

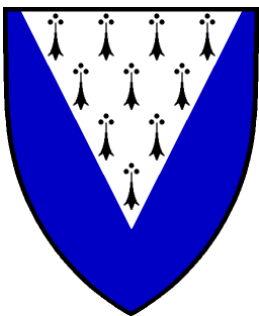
MHS Heraldry Group

Blazoning – Unit 3

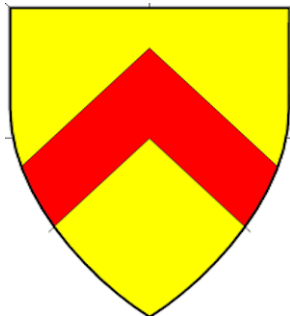
BLAZONING ARMS WITH SINGLE ORDINARIES Etc

- The field is described first, then the ordinary.
- The tincture of a charge is stated after the charge itself, in the French way
- By default, a metal is never placed on a metal, nor a colour on a colour, but exceptions occur.
- It is usual to specify the number of bars, bendlets, pallets etc. unless there are so many of them that the number doesn't seem to matter and may in fact be variable.

Examples



azure a pile ermine



or a chevron gules



azure a bend sinister argent

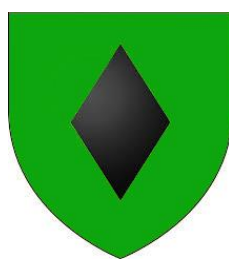
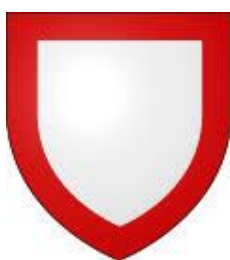
NOW TEST YOURSELF – REPEAT TILL YOU FIND IT QUITE EASY

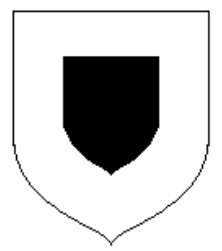
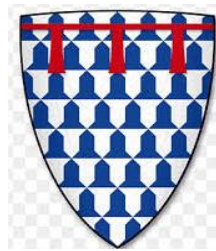
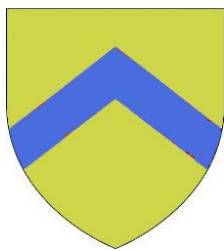
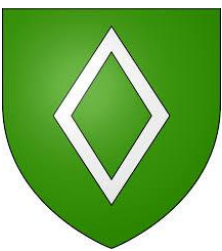
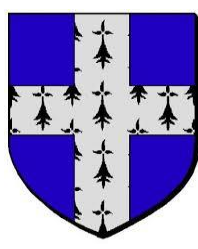
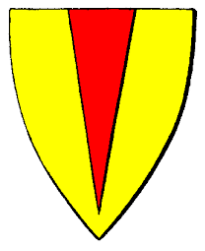
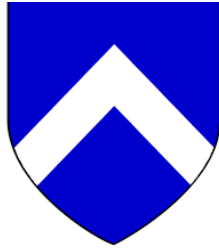
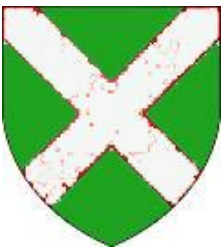
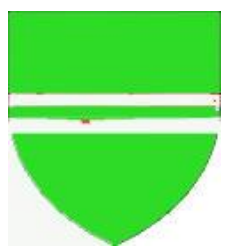
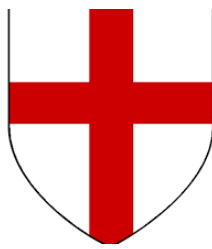
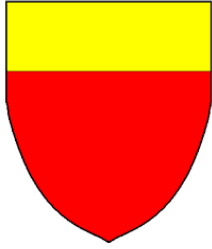
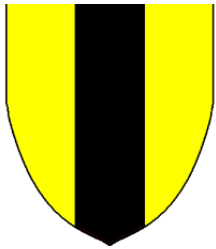
How quickly can you blazon the following coats of arms? I'm afraid some of them are not very good images as I needed to change tinctures etc. I'm not giving answers as they are not difficult to work out.

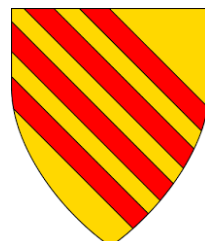
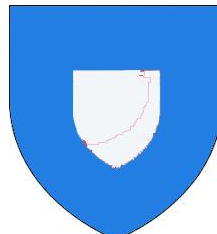
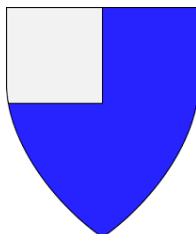
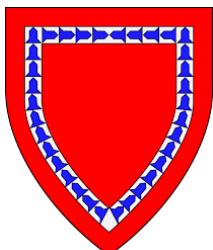
But.....

- whether something is a bordure or an escutcheon can sometimes be a matter of opinion.
- also whether something is a lozenge or a fusil can be debatable.

..... so don't spend too much time deciding.







Contact me if anything is ambiguous or unclear.