

Beast, banners and badges











Girlguiding Anglia Heraldry challenge

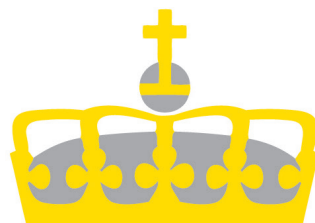


The Heraldry Society in partnership with Girlguiding Anglia has produced this challenge pack, which is suitable for children aged 10 years+



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Introduction

Brightly coloured coats of arms can be seen all around us. They are an exciting present day link with our history and the people who made it. Coats of arms are passed down through families, but those who do not have arms have interesting family history to discover too.

In 2016, Girlguiding Anglia received a Highly Commended award in the Corporate Heraldry award scheme of the Heraldry Society for our region standard, which accompanies the Girlguiding Anglia chief commissioner to many official events. To learn more about heraldry and family trees, this challenge has been put together so you can explore its history, meanings and relevance in modern society.



The challenge is in three stages, with a unique badge for each. You must complete stage 1 before you start stage 2, and both of these before stage 3. As you work through the different stages and clauses, it may be worthwhile to keep a scrapbook of pictures, photos, diagrams, research notes and answers to document the work of your unit.

To help you, we have produced a support pack which can be downloaded from our website, where you will also find a link to the Heraldry Society's discovery pack which will assist you in finding a number of answers.

A list of publications as well as a selection of templates and a glossary of terms are available at the end of this pack.

Should you need support during the challenge, please contact Girlguiding Anglia by email on angliahq@girlguiding-anglia.org.uk.

This challenge requires you to create visual representations of a number elements including shields and family trees. We welcome any media to do this including drawing, photography, moulding clay, collage and design software.

If you choose the clauses about family trees, you could even consider making them in 3D!

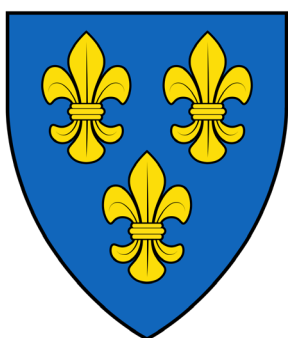
Stage 1

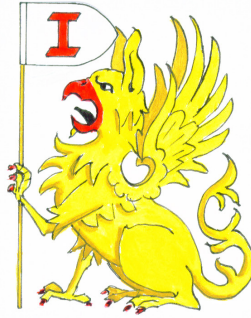
Complete these clauses:

- Find out what a coat of arms is
- The most important part of a coat of arms is the shield. What do the following words mean:
 - Field
 - Chief
 - Dexter
 - Sinister
 - Base?
- There are 5 colours and 2 metals which are usually used in heraldry. They have special names, and there are rules (the rules of tincture) about how they are used. Make yourself a chart to help you learn these names and understand the rules.
- A coat of arms has to be described in a particular order. Find out how to do it and describe these three;

Complete at least three of these clauses:

- Play 'Heraldry bingo' (This is a word document which is available for download from our website)
 - Draw (or model in clay or with collage) a coat of arms for yourself as an individual
- OR
- as a unit make a coat of arms to represent the unit.
- When creating, make sure you follow the rules of tincture.
- Why and when did heraldry begin? Find out the reasons why knights began to use distinctive, decorated shields.





Beasts

- Lions appear in many coats of arms. There are special words to describe the way they are positioned. Draw yourself pictures to show what passant, guardant, rampant, reguardant, sejeant and statant mean.

Banners

- Find out about your county standard, or region standard – answering the following questions:
 - When was it made?
 - What do the different images represent?
 - Can you arrange to see it, or invite your commissioner to bring it to your meeting?
- Learn to draw the union flag correctly. What do the crosses represent?

Badges

- What is your county badge? What does it represent?

Genealogy

- Trace your family tree back three generations – try and find photos of the various people in it.

OR

Make a family tree for three generations of the Royal family. You could use photos from publications to create a visual representation.

OR

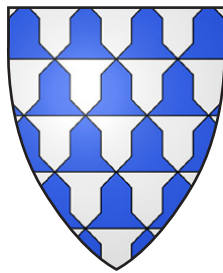
Make a family tree of the Baden-Powells

Find out where the people on the trees were born and mark these on a map OR your unit might like to show on a map where everyone with their parents and grandparents were born.

Stage 2

Complete these clauses:

- As well as the shield, there are other features which make up a full achievement of arms. Learn the names of these features.
- As well as the colours and metals, heraldry has two furs, Vair and Ermine. Colour and label shields to show the colours (tinctures), metals and furs.



- Shields are often divided into two or more parts with lines. These are known as lines of partition, or divisions of the field, and have special names. Draw and label 6 of them.

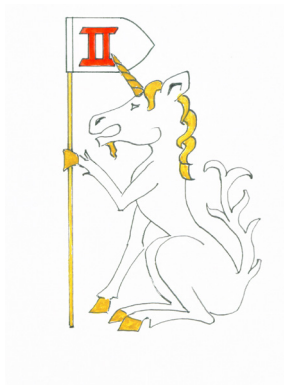
OR

Coats of arms often include broad lines including vertical, horizontal and V shaped lines. These are known as 'ordinaries' and all have special names. Draw and label the 10 most common of these lines.

- Look up a coat of arms in your family name (in Burke's General Armory which can be found in libraries). Draw and describe it. Find out why these coats of arms are not your coat of arms (unless, of course, they are!)

Complete at least four of these clauses:

- Play Achievement (Included in the Heraldry challenge support pack)
- Visit a place of interest e.g. a historic house, castle or church and find examples of the following heraldry:
 - Ecclesiastical arms
 - Royal arms
 - Punning arms (these play on the name of the person)
 - Arms of several members of one family -how have they changed over the years?
- Find out all you can about a local coat of arms. This could be for a town, school, sports club or similar.
- Make yourself a set of flash cards to learn the names of ordinaries and at least 20 commonly used charges.
- If you designed a coat of arms in stage 1, find out how to look it up and check that it does not belong to an armigerous person (a person entitled to a coat of arms).
- Crosses appear in many coats of arms. Begin to learn the most common by drawing ten to add to your flash cards.



Beasts

- Find examples of animals and mythical beasts, and find out what they are called in heraldry. What can you find out about them? Many beasts are connected to historical people as their badges or supporters. Can you identify any?
- Some heraldic beasts can be found on coins. How many can you find? What do they represent?

Banners

- Design a division, district or unit standard, using Girlguiding branding identity guidelines [girlguiding.org.uk/globalassets/docs-and-resources/branding-and-resources/girlguiding-identity-guidelines-2013.pdf]

OR

Find out about your local Ranger unit's colours if they have made their own – or design colours to represent the unit.

Badges

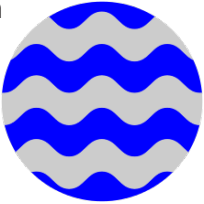
- Find out about your county badge (if you did not do this for stage 1) or one from a local sports team. Who or what does it represent? Is there a story behind its adoption? Has it changed over time? Is it heraldic?
- Inn signs are often the badges of famous historical people. Find at least three examples and photograph or draw them. Whose badges do they represent? Is there a local connection?

Genealogy

- Widen your family tree from stage 1 – with help from relatives, add aunts, uncles and cousins. Try and add details about their lives including where they lived.
- Collect family anecdotes and stories to illustrate your family tree
- It used to be traditional in the United Kingdom for families to record births, deaths and marriages in their family bible. Does your family have a bible, or some other record, which is passed down from one generation to the next? Can you add some of this information to your family tree?

Stage 3

Complete these clauses:

- Spots on shields are known as roundels. You will not be surprised by now to learn that they have different names according to their colour. Draw and colour a set of the six most common roundels. The blue and white (azure and argent) barry wavy roundel is known as a fountain.
- On sculpted arms, the colours are sometimes represented by shading. This is known as hatching (also called Petra Sancta). Make yourself a sheet of shields showing hatching with the colours represented.
- Find out about Heralds. Who are they? What are their titles? What roles do they have? Where do they work?
- Visit the new grants page on The College of Arms website:
college-of-arms.gov.uk/news-grants/grants
Try to draw one from the blazon detailed AND try to blazon one from the illustration.
- Find out about 'differencing'. Marks of cadency are used to show that arms belong to a son. Eight devices are used. Add them to your flash card collection – or begin one if you have not already done so. Please note that the system of differencing is different in Scotland.

Complete at least five of these clauses:

- Revisit the personal arms you created in stage 1. How would you improve it now that you have acquired more knowledge? Blazon these arms OR design your own arms and blazon them.
- Invent your own Heraldry game to help others learn about Heraldry.
- Play it with a group who are working on this challenge.
- How are arms inherited? Understand simple marshalling of the arms of a husband and wife.
- Look at how Royal Heraldry follows different rules.
- Visit a church with a collection of tombs, ledger slabs or hatchments, which have the arms of several family members of the same family. Arrange photos of these in the form of a family tree to show relationships. Identify any marks of cadency.



Beasts

- Beasts other than lions, such as dogs and deer, also have different words to describe what they are doing e.g. running, jumping. Learn 10 of these and add them to your flash card collection.

Banners

- Learn the different parts of a flag - draw or find a picture of one and label these parts.
- Identify the flag of the World Association of Girl Guides and Girl Scouts (WAGGGS) and four other international flags. Do you think their design successfully illustrates what they stand for?

Badges

- If your region has a badge, find out what it is and why it was chosen. If it does not, design one and explain why this may be suitable to represent your region.

Genealogy

- Make contact via your unit leader with one of the following individuals or institutions. Find out about the services, records and activities they provide for family historians. Report the results of your research.
 - Family History Society
 - A professional genealogist
 - A One-Name Society
 - A genealogical library or record repository.

- Do one of the following:
 - Explain how computers and the internet have revolutionised genealogical research.
 - Explain how photography has influenced genealogy
- Find out the significance of the year 1837 to genealogists in the United Kingdom and answer some of the following questions:
 - What resources are available to researchers going back earlier than this date?
 - How can they be accessed?
 - Can you take your family tree to beyond 1837 (or equivalent threshold in your family's homeland)? If this is not possible through using the internet, identify which record office you need to contact and which records you need examine first.
- Understand the effects of acid, lignin and moisture on documents and learn how to store documents and photographs to minimise the effects of time. What should you do and not do if you find old documents that are suffering the effects of poor storage?

Patrol emblems

Additional clause choices to celebrate the new emblems



These new clauses can be used instead of any of the clauses in the Beasts, Banners and Badges challenge:

Stage 1

The new emblems – Dragon, Unicorn, Phoenix and Mermaid – are all mythical beasts which feature in heraldry. Can you find an example of them in use in a real coat of arms or achievement? They are not always on the shield – often they are the supporter or crest.

OR

Several of the other patrol and 6 emblems are also used in heraldry. Can you discover which, and find examples?

Stage 2

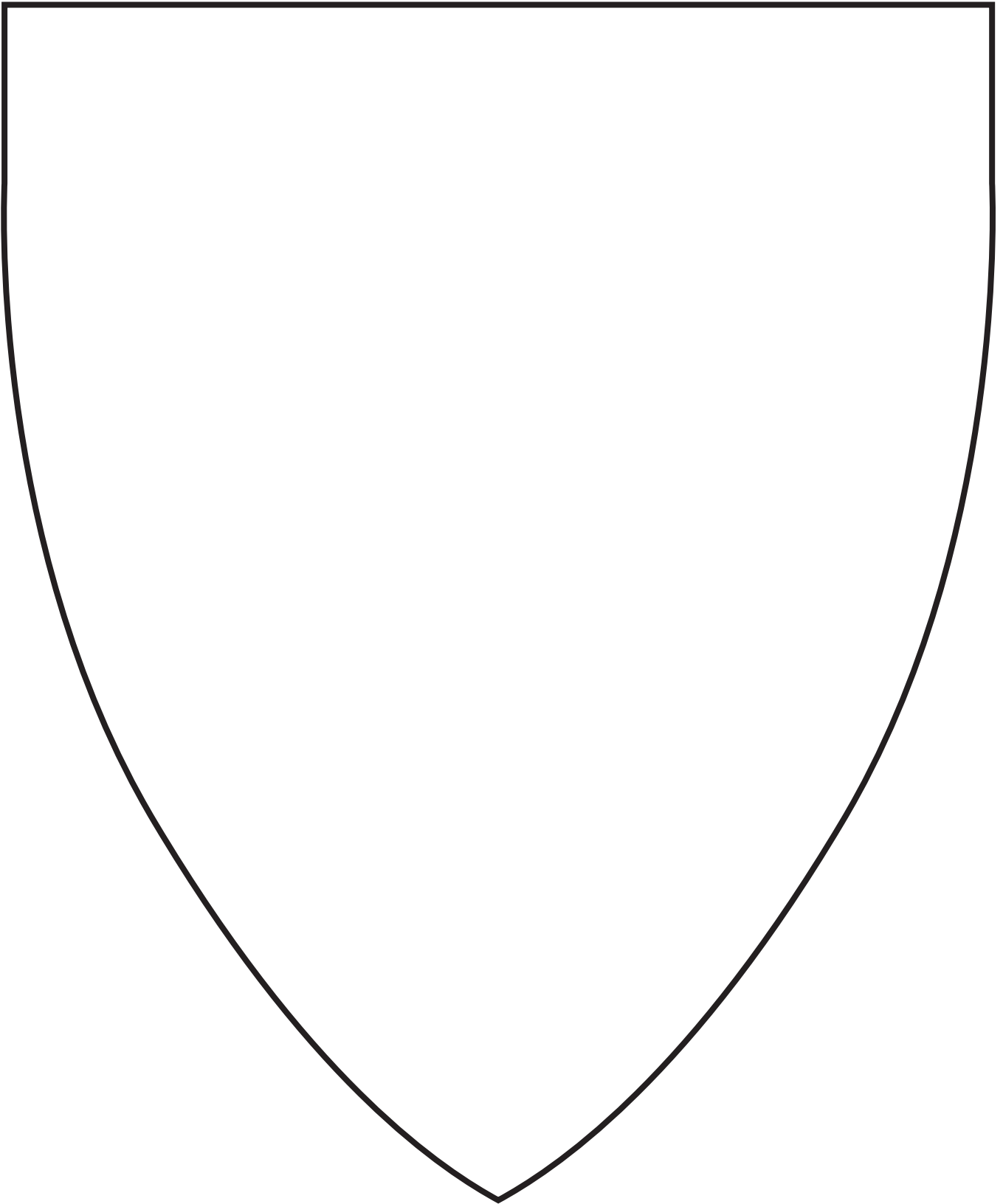
The new emblems; Dragon, Unicorn, Phoenix and Mermaid are all mythical beasts which feature in heraldry. Can you find four examples of them in use in a real coat of arms or achievement?

OR

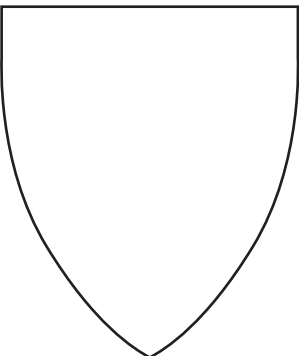
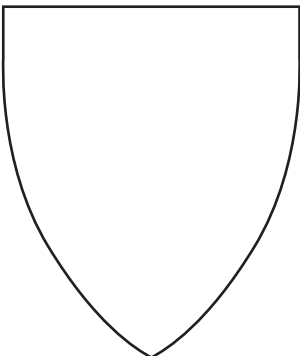
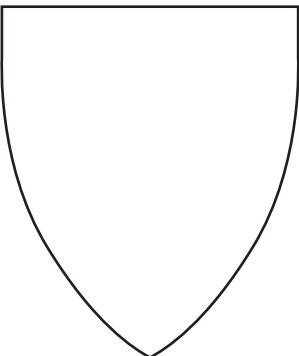



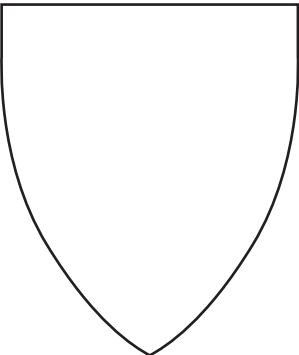
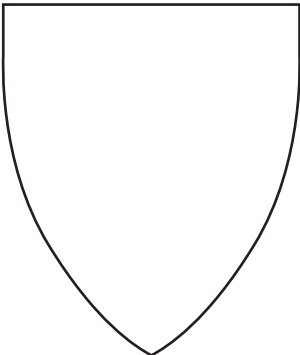
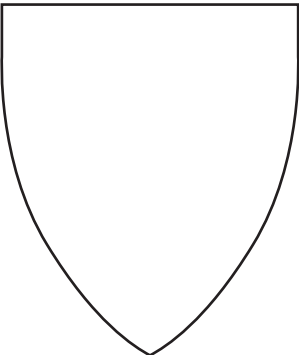



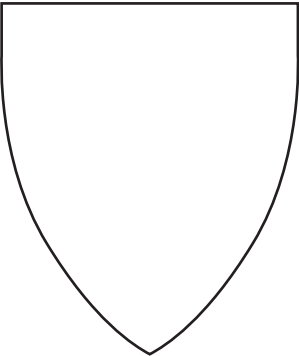
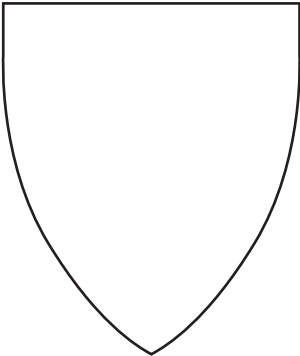
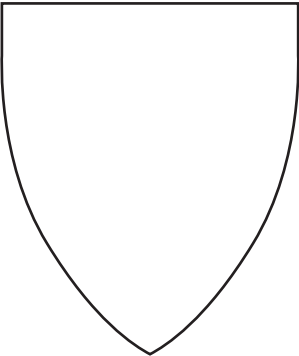



Some heraldic charges are thought to represent qualities like honesty or loyalty. What qualities belong to the 6 and patrol emblems which are also used in heraldry?

Anglia archivists group; September 2020

Heraldic shield template



Simple shield chart template

Glossary of Heraldic terms

Achievement of arms	The complete armorial bearings.
Argent	The metal silver.
Arms	The shield and what is borne upon it.
Azure	The colour blue – usually a bright blue.
Bar	A narrow, horizontal band, not usually used singly.
Barry	The surface of the shield divided horizontally into an even number of divisions. The number of bars is sometimes specified, sometimes not.
Barry wavy	The bars, instead of being straight, are wavy. If used to represent the sea they are shown alternately argent and azure.
Base	The area at the bottom of the shield.
Bend	A broad band beginning at the dexter chief and ending at the sinister base.
Bezant	Refers to a roundel which is gold (a bezant was originally a gold coin).
Blazon	To describe a coat of arms in correct heraldic terminology.
Bordure	A border running round the edge of the shield.
Charge	Anything borne on the shield, or on another symbol.
Charged	Used of one charge with another superimposed on it.
Chief	A band across the top part of the shield, usually about a third of the surface of the shield. 'In chief' refers to a charge placed in the top third of the shield.
Coat of Arms	May consist of all, or a combination of helm, crown, coronet, crest, supporters, motto, mantling and mount.
Colours	The principal colours used in heraldry are: red (gules), blue (azure), black (sable), green (vert), and the less usual purple (purpure).
Couchant	Crouching – legs and belly on ground.
Couped	Cut off cleanly, as opposed to erased (see below). This can also be applied to 'ordinaries' such as the 'bar' when the ends are cut off before they reach the edge of the shield.
Crest	A device modelled onto the top of the helm.
Device	A symbol on a shield or badge.
Dexter	The right-hand side of the shield from the point of view of the bearer wearing it on his arm, but the left-hand side as seen from the front.
Erased	Usually refers to parts of living creatures torn off roughly so as to leave a jagged edge.
Ermine	One of the two main furs used in heraldry (the other being vair) – consisting of black ermine tails on a white field.
Fess	A broad horizontal band across the centre of the shield.
Field	The surface of the shield on which the charges are placed.
Fimbriated	Edged – a metal edging a colour and vice versa.
Forcene	Used to describe a horse rearing up or salient (springing or leaping).
Guardant	Used to describe the position of the head of an animal with the face looking outwards towards the observer.

Gules	Red, usually pure vermillion.
Lozenge	A charge (or badge) shaped like a diamond in a pack of cards. Women bear their coats of arms on a lozenge.
Lymphad	The heraldic galleon.
Mantling	A stylised representation of the short cloth fixed to and flowing from the helm. Its purpose was probably to keep the sun off the back of the neck.
Martlet	Used to describe a bird which may be a swallow, swift or house martin, shown without legs.
Metals	Gold (or) and silver (argent).
Or	Gold.
Pale	A broad vertical band down the centre of the shield.
Passant	Used to described beasts which are walking along with the dexter fore-paw raised. Beasts always face towards the dexter unless otherwise blazoned.
Proper	Used when a charge is shown in its natural colour.
Purple	Purple.
Quarterly	To describe the shield divided into four "per cross". However, if the shield is divided into more than four rectangular divisions by vertical and horizontal lines it is described as quarterly of as many sections as there are (eg, if 6 sections it is 'quarterly of six').
Rampant	Used to describe the most common position of heraldic beasts. The beast is standing on its left hind-leg whilst the other three legs are waving fiercely in the air.
Reguardant	Used to describe the position of a creature's head when it is looking backwards over its shoulder.
Roundel	A disc, the name of which varies according to its tincture, eg: a gold disc is a 'bezant' and if barry wavy argent and azure it is a 'fountain'.
Sable	Black.
Salient	Springing, both hind paws on the ground.
Saltire	A cross placed diagonally on the shield.
Seax	A curved sword like a scimitar but with a semi-circular notch cut out of the back.
Sejant	Seated with fore paws on the ground, looking forward, tail passing between the legs.
Sinister	The right-hand side of the shield as seen by an observer, the left from the point of view of the bearer.
Slipped	Used of flowers and leaves with stalks.
Statant	Describing animals when standing with all four feet on the ground.
Supporters	Figures placed on either side of the shield to support it; these may be human beings, animals, mythical beasts, or in some cases inanimate objects.
Tinctures	Refers to all the colours, metals and furs used in heraldry.
Vert	Green.

Resources

Online

The Discovery Pack, Heraldry Society: theheraldrysociety.com/education.htm

Burke's General Armory: archive.org/details/generalarmoryofe00burk

Please note whilst we encourage our younger members to explore Heraldry, the websites above would benefit from adult guidance when accessing.

Books

Discovering Heraldry, Jacqueline Fearn (Shire Classics)

An Heraldic Alphabet, J P Brooke-Little (Robson)

Basic Heraldry, Stephen Friar and John Ferguson

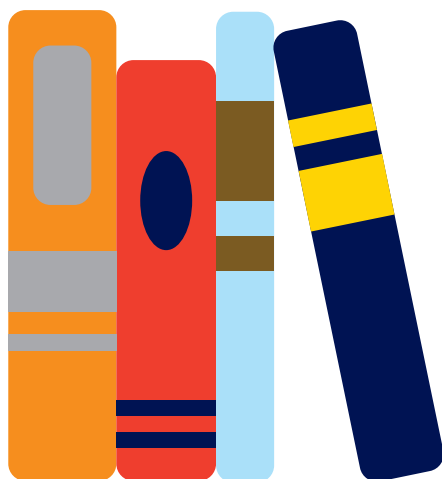
Boutell's Heraldry, C W Scott-Giles

County Badge Book, Girlguiding Anglia Publication

Papworth's Ordinary of Arms

Burke's General Armory

We want to ensure that all our members are safe while using online resources for this challenge. Should you have any questions about how to help members in using the internet, please visit: girlguiding.org.uk/making-guiding-happen/running-your-unit/safeguarding-and-risk/staying-safe-online/





Buy your badge here:
[girlguiding-anglia.org.uk/
products/anglia-heraldry-
challenge-badge-stage-1](http://girlguiding-anglia.org.uk/products/anglia-heraldry-challenge-badge-stage-1)



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