

Proper

Proper is used two ways for a charge colored as in nature, and for one with *understood* conventional tinctures. For proper colored as in nature, SCA blazons specify the exact genus and species, and if needed the variety or breed. Mundane blazons do not specify this. For conventional proper, entire charges so termed obey the *Rule of Tincture*, though details might not. Some charges even change their proper coloration when placed on different fields, to force compliance. **Table 6** defines some conventional proper tinctures.

Table 6: SCA Conventional Proper	
Charge	Tinctures
Barbed and seeded	Green sepals, gold seeds
Flame	On metal: red outside, gold inside On color: gold outside, red inside
Ford	On metal: barry wavy blue and white On color: barry wavy white and blue
Humans	Caucasian (pink) unless otherwise specified
Leather items	Brown
Rainbow	Heraldic: yellow, red, green, white; white clouds Natural: red, orange, yellow, green, blue, indigo; white clouds
Rose	Red
Slipped and leaved	Green leaves, green or brown stem
Stone items	Grey
Sword	Silver blade, gold hilt and quillions
Thistle	Purple flower; green sepals, stem and leaves
Tree	Green leaves, brown trunk
Wooden items	Brown

ANIMALS

The heraldic positions for animals are given on the next few pages.

Whenever a leg is off the ground, the scribe should draw the far leg as the one farthest from the ground: this shows the limbs to best advantage, without obscuring far limbs with near ones. In theory, any animal with four limbs can be blazoned with in these positions: for instance, a duck can be rampant, with wings out in front.

A griffin described “segreant” is drawn as rampant. This term is used only for griffins (for reasons unknown).

The continental herald-painters of all periods and the later English ones were quite concerned that a male animal not be emasculated. The very early English and late Victorian painters generally ignored the problem. Continental painters often painted the relevant parts red.

The details on animals can be done in contrasting color, particularly if the beast is the only or main charge. However, it is not wrong to use the tincture of the beast for the details. If particular details are to be painted a specific color that is not the default color, then the parts of the body that are to be this color are named. The default or most commonly used colors are listed at the end of each entry. The parts of which a scribe is likely to encounter are:

- ☞ **Armed:** This refers to the natural weapons of the beast, generally teeth, horns, and claws (red/yellow).
- ☞ **Attired:** Antlers (tincture of beast/yellow).
- ☞ **Barbed:** Beard for beasts and humans (color of the charge), sepals for flowers (green), arrow-head for arrows (color of charge).
- ☞ **Crined:** Hair, especially mane, beard, and tails (tincture of the beast).
- ☞ **Langued:** Tongue (red/blue)
- ☞ **Membered:** Legs and feet of a bird (red/yellow/blue/tincture of beast).
- ☞ **Orbed:** Eyes (often red/yellow)
- ☞ **Taloned:** The feet of a raptor or beast based on such a bird (tincture of beast/red/yellow).
- ☞ **Unguled:** Hooves (tincture of beast)

Animal Heads

Parts of animals may be used as charges. A head coupé has the neck cut off straight, coupé closed if the head ends in a straight line before the neck, erased if the neck is cut off with three ragged tufts for the edge, and cabossed (or caboshed) when the head is facing the viewer with no neck visible.



Head Coupé



Head Erased



**Head Cabossed
also Caboshed**