

# TINY Armory

*TINY Armory is a subset of SCA compatible Armory designed to teach medieval style to children. It has a very strict set of rules and an abbreviated set of charges. TINY Armory focuses on balanced design and good contrast of colors. TINY Armory will have a TINY Ordinary. I will make every effort to maintain an ordinary that does not conflict with SCA Armory in any way. Here follows a list, for Heralds, of how TINY Armory differs from SCA Armory:*

- *TINY Armory is limited to three layers and a complexity of five.*
- *TINY Armory uses only five colors and two metals. No furs, strewn fields, or field treatments are allowed.*
- *TINY Armory allows plain field, field divided with simple lines or simple charged Ordinaries.*
- *Charges in TINY Armory are limited to Ordinaries, inanimate and geometric charges, tools other than weapons, and plants which can be described without attitudes or attributes. Specifically excluded are beasts, monsters, birds, fishes, reptiles, and crosses other than the ordinary cross.*
- *There are no diminutives of Ordinary or other charges.*
- *There are no attributes or attitudes in TINY Armory.*
- *One metal and one or two colors are allowed in TINY Armory, and if two colors are used, only a primary group of charges is allowed*
- *All charges in a charge group must be identical.*
- *A primary and secondary group of identical charges are allowed. If a secondary group is used, only one color and one metal are allowed.*
- *No complex lines are allowed in TINY Armory.*
- *No conjoined charges are allowed in TINY Armory*
- *Only an Ordinary charge may be charged with a tertiary charge group.*
- *Peripheral Ordinaries are considered a secondary charge. A device with a peripheral Ordinary may not have another secondary charge group. In TINY Armory Peripheral Ordinaries are called Secondary Ordinaries.*

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## THE RULES OF TINY ARMORY

1) There are seven tinctures--five are colors and two are metals. The five colors are: sable, gules, vert, azure, and purple. The metals are argent and Or. Colors may lay side-by-side on the same layer but may not lay upon a color. Colors may lay on top of a line between a color and a metal. Two metals may not be used in the same device.

2) The field of the shield may be of a plain color or metal, divided with two colors or a color and a metal. Divisions are *per pale*, *per fess*, *per bend*, *per bend sinister*, *per saltire*, *quarterly*, *per chevron*, and *gyronny* (of eight).

3) A plain metal field may have a colored Ordinary, and a plain color field may have a metal Ordinary. An ordinary is a charge upon the field and is a second layer. An ordinary may be charged with a charge which is the same tincture as the field. The charge upon an ordinary is on the third layer and is thus a *tertiary charge*.

Ordinary charges which pass through the center of the shield are called Primary Ordinaries. The Primary Ordinaries are: *the fess, the pale, the bend, the bend sinister, the chevron, the cross, and the saltire*.

Ordinary charges which do not pass through the center of the shield are called Secondary Ordinaries. The Secondary Ordinaries are: *the chief and the bordure*.

4) A charge group may be any number up to nine identical charges. There may be a primary and a secondary charge group, a primary and tertiary charge group, or a primary charged with a tertiary group and a secondary charge group lying directly on the field. Some examples of acceptable charges are: the mullet (4-points), the compass rose, the crescent, the lozenge, the masle, the billet, the roundel, the annulet, the delf, the acorn, the horseshoe, the clarion, the cup, the anvil, the hammer, the lock, the keyhole, and the trefoil.

5) If a charge lies on a line the line may cut it in two pieces. When this happens, the charge thusly cut is said to be “counterchanged” and each half is the tincture opposite the tincture it lies upon. The other devices within the charge group must also be tintured opposite the field tincture. Counterchanging may only be done with one color and one metal.

6) The complexity of a device may not excessive. The number of tinctures plus the number of charge groups (including ordinaries) shall not exceed five.

7) TINY devices must not conflict with other TINY devices. There must be 2 clear differences between any two TINY devices. For the purposes of teaching TINY Heraldry, a clear difference is defined as *a difference in color, type, or number of charges in a charge group*. It is important to note that only one difference is to be counted for any number of changes to a tertiary charge group. If the primary charge group is completely different from another device then the two devices do not conflict.

If you do not have access to the TINY Ordinary, check only against the TINY Armory you have access to.

### **INSTRUCTIONS FOR PREPARING MATERIALS FOR TINY ARMORY**

I recommend that you print out the blotters on 11”x17” paper. Use the blotter as a work page and submission form. Let the students color in the elements they want and then generate a finished device with construction paper glued together in layers to represent the device. Finish the details with crayons and cover the final device with clear self-adhesive shelf paper. Keep the blotter for your records.

Print out the labels on 9"x12" construction paper, cut them out and glue them onto jumbo crayons with a stick glue. The glue is important, as you could spend hours on gluing if you use any type other than stick glue. Print the Sable labels in black on white construction paper. All other labels should be printed on like tintured paper with black ink. I could not find white jumbo crayons but have included a label for one just in case you can. If you find a source for white crayons please e-mail me at *ravenrux@cox.net*.

My Lady sews wonderfully, and she makes me a number of small draw string bags out of different bits of cloth to store crayons in. I let the students pick the one they want and then I know which one belongs to whom.

### **INSTRUCTIONS FOR TEACHING TINY ARMORY TO CHILDREN**

Please first be warned: I am no great teacher of children. I teach children heraldry because children need at least some heraldry if they are going to stay in the SCA. Children are really creative and love stuff like heraldry—the problem is that heraldry in the SCA, as in real life, is an insanely complex thing filled with completely arbitrary rules that are of no particular interest to non-heralds. The submission process is arcane and painfully slow. Children simply want to make their own shields. To that end I have created TINY Armory which is a simplified heraldry system which is compatible with SCA Armory and can be taught to children by non-heralds.

TINY Armory is aimed at children aged 5-10 years. I would suggest a class size of no more than 12 children. An assistant is helpful, but not necessary. The class should be taught in an hour: a five minute introductory/settle down period; followed by a ten minute instruction period; and concluded with a series of short consulting sessions. If you have an assistant (older children are ideal) they can be of great help with these consultations.

### **THE CURRICULUM OF TINY ARMORY**

- 1 Tinctures
  - Metals
    - Or (gold)
    - argent (silver)
  - Colors
    - vert (green)
    - gules (red)
    - azure (blue)
    - sable (black)
    - purpure (purple)
- 2 Rule of Tinctures
  - A color may not lie on top of a color.
  - A color may lie beside a color on the same layer.
- 3 Children should pick one metal and one or two colors.

- 4 Children should pick one shield design from the space on the right of the form and color it. If the design is party then it may be colored with two colors or a color and a metal. If the design is a plain field with an Ordinary then the field and Ordinary must not be of like tinctures.
- 5 Children should pick one charge and color it. If the child is using only one metal and one color, a second charge group can be chosen.

#### CONSULTING

Consulting mainly consists of mainly of sitting down with each child, determining the number of charges in each charge group, and cutting the pieces out of construction paper and assembling it. Care should be taken to ensure that the device created conforms with the rules of TINY Armory, does not conflict with any other device being created, and is period in style. The following appendix is a short treatment of period style as it applies to TINY Armory. At this point you are finished. I request that you send me either a scan of the original form that was used to design a device or an authors rendition of the device in an electronic format (.pdf is preferred) at [RavenRux@COX.NET](mailto:RavenRux@COX.NET) and I will establish a database of TINY devices. GOOD LUCK!

Masamune no Yahaki  
In Service to the Barony of Northkeep

#### **APPENDIX—PERIOD STYLE AS IT RELATES TO TINY ARMORY**

Period armory presents a simple, well balanced design that is neither pictorial nor excessively layered.

A simple device has a complexity count of no more than five. The number of tinctures used plus the number of charge groups must not exceed this count.

A simple device has no more than one each of a primary, a secondary, and a tertiary group of identical charges. The number of charges in each group should be kept as low as possible but should not exceed six in any case.

A device should be well balanced. Charges should be arranged such that they present an overall theme and fill the field evenly. An Ordinary should be placed between secondary charges. Tertiary charges are always on an Ordinary.

A device should have no more than three layers. The field is the first layer. Primary and secondary charges, including Ordinaries, are on the second layer. Tertiary charges are on the third layer.

A device should not present a picture. A device containing elements that overwhelmingly resembles a picture will not be registered in the TINY armory.