

HERALDRY - THE BASICS

AN INTRODUCTION - The What - Where - When - Why - Who and How of Heraldry.

THE ART - Emblazoning or Blazonry (painted heraldry)

The Shield - Field

Tinctures : Metals - Or - Argent:

- Colours - Gules - Azure - Sable - Vert - Purpure
- Furs - Ermine - Ermineois - Vair

Dexter/Sinister

The Charges

Ordinaries : Chief - Fess - Bar - Bend - Pale - Chevron - Cross - Saltire

Sub-ordinaries : Canton - Pall - Escutcheon - Gyron - Label - etc

Lines of Partition : Per fess - per bend - per pale - quarterly - etc

Devices

Inanimate Charges : Maunch - Cinquefoils - Mulletts - Escallops - etc

Beasts : Lion - Unicorn - Wyvern - Martlet

The Achievement : Crest - Helm - Mantling - Wreath - Motto - Mount - Supporters

Tricks

THE LANGUAGE - Blazoning (verbal description)

The Sequence : e.g. Argent, on a chevron Gules, between three leopard's faces Sable, three castles of the first

THE SCIENCE

Differencing - cadency - marshalling - augmentation - Lord Lyon

CONCLUSION - The Shorthand of History