter or sinister)
- Naiant (to dexter or sinister - for waterfowl only)
- Peacock in his pride: A peacock close to dexter with his tail in full fan
- Pelican in her piety: A female pelican statant to dexter, wings elevated, her head bowed so as to peck at her breast, disgorging blood droplets to feed her young (generally depicted in the nest).
- Crane in its vigilance: A crane statant with one leg raised and holding a rock.

## **3. Insects and Certain Amphibians/Reptiles (i.e., frogs, lizards, turtles):**

- Tergiant (any orientation except inverted)
- Some charges in this category may be depicted in profile (e.g., grasshoppers/crickets). Such depictions will be decided on a case-by-case basis

## **4. Fish:**

- Haurient (embowed or embowed-counterembowed)
- Naiant (to dexter or sinister, embowed or embowed-counterembowed)
- Urinant (embowed or embowed-counterembowed)

## **5. Humans / Humanoids:**

- Statant (affronty, to dexter, to sinister)
- Riding a mount

## **6. Sea-Creatures, Wyverns, etc.:**

- Sejant/passant (to dexter or sinister)
- Erect (affronty, to dexter, to sinister)

## Appendix G: Popular Elements That Fall Outside Our Period

Below are charges and styles that may have been allowed in other organizations, but which are considered outside our scope based either on the centuries in which they appeared in European heraldry or the lack of documentation that they were used in heraldic display at all. Thus, these will not be registered without documentation that they were used in period heraldic display.

### A. Charges:

- compass star (aka *mullet of four greater and four lesser points*)
- Ansteorran stars (aka *mullet of five greater and five lesser points*)
- pawprints, footprints, etc.
- valknut
- hexagon
- triskelion of spirals
- non-European plants and animals
- non-European armorial charges
- complex machinery
- chief doubly-enarched
- Cross of Saint Brigid
- chief triangular
- voided charges surrounding a central charge when the voided charge is not a defined heraldic charge in its own right
- charges other than feathers arranged *in annulo points/tips to center*

## B. Styles:

- counterchanging a bordure over a central ordinary
- a roundel between an increscent and a decrescent (phases of the moon)
- a spiderweb covering part of the field (thin line)
- a bend bevilled with peripheral charges
- a gorges as a minor charge
- a schnecke with peripheral or minor charges
- counterchanging a field treatment across a field **and** an ordinary
- an annulet with a complex line on only one edge (e.g., a gear wheel)
- dragons in the displayed posture
- jessant with anything other than the head of a leopard or lion OR any charge other than a fleur-de-lys
- the “howling head” posture
- a central charge on a gyronny arrondi field drawn with the corners of the field in the center of a gyron

## Appendix H: Low-Contrast Complex Lines of Division

A charge or group of charges directly on the field may visually interfere enough to render low-contrast complex line of division unidentifiable. In some cases, even without an overlying charge or group of charges, a low-contrast complex line of division may be unidentifiable. The following are combinations of tincture and complex line style that will **not** be registered. Anything not appearing on this list must be unmistakably identifiable, with or without charges to be considered for registration:

- argent and Or with any complex line
- sable and purpure with any complex line
- sable and azure with any complex line
- potency, urdy, or nebuly with any low-contrast tincture combination and a single central charge
- azure and purpure with any “wavy”, “jagged”, or “other” complex line of division and a single central charge

## Appendix I: Charge Groups

A charge group is a group of charges of approximately the same size and visual weight that act as a single visual unit.

**A. Central Charge Group:** The central charge group is any single charge or small group of charges that occupies the center of the field and is of a size and pattern to be considered the primary element. Central ordinaries will always count as the central charge group. In the absence of a central ordinary, any centrally positioned charge or group of charges (even if the charges are of different types, postures, or orientations) is considered the central charge group. In the absence of such charges, a *semy* field treatment is considered the central charge group.

**B. Peripheral Charge Group:** A peripheral charge group is any single charge or group of charges occupying the field outside the central visual focus OR a centrally located charge that is smaller than and being held or maintained by a central charge. Note that all charges in a peripheral charge group must be associated with each other in a standard heraldic style to be considered part of the same charge group. Also note that any armoury is limited to no more than two peripheral charge groups.

**1. Peripheral Ordinary:** This charge group consists only of peripheral ordinaries: chief, bordure, base, quarter, canton, gyron, orle, double tressure, tierce, and flanches. Peripheral ordinaries will always be considered their own peripheral charge group.

**2. Peripheral Charge:** Any charge or set of charges that are directly on the field but NOT part of the central charge group is considered their own peripheral charge group.

**3. Maintained Charge:** A maintained charge is a peripheral charge that is held or grasped by a central charge. A maintained charge is always its own peripheral charge group.

**4. Sustained Charge:** A sustained charge is a peripheral charge that is suspended from or held up by a central charge (e.g., a lamp sitting on a table.) A sustained charge is always its own peripheral charge group.

**5. Semy:** This charge group consists of charges strewn across a field. Note that *semy* is considered a peripheral charge group when the armoury contains a central charge or charge group. If there is no other central charge, *semy* is considered the central charge group.

**6. Cotises and Endorses:** This charge group consists of extremely slender charges that are the same “flanking” a central ordinary (of the same type as the cotise/endorse). Cotises and endorses are always their own peripheral charge group.

**C. Minor Charge Group:** A minor charge group (also sometimes called a *dependent charge group*) consists of any single charge or group of charges lying entirely on top of a central or peripheral charge. Each single central or peripheral charge may host only one type of dependent charge and may only host multiple charges of the same type if they are in a standard heraldic arrangement (e.g., 2 and 1, in cross).

**D. Overall Charges:** An overall charge is a charge lying partially on the field and partially on other charges. It can only appear on a design that has a central charge group, and the overall charge is counted as part of that charge group. An overall charge must have a significant portion on the field to avoid blurring the line between “overall” and “minor/dependent charge”. Overall charges cannot overlap peripheral ordinaries.

NOTE that some overall charges do not fit the classification of being a member of the central charge group. For example, a *label* by definition is both overall and positioned *in chief*. Therefore, it is not uncommon for a label to miss overlying any part of the central charge group. It is, however, for purposes of checking conflict, still considered to be part of the central charge group.

## Appendix J: Documented and Forbidden Arrangements of Charge Groups on Armory

All designs with only a single charge group are registerable.

All designs with two charge groups on the field (a central and peripheral charge group) are registerable except those listed below. New designs must be documented as found in period armory to be registerable.

- Designs with one or two charge groups directly on the field cannot be heraldically asymmetrical (e.g., charges only *in sinister chief* AND *in base*, *in chief* AND *in dexter base*).

All designs with three or more charge groups on the field must be documented. The patterns on this list are sufficiently documented and need no further justification:

- A central ordinary, a peripheral charge group around the ordinary, and a peripheral ordinary
- A central ordinary, a peripheral charge group around the ordinary, and a peripheral ordinary, with a minor charge group on the central ordinary
- A central ordinary, a peripheral charge group around the ordinary, and a peripheral ordinary, with a minor charge group on the peripheral ordinary
- A central ordinary, a peripheral charge group around the ordinary, and a peripheral ordinary, with minor charge groups on both the central and peripheral ordinary
- A central ordinary, a peripheral charge group around the ordinary (e.g., numbered charges), and another peripheral charge group (e.g., *semy*)
- A central ordinary, *cotises* or *endorses*, and another peripheral charge group
- A central ordinary, *cotises* or *endorses*, and another peripheral charge group, with a minor charge group on the central ordinary
- A central charge group, a peripheral charge group around the central charge group (e.g., *semy*, *in orle*, or numbered charges), and a peripheral ordinary
- A central charge group, a peripheral charge group around the central charge group (e.g., *semy*, *in orle*, or numbered charges), and a peripheral ordinary, with a minor charge group on the central charge group
- A central charge group, a peripheral charge group around the central charge group (e.g., *semy*, *in orle*, or numbered charges), and a peripheral ordinary, with a minor charge group on any ordinaries
- A central charge group, a peripheral charge group around the central charge group (e.g., *semy*, *in orle*, or numbered charges), and a peripheral ordinary, with minor charge groups on the central charge group and any peripheral ordinaries

## Appendix K: List of Standard Arrangements by Number of Charges in a Group

- For groups with one charge, the charge may be in chief, in canton, in sinister chief, centered, or in base
- For groups with two charges in the same charge group, the charges may be arranged in pale, in fess (symmetrical, respectant/combatant, or addorsed), in chief (defaulting to an *in fess* arrangement in the chief area of the escutcheon), in bend, in bend sinister, or crossed in saltire
- For groups with three charges in the same charge group, the charges may be arranged two and one, one and two, in pale, in fess, in chief (defaulting to an *in fess* arrangement in the chief area of the escutcheon), in bend, or in bend sinister
- For groups with four or more charges in the same charge group, the charges may be arranged in cross, in saltire, in pale, in fess, in chief (defaulting to an *in fess* arrangement in the chief area of the escutcheon), in bend, in bend sinister, semy, in annulo, or as an orle of charges

## **Appendix L: Postures and Orientations**

The postures listed here are generally acceptable for each class of charge. Postures appearing on the same line generally conflict with each other, though a distinct difference may be given for being oriented differently:

### **A. Animate Charges**

#### **1. Quadrupeds:**

- rampant, segreant, salient, sejant erect, statant erect
- passant, statant, courant, pasquant/paissant
- sejant, sejant erect
- couchant, dormant
- sejant erect affronty, sejant affronty

#### **2. Birds:**

- close, naiant
- displayed
- volant
- rousant, rising, striking

#### **3. Insects/Reptiles/Amphibians:**

- tergiant (defaults to palewise head-to-chief)
- in profile

#### **4. Fish:**

- haurient, urinant
- naiant

**5: Humanoids:**

- statant
- statant affronty
- mounted

**6. Seamonsters:**

- erect

**7. Serpents:**

- glissant, undulant
- coiled, coiled erect
- nowed
- involved (arranged in a circle eating its own tail)

**8. Other Animate Charges:**

- head to chief
- bendwise
- bendwise sinister
- fesswise

## B. Inanimate Charges

1. Compact charges do not generally get a distinct difference for orientation changes since their compactness obviates a strong visual difference when oriented differently. Compact charges with a clear “top” and “bottom” may get a distinct difference for orientation if both charges use different orientations from this list:

- top to chief
- bendwise
- bendwise inverted
- bendwise sinister
- bendwise sinister inverted
- fesswise
- fesswise reversed
- top to base

2. Long charges of different types may get a distinct difference for changes that affect the orientation of the charge’s long axis:

- palewise (upright or inverted)
- bendwise (upright or inverted)
- bendwise sinister (upright or inverted)
- fesswise (to dexter or reversed)

Long charges with a defined “top” or “head” may get a distinct difference for “upright” vs. “inverted” within an orientation group if the inversion is visually significant (e.g., a sword, which is distinguishable by the shape of the hilt vs. the tip).

## Appendix M: Some Conflict Considerations

**A. Two charges that were considered independent charges in period** get at least a distinct difference. Charges that were used interchangeably in period get no difference between them.

- There is no difference between types of canine/lupine/vulpine
- There is no difference between types of fish
- There is no difference between types of feline
- There is no difference between types of draconian monster, although there may be a distinct difference for number of legs.

**B. Birds** fall into four categories, and are substantially different if the two charges being compared are in different categories:

- “regular”-shaped birds (e.g., martlets, eagles, falcons)
- swan-shaped birds (e.g., swans, geese)
- poultry-shaped birds (e.g., chickens, peacocks)
- crane-shaped birds (e.g., cranes, herons, storks)

**C. Crosses** are divided into multiple categories, each substantially different from the other. No difference is granted for minor variations within a category (e.g., fitchy, arm length, elongating):

- Plain crosses couped, including Latiniate and humetty
- Crosses flory, floretty, patonce, clechy, Calatrava, and Santiago
- Crosses crosslet and bottony
- Crosses moline, sarcelly, recercelly, anchory, fourchy, and miller
- Crosses formy/paty
- Crosses doubled, patriarchal, and Lorraine
- Crosses potent/billey
- *Tau* cross
- Cross of Calvary
- Cross of Toulouse
- Crosses gringoly
- Crosses pomelly/bourdonny
- Maltese cross

**D. Mullets, estoiles, and suns** are compared for difference as follows:

- mullets (all straight rays) and estoiles (all wavy rays) are substantially different
- suns with fewer than eight projections (points or rays or a combination) will not be registered
- all mullets conflict with all other mullets regardless of the number of points
- all estoiles conflict with all other estoiles regardless of the number of points
- estoiles or mullets of seven or fewer points are substantially different from a sun
- estoiles or mullets of eight or more points are granted no difference from a sun

**E. Trees** fall into one of two categories: deciduous (round) and coniferous (triangular). There is a distinct difference between the two categories. There is no difference given for blasting or eradicating. Note that *fructing* (depicted as bearing specific fruit or nut) does not contribute to difference. Therefore, an apple tree will conflict with an oak tree.

**F. Complex lines of division** fall into one of five categories. There is a distinct difference between two designs that fall into different categories. “Other” is a miscellaneous category, and there may be a distinct difference between lines of division within that category on a case-by-case basis.

- **Straight:** plain-line, ployé, enarched, arrondi, en pointe
- **Square:** embattled, dovetailed, bretessed, embattled counter-embattled, raguly, denticulada
- **Wavy:** wavy, nebuly, urdy
- **Jagged:** indented, engrailed, invected, dancetty, lozengy, rayonny
- **Other:** bevilled, potency, fleury-counterfleury, indented fleury at the points, left step/right step, rompu, triangular

## Appendix N: Reserved/Restricted Elements

Certain items are reserved to clients who meet certain requirements or prerequisites for use of the element or are restricted from use by the populace altogether.

### A. Titles

1. The following royal and nobility titles are reserved for use by members of the populace who meet the eligibility criteria listed here or in the corporate documents. Where there is a discrepancy between this appendix and the corporate documents, the corporate documents take precedence. A list of non-English equivalents is published as a separate addendum to this document:

- **King/Queen/Sovereign/Monarch** and all reasonable variations – reserved for those currently ruling a kingdom.
- **Crown Prince/Crown Princess** and all reasonable variations – reserved for heirs to a kingdom.
- **Archduke/Archduchess** and all reasonable variations – reserved for those currently ruling a principality.
- **Grand Duke/Duchess** and all reasonable variations – reserved for heirs to a principality.
- **Prince/Princess** and all reasonable variations – alternate titles reserved for those currently ruling a principality.
- **Duke/Duchess** and all reasonable variations – reserved for those who have ruled a kingdom two or more times.
- **Marquis/Marquess/Marchioness** and all reasonable variations – reserved for those who have ruled a principality two or more times.
- **Earl/Count/Countess** and all reasonable variations – reserved for those who have ruled a kingdom once.
- **Viscount/Viscountess** and all reasonable variations – reserved for those who have ruled a principality once.
- **Baron/Baroness** and all reasonable variations – reserved for those who have been granted the status of *knight commander* or *knight baronet* (third tier of knighthood.)
- **Lord/Lady/Noble** and all reasonable variations – reserved for those who have been granted the right to bear arms (*knight banneret* – the second tier of knighthood.)
- **Sir/Dame** and all reasonable variations – reserved for those who have been admitted to any order of knighthood.
- **Knight Bachelor, Knight Banneret/Knight Lieutenant, Knight Commander/Knight Baronet** – reserved for those elevated to these ranks within any order of knighthood.
- **Knight Errant** is a term used to describe a knight who is not in fealty to a lord. As it was considered a pejorative in period, it is not an official designation, though individuals with this status may elect to refer to themselves thus.

2. The following heraldic titles are reserved for use by individuals who are either occupying the appropriate office or have been granted the right to the title in perpetuity by the appropriate authority:

- **King/Queen/Sovereign of Arms** – reserved for the office holders of any of the four senior administrative positions at the society level:
  - Muskatour Sovereign of Arms – the chief heraldic officer within the SMA
  - Castle Sovereign of Arms – the deputy to Muskatour responsible for the submissions and registration process
  - Crenelle Sovereign of Arms – the deputy to Muskatour responsible for court and field heraldry concerns
  - Bordure Sovereign of Arms – the deputy to Muskatour responsible for precedence, protocol, and ceremony
- **Herald** – differentiated from ‘herald’ by the capitalized ‘H’, this title is reserved for certain Muskatour staff heralds and the principal heralds of kingdoms and principalities.
- **Herald Extraordinaire** – reserved for those who have been granted an heraldic “title for life” for outstanding service above and beyond the call of duty to the offices of the Sovereigns of Arms.
- **Pursuivant** – reserved for those who occupy any formal heraldic office below the rank of Herald.
- **Pursuivant Extraordinaire** – reserved for those who have been granted an heraldic “title for life” for outstanding service above and beyond the call of duty to the office of a Kingdom Principal Herald.

3. The following titles are reserved for use by members of a guild who have achieved a certain rank within that guild according to the guild structure. A list of non-English equivalents will be published as an addendum to this document:

- **Doctor/Laureate** and all reasonable variations.
- **Grandmaster** and all reasonable variations.
- **Master** and all reasonable variations.
- **Journeyman** and all reasonable variations.
- **Apprentice** and all reasonable variations.

4. Office Designators are job titles used to distinguish those individuals filling official duty positions within the Society. While generic office designators are determined at the Director level, specific designators similar in nature to heraldic titles are registered through the College of Arms and follow the same rules as heraldic titles in their construct. For example, ‘Dean’ or ‘Dean Emeritus’ are generic designators. ‘Cornflower Dean Emeritus’ would be a title requiring CoA registration.

## B. Armourial Charges

1. **Reserved Charges** are those that are permitted to be used only by members of specific orders or those individuals who have achieved a particular rank or title.

a. **Ermine Bordure** – reserved to the arms of kingdoms and principalities.

b. **Ermine Chief** – reserved as a *chief of allegiance* for geographical groups below principality level. Castles may use an ermine chief of allegiance as a form of display without registering it as such.

c. **Crowns/Coronets** – reserved to individuals who have been granted the right to wear a coronet in perpetuity.

d. **Any charged canton** – reserved to those who have received an *augmentation of arms*.

e. **A single charged escutcheon** – also known as an *escutcheon of pretense*, restricted to those who have received an *augmentation of arms*.

f. **Chaplet/Wreath of lily flowers** – reserved to former kingdom consorts.

g. **Pen Or** – reserved to individuals admitted to any rank in the Path of the Quill.

h. **Chain Or** – reserved to individuals admitted to any rank in the Path of the Sword.

i. **Maunche Or** – reserved to individuals admitted to any rank in the Path of the Robe.

j. **Spur(s) Or** – reserved to individuals admitted to any order of knighthood on any path.

2. **Restricted Charges** are those that may not be used in SMA heraldry.

a. Protected by international treaty:

- A red cross couped on a white background (Article 38 of the 1949 Geneva Convention for the International Committee of the Red Cross)
- A red crescent on a white background (Article 19 of the 1929 Geneva Convention for the International Committee of the Red Cross)
- A red mascle on a white background (2006 amendment to the 1949 Geneva Convention for the International Committee of the Red Cross)

- A red lion passant guardant sustaining a red sword palewise with a red sun issuant from its spine (Article 19 of the 1929 Geneva Convention for the International Committee of the Red Cross)
- A red mullet of six points voided and interlaced within a mascle, all on a white field (2006 amendment to the 1949 Geneva Convention for the International Committee of the Red Cross)
- *Per saltire azure and argent* (1954 Hague Convention)

b. Presumptive:

- Crowned Harp – Ireland
- Crowned Rose – Tudor dynasty
- Crowned Shamrock – Ireland
- Crowned Thistle – Scotland
- Gold fleurs-de-lys on a blue field – France (applies to multiple FDL only)
- Chinese / Oriental Dragons – in various configurations, used by the rulers of both China and Korea
- Papal Cross (a cross with three crossbars on the chief arm) – Vatican
- “Bloody Hand of Ulster” (a red hand, palm outward, on a white field) – granted as an augmentation to members of the Order of Baronets [of Ulster]
- Rose en soleil – Plantagenet dynasty
- Scottish Tressure (a double-tressure fleury-counterfleury) – Scotland standard augmentation of arms
- Tudor Rose (any arrangement of a rose or double-rose that is half white and half red) – Tudor dynasty

c. Offensive:

- Sun Cross (a simple cross, coupé or throughout, conjoined to an annulet – sometimes referred to as a “gunsight cross”) – various white supremacist organizations.
- Fylfot (also known as a swastika) – NSDAP and numerous other national socialist, fascist, or white supremacist organizations. NOTE: This restriction extends to swastika-like symbols known to be used by related organizations.
  - Cross gurgity / Cross lauburu / Cross crampony
  - Triskelion gammadion (post-period)
  - Arrow cross (a cross made up of four arrows conjoined with tips outward – post-period)
  - Wolfsangel (a wolf's hook or crampon crossed with a bar or sword) in black

- Blood-drop cross (white cross charged with a red goutte)
- Cross patee in black, with or without white fimbriation or black endorses
- Double *sig* rune (the SS symbol)
- Hangman’s noose (Ku Klux Klan)
- Burning Cross (Ku Klux Klan)
- “Hand of Glory” – a hand on a flame, or a hand enflamed (appeal to black magic)

### **C. Regalia**

1. Ornate Crowns other than listed below – reserved for sitting royalty at the kingdom or principality level. Note: The most traditional European crowns bear some combination of fleurs-de-lys and crosses pâté. SMA kingdoms and principalities are free to design ornate crowns with alternate extensions more befitting their idiom.

2. Coronets bearing only strawberry leaves – reserved to those of ducal rank or equivalent.

3. Coronets alternating strawberry leaves with pearls – reserved to those of county rank or equivalent. Note that for the purpose of this reservation, marquess rank is considered equivalent to county rank.

4. Coronets bearing only pearls (8 or more) – reserved to those of viscounty rank or equivalent.

5. Coronets bearing only pearls (4 to 6) – reserved to those of baronial rank or equivalent.

6. Crowns bearing vertical oak leaves – reserved for Kings/Queens/Sovereigns of Arms. These may not be registered as personal armourial elements since the office of King of Arms is a temporary designation for any one individual.

7. Ornate circlets, simple tiaras/diadems, and chapeaux trimmed in ermine – reserved for those who have been given the right to bear arms. These will not be registered as armourial elements given their generic nature which may cause confusion with more common heraldic elements of similar design.

8. Gold spurs – reserved for knights of any level

9. Other types or colors of spurs – reserved for those engaged in equestrian activities.

## Appendix O: Charges with a Defined ‘Proper’ Tincture

The following charges are shown to have been assigned a generally accepted “proper” tincture in period heraldry. Where such documentation is absent, the “proper” described has been accepted in the SMA College of Arms by precedent.

<u>Charge</u>	<u>Tincture or combination of tinctures</u>	<u>Tincture Class</u>
Acorn	Brown	Color
Antler/Ivory	White or tan	Metal
Arrow	Brown shaft, black head, tincture of fletching specified	Color
Axe	White head, hafted brown	Neutral
Barbed and seeded	Green barbs, yellow seeds	Ignored
Boar	Brown	Color
Bread	Brown	Color
Chough	Black with red beak and legs	Color
Cloves	Dark brown	Color
Daisy	Argent seeded Or	Metal
Deer/Stag	Brown	Color
Dolphin, heraldic	Green with red fins	Color
Dolphin, natural	Gray	Metal
Dove	White with pink beak and legs	Metal
Elephant	Gray with white tusks	Metal
Falcon	Brown	Color
Fire/flame	Alternately red and yellow or yellow and red	Neutral
Ford	A base wavy barry wavy blue and white or white and blue	Neutral
Fountain	A roundel barry wavy blue and white or white and blue	Neutral

<b><u>Charge</u></b>	<b><u>Tincture or combination of tinctures</u></b>	<b><u>Tincture Class</u></b>
Fox	Red with black feet and white-tipped tail	Color
Hammer	Black hafted brown	Color
Hare	Brown	Color
Harp	Brown	Color
Humans/human parts	Caucasian by default, <i>i.e.</i> , pink or white (Moor is an heraldically accepted variant of human with its own default – see below)	Metal
Ibex	Brown	Color
Ladybug	Red with black head and spots	Color
Lavender	Purple flowers, green leaves and stem	Color
Leather/leather items	Brown	Color
Mermaid	Caucasian human with green tail and yellow hair	Neutral
Moor	Brown with black hair	Color
Moose	Brown	Color
Parchment	Tan	Metal
Peacock	Mostly blue and green with "eyes" in the tail	Color
Pickaxe	Black, hafted brown	Color
Pomegranate	Red, seeded yellow	Color
Pomegranate slipped and leaved	Red, seeded yellow, green leaves and stem	Color
Popinjay	Green with red detailing	Color
Pretzel	Brown	Color
Rabbit	Brown	Color
Rainbow	(on color field: from top to bottom) Yellow, red, green, white; white clouds	Metal
	(on metal field from top to bottom) Blue, green, gold, red; black clouds	Color

<b><u>Charge</u></b>	<b><u>Tincture or combination of tinctures</u></b>	<b><u>Tincture Class</u></b>
Rose	Red, barbed green and seeded yellow	Color
Seraph	Caucasian skin, red hair, yellow wings	Metal
Ship	Brown, sail tincture must be specified	Color
Slipped and leaved	Green stem, green leaves	Color
Stone/stone items	Gray	Metal
Squirrel	Brown, maintaining a nut	Color
Sword	White with yellow hilt and quillons	Metal
Thistle	Green barbs, stem, and leaves; purple flower	Color
Tree	Brown trunk, green leaves	Color
Urchin	Brown with white face and belly	Color
Wood/wooden items	Brown	Color
Zebra	White with black stripes	Metal

## Appendix P: Charges with a Default Posture or Orientation

Blazons including the charges in the table below may be emblazoned in the accepted default posture and/or orientation without specifying either. If the charges appear in any other posture or orientation, it must be specified in the blazon.

<u>Charge</u>	<u>Default Posture and/or Orientation</u>
Abacus	Fesswise
Acorn	Palewise, stem to chief
Angel	Statant affronty
Anvil	Single-horn, horn to dexter
Arrow	Palewise, point to base
Arrowhead	Point to base
Attire, Stag's	Fesswise, butt to dexter
Axe	Palewise, head to chief (single-bitted axe has its blade to dexter)
Badger	Statant
Barnacles, pair of	Palewise, hinge to chief
Barrel	Fesswise
Bat/Reremouse	Displayed guardant
Bee	Tergiant
Bellows	Palewise, nozzle to base
Birds	Usually close, however some specific birds have their own default
Bone	Palewise
Book, open	Palewise
Book, closed	Fesswise, spine to chief
Bow (default: longbow)	Palewise, string to sinister (if fesswise, string is to base)
Broach, Embroiderer's	Palewise, fork to chief
Brush (artist's)	Palewise, tuft to chief
Calipers	Points to base
Candle	Palewise, flame to chief
Catapult	Half-cocked

<b><u>Charge</u></b>	<b><u>Default Posture and/or Orientation</u></b>
Chair	Palewise affronty
Chess Knight	Double-headed as depicted at <a href="https://mistholme.com/?s=chess+knight">https://mistholme.com/?s=chess+knight</a>
Cockatrice	Statant, wings addorsed
Comet	Palewise, head to chief
Crampon	Palewise
Crane	In its vigilance (wings close, standing on one leg, other leg raised and grasping a stone)
Crossbow	Palewise, cocked, muzzle to chief
Cup	Palewise, bowl to chief
Demi-beast	Erect
Dice	In trian aspect, showing three of the sides with one square face forward
Dolphin	Naiant
Dragon	Segreant
Drop Spindle	Palewise, whorl to base
Drum	Palewise, head to chief
Eagle	Displayed
Eel	Fesswise
Escallop	Hinge to chief
Fan	Open/spread, hinge to base
Fasces	Palewise, head to chief, blade to dexter
Feather	Palewise, tuft to chief; fesswise, tuft to sinister
Fer-a-loup	Convex, cutting edge to base
Fetterlock	Bolt to base
Fish	Naiant
Fork	Palewise, tines to chief
Frauenadler	Displayed
Fruit, hanging	Stem to chief
Fruit, non-hanging	Stem to base
Frog	Tergiant
Furison	Fesswise, flat edge to base
Goad	Palewise, point to chief

<b><u>Charge</u></b>	<b><u>Default Posture and/or Orientation</u></b>
Griffin	Segreant
Gyronny of six	Per fess, with the upper and lower halves divided into thirds
Hammer	Palewise, head to chief, striking surface to dexter
Hand	A right hand, open, palm facing the viewer
Hand in Benediction	A right hand, open with the 3 <sup>rd</sup> and 4 <sup>th</sup> fingers curled into the palm, palm facing the viewer
Harp	Soundbox to sinister
Harpy	Close
Head, Beast	Couped, facing dexter
Head, Bird	Couped, facing dexter (except owl)
Head, Human or Humanoid	Feminine or child: couped affronty Masculine: couped, facing dexter
Head, Owl	Couped affronty
Hedgehog (or Urchin)	Statant
Hoe	Palewise, blade to base
Horn (animal or monster)	Palewise, point(s) to chief
Horn (drinking)	Palewise, bell to chief
Horn (hunting)	Bell to dexter
Horn (straight trumpet)	Palewise, bell to chief
Horn of plenty	Effluent to dexter
Horseshoe	Opening to base
Hourglass	Palewise
Humans	Statant affronty
Humanoid monsters	Statant affronty
Insect	Tergiant
Jambe	Palewise, claws to chief
Key	Fesswise, wards to dexter, facing down
Knife	Palewise, point to chief
Kraken	Tentacles to chief
Ladder	Palewise
Ladle	Palewise, bowl to base, facing dexter

<b><u>Charge</u></b>	<b><u>Default Posture and/or Orientation</u></b>
Leaf	Palewise, stem to base
Leg, Beast	Palewise, claws to chief
Leg, Bird	Palewise, claws to base
Leg, Dragon	Palewise, claws to chief
Leg, Human	Palewise, foot to base
Lion	Rampant
Lure	Cord to chief
Lute	Palewise affronty with the pegbox visible
Mace	Palewise, head to chief
Mandrake	Affronty
Mask	Affronty
Mermaid/Merman	Erect affronty
Mount	Issuant from base
Mountain	Issuant from base
Musical Instruments	Palewise, finger holes/strings facing viewer
Nail	Palewise, point to base
Needle	Palewise, point to base
Oar	Palewise, blade to chief
Ostrich	Close, holding a horseshoe in its mouth
Owl	Close guardant
Panther	Guardant; body posture must be blazoned
Pen, quill	Palewise, nib to base; fesswise, nib to dexter
Pheon	Palewise, point to base
Phoenix	Rising from flames, wings displayed
Pitcher	Palewise, spout to dexter
Polearm	Palewise, blade to chief, cutting edge to dexter
Pole-Cannon	Palewise, mouth to chief
Printer's Ball	Handle to chief
Psaltery	Strings affronty
Ram, Battering	Fesswise, head to dexter

<b><u>Charge</u></b>	<b><u>Default Posture and/or Orientation</u></b>
Recorder	Palewise, bell to base, finger holes facing viewer
Sackbut	Palewise, bell to base; fesswise, bell to dexter
Scorpion	Tergiant
Scourge	Handle to base
Scroll, Open	Palewise
Scythe	Palewise, blade to chief
Sea-Beast	Erect
Sea-Monster	Erect
Seebblatt	Point to base
Shave, Currier's	Fesswise, edge to base
Sheaf	Two objects in saltire and a third palewise
Shell, Snail	Opening to dexter
Shell, Whelk	Palewise, opening to chief
Ship	Fesswise, bow to dexter
Shoe	Fesswise, toe to dexter
Shuttle, Weaver's	Fesswise
Silkie	Erect guardant
Sitar	Palewise, neck to chief
Slea, Weaver's	Fesswise
Sling	Cup to base, thongs to chief
Spade/Shovel	Palewise, blade to base
Spear	Palewise, point to chief
Spider	Tergiant
Spur	Palewise, rowel to chief
Spoon	Palewise affronty, bowl to chief
Squirrel	Sejant erect maintaining a nut
Swan	Rousant
Sword	Palewise, point to chief
Tankard	Palewise, mouth to chief, handle to sinister
Thistle	Palewise, slipped and leaved

<b><u>Charge</u></b>	<b><u>Default Posture and/or Orientation</u></b>
Tree	Palewise, leaves to chief
Trillium	Affronty, petals in pall
Trimount	Issuant from base
Trumpet	Palewise, bell to chief
Turtle	Tergiant
Unicorn	Rampant
Urchin	Statant
Viol	Palewise, neck to chief
Wake knot	Fesswise
Winged object	Wings displayed
Winged quadrupeds	Wings addorsed
Wreath	Circular, with a gap at the top
Wyvern	Statant erect