

# Basic Conflict Checking – Armory

by Master Modar Neznanich, Volk Herald Extraordinary

## What is conflict checking?

It is the process of determining if two pieces of armory are so close in appearance to one another that they give the impression of indicating the same person or indicates close blood relationship between two different people who are not related.

Basically, someone wanting to register a new piece of armory (device or badge) has to have a design that is completely different from any that is already registered, or it must have at least two (2) distinct changes from any already registered armory.

We do conflict checking to prevent presumption. That is making a false claim (even if it's unintended). This includes claims of the same identity or close relationship with another person. Per the SCA rules, "Presumption is not dependent on intent; even if such a claim was not intended, the appearance of such a claim is not allowed. Items which presume will not be registered".

Essentially, conflict checking helps guarantee that a person's heraldry is uniquely theirs and theirs alone.

### **Side Note: Concerning Permission to Conflict**

If a new piece of armory is in conflict with an already registered piece of armory (and the new armory is not completely identical to the registered armory), the owner of the new armory can attempt to locate the owner of the previously registered armory and ask if they will issue a letter of permission to conflict. The owner of the previous armory may grant such permission or may choose not to. [No recriminations should ever be considered toward someone who elects to not grant permission to conflict with their heraldry. They have the right to keep full protection of their armory.]

Additionally, if you as an owner of armory do not mind if someone else registers heraldry that is close but not identical to your own, you can pro-actively grant permission to conflict by sending to the Laurel-of-Arms office a blanket letter of permission to conflict. A typical example of one such letter is:

I, [Legal Name], known in the SCA as [Society Name], waive the full protection of my registered armory "[Blazon of registered armory]". I grant permission to any future submitter to register armory that is at least one countable step different from my registered armory. I understand that this permission can be withdrawn by written notice to the Laurel Sovereign of Arms, but that conflicting items registered while it is in force will remain registered.

[Date]

[Signature of Legal Name]

### **What is needed to do conflict checking?**

For someone to be able to do conflict checking they need to have a good grasp of SCA Blazonry and a solid understanding of Charge Group Theory. Without the aforementioned knowledge you will struggle with being an effective conflict checker. Never be afraid to go back and learn, relearn or refresh your knowledge in these areas. Having been in the SCA for 40 years, I've gone through several changes of rules and each time I've had to review these areas to be sure I was correctly applying the current rulings.

#### **Side Note: Gaining Understanding of the Rules of Conflict**

Read the LoARs when they come out, especially the returns section. This will help you understand the principles of SCA heraldry and the application of the rules for submission.

Additionally, new precedents concerning armory as well as the upholding or turning-over of old precedents will be noted in the LoARs.

Besides the training in the knowledge areas, you also need to have on hand access to:

**SENA** – <http://heraldry.sca.org/sena.html>

SENA stands for **S**tandards for **E**valuation of **N**ames and **A**rmory, which is also known as the Rules for Submission. It is advisable to have a copy of SENA at hand when doing conflict checking (whether it's a hard-copy print-out or an electronic copy). The section dealing with Armory conflict [A.5.] is presented in an order that will allow you to determine if a design is conflict free in the easiest manner. You simply have to go through section A.5. step-by-step until you determine whether the design you are checking is clear or not. Additionally, if you were familiar with previous rule sets, it'll assist you by keeping you from "pulling in" older rules that may no longer apply, since you'll be working your way step-by-step through the SENA rules.

**SCA Ordinary** – <http://oanda.sca.org/ordinary/index.html>

This is the listing of the registered pieces of SCA armory, organized by charge types. Included in this listing is important non-SCA armory that is currently under protection.

As you progress as a conflict checker, you'll also find it handy to have access to a couple of sites that will allow you to search through precedents:

**Morsulus Herald Website** – <http://www.morsulus.org/>

Simply add your search terms to the search string already in the search boxes.

**Precedents of the SCA College of Arms Webpage** – <http://heraldry.sca.org/precedents.html>

This site has links to various collections of SCA heraldry precedents.

## Terms

To help clarify the discussion on conflict checking, presented here are some terms and their definitions to refer to as needed:

**Blazonry** – a blazon is the verbal or written description of a piece of armory. Blazonry is the art of properly and accurately describing armory in heraldic terms. In this case, in the style and manner the SCA College of Arms currently utilizes.

**Cadency** – small changes in a piece of armory to show close relationship to the original armory. The general principle is that the new armory has one thing changed from the original armory. This is usually referred to as “cadency step”. Because the exact rules of medieval cadency varied through time and between cultures, the SCA has established a single set of rules that can be applied consistently, called SENA. These rules are generally based on later period cadency style.

**Charge Group** – this is a single charge or a set of charges used together in a design as a single unit. Per the SCA College of Arms Glossary, “The charges in groups in heraldry usually fall into standard arrangements depending on their number and what other items are involved in the design. A collection of charges that are arranged in such a standard arrangement are considered a single group, even if they are of different types and/or tinctures. For example, *Per fess argent and gules, two towers sable and a roundel argent* contains a single group of primary charges in the standard charge arrangement of two and one.” For a further explanation of Charge Group Theory, see Appendix I of SENA:

<http://heraldry.sca.org/sena.html#AppendixI>

**Charge Group: Primary** – this is the main or most important group of charges in a piece of armory. Per the SCA College of Arms Glossary, “In blazons, the primary charge group is usually mentioned immediately after the field (though a strewn charge group is not primary when it is blazoned before a central charge group). If there is a central ordinary lying entirely on the field, it is the primary charge. If there is no such central ordinary, then the primary charge group is the set of charges of the same size that lie in the center of the design and directly on the field. An overall charge can never be the primary charge. In any piece of armory with charges there will always be a primary charge group, unless the only charges are peripheral. There cannot be more than one primary charge group in any given design. In *Gules, a pale between two mullets argent*, the pale is the primary charge. In *Or, a maunche between three roundels azure* the maunche is the primary charge. In *Per chevron argent and sable, two roses and a fleur-de-lys counterchanged and on a chief purpure three hearts argent*, the roses and fleur-de-lys are the primary charge group, because they are all of about the same size and in a standard arrangement. In *Azure semy of mullets and a chief argent* the strewn mullets are the primary charge group; in *Azure semy of mullets, an eagle and a chief argent* the eagle is the primary charge. In *Sable, a lion Or, overall a bend argent*, the lion is the primary charge. In *Azure, a chief Or* there is no primary charge group.”

**Charge Group: Secondary** – this is any group of charges on the field around the primary charge group. Per the SCA College of Arms Glossary, “A design may have more than one secondary charge group. Each group may confer difference independently. In *Gules, a pale between two mullets argent*, the mullets are the secondary charge group. The secondary charges in *Or, a maunche between three roundels azure*

are the roundels. In *Sable, a chevron cotised argent between three millrinds Or* there are two secondary charge groups, the cotises and the millrinds. In *Per chevron argent and sable, two roses and a fleur-de-lys counterchanged and on a chief purple three hearts argent*, the chief is the secondary charge group. A peripheral charge group is a type of secondary charge group.”

**Charge Group: Tertiary** – this is any charge or group of charges placed entirely on other charges. Per the SCA College of Arms Glossary, “Tertiary charges in a group may be together, such as three charges on a chief, or may each be on members of the same charge group. *Per chevron argent and sable, two roses and a fleur-de-lys counterchanged and on a chief purple three hearts argent* has one group of tertiary charges on the chief. *Gules, a chevron between three roses Or, each charged with a cross fitchy sable* has one group of tertiary charges, the crosses. *Or, on a fess gules an escallop between two millrinds Or, all within a bordure vert charged with eight roundels argent* has two groups of tertiary charges, one group with the escallop and millrinds and the other with the roundels. Each tertiary group contributes to difference independently.”

**Charge Group: Peripheral** – this is any charge or group of charges that are placed on the field near the edge of a piece of armory without affecting the rest of the design. Per the SCA College of Arms Glossary, “Peripheral charges include (but are not limited to): the chief, the bordure, the base (including the point pointed), the quarter, the canton, the gyron, the orle, the double tressure, and flaunches. Gores and gussets are not peripheral charges (because they extend so far into the center of the field). Peripheral charges are never primary charges, even if they are the only charges on the field. Peripheral Charge Groups are a type of secondary charge group.”

**Substantial Change** – abbreviated **SC**, this is a change whose level of difference would have been considered by heralds in period to be more than a cadency step. For example, with primary charges, a star (mullet) is substantially different from a roundel, so there is a SC between them. Generally a single substantial change (SC) is sufficient to clear two pieces of armory from conflict.

**Distinct Change** – abbreviated **DC**, this is a change whose level of difference would have been considered by heralds in period to be a cadency step. A distinct change is a lesser level of difference of charge type from substantial change. For example, a pine tree is distinctly different from an oak tree (because they have widely differing shapes), but they are not substantially different from each other (because they are both trees). Generally two distinct changes (DCs) are required to clear two pieces of armory from conflict.

**LoAR** – this is a Letter of Acceptances and Returns which is a monthly letter the Laurel Sovereign of Arms issues containing decisions on recent submissions.

**Field-Primary Armory** – this is any piece of armory which has no primary charge group. This includes armory with peripheral ordinaries only (whether the peripheral ordinaries are charged or uncharged).

**Posture** – the pose in which a beast or other animate charge is placed. [i.e. rampant, passant, couchant]

**Orientation** – the direction a charge faces and the direction its axis runs. [i.e. bendwise, fesswise, inverted, contourny]

## Preparation

There is not **One True Way™** of doing conflict checking, although any approach to it must ensure you are properly covering the steps that will let you be effective in your search.

It is recommended that you start by writing out the blazon of the new armory in the standard format used by the SCA College of Arms. Then break down the design into its component parts, listing each of them by their charge groups. A suggested method for putting these details down is to list them in the following order: type, number, tincture, arrangement (if needed), posture (if needed), type of lines (if needed), charged or uncharged (if needed) and then location of tertiaries (if needed). A few examples of doing this:



Blazon: *Argent mullety, on a fess vert three crescents argent.*

Field: *Argent*

Primary Charge/Charge Group: *fess, 1, vert, plain line, charged*

Secondary Charge/Charge Group: *mullets, semy (6+), vert, uncharged*

Tertiary Charge/Charge Group: *crescents, 3, argent, on the primary charge*

Overall Charge/Charge Group: *none*

Blazon: *Per pale sable and gules, a lion rampant Or between three roundels argent each charged with a mullet sable.*

Field: *Per pale sable and gules, plain line*

Primary Charge/Charge Group: *lion, 1, Or, rampant (default), uncharged*

Secondary Charge/Charge Group: *roundels, 3, argent, charged*

Tertiary Charge/Charge Group: *mullets, 3, sable, on the secondary charge group*

Overall Charge/Charge Group: *none*

Blazon: *Per fess wavy vert and purpure, on a bend argent two mullets sable overall an arrow inverted Or.*

Field: *Per fess wavy vert and purpure, complex line (wavy)*

Primary Charge/Charge Group: *bend, 1, argent, plain line, charged*

Secondary Charge/Charge Group: *none*

Tertiary Charge/Charge Group: *mullets, 2, sable, on the primary charge*

Overall Charge/Charge Group: *arrow, 1, Or, inverted*

This may seem to be a lot of work, but it will help guarantee you're comparing the correct charge groups to one another when conflict checking. You want to be comparing apples-to-apples and oranges-to-oranges, not apples-to-oranges. The reason for the suggested order in which to list the details of the charge groups is because this emulates the order the categories in the SCA Ordinary are broken down into, thus you will have an easier time in locating where you need to check within the Ordinary.

You will notice that some experienced heralds dive right into the listing of the Ordinary and begin their conflict checking without doing this process of writing out the blazon and listing the parts. This is because they've learned the process well enough to do it in their head...almost instantly. But they are still doing these steps. Many heralds (of all experience levels) will continue to utilize the writing out process. Once you've become comfortable with conflict checking, use whichever method works best for you.

### **Conflict Rules – Substantial Changes**

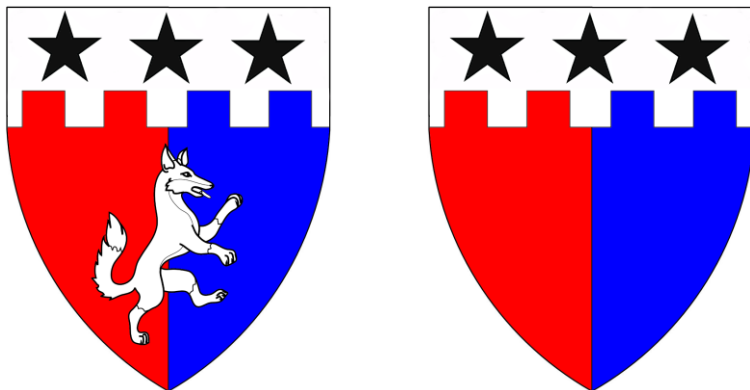
Once you've prepared your list of designs to conflict check, you're ready to delve into the SCA Ordinary to look for possible conflicts. You'll be utilizing SENA Section A.5.E. thru A.5.G. while doing this. This segment is commonly known as the Conflict Rules. Next will be presented an overview of these regulations with examples to assist with clarification.

The first section deals with granting difference via substantial change to armory that has a Primary Charge Group.

#### **A.5.E. Standards for Difference through A Single Substantial Change to the Primary Charge Group**

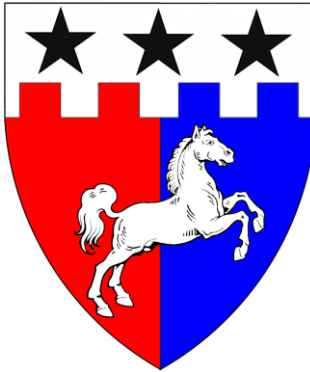
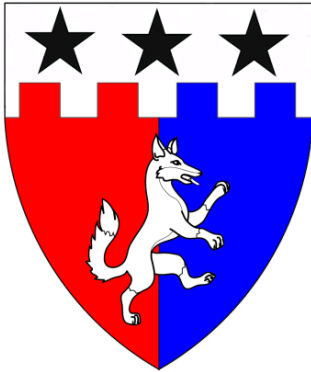
You only need one (1) SC to clear conflict. The ways to get that single SC for armory with a primary charge group are:

##### **1. Adding or Removing the Primary Charge Group**

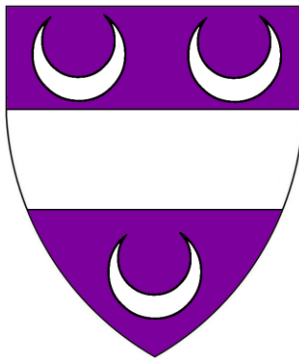
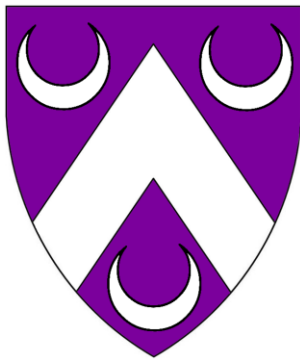


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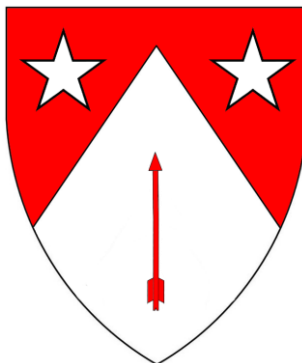
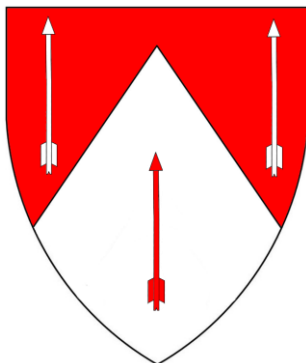
## 2. Substantial Change of Type of the Primary Charge Group



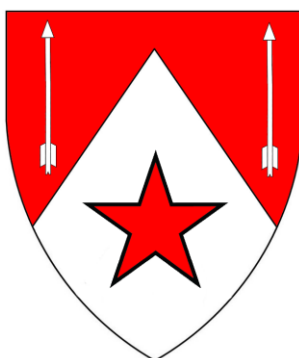
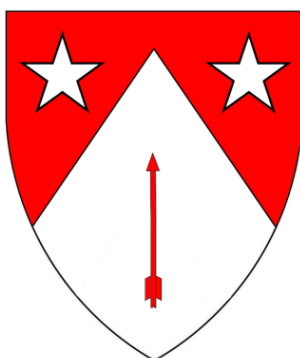
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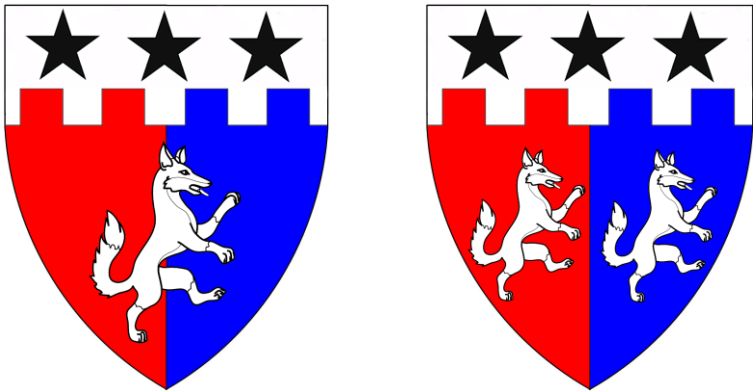


NOT CLEAR - Every piece of the Primary Charge Group must have a change of type. This does not.

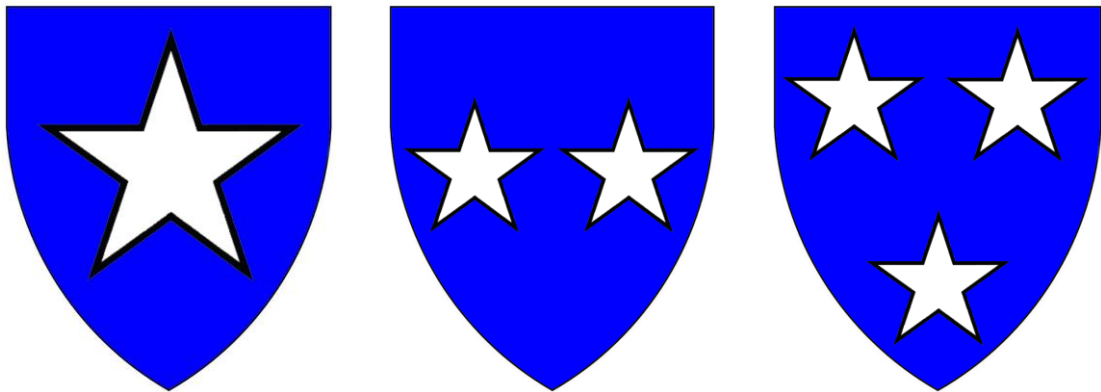


CLEAR – Each piece of the Primary Charge Group has changes (just between identical types)

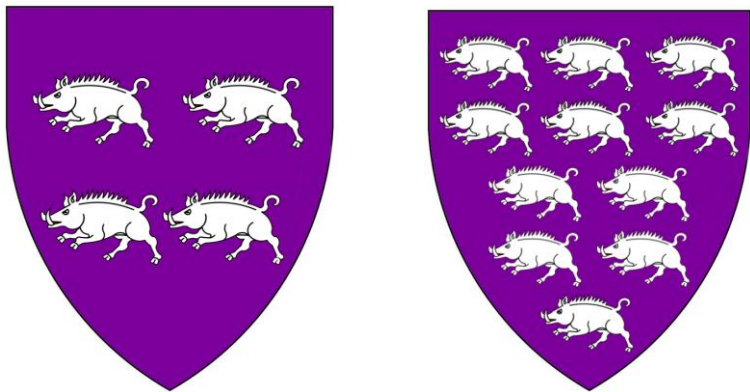
3. Change of Number of the Primary Charge Group



CLEAR OF EACH OTHER



ALL CLEAR OF EACH OTHER



NOT CLEAR

Number of Primary Charge Group Comparison Chart

|          | 1         | 2         | 3         | 4+, Semy  |
|----------|-----------|-----------|-----------|-----------|
| 1        | Not clear | Clear     | Clear     | Clear     |
| 2        | Clear     | Not clear | Clear     | Clear     |
| 3        | Clear     | Clear     | Not clear | Clear     |
| 4+, Semy | Clear     | Clear     | Clear     | Not clear |



#### 4. Change of Arrangement of the Primary Charge Group

The following sets of arrangements are substantially different from each other.

Arrangements listed in the same set are not substantially different from each other.

Other arrangements do not apply for this SC ruling, but –may– still qualify for a distinct change.

Set A: in pale

Set B: in fess

Set C: in bend

Set D: in bend sinister

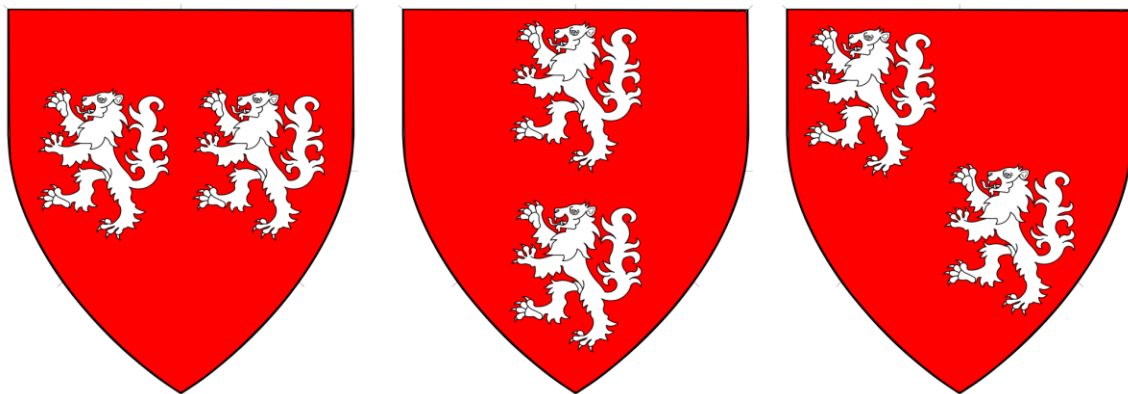
Set E: in saltire; two and two; crossed in saltire

Set F: in cross

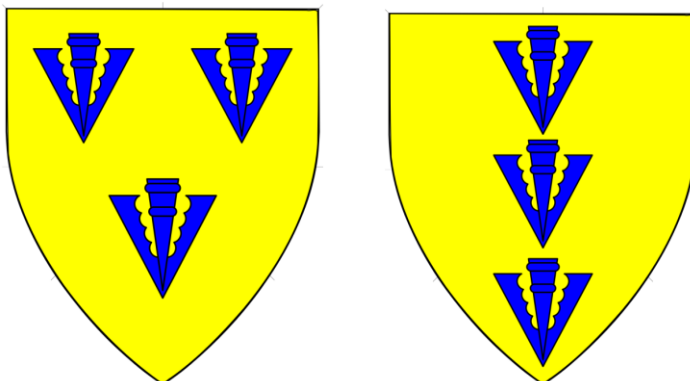
Set G: two and one; three, two, and one

Set H: in orle; in annulo

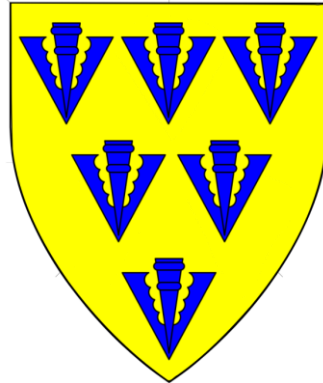
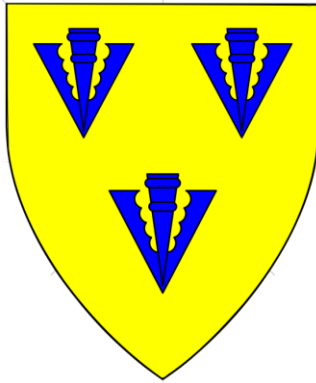
In cases where armory has an arrangement which is forced by the field, no difference can be obtained for arrangement of those charges.



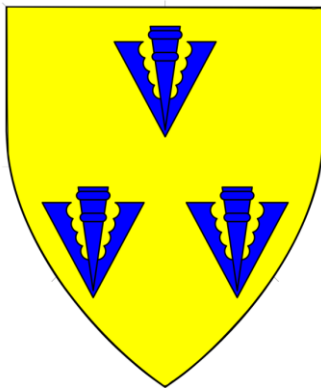
ALL CLEAR OF EACH OTHER



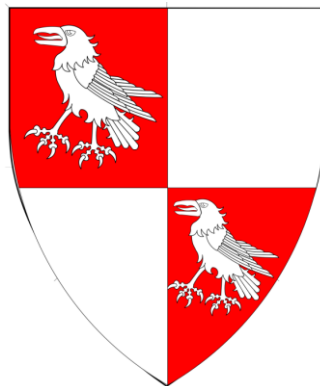
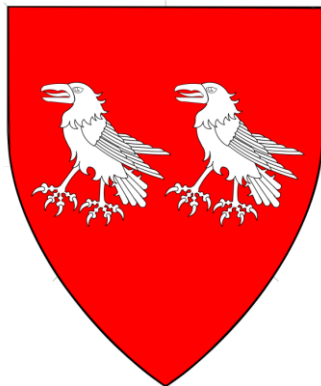
CLEAR OF EACH OTHER



NOT CLEAR – These are in the same set together



NOT CLEAR – This layout (1 & 2) is not in one of the sets of arrangements for this rule.



NOT CLEAR – In the quarterly design, the argent ravens are forced to be in bend since they can only be on the gules portions of the field. Thus no difference is granted.

## 5. Change of Posture of the Primary Charge Group

SC if **ALL** charges in the primary group have changed posture or orientation.

To get SC, charges must have comparable postures/orientations.

Only postures/orientations listed in A.5.E.5. get a SC.

These are listed in the following breakdown of charges

Charges are divided into two main categories:

1. Animate
2. Inanimate

Animate charges never have comparable postures/orientations with inanimate ones .

First will be a discussion concerning animate charges.

Animate charges are further divided into these sub-categories:

1. Quadrupeds
2. Birds
3. Fish
4. Insects
5. Other

Charges in different categories don't have comparable postures.

Within each type (sub-category) of Animate charges are sets of postures.

Each set of postures is substantially different from the other sets.

Postures listed in the same set are not substantially different from each other.

### Quadrupeds

Note that this includes winged quadrupeds, like dragons.

Set A: rampant; segreant; salient; sejant erect; sejant; and the contourny versions of these

[Think of these in terms of an upright body]

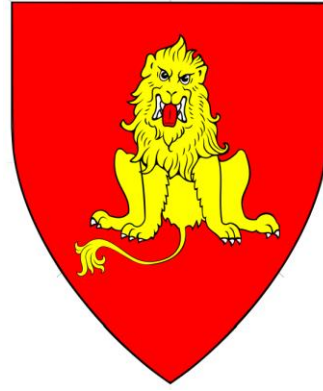
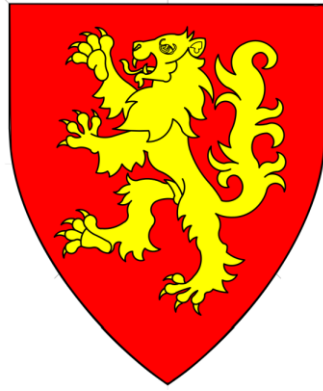
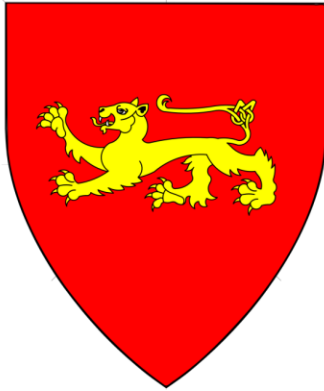
Set B: courant; passant; statant; couchant; dormant; and the contourny versions of these

[Think of these in terms of a horizontal body]

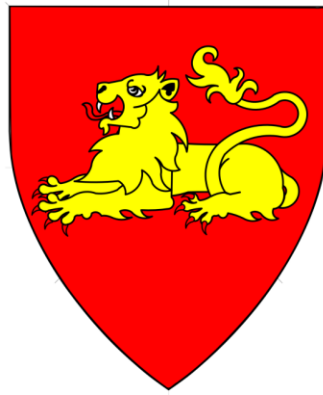
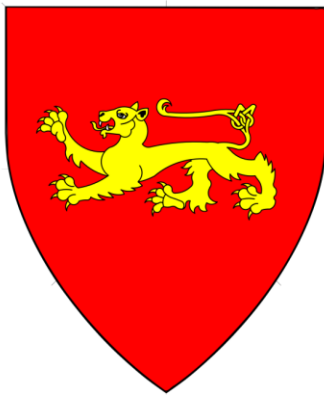
Set C: affronty; sejant affronty; sejant erect affronty

[Think of these in terms of an affronty upright body]

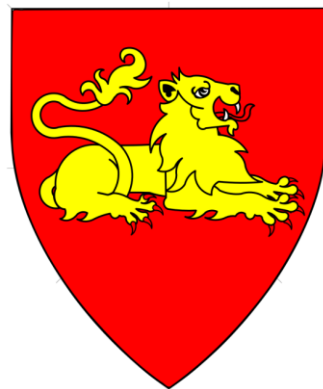
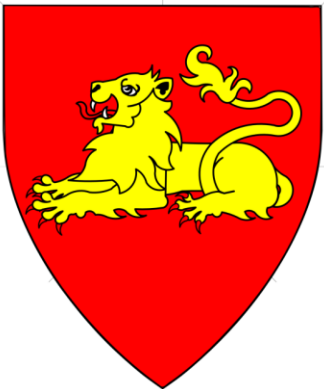
Note that flipping the charge does not produce a SC.



ALL CLEAR OF EACH OTHER



NOT CLEAR – These are in the same set together



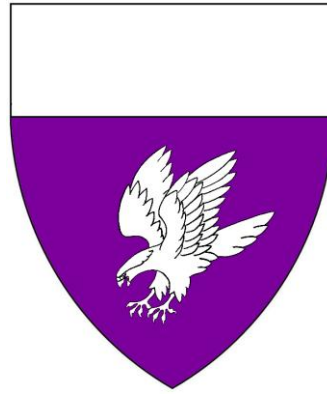
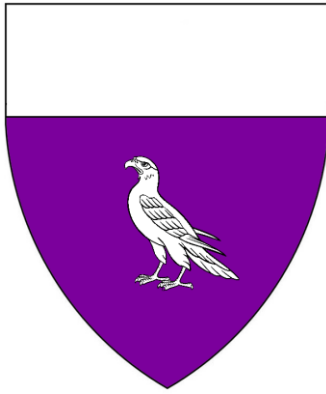
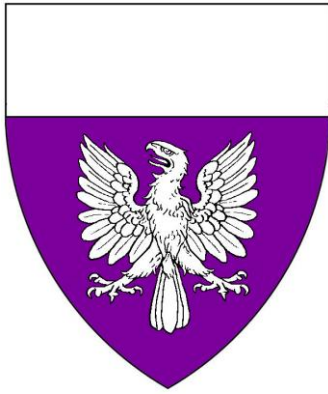
NOT CLEAR – These are in the same set together

## Birds

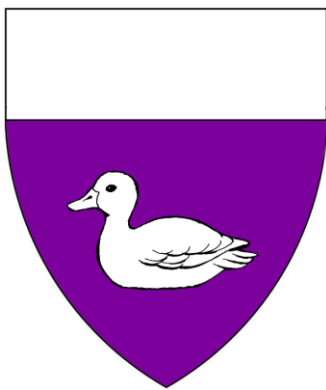
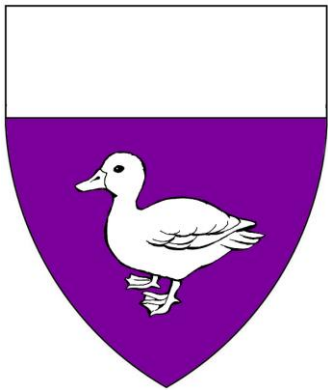
Set A: displayed

Set B: close; naiant; and the contourny versions of these

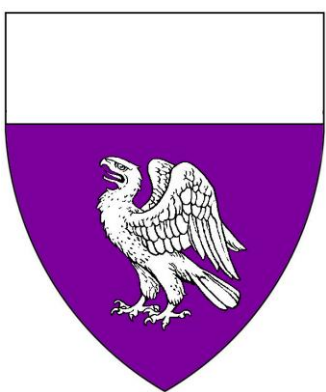
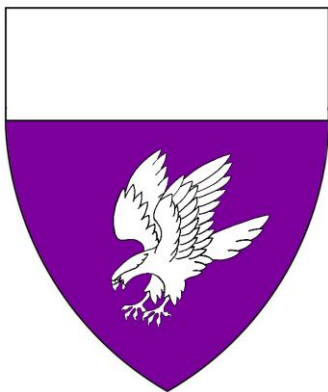
Set C: rising; striking; roussant; and the contourny versions of these



ALL CLEAR OF EACH OTHER



NOT CLEAR

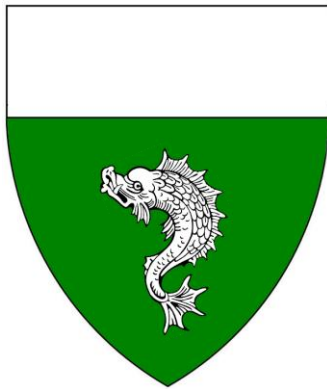


NOT CLEAR

Fish

Set A: haurient; urinant

Set B: naiant; naiant contourny



CLEAR OF EACH OTHER



NOT CLEAR

## Insects

Insects are normally found in the tergiant position. This means they are turned so that the back faces the observer. Or, as some people refer to it, as seen from above, like a bird looking down on it. This is further divided for insects into subcategories of Compact Tergiant and Long Tergiant

Per SENA, "Animate tergiant charges which are generally square or round in overall shape, such as butterflies, are compact charges and are not generally considered to have comparable postures or orientations for the purposes of this rule."

Reworded, this means that since charges must have comparable postures/orientations to get a SC and compact animate tergiant charges don't have that, charges like butterflies cannot get a SC via posture/orientation difference...although they still qualify for a SC via type, number or arrangement.

Animate tergiant charges with a single long axis, such as dragonflies, are considered long charges and have orientations which may grant a SC. The different orientations are grouped in sets.

Each set of orientations is substantially different from the other sets.

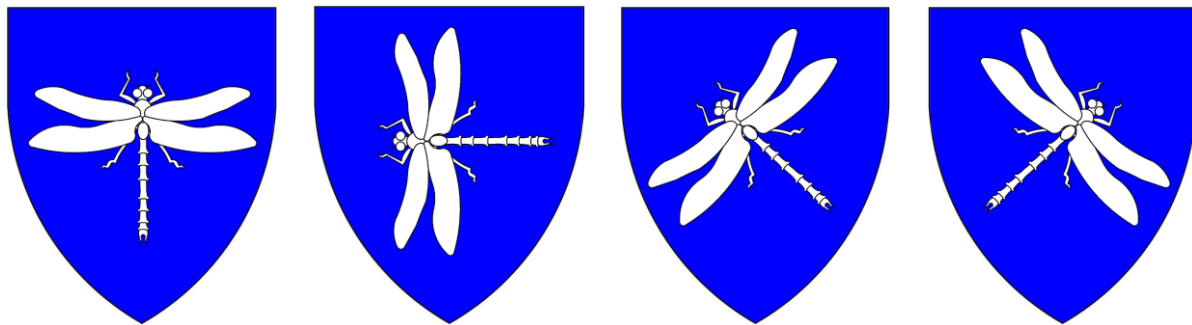
Orientations listed in the same set are not substantially different from each other.

Set A: palewise; volant en arriere; palewise inverted

Set B: fesswise; fesswise contourny

Set C: bendwise; bendwise inverted

Set D: bendwise sinister; bendwise sinister inverted



ALL CLEAR OF EACH OTHER

## Other

Per SENA, "Other animate postures may be given substantial difference between comparable creatures on a case by case basis." Which means the Society Herald's Office and the SCA College of Arms will have to determine this.

## Inanimate Charges

Now that animate charges have been discussed, inanimate charges will be discussed.

Inanimate charges are further divided into these sub-categories:

1. Compact
2. Long

Compact inanimate charges do not have an orientation for purposes of Rule A.5.E.5.

Long inanimate charges do have orientations, but are not comparable with compact inanimate charges.

Again, to get a SC, charges must have comparable orientations.

Within the Long sub-category of Inanimate charges are sets of orientations.

Each set of orientations is substantially different from the other sets.

Orientations listed in the same set are not substantially different from each other.

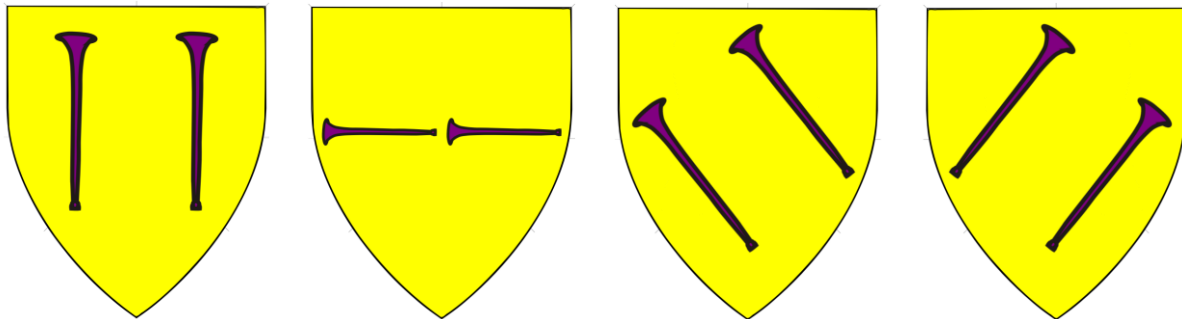
Set A: palewise, palewise inverted

Set B: fesswise, fesswise reversed

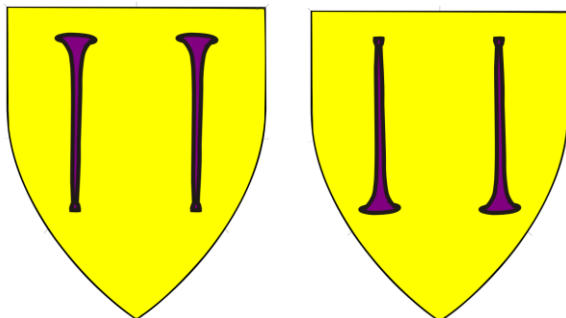
Set C: bendwise, bendwise inverted/reversed

Set D: bendwise sinister, bendwise sinister inverted/reversed

Note that flipping the charge doesn't produce a SC.



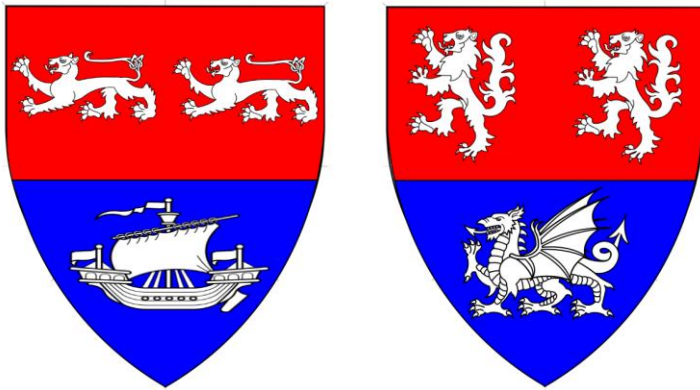
ALL CLEAR OF EACH OTHER



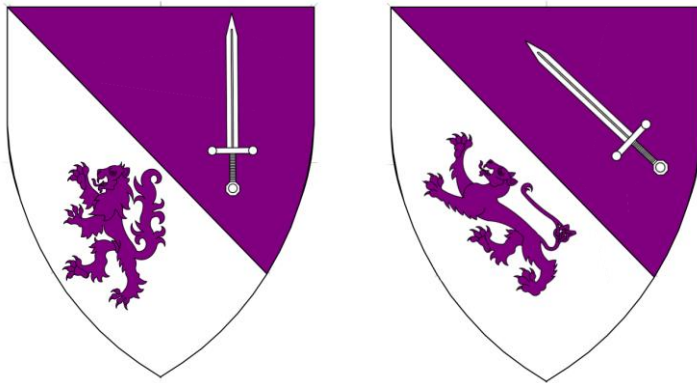
NOT CLEAR



Some further examples for clarification of rule A.5.E.5.

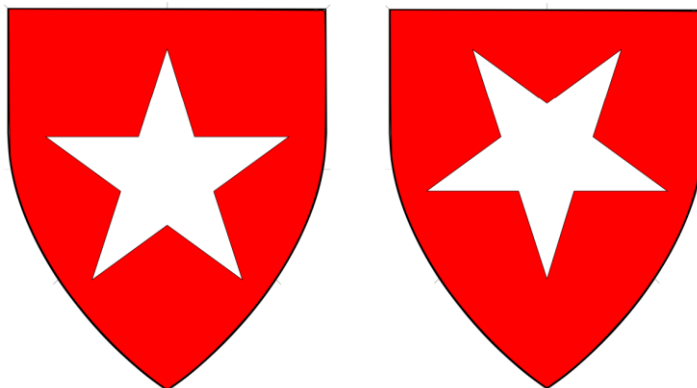


NO SC GIVEN – Not ALL of the charges in the primary charge group have changed posture/orientation. Bottom charges are same orientation.



CLEAR – All charges in the primary charge group have changed posture/orientation.

Why Compact charges do not get a SC for orientation:



NOT CLEAR – the rotation of the compact charge (the star/mullet) does not create a meaningful visual difference. Look at the top point of the star/mullet in the first design. In the second design, is that point now pointing to the bottom, to the top left or to the top right? It could be any of them...thus there is no meaningful visual difference and is why a SC is not granted between the two designs.

The next section of the Conflict Rules overview deals with granting difference via substantial change to armory that does **NOT** have a Primary Charge Group.

#### **A.5.F. Standards for Difference through a Single Substantial Change of Field for Field-Primary Armory**

These rules apply only if BOTH the new design and the registered design being compared are field-primary armory.

You only need one (1) SC to clear conflict. The ways to get that single SC with field-primary armory are:

##### **1. Substantial Change of Partition**

a) This includes total addition or removal of a division. Per SENA, “Any divided field has a substantially changed partition from any plain field. The multiply divided furs are considered plain fields for this purpose.”

b) This includes substantial change of direction of division.

The standard lines of division can be placed into sets of partitions.  
Each set of partitions is substantially different from the other sets.  
Partitions listed in the same set are not substantially different from each other.

Set A: per pale, paly

Set B: per fess, barry

Set C: per bend, bendy

Set D: per bend sinister, bendy sinister

Set E: per chevron, chevronelly

Set F: per chevron inverted, chevronelly inverted

Set G: gyronny (any number of pieces)

Set H: per pall

Set I: per pall inverted

Set J: per saltire

Set K: quarterly

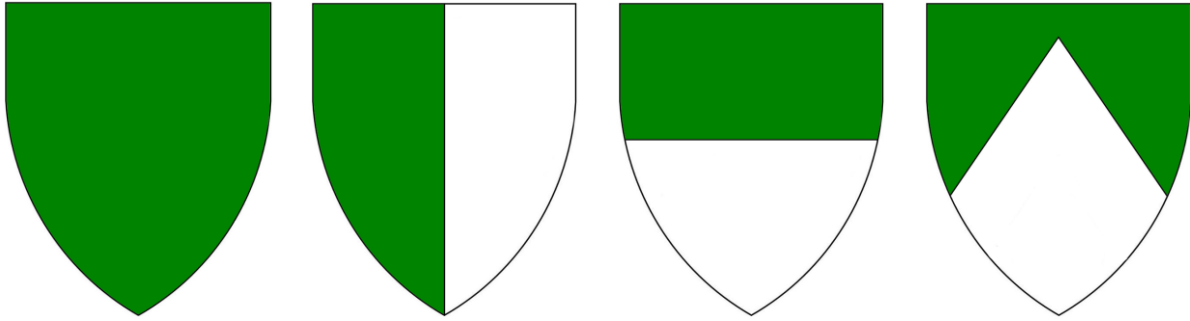
Set L: other divisions into four equal parts (may have substantial difference between themselves, if they share no lines in common, such as “per pale and per chevron” compared to “per fess and per bend sinister”)

Set M: party of six

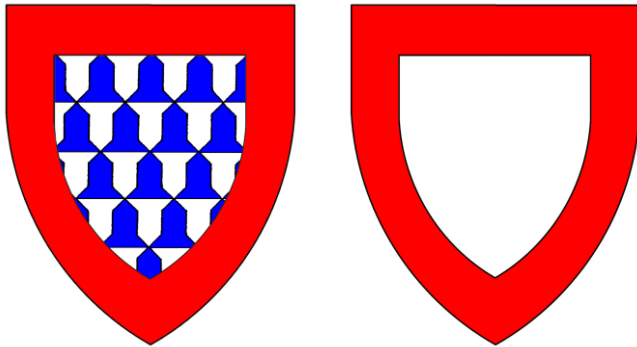
Set N: checky

Set O: lozengy and all other grid-like partitions (barry bendy; per pale and chevronelly)

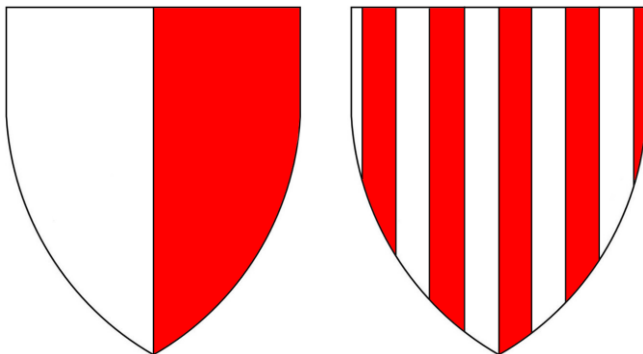
Note that changing a plain line of division to a complex line of division does not grant a SC.



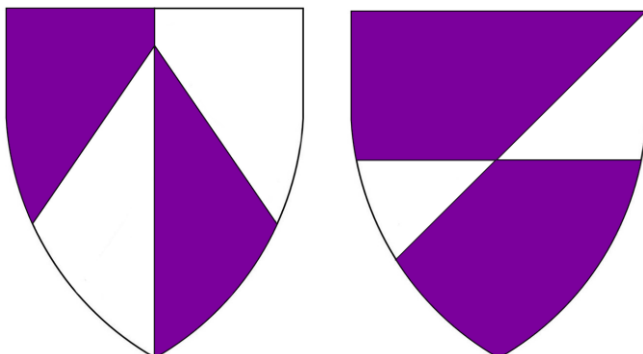
ALL CLEAR OF EACH OTHER



NOT CLEAR VIA CHANGE OF PARTITION – vair is considered a plain field. Both have plain fields and thus no divisions/partitions to grant a SC.



NOT CLEAR



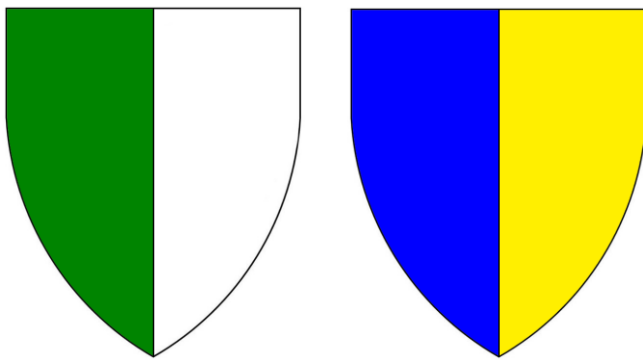
CLEAR OF EACH OTHER – both are “other division of four parts”, but they share no common lines

## 2. Substantial Change of Tincture

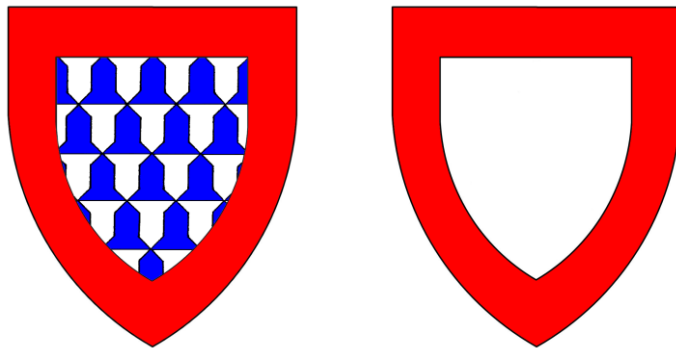
If the new field-primary design has no tinctures in common with an already registered field-primary design, they do not conflict.

If the field is divided into two sections, three sections, quarterly, or per saltire and the tincture of each section has changed AND at least one tincture on the field is not present in the other design, they do not conflict.

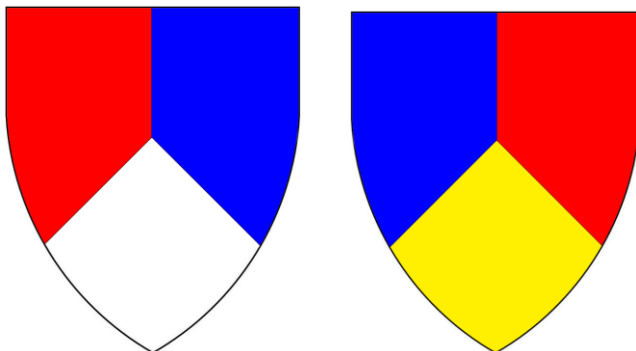
Fields divided into multiple sections such that the order of the tinctures makes little visual difference will conflict if they share a tincture. This is also true for “Paly of four parts”.



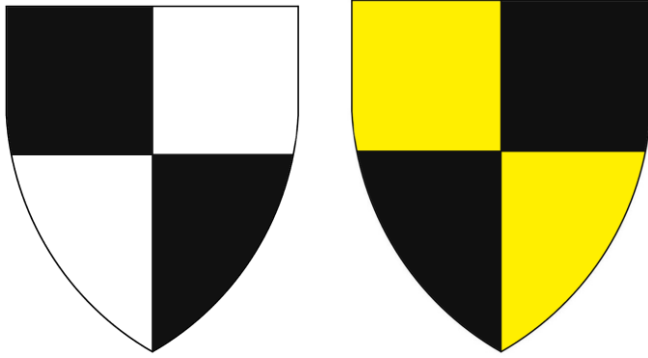
CLEAR OF EACH OTHER



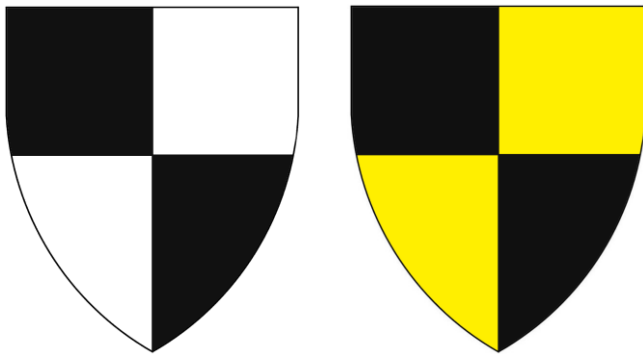
NOT CLEAR VIA CHANGE OF TINCTURE – vair shares a tincture that is in the field of the other design.



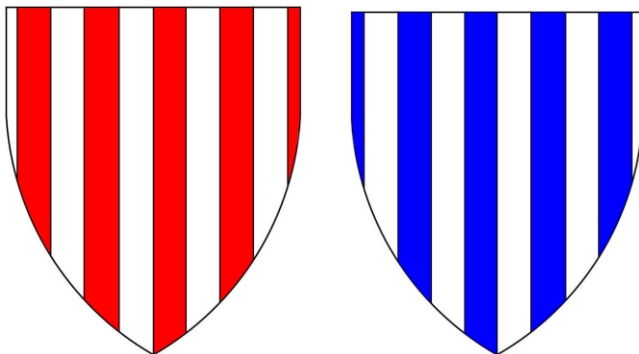
CLEAR OF EACH OTHER – Every section has changed their tincture



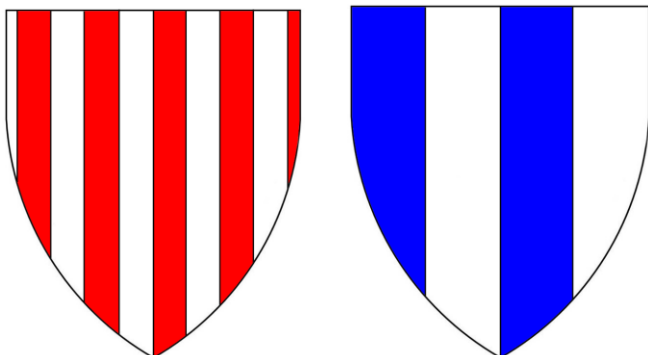
CLEAR OF EACH OTHER – Every section has changed their tincture



NOT CLEAR – two sections have not had a change of tincture



NOT CLEAR – they are divided into multiple sections such that the order of the tinctures makes little visual difference.



NOT CLEAR – paly of four is held to the same rule as regular paly with many more divisions

## Conflict Rules – Distinct Changes

Once you have gone through the ways to determine if there is a Substantial Change between the proposed new armory and armory already registered, if there is not a SC, then you must check to see how many Distinct Changes (DCs) there are between the two pieces of armory. If there are two (2) or more DCs, that will clear the proposed new design from any already registered design.

A distinct change is an adjustment to a heraldic design like those done historically to indicate a cadency step. That is a single change that showed someone was related to but was not the same person as the owner of the original armory. Two or more changes equal to cadency steps removes the appearance of relationship.

There are many ways to get a DC, and those that are applicable may be added up to get the two needed to clear conflict. As we progress through this section, you will discover that you are already familiar with many of the changes that can grant a DC. Generally, if a change to the primary charge group would have caused a substantial difference then when that change is made to any of the other charge groups (secondary, tertiary, and peripheral) it'll grant a DC.

Usually, only half or more of the charge group needs to be affected for a DC, not the whole group as for a SC.

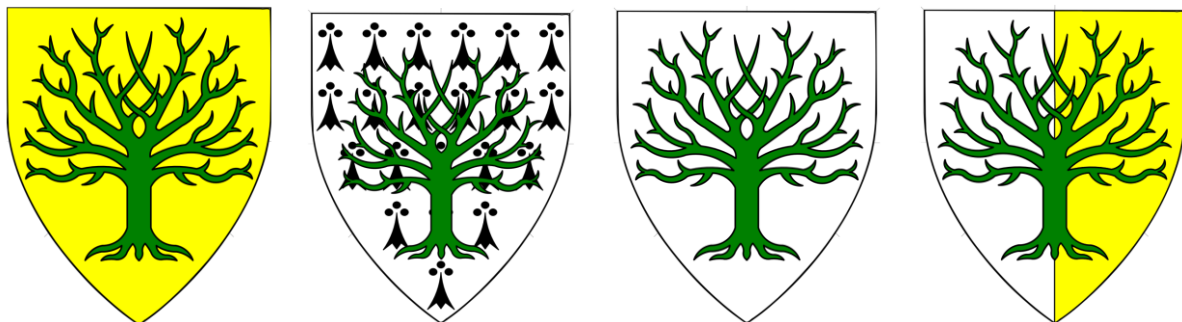
Let's look at some ways to get a DC:

### **1. Changes to the Field**

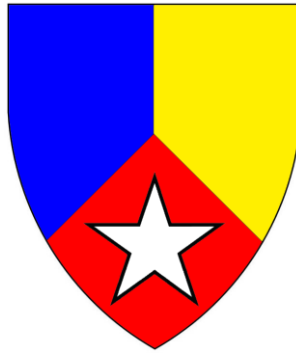
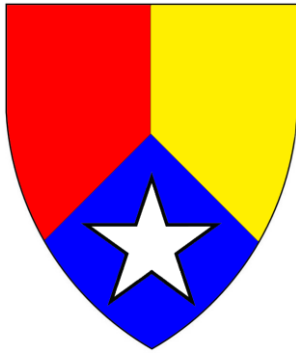
There are several ways to get a DC for changes to the field, however a **-maximum of one DC-** is granted for the field, no matter how many changes are made to it.

#### a. Change of Tincture

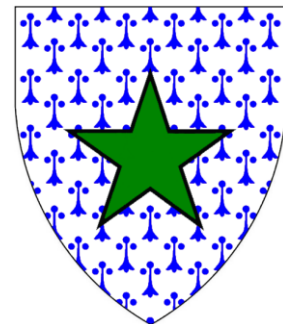
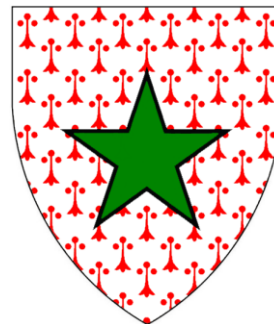
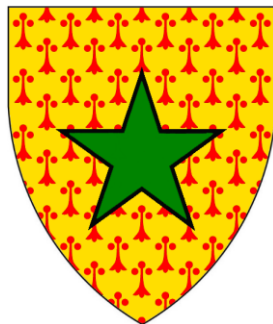
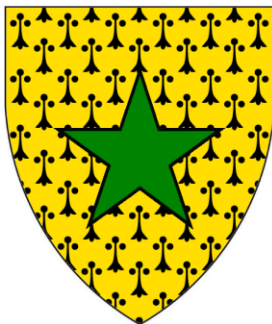
- Changing the tincture of at least  $\frac{1}{2}$  of the field is a DC
- Flipping, swapping or rotating tinctures of a field divided into 2, 3, or 4 parts is a DC.  
[However, this does not apply for a field composed of more than 4 parts.]
- Furs are considered separate tinctures from their underlying tinctures and from each other.



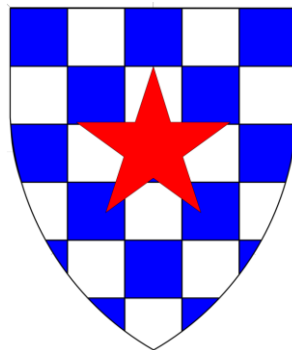
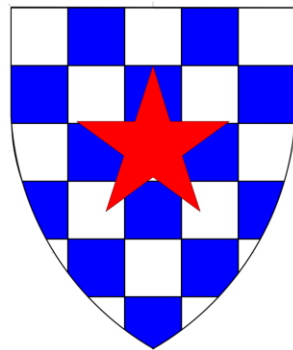
DC BETWEEN EACH OF THESE



DC BETWEEN EACH OF THESE



DC BETWEEN EACH OF THESE



NO DC



DC BETWEEN THESE

## b. Change of Direction of Partition Lines

- Changing the direction of a field dividing line (partition line) is a distinct change.
- Per SENA, there is a DC between any of the following:
  - Per bend
  - Per bend sinister
  - Per chevron
  - Per chevron inverted
  - Per fess
  - Per pale
  - Per pall
  - Per pall inverted
  - Per saltire
  - Quarterly
  - Checky
  - Gyronny (of any number of pieces)
  - Lozengy
- In field divisions that use multiple lines, at least half of the lines must change direction to get a DC.
- A DC for change of direction includes multiple line field divisions like barry, paly, bendy.



DC BETWEEN THESE



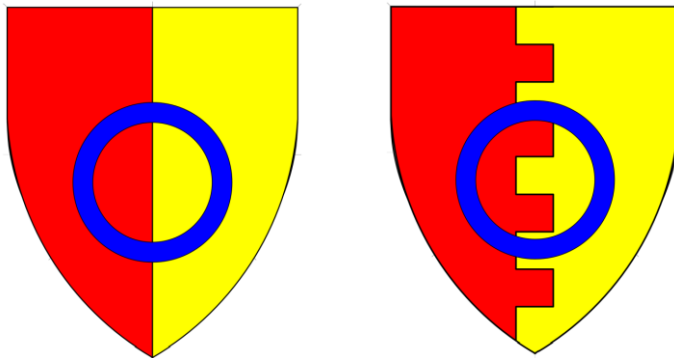
DC BETWEEN THESE



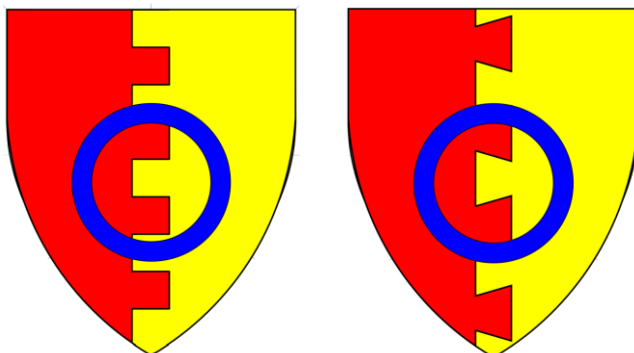
### c. Change of Style of Partition Lines

- There are two styles of partition lines:
  1. Plain Line (aka Straight Line)
  2. Complex Line (aka Fancy Line)
- Changing between a plain line of partition and a complex line is a DC.
- There is a DC between some complex lines, but not all of them.
- There are six sets of partition lines:
  - Set A: STRAIGHT LINE VARIANTS [plain; ployé; enarched; arrondi (for divisions greater than four)]
  - Set B: SQUARE [embattled; dovetailed; brethesed; embattled-counterembattled; raguly; denticulada]
  - Set C: WAVY [wavy; nebuly; urdy]
  - Set D: LONG [rayonny]
  - Set E: JAGGED [engrailed; invected; indented/dancetty; lozengy]
  - Set F: OTHER [bevilled, potency, flory-counterflory, indented fleury at the points, left step/right step, rompu, triangular]
- Members of each set of partitions have a DC from members of the other sets.
- Members of sets A thru D do NOT get a DC from other members of their own set.
- Members of sets E & F –do– get a DC from other members of their own set.

Why do these get a DC? Because period heralds did distinguish between them.



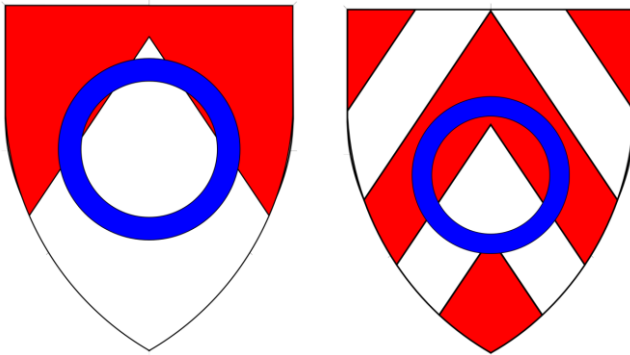
DC BETWEEN THESE



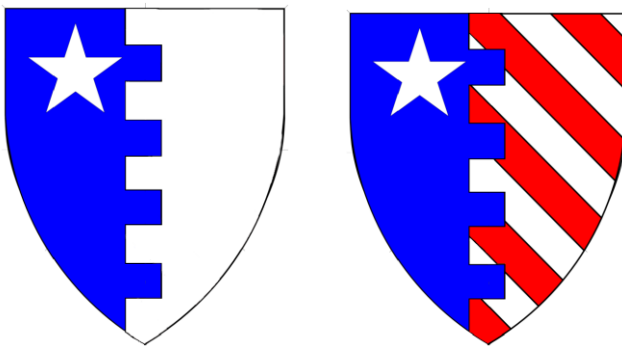
NO DC

#### d. Change of Number of Pieces

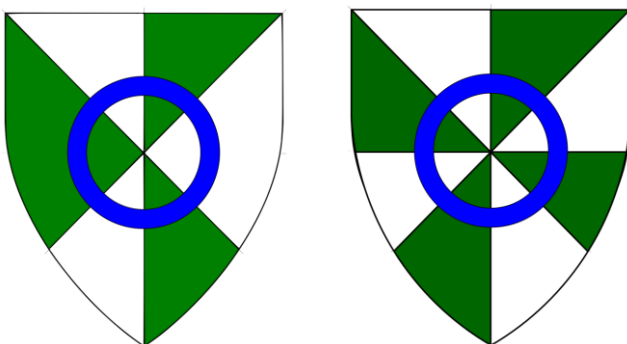
- Changing the number of pieces into which the field is divided is a DC.
- A field with 1, 2, 3 or 4 pieces has a DC from armory with any other number of pieces.
- Above 4 pieces, there is no DC
- There is a special exception for “party of six”.  
It was seen as a distinct field division in period.  
It has a DC from chequy and designs that create large numbers of lozenges (such as paly bendy).  
It does NOT have a DC from designs such as “Paly and per fess” which look similar.



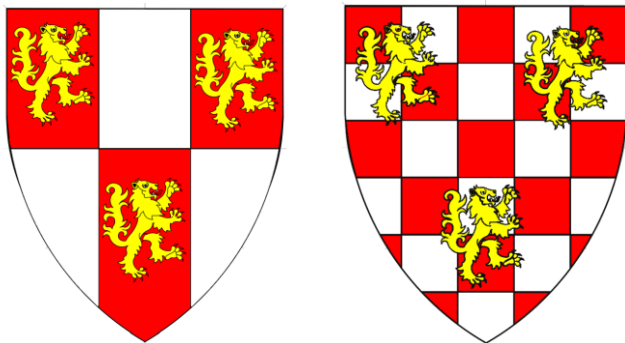
DC BETWEEN THESE



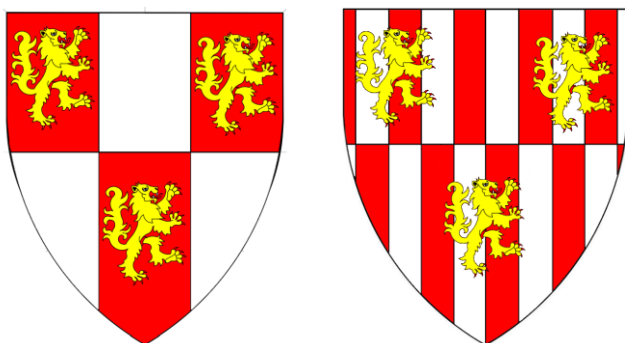
DC BETWEEN THESE



NO DC



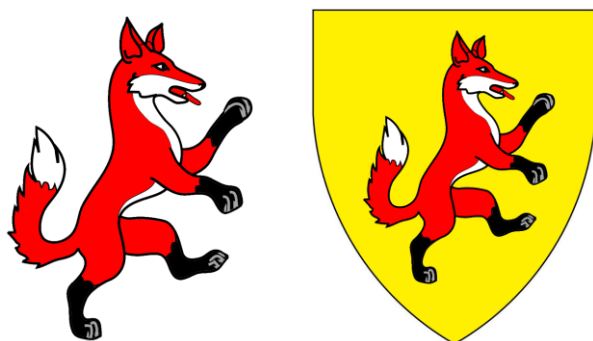
DC BETWEEN THESE – special rule for “party of six”



NO DC

#### e. Fieldless Armory

- Badges can be registered as Fieldless, meaning that no field is defined, just charges.
- All fieldless armory gets an automatic DC for the field against any other armory, including other fieldless badges
- Tinctureless Armory is considered a variant of fieldless armory.  
It is armory that has no field defined and no set tinctures assigned to the charges.  
Tinctureless designs may only be registered as seals for the use of principal heralds of kingdoms, although some earlier registrations to individuals exist.  
Tinctureless designs get an automatic DC for the field against any other armory.  
Tinctureless designs do NOT get any other DCs related to tincture.



DC BETWEEN THESE

## 2. Adding or Removing a Charge Group

- Adding or removing a secondary, tertiary or overall charge group is a distinct change.
- A couple of caveats:
  1. When two pieces of armory have the same number of secondary charge groups, they may not be considered to have added or removed a secondary charge group, even if those secondary charge groups are different kinds of secondary groups.
  2. Tertiary charge groups are considered comparable for the purposes of this rule if they are on the same type of underlying charge group (primary, secondary, or overall). The addition or removal of comparable tertiary charge groups is a distinct change. If the tertiaries are not on the same type of underlying charge group then they are not comparable.
- Adding or removing charges from multiple charge groups may give multiple DCs.



DC BETWEEN THESE



DC BETWEEN THESE



NO DC FOR ADDING/REMOVING CHARGE GROUP



NO DC FOR ADDING/REMOVING CHARGE GROUP



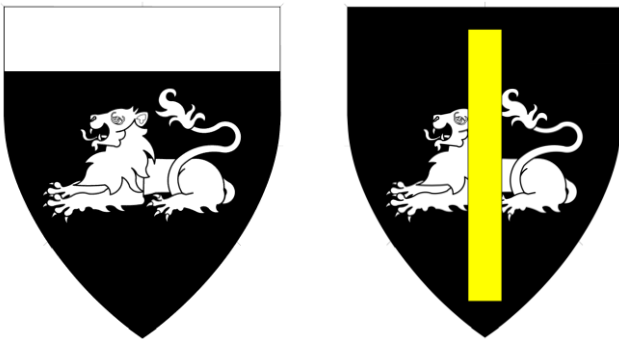
DC FOR ADDING/REMOVING CHARGE GROUP



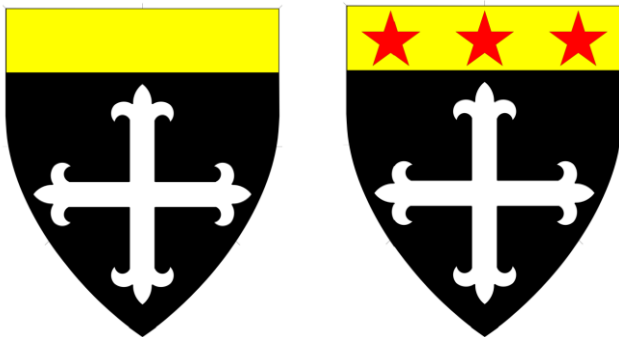
DC FOR ADDING/REMOVING CHARGE GROUP



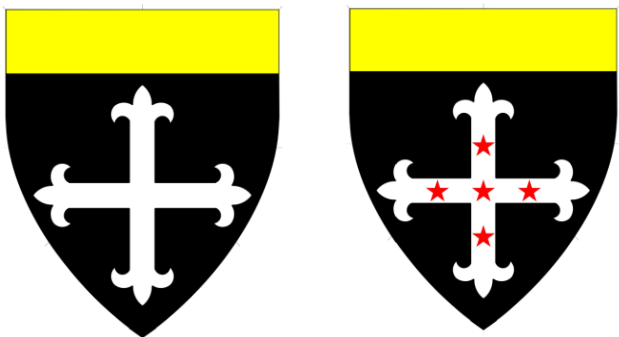
DC FOR ADDING/REMOVING CHARGE GROUP



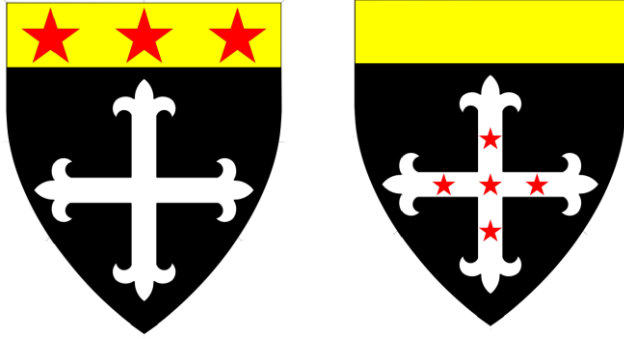
2 DCs BETWEEN THESE – one for adding overall charge group; one for removing secondary charge group



DC FOR ADDING/REMOVING CHARGE GROUP



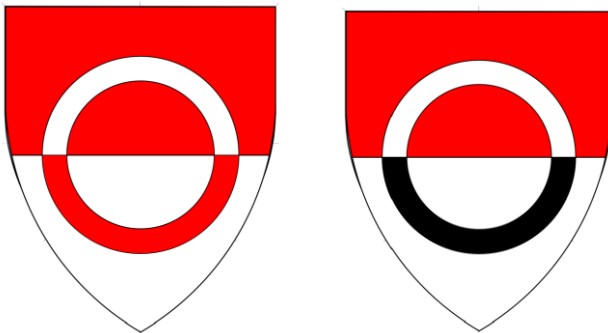
DC FOR ADDING/REMOVING CHARGE GROUP



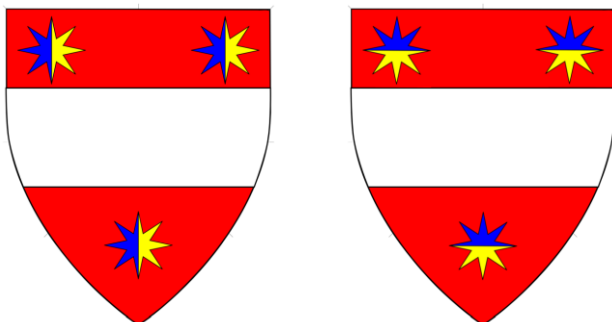
2 DCs – one for adding tertiary charge group; one for removing secondary charge group

### 3. Change of Tincture Within a Charge Group

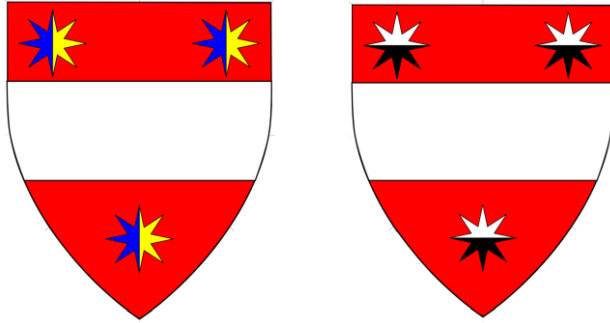
- Changing the tincture of one half or more of any charge group is a distinct change.  
Half may be by actual count or by “area”.
- Dividing a charge differently of the same tinctures creates a distinct change.
- At most 1 DC may be derived from changes to tincture of a single charge group.
- Changes of tincture to different charge groups can result in multiple DCs.



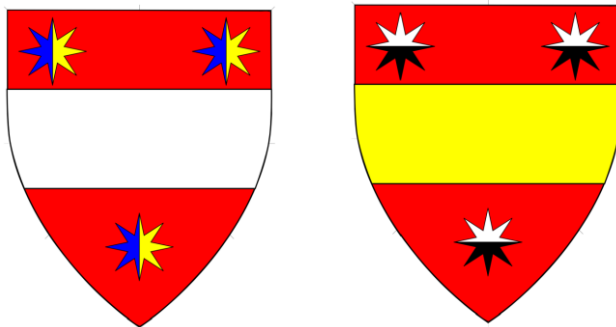
DC FOR CHANGE OF TINCTURE WITHIN A CHARGE GROUP



DC FOR CHANGE OF TINCTURE WITHIN A CHARGE GROUP



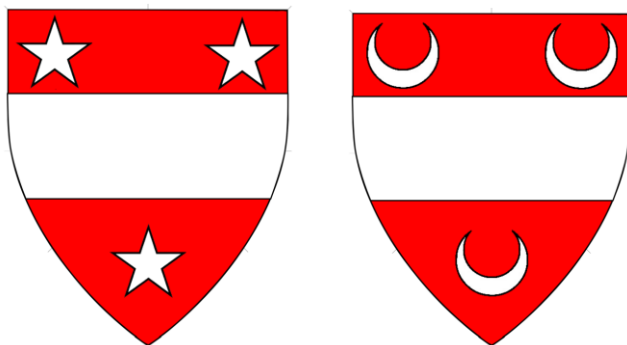
ONLY 1 DC FOR CHANGE OF TINCTURE WITHIN A CHARGE GROUP



2 DCs FOR CHANGE OF TINCTURE WITHIN MULTIPLE CHARGE GROUPS

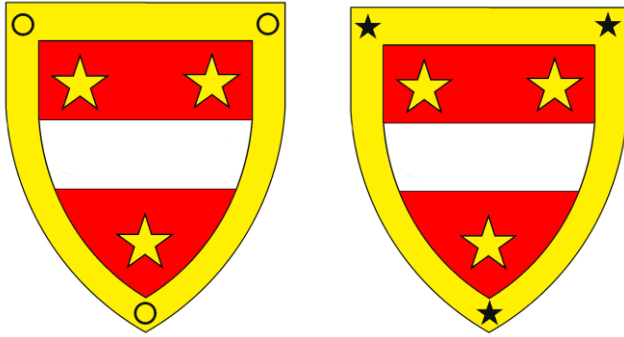
#### 4. Change of Type Within a Charge Group

- Changing the type of one half or more of any charge group is a distinct change. Half may be by actual count or by “area”.
- At most 1 DC may be derived from changes to type of a single charge group.
- Changes of type to different charge groups can result in multiple DCs.
- A change of type between primary charges may grant a DC even if the change is not sufficient to grant a SC.
- Changing the edge of an ordinary or simple geometric shape is considered a change in type and grants a DC but not a SC.

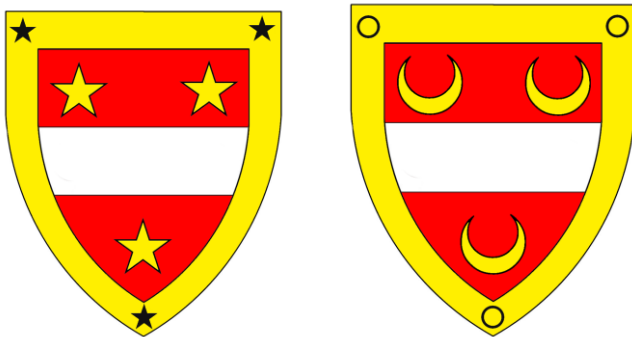


DC FOR CHANGE OF TYPE WITHIN A CHARGE GROUP

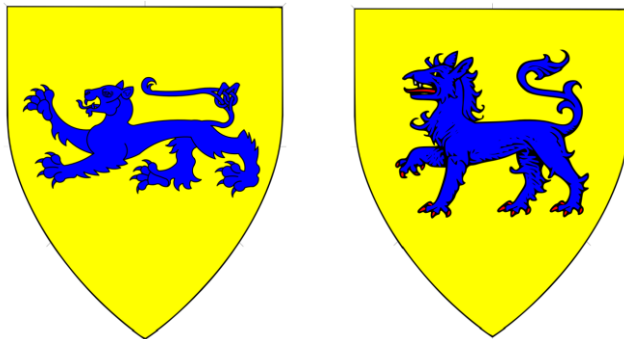




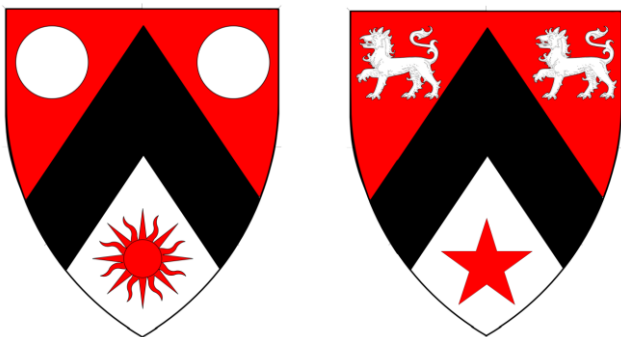
DC FOR CHANGE OF TYPE WITHIN A CHARGE GROUP



2 DCs FOR CHANGE OF TYPE WITHIN MULTIPLE CHARGE GROUPS

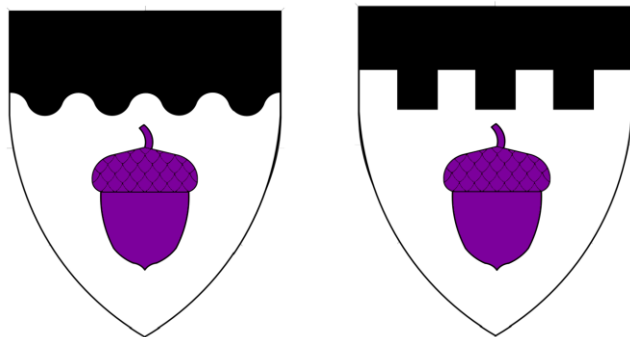


DC FOR CHANGE OF TYPE BUT NOT A SC – lion vs heraldic tyger



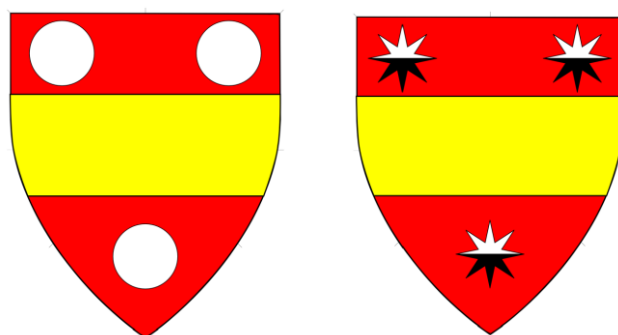
DC FOR CHANGE OF TYPE WITHIN A CHARGE GROUP

– all changes, roundels to tygers & sun to mullet are in same charge group, so only 1 DC is given



DC FOR CHANGE OF TYPE – line of partition is part of type

**REMINDER:** Realize that you can apply multiple kinds of DCs to the same charge group.

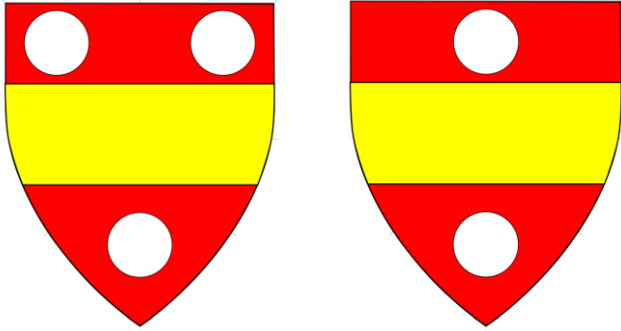


2 DCs – One for change of type in a charge group, one for change of tincture in same charge group

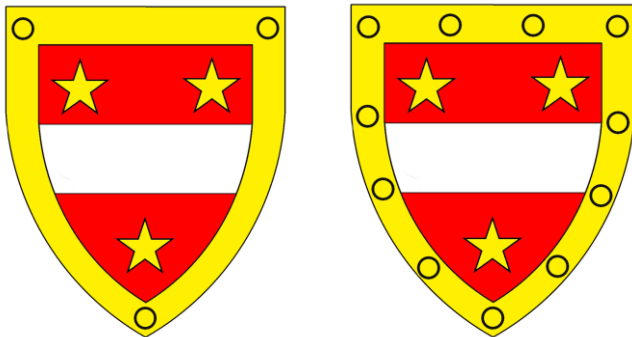
## 5. Change of Number Within a Charge Group

- Distinctly changing the number of charges in any charge group is one DC.
- Changes to independent charge groups may give multiple distinct changes.
- Even if the number of charges is fixed by their type, there is a distinct change for changing the number.
- A charge group with one, two, three, four and five charges is a DC from groups of any other numbers.
- A charge group with six or more charges (including semy of charges) is not a distinct change from another group of six or more charges.

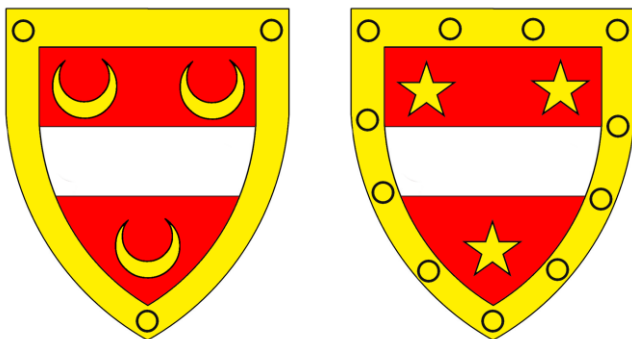
|            | 1     | 2     | 3     | 4     | 5     | 6 + / Semy |
|------------|-------|-------|-------|-------|-------|------------|
| 1          | No DC | DC    | DC    | DC    | DC    | DC         |
| 2          | DC    | No DC | DC    | DC    | DC    | DC         |
| 3          | DC    | DC    | No DC | DC    | DC    | DC         |
| 4          | DC    | DC    | DC    | No DC | DC    | DC         |
| 5          | DC    | DC    | DC    | DC    | No DC | DC         |
| 6 + / Semy | DC    | DC    | DC    | DC    | DC    | No DC      |



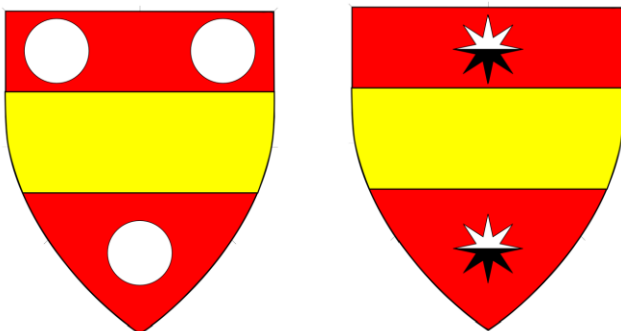
DC FOR CHANGE OF NUMBER WITHIN A CHARGE GROUP



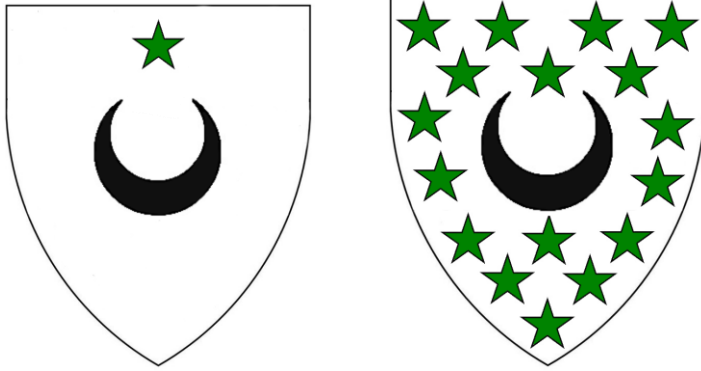
DC FOR CHANGE OF NUMBER WITHIN A CHARGE GROUP



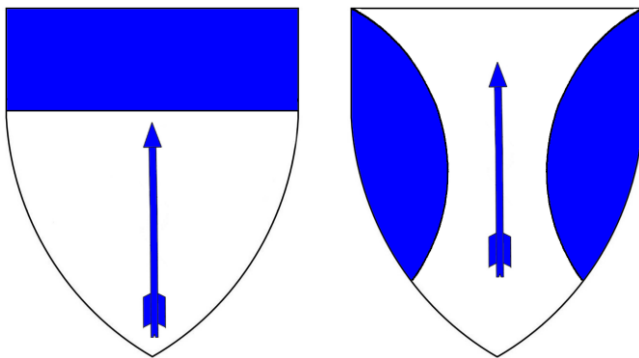
2 DCs – One for change of type in a charge group, one for change of number in another charge group



3 DCs – One each for change of type, tincture and number all in same charge group



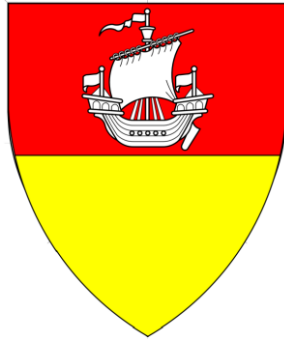
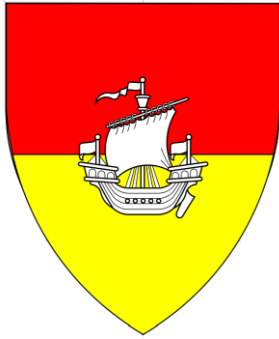
DC FOR CHANGE OF NUMBER WITHIN A CHARGE GROUP



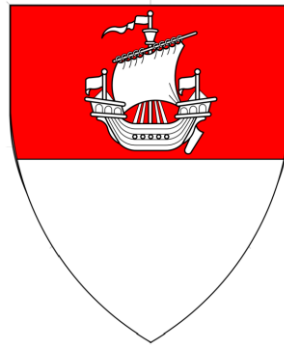
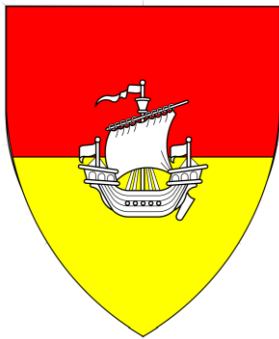
2 DCs – One for change of type in a charge group, one for change of number in same charge group

## 6. Change of Arrangement Within a Charge Group

- Arrangement (for this rule) refers both to the relative positions of the charges (in pale, two and one, etc.) and to their locations on the field (in canton, in base).
- Changing the arrangement of a group of charges is generally a distinct change.
- At most 1 DC may be derived from changes to type of a single charge group.
- Changes of type to different charge groups can result in multiple DCs.
- Location changes do not apply to fieldless armory.
- No DC for change of arrangement if the field or other charges force the change.
- No DC for change of arrangement if charge type or number forces the change.
- Arrangement may also apply in the case of a tertiary charge group which only appears on some charges within a charge group with multiple charges.



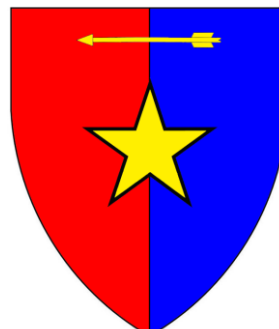
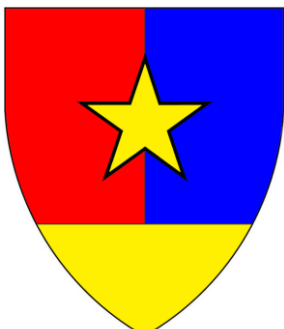
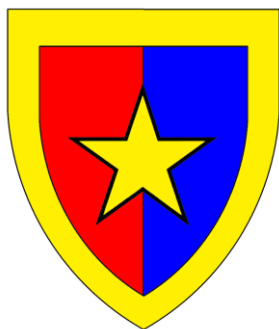
DC FOR CHANGE OF ARRANGEMENT



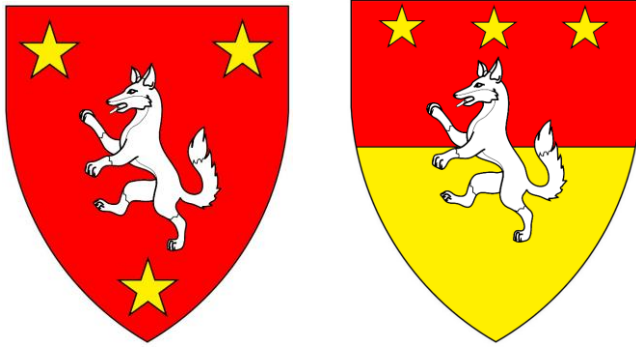
NO DC FOR CHANGE OF ARRANGEMENT (Although there is a DC for field change)



DC FOR CHANGE OF ARRANGEMENT



NO DC FOR CHANGE OF ARRANGEMENT – Position for bordure & base are forced by their type of charge

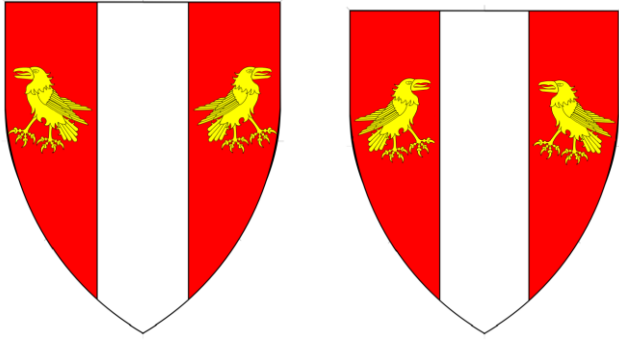


NO DC FOR CHANGE OF ARRANGEMENT

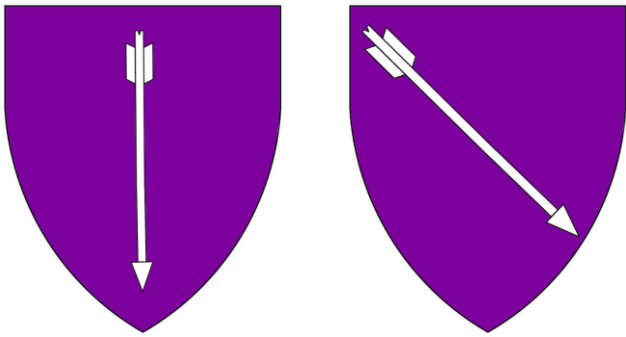
– Mullets in second design are forced to be in chief by tincture of field

## 7. Change of Posture or Orientation Within a Charge Group

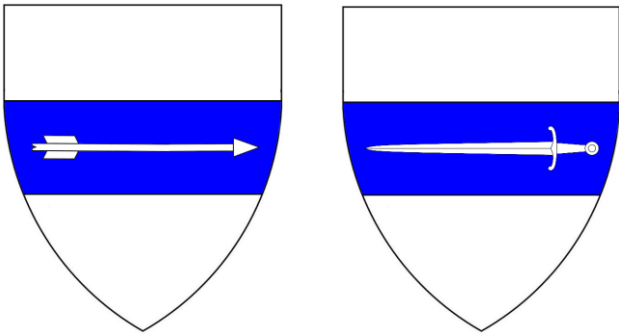
- Distinctly changing the posture/orientation of half or more of the charges in any charge group, when the charges are comparable, is a DC.
- At most 1 DC may be derived from changes to posture and/or orientation of a single charge group.
- Changes of posture and/or orientation to different charge groups can result in multiple DCs.
- Some charges, such as roundels, do not have a posture or orientation to be compared.
- Animate charges do not have comparable postures with inanimate charges.
- Just as noted with SC Postures, charges are divided into sub-categories (quadrupeds, birds, fish, insect and other for animate charges; compact and long for inanimate charges). Sub-categories are not comparable to one another. Within each sub-category are sets: those in different sets get a DC from one another. If in the same set, they do not get a DC.
- There is one exception to animate charges (or parts of animate charges): If the charges can be said to be “addorsed” vs “respectant”, a DC is allowed. Per SENA, “There is a DC for orientation between two lions combatant and two hawks addorsed, even though a lion cannot be close and hawks cannot be rampant. There is a DC for orientation between either of those and two griffin’s heads (both to dexter).”
- Inanimate charges with a long axis get a DC for orientations that change the direction of the long axis, but not those that change just the end the point or head is on. Per SENA, “There is not a DC for orientation between an arrow fesswise and a sword fesswise, even though each has the point in a different direction. But there is a DC for orientation between an arrow palewise and a sword fesswise.”
- Identical inanimate charges with a long axis get a DC for reversing their direction when the ends are easily distinguished.
- Identical inanimate charges that are compact get a DC for difference in the way they face if they have clearly distinguished directionality.



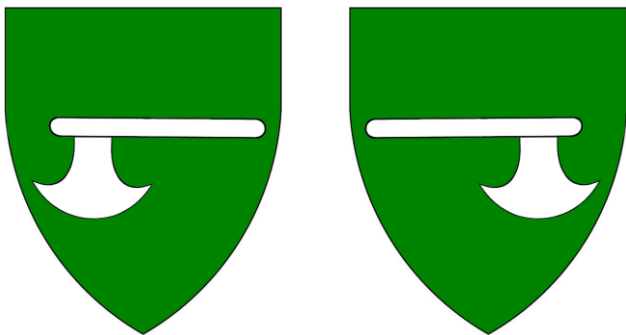
DC FOR CHANGE OF POSTURE/ORIENTATION – addorsed vs respectant



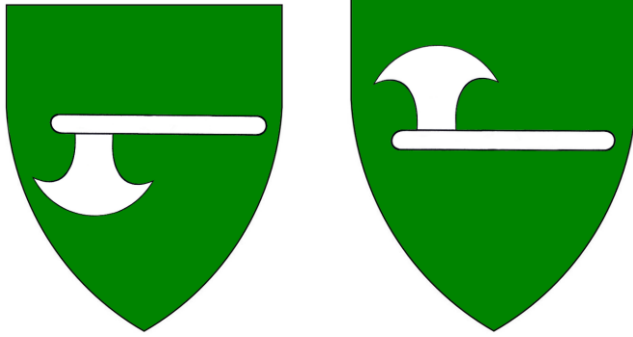
DC FOR CHANGE OF POSTURE/ORIENTATION – long axis is in different directions



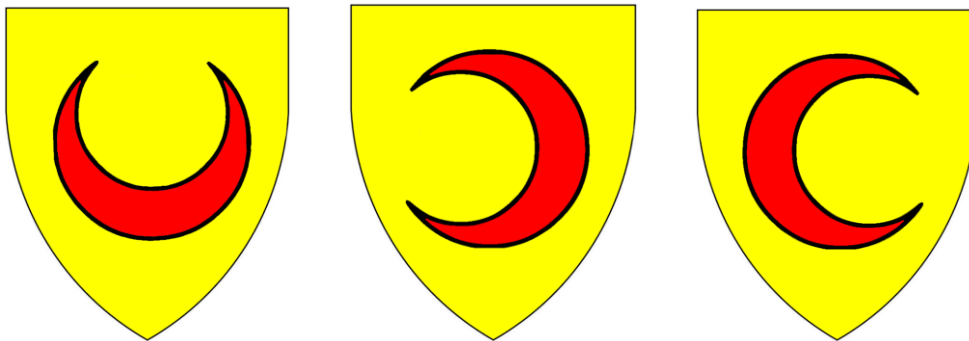
NO DC FOR CHANGE OF POSTURE/ORIENTATION – long axis is not in different directions



DC FOR CHANGE OF POSTURE/ORIENTATION – identical long charges with easily distinguished ends



NO DC FOR CHANGE OF POSTURE/ORIENTATION – long axis is not in different directions  
 BUT –MAY– GET A DC FOR FACING – SENA APPENDIX L “Long charges may also receive a DC for facing if they have another clearly defined axis, like right and left or up and down.”



DC BETWEEN EACH OF THESE – identical compact charge with clear directionality



## Discussion of What is Half of a Charge Group

In several sections previously discussed, it has been mentioned that many times changing half of a charge group grants a difference or distinct change. But what exactly makes up a half of a charge group can vary depending on the size of the charge group.

- It's easy to determine half if there is an even number of charges. If the charge group is made up of two charges, half is one charge. If the charge group is made up of four charges, half is two charges.
- In some cases, changing one of three charges counts as half of a charge group:

Three charges on a field arranged two-and-one – the bottom charge is considered half.

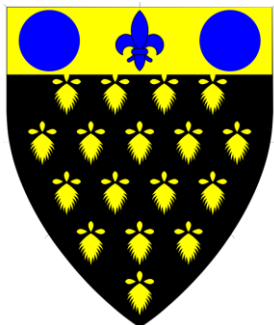
Tertiary charge group of three charges on a central ordinary or a chief – the center charge is considered half.

Primary or secondary charge group split around a line of division or central ordinary that splits the field into two parts – each section is considered half.

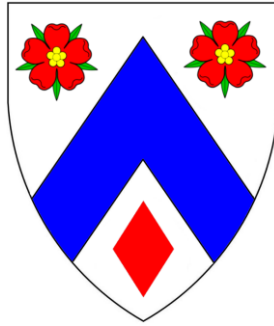
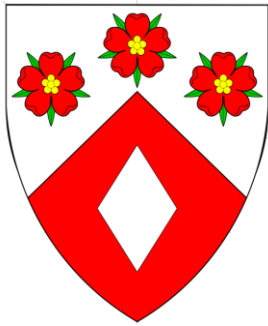
- When changing one of three charges counts as half of a charge group, only 1 DC can be derived from all the changes made to the smaller section that is considered half.



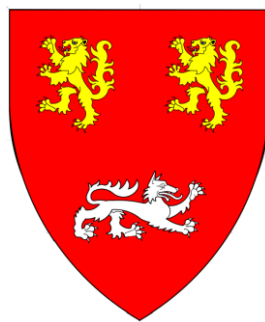
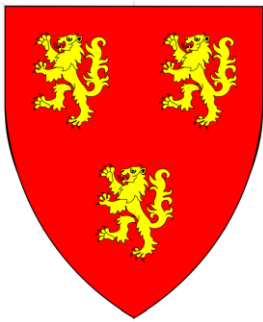
BOTTOM CHARGE IS HALF OF THIS CHARGE GROUP



CENTER CHARGE OF THIS TERTIARY CHARGE GROUP IS HALF



FOR BOTH OF THESE, EACH SECTION OF THE DESIGN CONTAINS HALF OF THE CHARGE GROUP



ONLY 1 DC BETWEEN THESE

– despite change to type, tincture and direction only a maximum of 1 DC is given to a smaller section that is considered half

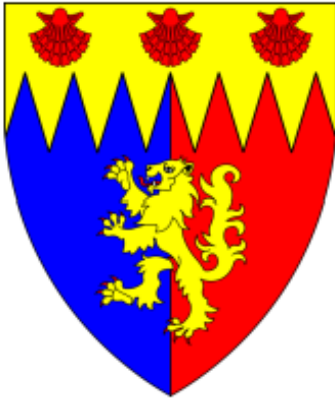


CANNOT DIVIDE THIS SECONDARY CHARGE GROUP INTO HALVES

– the central ordinary splits the field into more than two parts

## Practicum Walk-Thu

Example: *Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.*



First, do the breakdown:

Field: *Per pale azure and gules, plain line*

Primary charge group: *lion, 1, Or, rampant*

Secondary charge group: *chief, 1, Or, indented line*

Tertiary charge group: *escallop, 3, gules, in fess*

Overall charge group: *none*

Start by going through A.5.E. [Single Substantial Change to the Primary Charge Group] to see what things *don't* have to be considered at all. That is, how much of the Ordinary can be *completely ignored* for this conflict check?

1. Adding/Removing the Primary Charge Group – this means you can ignore anything that has no primary charges (including *Per pale azure and gules*, a chief indented Or).
2. Substantial Change of Type – As lions are grouped with all other felines [listed in the Ordinary under “Beast-Cat”], this means you can ignore anything that doesn't have one or more felines in the primary charge group (that's a lot of the Ordinary!).
3. Substantial Change of Number – this means you can ignore anything that doesn't have one feline as the entire primary charge group (whittling it down more!).
4. Substantial Change of Arrangement – with only one charge, there's no arrangement to speak of, so you're still ignoring anything without one feline as the entire primary charge group.
5. Substantial Change of Posture – this means you can ignore anything that doesn't have one feline in a posture comparable to rampant as the entire primary charge group. As felines are quadrupeds, this is “rampant, segreant, salient, sejant erect, sejant and the contourny versions of these”.

That cut it down quite a lot. Now you're ready to look through the Ordinary at the listings that have not been eliminated. Think about A.5.G and DCs. Since *two* DCs are still needed to clear a conflict, anything that's exactly *one* DC away will be a conflict. Let's compare the design “*Per pale azure and gules, a lion and on a chief indented Or, three escallops gules.*” against some hypothetical devices:

|  |  |
|--|--|
| Hypothetical armory  | The one DC comes from:                   |
| - <i>Per pale [tincture not azure/gules/Or] and gules, a lion and on a chief indented Or, three escallops gules</i>  | A.5.G.1.a                                |
| - <i>Per pale azure and [tincture not azure/gules/Or], a lion and on a chief indented Or, three escallops gules</i>  | Changes to the Field                     |
| - <i>Per pale [complex line] azure and gules, a lion and on a chief indented Or, three escallops gules</i>   | A.5.G.1.c                                |
|  | Changes to the Field                     |
| - <i>[Any other division] azure and gules, a lion and on a chief indented Or, three escallops gules</i>  | A.5.G.1.b OR                             |
| - <i>[Any other division, plain or complex line, with any other tinctures], a lion and on a chief indented Or, three escallops gules</i>                                   | A.5.G.1.d.                               |
| - <i>[Any plain field], a lion and on a chief indented Or, three escallops gules</i>   | Changes to the Field                     |
| - <i>Per pale azure and gules, a lion [between any charges of any tincture] and on a chief indented Or, three escallops gules</i>  | A.5.G.2                                  |
| - <i>Per pale azure and gules [either half/all semy of charges of any tincture], a lion and on a chief indented Or, three escallops gules</i>                              | Adding or Removing a Charge Group        |
| - <i>Per pale azure and gules, on a lion [any number of charges of any tincture] and on a chief indented Or, three escallops gules</i>                                     |  |
| - <i>Per pale azure and gules, a lion Or and a chief indented Or [no escallops]</i>  |  |
| - <i>Per pale azure and gules, a lion, on a chief indented Or three escallops gules [and overall a charge of any tincture]</i>   |  |
| - <i>Per pale azure and gules, a lion [argent, ermine, erminois, or multicolor neutral/metal] and on a chief indented Or, three escallops gules</i>                        | A.5.G.3                                  |
| - <i>Per pale azure and gules, a lion Or and on a chief indented [argent, ermine, erminois, or neutral], three escallops gules</i>   | Change of Tincture Within a Charge Group |
| - <i>Per pale azure and gules, a lion and on a chief indented Or, three escallops [color or neutral]</i>   |  |
| - <i>Per pale azure and gules, a lion and on a [different peripheral ordinary, any kind of line] Or, three escallops gules</i>   | A.5.G.4                                  |
| - <i>Per pale azure and gules, a lion and on [one secondary charge somewhere on the field] Or, three escallops gules</i>   | Change of Type Within a Charge Group     |
| - <i>Per pale azure and gules, a lion and on a chief [plain line or a complex line not in the same group as indented] Or, three escallops gules</i>                        |  |
| - <i>Per pale azure and gules, a lion and on a chief indented Or, three [non-escallop charges] gules</i>   |  |
| - <i>Per pale azure and gules, a lion and on a chief indented Or, [a non-escallop between two escallops] gules</i> [half the tertiary charge group has changed: A.5.C.2.d] |  |
| - <i>Per pale azure and gules, a lion and on a chief indented Or, [any other number] escallops gules</i>   | A.5.G.5                                  |
| Changing the number of lions would be a SC, not a DC; there can be only one chief  | Change of Number Within a Charge Group   |

|  |  |
|--|--|
| <p>- <i>Per pale azure and gules, [other placement on the field] a lion and on a chief indented Or, three escallops gules</i></p> <p>It would be pretty difficult to change the arrangement of the escallops.</p>  | <p>A.5.G.6</p> <p>Change of<br/>Arrangement Within<br/>a Charge Group</p>            |
| <p>- <i>Per pale azure and gules, a lion[contourny, or posture equivalent-for-conflict to rampant contourny] and on a chief indented Or, three escallops gules</i></p> <p>- <i>Per pale azure and gules, a lion[any posture other than rampant [contourny] and on a chief indented Or, three escallops gules</i></p> <p>- <i>Per pale azure and gules, a lion and on a chief indented Or, three escallops [inverted] gules</i> [escallops are compact inanimate charges, but have a distinct top and bottom, so inverting them is a DC: A.5.G.7.c]</p> | <p>A.5.G.7</p> <p>Change of Posture or<br/>Orientation Within a<br/>Charge Group</p> |

## **Synopsis**

- A) Check for a SC by comparing Primary Charge Groups of two designs.  
If there is one (1), they are clear of each other.

### **To Get SC:**

#### Primary Charge/Charge Group present:

1. Adding or Removing the Primary Charge Group
2. Substantial Change of Type of the Primary Charge Group
3. Change of Number of the Primary Charge Group
4. Change of Arrangement of the Primary Charge Group
5. Change of Posture of the Primary Charge Group
  - a) Must have comparable postures/orientations

#### Field-Primary Armory (No primary charge/charge group):

1. Substantial Change of Partition
2. Substantial Change of Tincture

- B) If there is not a SC when comparing Primary Charge Groups, check for DCs.  
If there are two or more (2+), they are clear of each other.

### **To Get DCs:**

1. Changes to the Field [Maximum of 1 DC for any/all changes to the field]
    - a. Change of Tincture
    - b. Change of Direction of Partition Lines
    - c. Change of Style of Partition Lines
    - d. Change of Number of Pieces
    - e. Fieldless Armory
  2. Adding or Removing a Charge Group
  3. Change of Tincture Within a Charge Group
  4. Change of Type Within a Charge Group
  5. Change of Number Within a Charge Group
  6. Change of Arrangement Within a Charge Group
  7. Change of Posture or Orientation Within a Charge Group
- C) If there is not a single SC between two designs nor two (or more) DCs between two designs they are in conflict.

## **Various Tidbits**

For the most part, the Ordinary lists types of charges that conflict in a single category.

In general, two charges that were considered independent charges in period will have -at least- a distinct change. Charges that were used interchangeably are considered not to have a distinct change for type.

The SCA CoA does not distinguish among various types of cats/felines because these animals are normally drawn very similarly.

The SCA CoA does not distinguish among various types of fish because these animals are normally drawn very similarly.

The SCA CoA does not distinguish among various types of canines/lupines because these animals are normally drawn very similarly.

Birds, on the other hand, can be substantially different. Birds fall into five categories:

1. "regular-shaped" birds (like martlets, ravens, eagles, falcons)
2. swan-shaped birds (like swans, geese, ducks)
3. poultry-shaped birds (like chickens, quail, peacocks)
4. crane-shaped birds (like cranes, herons, storks)
5. penguin-shaped birds (like penguins, auks)

Birds can be substantially different in type if they are in different categories from each other AND are in one of the period postures for that sort of bird. [Note: for a raven this means close, but not displayed; for a goose this means close, naiant or roussant; for a penguin this means in their default upright, close posture, etc.]

Dragons and wyverns were considered artistic variants of the same beast in period armory. Therefore, there is not a DC between them.

Suns, mullets and estoiles are all in conflict when they have a large number of points (seven or more). There is a DC between them and a default mullet (of five points) or estoile (of six points).

Trees are divided into two categories: regular/round shaped and fir/pine tree shaped. There is a DC between the two types, when the type is specified. There is not a DC for blasting or eradicating a tree.

## **Final Thoughts**

With this basic knowledge you're ready to begin conflict checking. But please be aware of a couple of things. One is that you'll make mistakes and be wrong at times. Don't let that stop you. Even the most experienced heralds make mistakes at times...and some are basic mistakes. Realize that various people learn differently, so look online for articles and presentations concerning conflict checking. The manner in which these present an aspect might make a concept "click" for you that didn't before.

Two, realize that you are not alone. Even the most experienced heralds...especially the most experienced heralds...ask others to double-check designs for conflicts. Never hesitate to ask other heralds or your heraldic community (e-list, FB list, etc.) for assistance in checking for conflicts. Not only will it help you ensure the status of a piece of armory, it'll help you connect with other heralds plus may help teach still others about conflict-checking...a win for everyone.



### **Credits and Kudos**

Information for this class came from many sources including a variety of articles, presentations, webpages and discussions from such individuals as:

Master Bruce Draconarius of Mistholme

Mistress Emma de Featherstone

Mistress Gunnvor silfraharr

Mistress Jean Marie LaCroix

Mistress Marie de Blois

Mistress Shauna of Carrick Point

Mistress Sofya la Rus

Master Tanczos Istvan

Lord Yehuda ben Moshe

Laurel Sovereign-of-Arms Office

Many heralds composing 'Team SENA'

My thanks to each of these individuals for their generous work in and for the SCA.

My apologies to anyone I may have inadvertently left out of this listing.

Images utilized in this handout are those created by Modar Neznanich or created by Yehuda ben Moshe & Gunnvor silfraharr for the "Armory 103 - Conflict Rules" class posted on YouTube and in the class handout. url: <https://www.youtube.com/watch?v=UFtvUVAy4ig&feature=youtu.be>  
Express permission to utilize the images for SCA educational purposes is given in the video, see time: 1:05:18 – 1:06:35.

# Conflict Checking Worksheet

Order to list parts: type, number, tincture, arrangement (if needed), posture (if needed), type of lines (if needed), charged or uncharged (if needed) and then location of tertiaries (if needed).

Blazon:

Field:

Primary Charge/Charge Group:

Secondary Charge/Charge Group:

Tertiary Charge/Charge Group:

Overall Charge/Charge Group: