

East Kingdom Herald's Handbook

2013 Edition by:

Master Ryan Mac Whyte, Brigantia Principal Herald of the East.

Based on the 2004 Edition by:

Master Thomas de Castellan, Trebelrose Herald Extraordinary.

With Edits and Contributions by:

Master Thomas de Castellan, Trebelrose Herald Extraordinary.

Mistress Alys Mackyntoich, Ogress Herald Extraordinary.

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Introduction

"Ok, now we need a herald. You (pointing at you), you're loud. You can be the herald."

A sad statement, but it happens. If you are new to SCA heraldry, whether as a new local officer, or someone just getting interested, then this work can serve as your starting point. It will hopefully tell you something about everything you need to know as a herald. Don't worry if it seems like a lot; very few heralds who have thoroughly studied all aspects of heraldry.

This handbook will go over each of the various things that a herald does, and discuss them a bit. Bear in mind that you do not have to be good at all of them, or even do all of them. Many heralds specialize in one or two areas of study, while others experience a bit of each. There are more detailed works on many of these subjects, and you should seek them out if you are in need of more information. There are a few things this handbook does not cover. Things such as basic armoury (the study of devices, rules for submitting, etc.) and onomastics (name research and documentation) have been deliberately avoided, as they each fill volumes by themselves. Some good starting sources for such subjects are included in the bibliography. What will be covered here are the aspects of being an SCA herald that are seldom written about, with specific emphasis on heralds in the East Kingdom.

As you reach the limits of the information presented here, remember that your best source of information is the College of Heraldry itself. Other heralds are the most helpful source you can find, and are usually willing to help. There are a number of online resources available to aid in education. They can be found on the [Http://Eastkingdom.org/heraldry](http://Eastkingdom.org/heraldry) homepage. Seek the assistance of your peers, and you will not be disappointed.

No SCAdian herald sprung from the ground fully formed. It is only possible to learn what we do with the support of other members of the college.

What did Heraldry do in Period?

The herald served a very special role in period society. He served as neutral messenger, diplomat, and ambassador. A herald could safely be sent into the enemy encampment with a message. He would frequently be unarmed, or if armed, then only lightly. As a neutral envoy he was protected from all harm. He would be permitted to deliver his message, and would be treated as a guest, and then return to his master. He would not be feared as a spy, for the herald would never disclose any information he learned while in the enemy's midst. A herald was the focus of ceremony and pageantry, and was an advisor on ceremony and proper behavior.

How does this history relate to the SCA functions of a Herald?

A SCA Herald should be ready to serve in the same roles as a period herald. Many of the conventions from period are emulated in our Society, and heralds still hold these functions. When acting as a herald, you are protected from harm. (Of course, this is only a game. Nobody is going to hurt you, even if you are making announcements at 6:30 a.m. at a camping event.) Many mundane books can give you a more thorough feel for this aspect of a herald. What follows is an excerpt from the Middle Kingdom's Pursuivant's Handbook:

☞ *"You must be dedicated and industrious. In demeanor; patient, gentle, courteous, and to be wary of quarrels. ...It is your responsibility to be accurate and honest, to forego your own feelings and opinions, and become a useful, neutral force within the Society."*

Baron Daemon de Folo, Dragon Herald Emeritus

As you develop your own style and tastes for being a herald, be aware of these concepts. Especially if you are interested in court heraldry, you may be asked to serve in one of these roles.

What does an SCA herald do, anyway?

Of all the various functions in the SCA (seneschal, marshal, etc,) being a herald covers the most diverse duties of them all. You will perform a great many, seemingly unrelated tasks. The ones we will discuss here are:

"Book" Heraldry

- Consulting (helping someone submit a name or device)
- Commenting on the Letter of Intent through OSCAR

"Voice Heraldry"

- Crying the camp and making announcements
- Heraldry a list
- Heraldry a court

Falling in between Book and Voice Heraldry are:

- Handling matters of precedence and protocol
- Serving as a local heraldic officer

You should also remember to read Brigantia's column in Pikestaff, and be aware of Brigantia's policies in East Kingdom Law. Those resources will have current information that you, as a herald, should know.

Book Heraldry

Consulting

"But why can't I have two twelve-headed dragons and a machine gun on my device?"

Consulting is the art (and it is an art) of helping a submitter register a name or a device with the College of Arms. This can be done at varying levels, depending on the amount of heraldic knowledge and reference material you have available, but there are some things that stay constant and should be remembered.

1. **Be polite and helpful** - I can't emphasize this enough. It is the single most important thing about consulting. Think of the submitter as a customer. You want to provide the best service to that customer that you possibly can. Most submitters will sit down with you already having some ideas about what they want for a name or device (I am going to just say 'device' from here on, but it applies equally to names as well.) What they want may not be legal or passable under the College's standards. The idea is to work with the submitter; to become a partner with him and help him design a device that he likes *and* is passable. Some examples will drive this point home.

What you shouldn't say

"You can't have lions. Everybody has lions."

"You can't put color on color."

"That's so ugly."

"That's Non Period Style."

What you should say instead

"Lions are a very common charge. We may have to make adjustments to make sure it passes."

"We need to change those colors somehow so it conforms to the rules." Explain contrast rules.

(Unless there is a genuine style problem, say nothing. You are not an art critic.)

"The way these lightning bolts are drawn is not really a period style. Is this type of picture ok?"

Try to remember the following:

- Don't insult the submitter or what they have designed; they aren't heralds.
 - Offer constructive suggestions for change.
 - Speak English, do not overload the submitter with Heraldic Jargon.
 - Don't make him feel like it's him against the Mean Ol' College; make him feel like you are on his side, and that the College is not a tyrannical dictatorship.
2. **Make sure the paperwork is right** - Regardless of your materials or experience level, any herald can make sure the paperwork is correct. This means sending the correct amount

of money with the correct number of copies to the correct person. Any problems will only hold up the submission and frustrate the submitter. Make sure you follow the current submission standards which are updated at: <http://ech.eastkingdom.org/>. Be sure to keep a copy of the entire submission in case something goes astray. This includes making sure that a person has a name passed or in-process, before they try to submit a device. One further note on the forms: membership is currently not required to submit an item to the College. There is a copy of each form included in this handbook, which you may photocopy to your heart's content.

3. **Do whatever research you can** - If you have the sources to research a name or conflict-check a device, then do so before you send it in, preferably with the submitter present. Make sure the device and name conform to the current Standards of the Evaluation of Names and Armorial. There are some basic sources listed at the end of this handbook. Especially with names, you should send in copies of whatever documentation you have available. Go to the local library for more materials, or encourage the submitter to do so.
4. **Be prompt** - Promptness is even defined in Law and Policy. (Really!) Don't take the submission and then let it sit on your kitchen table for six weeks. Always keep things moving.
5. **Help at Pennsic** - The heralds handle a huge number of submissions at the Pennsic War. One great way to get some front-line training under good supervision is to do consulting at the war. And they always need the help.

These ideas can help make a submission go much smoother for the submitter and the herald. More importantly, you help build a good relationship between the submitter and the College, and between you and the submitter. He might be King someday....

OSCAR, SENA, and You

"I have a comment on everything. Whether it's useful or not is another question."

The mechanism for processing submissions is the Online System for Commentary and Response (OSCAR.) You can find OSCAR at <Http://oscar.sca.org>. Once you have created an account you can then begin to see the process in action.

The Process for the submission of Armory and names is governed by the SCA under the Standards for the Evaluation of Names and Armorial (SENA). SENA can be read online at <http://heraldry.sca.org/sena.html>. There is also a link for SENA on the top of the page in OSCAR.

In order to understand commenting, let's review the process a submission goes through before it is accepted. The submitter and the local herald submit the item. The submission is sent to the Eastern Crown Herald. The Eastern Crown Herald collects all the submissions for that period (one month to 6 weeks) and creates a **Kingdom Letter of Intent**, or **KLol**. This includes any relevant documentation for each submission, along with pictures of the devices and badges. The KLol is then posted on OSCAR. For the next month Heralds from the East (and select others)

can then Comment on the submissions and confirm that each submission conforms to SENA. Heralds will provide additional documentation from their sources where necessary and checking for conflict (if a new device is too similar in appearance to previously registered device). The Blue Tyger Herald, will then look at all the commentary for that month's KLoI and reject any submissions they feel needs more work before it would pass scrutiny by the Laurel Sovereign of Arms (the chief herald of the Society, just as Brigantia is the chief herald of the East Kingdom.)

The remaining submissions are sent to Pantheon Herald, who compiles an **External Letter of Intent**, or **XLol**, which is then visible by commenters across the Known World in OSCAR. These commenters repeat the process, and add their interpretations and opinions on borderline cases. These comments are sent to the Laurel Sovereign, who reviews the commentary and makes decisions. These decisions are sent back to the Kingdom on the **Letters of Acceptance and Return**, or **LoAR**. The Blue Tyger Herald's staff then informs the submitters of the fate of their submission. The average time for a submission to be processed has been about six to nine months (circa 2013). Extra time is often needed when there are a large volume of submissions from major inter-kingdom events such as Pennsic, Estrella, etc.

Commenting on Oscar:

Internal commenting is an invaluable experience and service for any herald to perform. You will gain an understanding of what is good and bad, and you will see how the college's comments will help the submissions reach their final destination. To start, sign up on OSCAR and watch the process as it goes. You can also check with the Eastern Crown Herald for more information on nearby heralds who are interested in teaching. The Elmet herald is the education deputy for the College. Elmet will be a very useful contact for a new herald. Contacting him through email is a sure-fire way of getting involved.

The Art of Effective Commentary

Commenting on heraldic submissions is one of the least-defined jobs in the SCA. Corpora says that the duty of the College of Arms is "registering and authenticating names and armorial devices," and to do this "has the right to call for documentation in the case of names, devices, or titles which are obscure or questionable, and to determine disputed issues of fact . . ." It does not specify how this is done.

What the College has done to meet this obligation is to set up a staff of intrepid irregulars, who offer advice to Laurel and do research ad hoc. Laurel's job would be impossible without the commenters - after all, Laurel processes about 400 submissions a month, which touch on many specialties in onomastics and heraldry. Even if Laurel had the expertise necessary to do good research in Japanese naming practices, German field divisions, rare charges, and everything else we deal with, the time to do so would still be lacking.

Therefore, Laurel asks the commenters to do as much research as they can, and then makes a decision based on what they find.

Besides, it's great fun. I assume you already know how to have fun; this article is intended to help you write useful and informative comments *while* you're having fun.

So what *is* the job of the commenter? There are three-and-a-half duties:

- **Fact checking.** Each Lol makes several assertions about names and armory. If these aren't true, and it isn't caught, registrations or returns could be made in error. The other half of this job is finding out what the *true* facts are.
- **Consulting.** Often a submitter will ask for assistance on a particular matter (like "how do I say *red wolf* in Welsh?"). Commenters try to provide the answers to such questions.
- **Jury Duty.** Based on the evidence presented and accumulated, the commenter decides whether a device should pass or not. (Generally, silence implies consent to register, but it should be stated if the issue is controversial.) I make the jury analogy because the submissions herald, as judge, may always override or pass it on for Laurel's decision, but usually listens to the commenters.
- And the half-duty, **Education.** By sharing things learned during research, a commenter increases the total level of heraldic knowledge in the SCA.

Conflict Calls

The SCA has traditionally tried to prevent the names and devices adopted by its members from being too easily mistaken for those of other people (both SCA and real-world). The process of looking for too-close names and arms is called "checking for conflict." In the case of names, commenters scan the SCA Armorial and a few reference books for the names of significant real-world people. For devices, specialized books called "ordinaries", which are listings of arms arranged by what they look like, are checked. If a too-close match is found, a "conflict call" is made.

How to be effective: For names, give the potential conflict name in full, and (if it's a non-SCA person) explain why he or she is significant. For devices, blazon completely, and then give the armiger and the source.

Comments on Style

In SENA are rules which quantify what the SCA considers to be acceptable, registerable names and armory. In general, they restrict submissions that are excessively complex, modern, or offensive.

How to be effective: Go easy on style comments at first; watch other commenters to see what gets a reaction and what doesn't. "I don't like it" is not a valid objection. Something like "The Irish and Chinese did not interact with each other in Period a name mixing the two shouldn't be

registered" or "The koala bear was unfamiliar to Europeans throughout our period, as Australia was discovered in 1606; by Rule ..., it cannot be used" is much more like it. Supporting comments, like "this motif was used in at least 10 French coats in Period, for example ...; it should be acceptable" are also nice, because they serve as supplemental documentation for the submission. It is also acceptable to comment on unusual spellings and renditions; care should be taken not to go overboard, however.

Given that this is what's needed, what can you do to make yourself as effective as possible?

Play to your strengths

If you know a lot about a particular area (like Polish armory or Scottish names), then by all means focus on that! You have information that the rest of the College doesn't. You can, of course, comment on areas outside our specialty. Many commenting groups have two or three specialists in different areas.

If you don't have a specialty, that's OK, but you might enjoy doing research in an area that interests you on the side. If you really get into it, you may suddenly look up one day to discover that you've become more knowledgeable on the topic than most CoA members. The flip side is that no one expects you to comment in an area where you're clueless

Plug the holes (or, The Dutch Boy Herald)

If the submitter, the consulting herald, or the submissions herald asks a question, see if you can answer it. If you see a hole in someone's documentation, try to fill it. We are all backups for each other. It is also appropriate to ask a question about a submission, thereby pointing it out to others for special attention. It is less helpful to ask a bald question without trying to research it first; that simply shifts the burden of answering it to someone else.

Read your reviews

When the LoAR comes back, compare your comments to what was accepted and returned. This is valuable feedback to see if you missed a conflict call, or if you misunderstood a rule. This will help you make your commenting better. Some submissions heralds include quotes from the commenters when they are particularly relevant. This is a good chance to see what other commenters are thinking.

In short, keep in mind why we have commenters in the first place: to help the College of Arms do its job properly. Don't forget to have fun - after all, this is volunteer work - but be serious about doing a good job, too.

Voice Heraldry

or How to be loud, understood, and alive to tell about it.

A Conceptual Idea

Voice Heraldry includes crying the camp, field heraldry, and court heraldry. They all share some commonalities, and I will discuss them together.

"Blessed are the Cheese Makers?"

The single most important thing to do and do well in the verbal heraldries is to *be heard*. People have to be able to hear you in the back of the hall, across the lists, or across the camp, and they have to be able to understand what you said as if you were right in front of them. You also have to do this without shouting and blowing out your voice. There have been a great *great* many heralds who could not do this thing. Fortunately, it is easy to do, if you know how. Explaining it is another thing.

The technique is called **projecting your voice**.

So here's how to do it:

1. Pick something to practice with. You might want to use "Oyez Oyez Oyez."
2. Now yell that phrase at the top of your lungs. Really really loud. Right now. Smile at your neighbors who thought you were weird anyway.
3. Now that you have done that, you could probably feel the force and volume of your words being generated in your throat. You might even feel how that could make you hoarse in a big hurry. Remember this. Try it again if you like.
4. Take a deep breath. Let it completely out. Guess what? That wasn't deep enough. Take a deeper breath. Let it completely out. Guess what? Yup. Still not deep enough. Take as deep a breath as you possibly can. You should feel the air where you think your stomach is... NOW you are ready. Feel the tension around your stomach area (your diaphragm). **That** is the area you are going to be using. You can let it out now.
5. This is where teaching in person is much easier. Breathe in some air and put it down near your stomach. Put your hand there and add a little tension to that muscle yourself. Now try yelling your phrase, not loud, but with some force. Instead of putting pressure on the outgoing air with your throat, you are using that muscle your hand is on. This is a technique opera singers use to get that deep bass reverberation. Singers understand this technique and can help you.
6. You may have noticed that someone doing this technique has almost a sing-song quality to what they are saying. This is not just for effect. It is part of the technique. When you are yelling your phrase, act a bit more like it is a song. It will help you use your diaphragm.

Now this may seem difficult to grasp, but when you do it right, you will know the feeling. And you will be heard for a long long way. And you won't be hoarse later, either. Practice it. Work on it. Don't try to cover Pennsic on your first afternoon. But after a little time, you will surprise yourself, and the people who are listening. They will be very appreciative you took the time to learn. One more thing: you will carry better downwind than you will upwind so stand upwind and yell downwind.

The other technique which goes hand in hand with Projection is Diction. Diction is the art of speaking so that each word is clearly heard and understood to its fullest complexity and extremity, and concerns pronunciation and tone. One of the key tricks for projecting with diction is to make a conscious effort to pronounce the final consonant in each word.

Say the following sentence out loud in your normal speech and voice. "The quick Brown fox jumped over the lazy dog." For most people who speak in eastern American dialects it will come out sounding like "the qui brow fos jumd ova the lazy do" If you make that conscious effort to pronounce that final letter you will be heard much more clearly. This also causes a slight pause between each word. This is essential for field and court heraldry as that half-second pause will be taken up by the echo of the word through the crowd or off the walls.

Tournament heraldry is a complicated dance with multiple pieces moving in synchronicity. The Heralds are generally responsible for summoning fighters to the correct lists for their combat. A Tournament List field is a NOISY place to try to be heard. Projection and Diction are a must. The Lead herald for the tournament will organize the list heralds and give a brief rundown of the procedures they are going to employ for the tournament.

The Minister of the Lists running the tournament will have organized the tournament and assigned each combatant a card to record their wins and losses. These cards are paired up and distributed to the lists so that the heralds can announce the pairings for combat. Commonly, as a Herald, you will be paired up with a List Runner. The List Runner is responsible for bringing the cards to and from the lists. When combat is decided the Winning fighter's card is placed on top of the losing combatant's card and then the runner will return the cards to the Minister of the List to be recorded.

Tournament Heraldry is the arguably second easiest aspect of heraldry. What makes it harder than just announcements is that you are now dealing with people's names. Names that are often hard to pronounce or understand, and then there are the titles associated with those names. Know how to project your voice, so the fighters know which list they are in next.

Nobody likes to have their name butchered, but most combatants with tough names KNOW they have tough names to pronounce and they are usually very understanding. They will usually inform you of the correct pronunciation. If you can't handle a name, ask someone or do the best you can. As for titles, do the best you can. If your list mistress is kind, they are written on the card for you. Nobody can expect you to know every title for everyone on the list, so when in doubt; Lord or Lady is just fine. Try to always be respectful and helpful and you can't go too far wrong.

Once the fighters are in a List and ready for combat they are asked to render their salutes. In the East, the first salute is to the Crown. "**Please do honor to the Crown of the East,**" bow and point in the appropriate direction. The fighter will not be in the frame of mind to find the crown on their own. Direct them appropriately. If you cannot find the crown in the List field direct the combatants to the thrones. If you are in a Principality, do a similar salute to the Prince and Princess of the Principality. The next salute is to the consort of the fighter. "**Please do honor to the gentle that inspires you to greatness this day.**" Remember to use the gender neutral term. The next salute is to the crowd. "**Please do honor to the crowd herein assembled to witness your bravery.**" The final salute is to the opponent. "**And please do honor to your most noble opponent.**" The Last thing you should say in the list is then "**Pay Heed to the Marshal.**" You at that point have absolutely NO reason to remain in the list. Move to the list entrance with your List Runner.

You may not have to do salutes before each bout. Sometimes a grand salute is held before the tourney (thus avoiding salutes in the lists) and you may optionally call for salutes to the respective opponents before each bout. For a double-elimination tourney, they may only do salutes for the first round, and dispense with them until the final rounds. Find out who's in charge, and see what they would like for salutes. Lastly, after the bout is over, announce the winner but Do not assume the winner yourself! Let the marshal confirm the winner for you then announce.

Drink fluids while working a list. Last, and most important, remember to wear sunscreen.

Heralding Court

First, know that there are no hard and fast rules for doing court, but there are many guidelines. If you have trouble speaking in front of people, then this may not be for you. Also, timing plays a large part in it. It's kind of like stand-up comedy. It may take talent to hold a truly great court, but with some help and practice, anyone can hold a *good* court. Here are the guidelines, in rough order of importance.

1. **Organization is everything** - Always take plenty of time to look at the agenda for court. (You will need a copy for the court report.) Make sure you have all the scrolls you will need. Read each scroll through once or twice to become familiar with it. Scribes are asked, In the Tyger Clerk of the Signet's Policies, to provide a printed wording for their scrolls. Be sure to keep the wording and the scrolls together. If there is no scroll, be prepared (see last point). Stack the scrolls in order, and have someone ready to hand them to you in court, if possible. Make sure you have something to drink behind the thrones, and don't forget to go to the bathroom. Don't forget to remind the royal entourage to use the bathroom before court as well. As comical as the King running out of court for three minutes can be, it is generally frowned upon. This point is one of the three keys to a good court. (Organization, not going to the bathroom.)
2. **The herald makes (or breaks) the court** – it has been said that the only capital crime for a herald is to bore the Monarch. Anyone who has sat in court can tell you that courts

can be long and boring. The herald plays a key role in making court good or bad for the audience. A boring monotone reading voice will put people to sleep. A herald that can't be heard will lose interest. Some courts are very serious and solemn. Some are light and fun. Know which is which and don't get caught in the wrong gear. This ties into the next point. Remember that the scroll you are reading may be the only one the recipient ever gets. You should do everything in your power to make it special. There are also appropriate times for levity. Used in the correct proportions, you can do a wonderful court that is enjoyed by all. This is the second key to a good court.

3. **Every Noble does things differently. Know what yours wants** - There is probably as much variation between Crowns as Kingdoms. Ask both Royals any questions you may have. Know how they like to do things. ("Would you like to read the scribe's name, or should I?") Some like to physically hand the awards to the recipients, some would prefer to not touch the scroll. Some like to tell the populace why the recipient is getting it (in which case, you are probably the one who has to provide that data as the person is walking up.). Sometimes they will want the scroll read before they speak, sometimes after. Be flexible. This is the third key.
4. **When something goes wrong, bluff** - If you screw up reading a scroll and skip a few sentences, who's to know but you? Keep going like nothing happened. If you trip on a word, untwist your tongue and keep going. The trick is not to get flustered, but just to improvise and continue. Be confident: if you act like it was right, they'll assume it was.
5. **Court = Standing** - Ask any retainer or champion, they will tell you that court means a lot of standing. Wear comfortable shoes (or air-pillows in your boots). Don't lock your knees while standing for long periods. Take a break if you need it and have a backup herald jump in.
6. **Vivat** - When calling for Vivan, (the plural of Vivat) raise your hand to help lead the crowd. You'd be surprised how much they'll follow your cue. Most of the crowd will know there is a vivan coming but if you make the motion very obvious they will join in with the chorus. This can help alleviate the Dreaded fourth vivat. If there is a single person being acknowledged, use "Vivat"; if there are two or more, use "Vivant".
7. **Boasting** - When walking a noble into court, you may wish to say things beyond the normal "Make way for Fred, King of the East and Ethel, his gracious Queen." Especially in Great Courts, or courts where Royalty from other kingdoms are attending, boasting becomes part of the pageantry. Wax poetic about the mightiness of His sword, or the beauty of Her smile, or the greatness of Their Realm. Check to see how far you have to walk while composing so you don't run over or come up short.
8. **The Zen Scroll** - Unfortunately, not every award going out has a scroll to go with it. You have some options in this case. The monarchs may decide to wait on the award, but this rarely happens. The monarchs may give the award without a scroll. Or you can improvise something. If you have time, sit down and write the person a scroll for the award on a piece of paper. (Or get a scribe to help you.) Read that in court. At least it was something. (Save your words; the recipient might like them and want to keep them.) The [East Kingdom Scribes Handbook](#) has generic wording for all types of scrolls and awards. It is the book the scribes use for guidelines in making scrolls. You may want to get a copy (from the Tyger Clerk of the Signet) to give you some ideas. If you have

some experience, some guts, some craziness, and no time to prepare, you can go for the last ditch option: **The Zen Scroll**. At MINIMUM the Zen scroll must include:

1. **The recipient's name.**
2. **The award being bestowed.**
3. **The royals who are giving the award.**
4. **The date and location of the award.**

Remember, these are just guidelines. Get advice from experienced court heralds, work with them, and get their feedback afterwards. You won't find too many references on this subject. Most people have learned by doing or watching. Try both.

The Court Report

Where would we be without paperwork? Any herald doing a court (Royal, Principality, or Baronial) must submit a court report. The court report contains information about what awards were given to whom, and if the scroll was present. It also includes details like who was holding court and when/where it was held. When making out a court report, be neat and legible. (A sample form is included.) The standard court report form is available at <http://www.eastkingdom.org/heraldry/>. The report must be submitted within two weeks after the court. Pay particular attention to the spelling of the names, because that information is compiled in the Order of Precedence. You need to send copies of the report to the following people:

Royal Court: The Crown, Tyger Clerk of the Signet, Pikestaff Editor, Shepherd's Crook Herald, and one for your files

Principality Court: The Prince and Princess, Principality OP Herald, Shepherd's Crook Herald, Pikestaff Editor, Principality Newsletter Editor, Principality Clerk Signet, and one for your files

Baronial Court: The Baron and Baroness, Shepherd's Crook Herald, Principality OP Herald (if applicable), Local Herald (if not the court herald), Local Newsletter Editor, and one for your files

Baronial awards do carry precedence, so Shepherd's Crook Herald needs to know about them. Shepherd's Crook Herald is responsible for tracking information for the Order of Precedence.

The Order of Precedence

"Precedence? What's precedence?"

Precedence is the idea that a Duke outranks a Count, who outranks a Baron, etc. The Order of Precedence serves a very important role. It tells you who has which awards, and from this you can also see who has precedence over whom. Heralds historically tracked such information, and

the Eastern College does as well. The OP can be viewed at <http://op.eastkingdom.org/index.html>.

Precedence as a concept

It is difficult to say exactly when precedence is used. When the final two participants enter the lists, you might use precedence to determine who goes first. At a feast, the person with the highest precedence gives the first toast. (This can be turned into a dinner game.) Generally, if you're not sure of whom to recognize first in a group, you can always use precedence as a guideline. Here are the awards listed by their order of precedence. Some categories don't always apply.

1. King & Queen of the East
2. Kings and Queens of other kingdoms, and their ambassadors, in order of the age of the kingdom.
3. Prince & Princess of Principalities, (if the Kingdom has multiple Principalities they are organized by the oldest principality first.)
4. Crown Prince & Princess of the East
5. Foreign landed Princes, Princess, and their ambassadors.
6. Foreign Royal heirs.
7. Heirs to Principality thrones.
8. Foreign heirs to Principality thrones.
9. Greater Officers of State, in this order:
 - I. Kingdom Seneschal
 - II. The Brigantia Principal Herald
 - III. Kingdom Earl Marshall
 - IV. Kingdom Chancellor of the Exchequer
 - V. Kingdom Chronicler
 - VI. Kingdom Minister of Arts and Sciences
 - VII. Kingdom Chirurgeon
 - VIII. Kingdom Minister of the Lists
 - IX. The Tyger Clerk of the Signet
 - X. Kingdom Chatelaine
 - XI. Kingdom Chancellor Minor
 - XII. Kingdom Web Minister.
10. Lesser Officers of State, by age of their office.
11. Duchy rank, by date of investiture
12. County rank, by date of investiture
13. Viscounty rank, by date of investiture
14. Companions of the Laurel, the Pelican and the Chivalry, by date of elevation
15. Viceroy & Vicereine of the Crown Providence of Østgarðr and the Landed Barons of the East by age of their Barony's founding

- I. Crown Province of Ostgardr
- II. Barony of Carolingia
- III. Barony Beyond the Mountain
- IV. Barony of Bhakail
- V. Barony of the Bridge
- VI. Barony of Dragonship Haven
- VII. Barony of Concordia of the Snows
- VIII. Barony of Settmour Swamp
- IX. Barony of Carillion
- X. Barony of Stonemarche
- XI. Barony of Ruantallan
- XII. Barony of Bergental
- XIII. Barony of An Dubhaigeainn
- XIV. Barony of Havre des Glaces
- XV. Barony of Smoking Rocks
- XVI. Barony of L'ile du Dragon Dormant
- XVII. Barony of Iron Bog
- XVIII. Barony of Endewearde

- 16. Retired landed barons, by date of accession
- 17. Holders of Grants of arms, by date of grant
- 18. Orders of High Merit (Maunche, Tygers Combattant, Silver Crescent, Sagittarius, Golden Rapiere) by date of inclusion in the order.
- 19. Court Barons (without Grants of Arms) by date of award
- 20. Kingdom Armigerous awards, by date of inclusion
- 21. Principality armigerous awards, by date of inclusion
- 22. Holders of Awards of arms, by date of award
- 23. Kingdom non-armigerous awards (also called awards of honor), by date of award.
- 24. Principality non-armigerous awards, by date of award.
- 25. Baronial awards, by date of award.

Being a local heraldic officer

"Well, I went to the bathroom, and when I came back they told me I had been elected herald."

Being a local heraldic officer has some distinct responsibilities beyond those of a Pursuivant-at-large, and those responsibilities deserve some discussion. Whether in service to a Canton, Shire, or Barony, you have a higher profile job, and everyone in the area will know you are the herald (or at least they should). Many of these things are equally valid for the Pursuivant-at-large, but an officer should go to even greater efforts.

As all groups larger than a College or Port are required to have a Herald by Corpora, Territorial Heralds are required to be warranted. Being "Warranted" means that the Brigantia Staff has

your name, contact information, and membership information on file. To become warranted the new herald must send an email to Mosaic@eastkingdom.org and Brigantia@eastkingdom.org with the following information:

Mundane Name

SCA Name

Mailing Address

Phone Number

Email address

Membership Number and expiration date.

In addition to the duties listed below Territorial Heralds are also required to report to the Brigantia Office before March 1st, June 1st, September 1st, and December 1st using the forms available at <http://www.eastkingdom.org/heraldry/>.

Territorial Heralds are expected to:

1. **Act as a hub for submissions** - As the local herald, you should be accessible to people wanting to submit their names and such. This may mean running a consulting table at local events, or spending extra time after business meetings, or going to people's houses, or all of the above. You should be prepared to go to an extra effort to help people get their submissions in. Try to get people to submit before Pennsic instead of at the war.
2. **Be prepared to do a court** - If the Royalty is coming, they might want you to do court. Be prepared. It doesn't always happen; sometimes they bring their own herald, or someone else does it. But you should be ready to do their court, should they ask you to. Which herald does court is strictly the prerogative of the nobility in question, so do not be offended if they have someone else. But you don't want to pass up such an opportunity for lack of preparedness. If you don't feel ready to do a court, offer to second the court herald. It's one of the best educations you can get. If you are uncertain, write the Crown ahead of time and ask. Remember, you are the most likely person to be asked.
3. **Encourage heraldic display** - This may sound silly, but part of the job is to encourage people. If they have a device, they should use it. Help people make banners, surcoats, etc. Have some idea of how these things are made so you can help others, if you have such talents. This includes running the field heraldry at a local event.
4. **Educate yourself and others** - You should be ready to learn more about aspects of heraldry that you are unfamiliar with. You should also be patient and helpful with other people who come to you as a source of knowledge. Scribes need arms researched for scrolls, people need names checked, and some want to become big, important heralds someday, just like you.
5. **Comment** - This is not a requirement for any herald, but local heralds should keep tabs on their submissions in OSCAR.

6. **Supervise subordinate group heralds** - Baronial heralds are officers like any other, and the heralds of the subordinate groups in that barony should be reporting to the baronial herald in some form. The baronial herald should help supervise and coordinate heraldic activity in the barony.
7. **Have a local tabard** - Make sure there's a tabard with the local arms on it. See **Tabards** below.
8. **Handle submissions for the group** - If your barony is making a new award, or your shire wants to change its name, then you should handle the submission. **REMEMBER: in order to change a name or device for a group, the group must send a petition with the submission.** Check [Law and Policy](#) for more details. This mistake often causes long delays.
9. **Make sure you have a deputy** - Every officer should have someone who can take over in case of emergency.

Now, aren't you glad you took the job?

Assorted useful information

"Whether you want to be a herald, or just look like one...."

This is a collection of some miscellaneous information you might need.

Tabards



Master Ryan mac Whyte as the
White Oak Herald of the Barony
Beyond the Mountain

A tabard is the symbol of office for the herald. Every local group should have a tabard with the group's arms on it, and the local herald should wear it when performing heraldic duties. The arms on a tabard are the arms of the person or group that that herald serves. A baronial herald wears a tabard with the baronial arms on it, for he serves the barony. Brigantia Herald wears a tabard with the East Kingdom arms on it, for he serves the King, as do any other heralds who are acting in the name of the King and Queen.

In general, the East Kingdom College of Heraldry ***discourages*** wearing the golden crossed trumpets (the traditional badge of the SCA herald) on a tabard. Instead, try to obtain a tabard bearing the arms of the person or branch that you are representing.

A Basic Library

A herald's library can rapidly consume all his available space and money. There are so many different cultures and styles that no single work or even group of works adequately covers

them all. There are several fine bibliographies listing a great many books (and some of that information is included here). What I am presenting here is a modest collection of books that have distinguished themselves by their value and usefulness. There is a brief description of what each one is good for, so you can decide how valuable it would be to you. Some local groups may want to try to acquire some of these invaluable references for use of their residents. Armoury sources pertain to devices and badges, while onomastic sources deal with the research of names. If you are strongly interested in name research, you may want to pick a particular culture or area to specialize in. One important note: there is currently a proposal that is in the process of being implemented. In a nutshell, this proposal would mean we would no longer have to be worried about checking for conflict against mundane armoury sources.

Resources:

Included here are a sample of some basic resources for the beginner herald. This is in no way shape or form a complete or definitive list.

Armoury Sources

Armorial and Ordinary of the Society for Creative Anachronism. The SCA O&A is probably the most important work a herald can have access to. Every group should consider one. (The Armorial sorts by the name of the person, while the Ordinary sorts by the description of the picture. They can be purchased separately.) It is updated periodically with new information, either in the form of updates added on, or a whole new version. A full O&A costs around \$60 in 1994, plus the cost of any current updates (around \$6 each). The updates may or may not be useful to you, but the O&A is a must-have book. Be prepared to get some LARGE three-ring binders to hold it together. It can tell you what someone's arms are, as well as serve for conflict-checking.

Compleat Anachronist, #22, Heraldry, by Lord Arval Benicoeur and Master Marten Broker. Available from the SCA stock clerk, this is the first source I recommend to someone who wants to learn the difference between vert and vair. It is well done and easy to understand, and lays the groundwork for other, more in-depth sources.

Compleat Anachronist, #50, Armorial Display, by Mistress Eowyn Amberdrake. Also available from the stock clerk, this covers various subjects like making banners, making surcoats, flags, and other topics of armorial display. It is a very useful guide.

The On-line Armorial is not a book, but is a valuable item for the computerized herald. It is a flat text file containing every name, device, badge, title, etc. registered in the SCA. There are several programs available to extract useful information from this file. Locating it may be difficult; ask other heralds. If you have the disk space (over 4MB in 1994) the flat text can be used on almost any platform.

A Pictorial Dictionary of Heraldry as Used in the Society for Creative Anachronism, by Master Bruce Draconarius of Mistholme and Master Akagawa Yoshio (2nd ed). The PicDic is one of the most valuable resources a Society herald has. It can tell you what a charge looks like (every other page is pictures,) what its default posture is, how it was used, and if it shouldn't be used. It is wonderful to have at the consulting table for submitters to get ideas from. Highly recommended, it was \$15 in 1994.

Standards for the Evaluation of Names and Armorial. This document is also available online at <http://heraldry.sca.org/sena.html>, and contains the rules and regulations regarding the submitting of anything to the College of Arms.

Onomastic Sources

Armorial and Ordinary of the Society for Creative Anachronism, see above.

The On-line Armorial, see above.

Standards for the Evaluation of Names and Armorial, see above.

A Dictionary of British Surnames, by P. H. Reaney. This work is a favorite of many heralds. Each entry includes date citations, making this work very valuable. Of course, the down side is that it's hard to find and very expensive.

Irish Names by O'Corrain and Maguire. Originally published as Gaelic Personal Names, this is a new edition. It is the very finest book on Irish names available. It is a dictionary of Irish given names, with modern and ancient forms, derivations, origins, and period citations.

The Oxford Dictionary of English Christian Names, by E. G. Withycombe. This has been called the Bible of SCA naming. It includes a great deal more than just English Christian names, and is one of the most common name sources in the SCA. It can sometimes be found in bookstores, or they can order it for you. This book is not perfect, but it is cheap, useful, and user-friendly.

Welsh Personal Names by Heini Gruffudd. Normally, a baby-name book is considered very bad documentation, but this is the exception. Where the author gives a period citation, this book is wonderful for documenting Welsh names.

So where do I get these books?

The SCA stock clerk can supply you with some of these items, and Free Trumpet Press can usually supply the rest. For the mundane references, you can try the larger bookstores for the items still in print. Large stores like Borders and Barnes and Noble can order many books for you. As for the more obscure heraldic works, the best source I can point you to is Heraldry Today. It is a small bookshop that strictly deals with heraldry books. They have a mailing list and regularly release a list of books they have in stock. They have also specially reprinted some

landmark works, such as Papworth's. I have been there personally, and it was Heraldic Heaven. Unfortunately, the shop is in England, which give you shipping and the exchange rate to contend with. Write or call them for current stock and pricing information.

Heraldry Today	S.C.A. - Free Trumpet Press West
Parliament Piece	c/o Stephen Goldschmidt
Ramsbury	704-A Vera Cruz Avenue
Nr. Marlborough, Wiltshire SN8 2QH	Los Altos, CA 94022
Phone (0672) 20617	
Fax (0672) 20183	

In Closing

"Can you go over all that again?"

After reading this handbook, it must seem like there is no end of things to learn. And that's true. There is not a single herald in the college who would claim to 'know it all.' Heraldry offers a limitless field of study, but anyone can be a useful herald with very little study or training. So don't be intimidated by it; just go ahead and do as much or as little as you see fit. It may seem a lot now, but in the future, you could be the person writing the next Herald's Handbook.

Of all the resources and references you've seen here, remember your most valuable one: other heralds. They can help you with virtually any question or problem you might have, and with any aspect of heraldry you are interested in. It is a resource you can ill afford to ignore. No herald exists in a vacuum, and no herald has gotten to where they are without help and support from other people. Don't ever hesitate to ask questions.

The Society should be fun. Heraldry is fun, so try it all, and do the parts you like.