



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

Couchant The Salien Dormant Co.

rawshield.net Guide to Blazonry

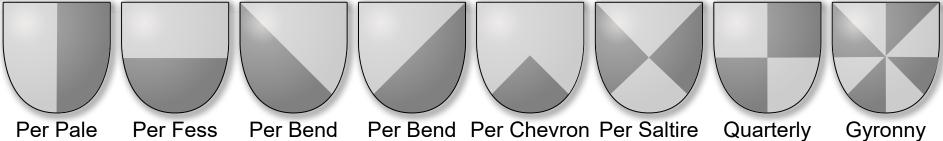
Blazonry is the language used to describe Heraldic shields, derived from Norman French. The field is described first; followed by any ordinaries and any charges on or around them; and then any remaining charges. Tinctures are given after the item they refer to.

Reguardant Charges Roundel Mullet Billet Mascle Fusil

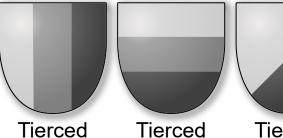
Simple

Statant

Divisions of the Field



Per Pale Per Fess Per Bend **Divisions of 3 Parts**



Tierced in Fesse



Tierced in Pairle

Sinister

name is followed by a line style (if tinctures, lighter regions first.

The division any) then the

Paly The Major Ordinaries

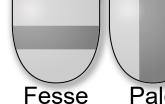
Barry Divisions

Barry

Bendy



Bendy Sinister



in Pale

Pale



Bend



Chief



Saltire Chevron



Base

Metals

Sinister



Cross



Pall **Other Tinctures**



Or



Argent



Azure



Vert



Gules



Sable



Purpure



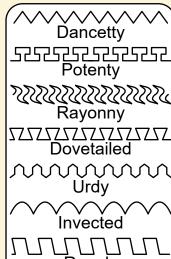
Carnation Sanguine Tenné



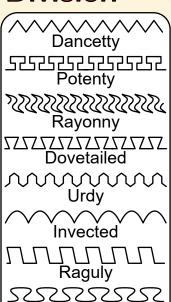
Bisque Murrey



Lines of



Division



Nebuly



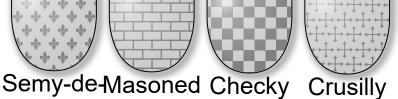




Treatments



Furs







Fretty Papelonny



Rampant A

Points of

the Shield



Rampant

Guardant

Ermine Erminois Counter **Ermine**







Potent Vair



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.

DC - Dexter Chief MC - Middle Chief SC - Sinister Chief

HP - Honour Point FP - Fess Point NP - Navel Point

or Nombril DB - Dexter Base MB - Middle Base

DC MC SC SB - Sinister Base