

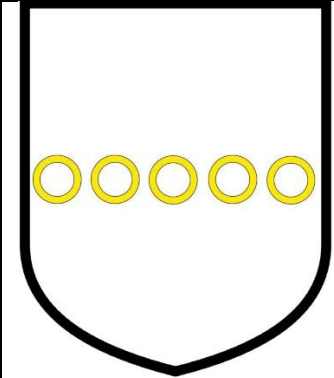
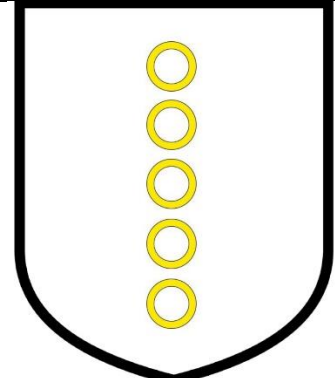
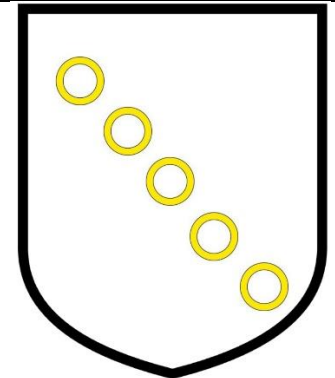
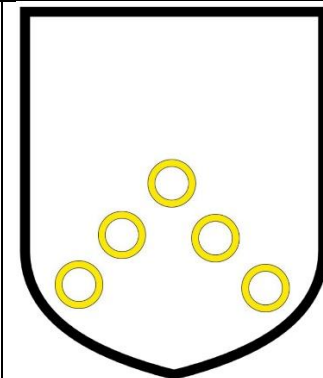
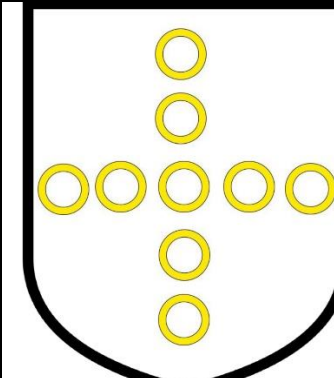
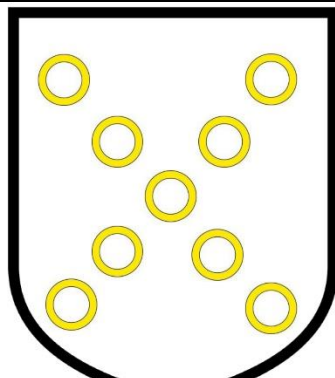
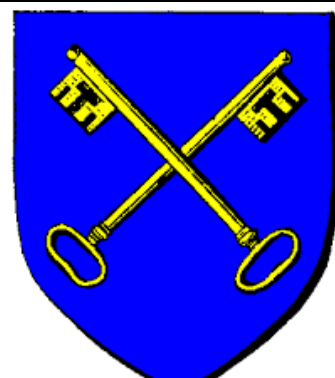
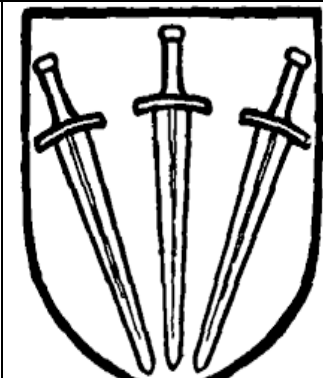
## MHS Heraldry Group

### Blazoning – Unit 8

#### **PRACTICE EXERCISE**

These ideas were introduced in Unit 7 but now need to be presented more formally.

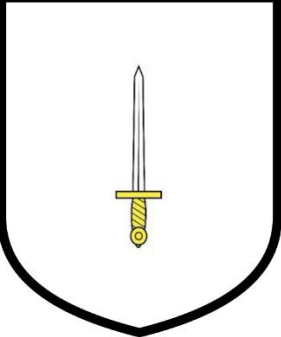
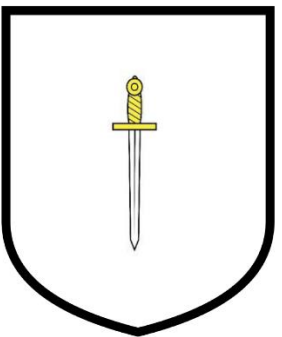
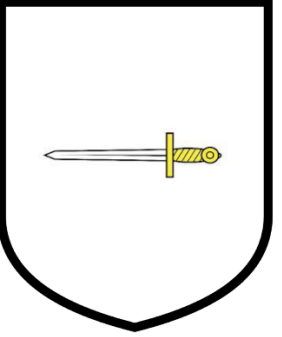
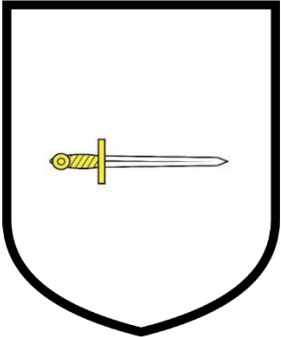
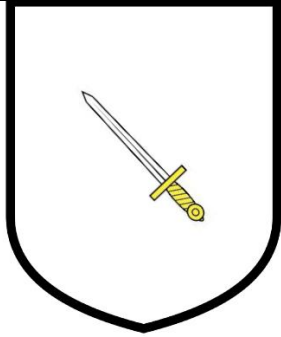
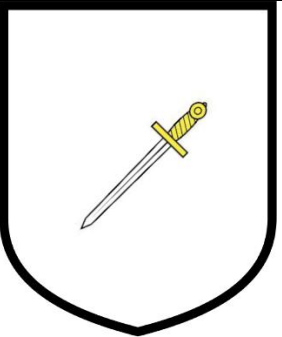
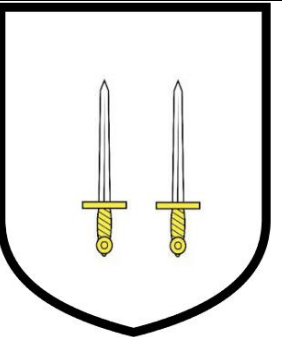
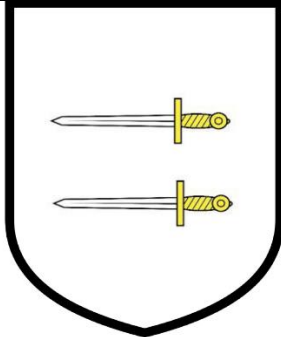
#### **Single Charges Repeated**

			
<b>In fess</b>	<b>In pale</b>	<b>In bend</b>	<b>In chevron</b>
			
<b>In cross</b>	<b>In saltire</b>	<b>In saltire</b>	<b>In pile</b>


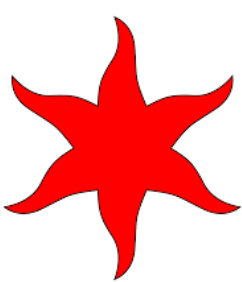


#### **Orientation**

In the first six examples above the individual charges are symmetrical, so they individually have no specific orientation. It is only when taken as a group that they become directional. In the case of the last two examples the charges are not symmetrical and have a direction of their own. But it is still by their relationship to the other charge(s) that they can be stated to be 'in saltire' or 'in pile'.

Most non-symmetric charges have clear default orientations: animals face to the dexter; a sword is vertical with its hilt in base; an arrow is vertical with its point in base, and so on. It is only when a non-symmetric charge is not in its default orientation that it is necessary to specify it. It is then that expressions like 'bendwise' are used. But even then, a single charge positioned in the place of an ordinary might be said to be 'in fess' rather than 'fesswise', though the latter would also be correct.

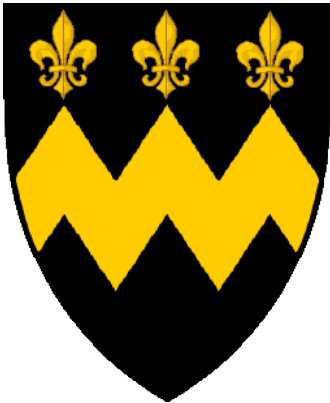
			
<b>Sword</b>	<b>Sword inverted</b>	<b>Sword fesswise</b>	<b>Sword fesswise point to sinister</b>
			
<b>Sword bendwise, or in bend</b>	<b>Sword inverted bendwise-sinister, or in bend-sinister</b>	<b>Two swords in fess</b>	<b>Two swords fesswise in pale</b>

**MORE CHARGES**

			
<b>Mullet</b> The default is 5 straight rays - for comparison	<b>Estoile (star)</b> The default is 6 wavy rays	<b>The Sun has alternate straight and wavy rays</b>	<b>Sun in splendour</b> A badge of Edward IV

## EXERCISE 1 – POSITION AND ORIENTATION

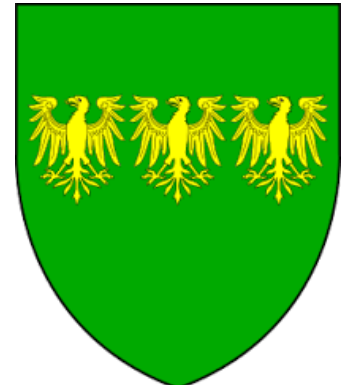
Please blazon these coats of arms.



1



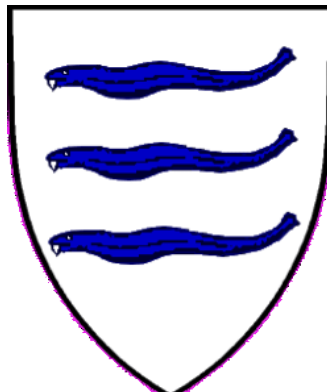
2



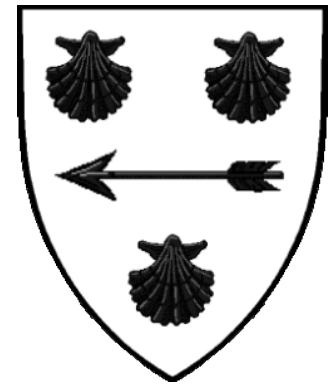
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4

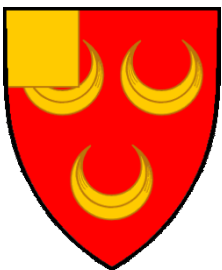


5



6

## CANTONS

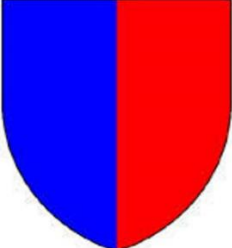

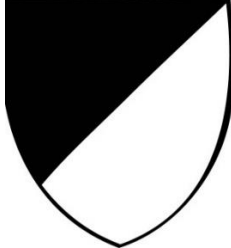
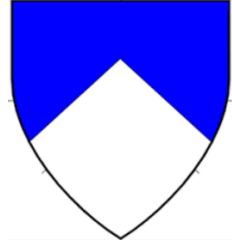
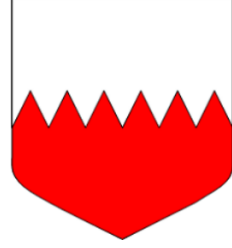
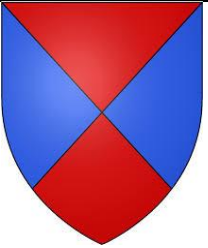
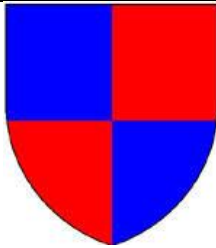
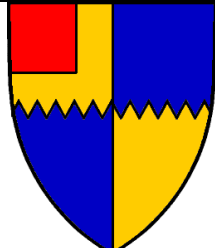
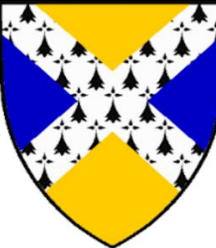



Cantons are usually considered to have been added after other charges, and sometimes partially cover them.  
*Gules three crescents and a canton or*

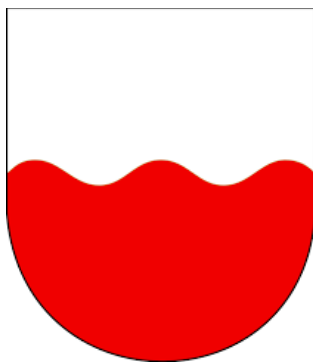
## PARTITIONING OF THE FIELD 1

In this section we're splitting the field just using lines or positions of some of the ordinaries. If a field is split across the middle into two parts, one above the other, it is said that the field is *Party per fess* but this is usually abbreviated to just *Per fess*.

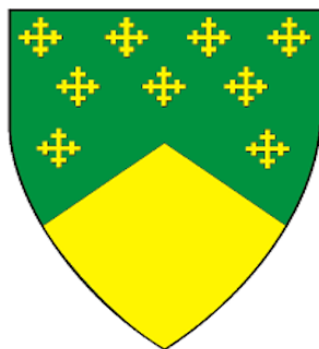
When blazoning such fields, tinctures in chief take priority. If that doesn't work the next priority is a tincture on the dexter side.

				
<b>Per pale azure and gules</b>	<b>Per bend argent and gules</b>	<b>Per bend- sinister sable and argent</b>	<b>Per chevron azure and argent</b>	<b>Per fess indented argent and gules</b>
				
<b>Per saltire gules and azure</b>	<b>Quarterly (per cross) Azure and gules</b>	<b>Quarterly per fess indented or and azure a canton gules</b>	<b>Per saltire or and azure a saltire ermine</b>	<b>Per bend- sinister or and gules an erect dexter clenched gauntlet proper</b>

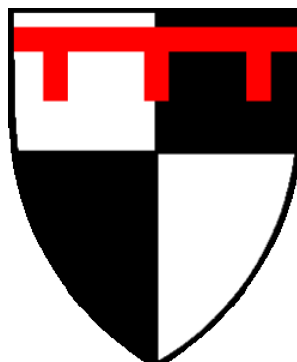
## EXERCISE 2 – PARTITIONED FIELDS



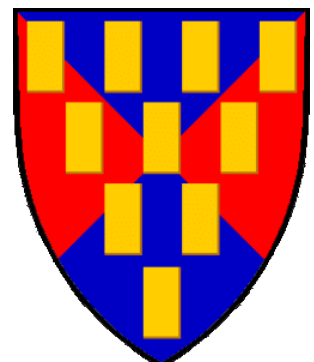
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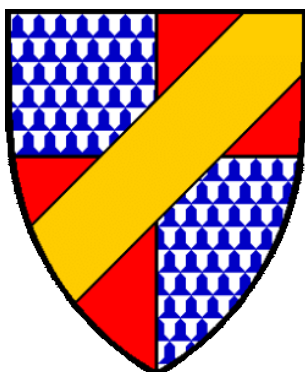
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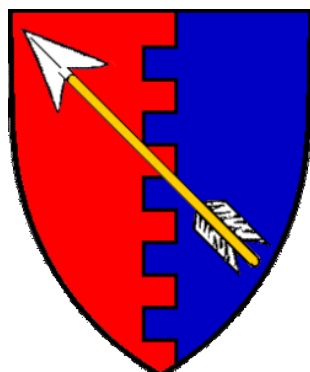
3



4



5



6



7



8

## **ANSWERS**

### **Exercise 1**

1. Sable a fess dancetty, in chief three fleurs-de-lys or
2. Gules on an escutcheon argent in dexter chief a lion rampant sable
3. Vert three eagles displayed in fess or
4. Azure (or purpure) a log of wood in bend (or bendwise) between six estoiles or
5. Argent three eels in pale azure
6. Argent an arrow fesswise between three escallops sable

### **Exercise 2**

1. Per fess wavy argent and gules
2. Per chevron vert and or in chief 9 crosses crosslet 4, 3 & 2
3. Quarterly argent and sable a label of three points gules
4. Per saltire azure and gules 10 billets or 4, 3, 2 & 1
5. Quarterly vair and gules a bend-sinister or
6. Per pale embattled gules and azure an arrow bendwise point up or barbed and flighted argent
7. Per bend ermine and ermines a lion rampant or
8. Per fess nebuly vert and sable three martlets or, a canton ermine