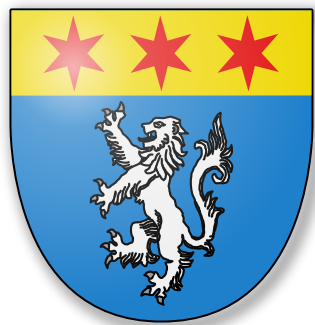


A Blazon



Azure, on a chief or three mullets gules, a lion rampant argent.



Salient



Dormant

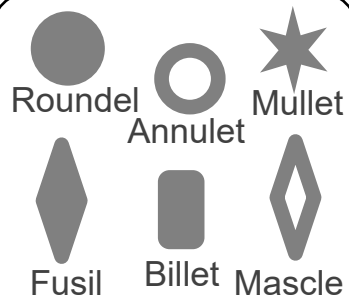


Couchant



Stant
Reguardant

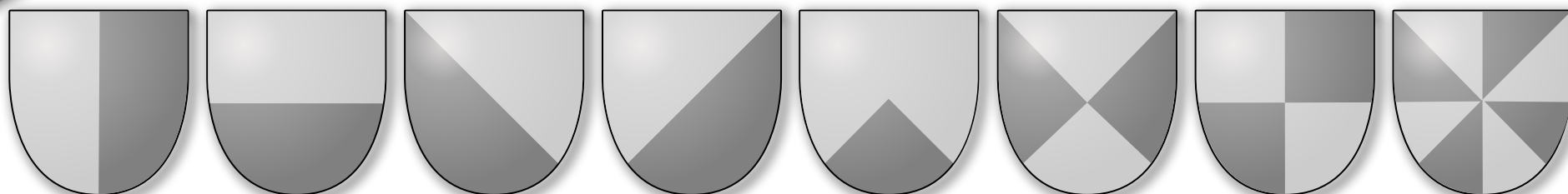
Simple Charges



The Drawshield.net Guide to Blazonry

Blazonry is the language used to describe Heraldic shields, derived from Norman French. The field is described first; followed by any ordinaries and any charges on or around them; and then any remaining charges. Tinctures are given after the item they refer to.

Divisions of the Field



Per Pale

Per Fess

Per Bend

Per Bend
Sinister

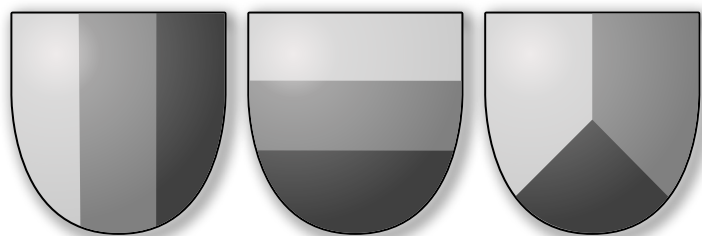
Per Chevron

Per Saltire

Quarterly

Gyronny

Divisions of 3 Parts



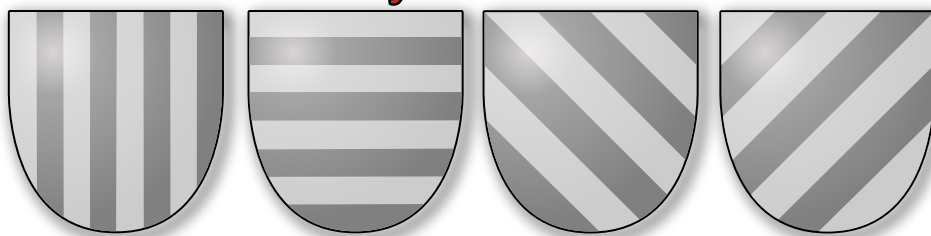
Tierced
in Pale

Tierced
in Fesse

Tierced
in Pairle

The division name is followed by a line style (if any) then the tinctures, lighter regions first.

Barry Divisions



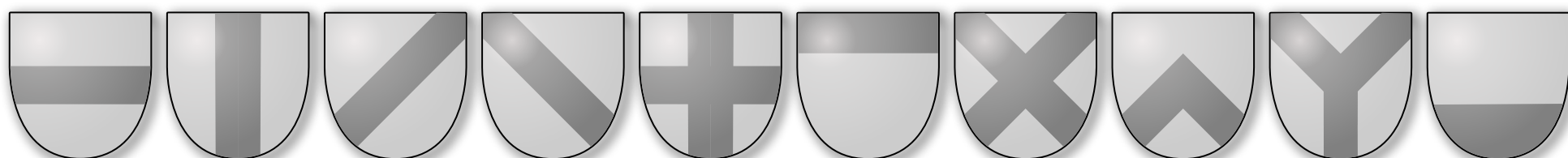
Paly

Barry

Bendy

Bendy
Sinister

The Major Ordinaries



Fesse

Pale

Bend
Sinister

Bend

Cross

Chief

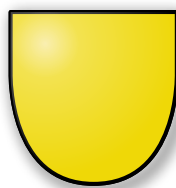
Saltire

Chevron

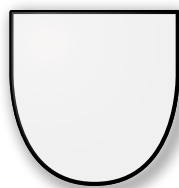
Pall

Base

Metals



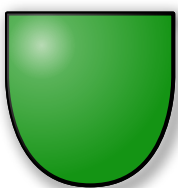
Or



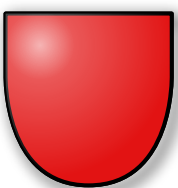
Argent



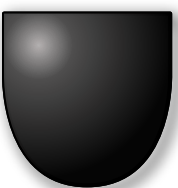
Azure



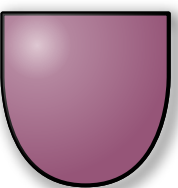
Vert



Gules



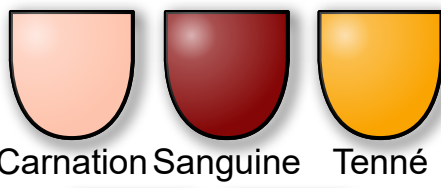
Sable



Purpure

Common Tinctures

Other Tinctures



Carnation

Sanguine

Tenné



Bisque

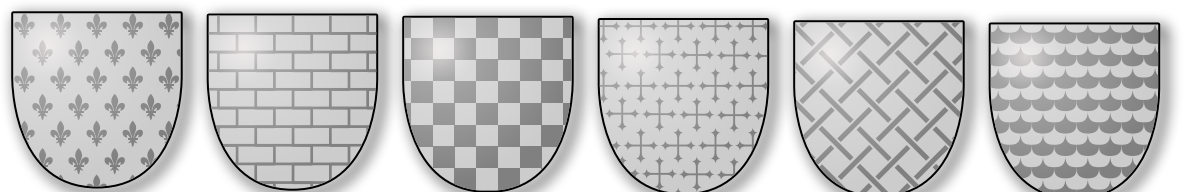


Murrey



Celestial
Azure

Treatments



Semy-de-Masoned
Lys

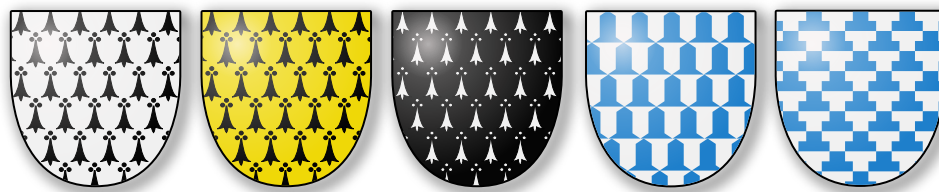
Checky

Crusilly

Fretty

Papelonny

Furs



Ermine

Erminois

Counter
Ermine

Vair

Potent

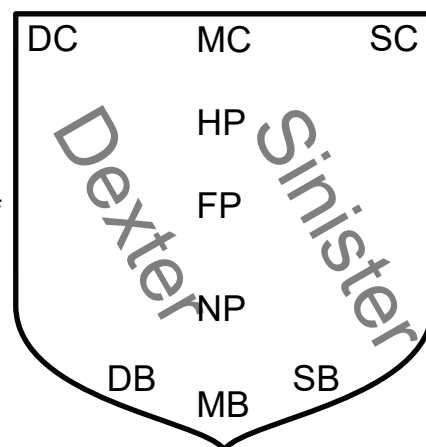


Rampant
Guardant



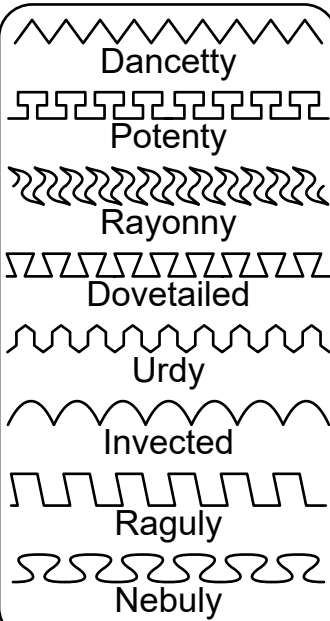
Rampant

Points of the Shield



DC - Dexter Chief
MC - Middle Chief
SC - Sinister Chief
HP - Honour Point
FP - Fess Point
NP - Navel Point
or Nombri
DB - Dexter Base
MB - Middle Base
SB - Sinister Base

Lines of Division



Dancetty

Potenty

Rayonny

Dovetailed

Urdy

Inverted

Raguly

Nebuly

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v1.0b

There are many traditions and interpretations of blazonry, the depictions here are those implemented by the suite of heraldry creation tools found at <https://drawshield.net>.