

# **Armory in the Proposed Rules for Submissions**

## **A Brief Summary**

Produced by the Laurel Office  
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# Overall Organization of the Rules

- Letters indicate the sections of the rules:
  - ◆ GP — General Principles
  - ◆ PN — Personal Names
  - ◆ NPN — Non-Personal Names
  - ◆ A — Armory
- GP talks about underlying principles and defines several key terms, like ‘period’, ‘substantial’, and so on.
- PN, NPN, and A have several parts – Content, Style, Conflict, Presumption, and Offence
- Appendices all use “Appendix” (they’re awesome!)

# Some Broad Categorizations in the New Rules

- SCA items: Conflict
- Non-SCA items: Presumption
- Relationships: Conflict
- Powers, Rank, Position: Presumption
  
- Fielded devices, arms, and badges
- Fieldless badges
- Augmentations of Arms

# Why are SCA items counted differently from Non-SCA items?

## SCA Items

- **Definition:** “To avoid undue confusion”
- All listed in the O&A
- Can get permission to conflict
- Only protect the exact item

## Non-SCA Items

- **Definition:** “To prevent offense due to obvious usurpation of identity or armory”
- Most armory listed in the O&A, but few names listed
- Cannot get permission to conflict
- Protect names and some armory in multiple forms

# Why is it organized this way?

## Why is it so long?

- These Rules are 70 pages long; the Appendices are 30 pages. The old Rules were only 25 pages, but need 1000s of rulings to understand.
- These rules are designed around the most common use: *working on a single submission*
  - ◆ For example, Personal Names and Non-Personal Names have superficial similarities but also large differences – so they are separate.
- Approximately  $\frac{1}{4}$  of the main body of these Rules is examples to help understanding.

# The Picture Wins

- The picture wins because:
  - ◆ Submitters decide what armory they want, but most of them don't know blazon. Some heralds don't know blazon either!
  - ◆ Blazon practices change over time (both in the real world and in the SCA!). This means older blazons aren't always accurate.
  - ◆ The pictures are the most reliable source we have of what the submitter actually wanted

SO ....

- ◆ We register the picture (emblazon) not the words (blazon).
- ◆ Even though we register the picture ... it must be blazonable (describable in heraldic terms) and recognizable (without the words)

# Two Sets of Armory Style Rules

- Core Style Rules
  - Based on Anglo-Norman armory
  - Described in the Rules with more detail in Appendices, so –
  - Does not usually require further documentation
- Individually Attested Patterns
  - Every part must be documented
  - Multiple independent examples needed
  - Non-European armory usually must use this

# Core Style Rules

- What most people think of as “armory”. Armory using these style rules must:
  - ◆ Use documented elements; no more than one Step From Period Practice; be drawn in an identifiable, heraldic, and period way
  - ◆ Have good contrast
  - ◆ Have clear charge groups
  - ◆ Be simple in overall design – slot machine rule, complexity count, unified posture/orientation, period arrangement of charges
  - ◆ Not too far from period style (not a landscape picture, etc.)
- A couple special rules
  - ◆ All parts of fieldless badges must touch
  - ◆ Voiding/Fimbriation: only central ordinaries/simple geometrics



# Armory Conflict

- Based on charge group theory and medieval cadency: small changes to show close relationship with original arms
- Two kinds of changes you can make:
  - ◆ Substantial: not the kind of changes used for cadency
  - ◆ Distinct: the kind of changes used for cadency
  - ◆ Bonus rules for changes to field-primary armory
- Visual Conflict: If they look too similar, even if technically different – they conflict

# Armory Conflict Details

- Substantial changes (only need one)
  - ◆ Adding or removing the primary charge group
  - ◆ Changing the type of the entire primary charge group
  - ◆ Changing (in limited cases!) the number, arrangement, posture, orientation of primary charge group
- Distinct changes (like cadency, used to be CDs or significant differences) (need two)
  - ◆ Changing the field, adding/removing charge groups
  - ◆ Changing the tincture, type, number, arrangement, posture, orientation of any charge group
- Field-primary armory has special rules

# Armory Presumption & Offense

- Armory may not:
  - ◆ Use a charge that is restricted (that is, no one can register it)
  - ◆ Use a charge that is reserved unless the submitter documents the right to use it
  - ◆ Claim identity or relationship with non-SCA individuals, places, entities, orders, etc. which we consider important enough to protect; same standards as for conflict
  - ◆ Create an inappropriate claim through combination with a specific name even if the armory is not important enough to protect on its own
  - ◆ Make a claim to a combination or inheritance of arms, known as marshalled arms, when using per pale or quarterly field divisions
- Armory must not be offensive to a modern audience; the standards are quite high

# Why Use Appendices?

- Faster updates because new precedents are easier to absorb
  - ◆ Changes to the Rules require Board approval in advance
  - ◆ Appendices only require notification to the Board after the fact
- Information on armory style
  - ◆ Documentable charge group arrangements
  - ◆ Standard arrangements, postures and orientations, charges that don't need documentation
- Collection of information that we've relied on senior commenters to provide late in the process
  - ◆ Items that are a step from period practice
  - ◆ Registerable low-contrast lines of division

# Appendices are Awesome!

- Appendix F: Charges that don't need documentation
- Appendix G: List of SFPP things
- Appendix H: Low-contrast complex lines of division
- **Appendix I: Charge Group Theory**
- **Appendix J: Documentable charge group arrangements**
- Appendix K: Standard arrangements of charge groups
- Appendix L: List of postures and orientations
- **Appendix M: Resources for conflict checking**