

Manual of Vocal Heraldry  
And  
Guidelines for a Herald

Anno Imperium XV

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## Introduction

I am going to assume that if you are reading this, you have volunteered, been chosen, or been suckered into taking the office of Court Herald (referred to hereafter simply as **Herald**) in your local chapter of the ECS. It will be your duty as a herald to announce decrees or other such pronouncements to the populace and insure that these pronouncements are understood. You will also have the duty of opening the nobles' courts, calling people into the presence of the noble, and closing the courts. That just covers some of the duties you will have as herald. Obviously, this is not a job for the timid or for those susceptible to stage fright. This involves a lot of speaking in front of large groups of people.

I have compiled here from various sources to give you an overview on the subject of vocal heraldry. There are many areas a herald's activities will cover and you need to be knowledgeable about all of them. In this manual we will cover:

- A. Court Heraldry - acting as the Voice of Royalty, calling people into court, reading awards, etc
- B. Feast Heraldry – announcing courses, introducing entertainment, etc
- C. Field Heraldry – calling competitors to the list field, announcing round match-ups, etc
- D. Event Heraldry - making general announcements (Criers)

Additional areas that we will cover are:

- E. Court Reports
- F. Getting Started
- G. General advice on training your voice

Appendix A. Titles, Honorific and how to address them

Appendix B. Ceremonies for Court

Appendix C. Helpful Tips for a Court Herald

Appendix D. Helpful Tips for a Field Herald

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## A) Court Heraldry

Courts are an important part of ECS activities and should be held with all the ceremony of a true medieval court. Courts are usually held by the highest ranking noble in attendance. The only exception of this is if the higher ranking noble is from a different territory, in which case the highest ranking local noble holds court (although it is usually customary to invite a higher ranking foreign noble to at least sit with the presiding noble during the court). Court time is solely at the discretion of the presiding noble. Inconvenient yes, but very historically accurate. Be sure to have paper and pen available to write down any business the noble may wish to bring up at the court. It is also a good idea to announce to the populace the time of the court at least ten minutes in advance and inform the populace that if anyone has business at the court to please see you now. If anyone has business, ask them what it is and write down a basic order of how things will progress. In addition, be sure to inform the noble of this business before court begins to make sure the noble knows what is going on and even wishes to have the business dealt with at this particular court.

The placement of the court is as follows. The noble(s) are placed on thrones facing the populace. There should be a distance of 10-15 feet from the nobles to the populace, and the distance is referred to as the "presence of the noble". No one except those of the actual court are allowed in this area unless they are summoned by the noble(s). The actual members of the court should at least contain the following: The noble(s), the herald, and at least one liegeman behind the throne. A liegeman is a fighter in the service of the noble and holds the noble(s) sword. Theoretically there can be as many liegemen as the noble wishes, but more than three tends to look awkward.

When the noble informs the herald to begin court, the herald calls the populace to attention and opens the court. The standard opening ceremony is printed in the back of the manual. As a herald, you may modify this and other ceremonies to fit the tastes of either yourself or your noble, but research it and insure the changes are period and accurate.

The business of the court is usually handled in the following manner. It is customary for the presiding noble to make a small speech to the populace regarding the activity being held (mostly stuff like thanking the populace for attending) and anything the noble wishes told to the populace. Then other business is dealt with. When summoning someone to the court, this statement is usually made by the Herald:

*"Will (address, name, title) please approach the throne!"*

Then the person is to approach the throne. The way to do this is for the person to walk into the presence of the noble and kneel in front of the presiding noble. If the person wishes to address the populace, the supplicant must ask the presiding noble's permission. If this is given, the person then stands and turns to face the populace, moving to the noble's left so that his back is not facing the noble (a sign of disrespect!). Once the person's business is concluded, he then turns to the presiding noble, bows, and steps backward three paces while still facing the noble.

Upon completing the third step, the person then turns and walks normally to rejoin the populace.

The only people allowed to walk into the presence of the Sovereign carrying a weapon are the peerage titles (Knights Artisan, Combat, and Minister). Anyone else attempting this should be warned strongly against it. Any persistence on the part of that person is considered a threat to the Sovereign and is high treason. If any other noble is holding court, they are considered to be the feudal presence of the Sovereign and therefore similar rules apply. Of course, the nobles' liegeman behind the throne is an exception to this rule as is anyone given prior permission to enter the court with a weapon by the noble or the Sovereign.

Once all the court business is concluded the court should be closed. It is a custom in some places to ask the populace if there is any further business before actually closing the court, but this is not period and many nobles dislike it. Use your own discretion in this regard. The closing ceremonial lines are also later in the

manual and the same rule in regard to changing it is the same as the opening ceremony. And that's all there is to it! As if that isn't enough....

Remember that, no matter what, ALL official announcements, decrees, or ceremonies MUST be done at a court. This is both to insure that proper notification of the populace takes place and that there is no mistake among the populace about who does what or who joins what. The only exception to this rule is announcing events. Instead of formal announcement at a court, the event may be announced in the newsletter at least fourteen days in advance of the planned event date. All swearing in of official ECS organizations (Households, Baronies, King's Guards, etc...) must happen at courts. Further announcements in newsletters are encouraged, but not required.

And that, as they say, is that. This brief introduction should help any neophyte herald in the performance of his or her office. Just keep in mind the importance of ceremony and periodness, and the heraldic aspect of your area should be something to take pride in.

More on Court Heraldry in Appendix C. Helpful Tips for a Court Herald.

## **B) Feast Heraldry**

This generally involves two things:

A) Announcing to the assembled feasters when the next course/remove of food is arriving and what it consists of. It is best to meet with the feastocrat (head cook, feast steward) prior to the serving of feast and make a list of the removes, and a set of signals to let you know when to announce the next remove.

B) Announcing any performers when it is time for them to perform.

There are occasions when the Royalty may wish to present an award at feast. This is like a mini-court. [See the Court Heraldry section.]

## **C) Field Heraldry**

This involves acting as field herald. This is done usually for the fighting tournaments, but other kinds of tourneys may require similar services. This basically entails announcing to both the tournament participants and the assembled audience who is to report to the list field now, who should be preparing for the next round, and who is in line after that. The declaration of the winner is sometimes done by the herald, and sometimes by the marshall in charge. Before the tourney begins, check with the marshall to determine how this is to be handled.

If you are the field herald for the event, here are some guidelines to help you:

1. Find out the format of the lists (both for your information and that of the other heralds). Be sure that all the heralds working the tourney are familiar with the format. Possible formats are:

**Single elimination:** This is the simplest form of list. In this style, the fighters are paired off in twos, the victor from each pairing goes on to the next round, fighting the other winners (the losers are eliminated), and so on until finally only one remains.

**Double elimination:** Similar to the above, except that the loser of each pairing is given a second chance. When a fighter has lost in two pairings, that fighter is eliminated from the tournament.

**Round Robin:** In this style, each fighter is paired once against every other fighter in the list once.

**Two out of Three:** This can be a modification of any of the above styles of list (one can have single elimination--two out of three; double elimination--two out of three, or round robin--two out of three). Instead of the winner of each competition being determined by winning once, the fighters instead fight the best two of three. Note that this is different from double-elimination in that, in double-elimination, a fighter is eliminated by losing in two different pairings in two different rounds; in two out of three, the winner of a pairing is determined by more than one "fall."

You should also find out if Byes will be fought or un-fought and whether they are destructive or non-destructive. If there are an odd numbers of fighters in a round, a randomly chosen fighter remains unpaired. That fighter is said to have drawn a "Bye." In some styles of list, the Bye fighter goes unmolested into the next round. Because this allows one fighter to be at an advantage, that fighter is sometimes made to fight against a champion who is not in the tournament. If the fought Bye is non-destructive, this is simply to tire the fighter out. If the Bye is destructive, then if the fighter loses, it is the same as if the loss was to a participant in the tourney.

Another aspect to find out is if there are retained deaths in the final rounds. In a tourney where deaths have accumulated (Double elimination and Round Robin), you may have some fighters enter the final round with more deaths than others. Because this places one fighter at a disadvantage, sometimes all deaths are declared to be set to zero and the final round is fought on an even footing.

Finally, determine if there will be a Round Robin finish. Since in a single or double elimination tourney an odd number of fighters may enter the final 2 rounds, it is sometimes decided to end these with a round robin finish. Rather than drawing a bye for the final round, the remaining fighters will fight round robin until one remains. This may also involve retaining deaths (if this was double elimination).

2. Field heralds should be familiar with the rules of combat.
3. Remember that the marshal is in charge of the field. (This includes the heralds.)
4. Be on the field only to do heraldic duties (call the round, introduce the match/salutes, announce the winner.) Otherwise you should position yourself just off the field.
5. Pay attention to what is happening on the field.
6. Wait for the marshal to indicate the victor before announcing it.
7. Never react to anything that happens in the course of combat. It is considered inappropriate for a herald on duty to call a point of chivalry or to cheer one fighter.
8. It is also considered inappropriate for a herald on duty to discuss or make judgmental comments from the sideline to those nearby, even in conversation.
9. If there is more than one fighting fields being run at the same time (and hence several heralds making announcements), be polite and never make your announcement while another herald is speaking. Wait until they are finished, and then begin your announcement.

## **An example of field heraldry**

There is a basic formula that field heralds follow. This includes:

Opening the Tourney

Announcing the Order of Combat

Calling the Entrants to the Field

Performing the Salutes

## Announcing the Victor

To start the tournament, the herald assigned the first round announces the opening of the tourney. For example:

*"Oyez, Oyez, my Lords and Ladies, good gentiles all, here begins the Black Stag Tournament."*

Be sure to address the royalty or ruling nobility first, if such are present.

At the beginning of a round the herald for that round calls all the fighters to the center of the field and announces the pairings for the round. For example:

*"Oyez, Oyez, Good Gentles pray attend."*

*The matches for the first round of the Black Stag Tournament are as follows:*

*First match, Sir John the Smith versus Her Ladyship Lucia of Venice.*

*Second Match: His Lordship Modar the Gray versus Lord William Williamson.*

*Third match Lady Olga Ragnardottir versus the Gentle Robert Black."*

Continue on such vein until all the matches are announced.

When the Marshall in Charge is ready, and then says:

*"To the field please, Sir John the Smith and Her Ladyship Lucia of Venice.*

*Arm yourselves, please, Your Lordship Modar the Gray and Lord William Williamson.*

*Lady Olga Ragnarsdottir and Robert Black, please prepare to arm."*

*If possible, aim the announcements toward the individuals whose names you are calling.*

When the two fighters position themselves on the field, you say:

*"In this match Sir John the Smith (indicate the fighter) doth meet Her Ladyship Lucia of Venice (indicate fighter)."*

It is most appropriate to introduce the fighter of higher rank first.

*"Good fighters, please salute the Crown."*

*"Please salute the one whose favor you bear."*

*"Please salute your worthy opponent.*

*"Pray heed the marshal." (Or, at the marshal's command, or My Lord Marshal the field is yours)."*

Then get off the field!

(But stay nearby, close to the edge of the field -- but out of the way of the Marshall.)

When the match is over, wait for the marshal to indicate the winner. Then return to the field and say:

*"Victory to <title> <name>" or "<Title> <name> is victorious."*

Then call the next three matches.

This procedure continues until the end of the round at which time, after announcing the victor, the herald announces: "This ends the first round of combat."

### **\*\*\*A helpful warning for beginners\*\*\***

You might be tempted to "ham it up." After all, many people consider heralds to be jokesters who are always ready with a quick quip. We advise that "hamming it up" be done with caution, only around people you know,

and only once you know the basics. There is a fine line between kidding someone you know and insulting someone you don't. As a beginner, you will have enough to think about just following the litany.

For more on Field Heralds see Appendix D. Helpful Tips for Field Heralds.

## **D) Event Heraldry**

This involves announcing (crying) to the populace any important messages or information they need to know. If this is done at a large site, it may require the herald to go to several different spots and repeat the announcements to ensure that everyone is made aware of them.

As an Event Herald (criers) you will be asked to make announcements of various kinds. Normally these requests are made by the Crown, or the event autocrat. It is clear that some announcements must be made right away without question. If someone's infant has run off, you should drop what you are doing and announce it immediately. If the Crown requests you to do something, you do it. However there are cases where you must take into consideration the content of the announcement, and who is asking for the announcement. If you feel uncomfortable about the appropriateness or timeline of the requested announcement, politely inform the person you need to check with the autocrat when they wish general announcements to be made. Then do so. This will give you a chance to express your concerns with someone higher up on what to say, and how. If it is determined that the announcement should not be made, it is someone in authority that refuses or delays it.

To help coordinate announcements at a large event it is recommended that you set up a Heralds Point, where people can go to request announcements. At Heralds Point you should have 3x5 cards or a note pad and something to write with there for members to fill out there requests. You can also have it set up for people to write up there request for Court there as well.

Once you have decided to make an announcement, what should you do? First, get the attention of the populace. This is the most overlooked part of effective speaking. The usual litany is, "*My Lords and Ladies, pray attend,*" or some variant thereof. Make sure that the crowd is quiet before you start your announcement. This can (unfortunately) take a little bit of time. If needed, repeat the opening attention phrase clearly and insistently until you have the crowd's attention. If you rush into the body of the announcement, you frequently will get drowned out by people either "helpfully" screaming "Attend the herald!" or mumbling to their neighbor what you just said. In either case, the message gets missed. If you can phrase the body of your announcement "forsoothly," make every effort to do so. It helps add to the ambiance as well as deliver your message. If you can not make it "forsoothly" than use straightforward Modern English as it is best that the announcement is clearly understood.

While event announcing is mostly making proclamations (for the autocrat/event official, the Crown, etc.), at camping events it can include making the "Morning Wake-Up Call". The "Morning Wake-Up Call" involves making a round of the camping areas, greeting the populace, announcing that the event activities will be beginning soon. Check with the autocrat for what needs to be included in the morning announcements and what time the call should be made. The difference between this and normal event announcing is that people are asleep when you begin. Because of this it is important that the herald doing the "Wake-Up Call" does it slowly, clearly, and in as simple and logical a manner as possible. Make sure to give enough "lead intro" into the announcement to guarantee that people are awake enough to hear the announcement.

A sample cry:

*"Good Gentles, I greet you this fine morning. The time is eight a.m. and this is your wake up call. The autocrat requests that all vehicles be removed to the parking area. Morning court will be held at nine-o'clock in front of Their Majesties' Pavilion. Armor inspection will begin at ten-o'clock at the list field located by the large gold tent facing the south point. Thus end the morning announcements. Thank you."*

## **E) Court Reports**

As a Territorial or Kingdom Herald you need to fill out a Court Reporting form. You will find the form in the back of the manual. You will need to keep a copy of this form for your records, as territorial herald you need to send a copy to the Kingdom Herald, and send one to the Imperial Rolls and List. This form must be signed by the ruler of the area that you are herald for.

You will also need to submit a Report of what happened at Court to the Chronicler, so that it can be published for the record and to help inform the populace of what has happened at Court. This can be free style written as if from the "Desk of the Office of the Herald".

## **F) Getting Started**

If you are interested in getting started in vocal heraldry, approach the local herald in charge at an event when heralds are called for. Make sure you have 3x5 cards at the ready to write down any litany you might not remember. This is a necessary teaching device. Do not be embarrassed to use it. Even experienced and senior heralds will have the cards ready, just in case. Talk to the current herald or a former herald and ask them to act as a "mentor" or "teacher." The person you pick should be willing/able to stand close by and teach you what you can improve on.

## **G) General advice on training your voice**

These tips refer to doing any kind of vocal heraldry.

### **1. Projection**

To be a good vocal herald the primary requirement is the ability to be heard, understood, and maintain your voice over long periods of heralding. To accomplish this you need to be able to project the way actors and singers do.

A main factor in good projection is posture. By standing straight, with your stomach in and head up, you allow your diaphragm to do most of the work. The diaphragm is composed of a wall of muscles under your lungs. As with any muscle group, exercise (practice) tones the muscles. The only way to avoid abusing your larynx is by using your diaphragm to push the air from the bottom of your lungs upward. Additionally you get the advantage of creating a resonating chamber with this method, which in turn helps your voice carry. The air flow through your vocal cords (actually the vocal folds - the long, narrow, rounded flaps of tissue in your larynx is what gives vocalization to your words. It is very important for a vocal herald to master breath control.

Another factor of projection is timbre or pitch. Timbre is created by the vocal folds. The rate of vibration of the folds is what causes different sounds and pitches. Shouting causes these muscles to tighten and strain. It is important while heralding to keep your voice in its normal range, using the regulation of air to produce the volume. Varying your pitch too much can seriously damage your voice. While it is true that lower timbres have more carrying power, individuals with higher pitched voices should not strain themselves to attain the lower tones. Difficulty in maintaining your normal pitch while projecting is a sure sign your vocal folds are getting tired.

Besides yourself, there are factors that can affect your projection. Primarily these are clothing and the environment. For good projection, it is very important that you are able to expand your diaphragm and lungs. Restrictive clothing such as snug Elizabethan tunics or tight Tudor bodices may look beautiful, but the confinement that it does to your body restricts your airflow. This in turn will result in projection that carries less.

The environment can also affect your projection. If you in a building with good acoustics, then you can project well, with little effort. On the other hand, if you are doing heraldic crying outdoors, you have to deal with

wind and terrain. To help you project better, try to stand on high ground and tilt your head a little higher. This will cause your voice to carry farther around you. Usually, you should direct your announcements to the largest group of people (avoiding turning your back on the Crown). If there is wind, try to keep it to your back and use it to help carry your words.

Work on developing your projection between events, by trying several projection exercises.

### Exercises for Projection

a) Take a deep breath, pulling in your stomach to lift the diaphragm. Slowly let it out until you feel you have no air left in your lungs, still keeping your stomach tight. Repeat this several times. Now, do the same thing while saying vowel sounds. Say "ah," holding it as long as you can. Repeat using "ee," and then with "ai", then with "oh", and finally "oo." If you rest your fingers just under your ribcage you can feel your diaphragm muscles working. If you don't, you're doing it wrong.

b) Have someone stand two feet from you and speak in a normal voice. Then ask that person to step ten feet from you and project the same announcement to them. Next, ask them to move back forty feet and project the announcement to them there. This teaches control and helps you develop pronunciation skills as well.

c) Lie on your back. Pull in your stomach muscles and lift your diaphragm. Place a small glass of water on your stomach. Let your breath out slowly so as not to spill the water.

## 2. Articulation

A very important part of projection is articulation, the ability to pronounce words with clarity, intelligibility, and distinctiveness. It doesn't do any good to hear the sounds a herald makes if the words can't be understood. There are two basic approaches to articulation in the SCA, which are generally referred to as Precision speaking and Rhythmic Chant speaking.

Rhythmic Chanting speaking is a system used to create a melodic flow of words. The herald practically sings the announcements, rolling words together for musical effect. Such heralding is a joy to hear, but frequently difficult to understand.

Precision speaking reflects normal speech patterns, emphasizing clarity of pronunciation and accenting stressed syllables. This technique requires that you speak more slowly, making it easier for your audience to understand.

## 3. Pronunciation

As a vocal herald you will be called upon to pronounce names from a variety of linguistic origins. It is impossible for one herald to know all the different language patterns from which the members derive their personas. So while a herald should always try to pronounce names correctly, don't get upset if you do make a mistake. Everyone makes them. Simply apologize, go on, and try to get it right next time.

But beyond concerning themselves with having to pronounce a variety of names, vocal heralds have to concern themselves with being precise in their pronunciation of normal words as well. It does no good for the populace to hear the herald slur the announcement "Amorinaspectaquartaten." What the people need to hear is the herald say, "Armor inspection at a quarter to ten." To assist in this, it is recommended that vocal heralds do a few exercises before they make announcements.

### Exercises for Pronunciation

a) Warm up your throat and face muscles by pursing your lips hard, then quickly pulling them back into a tight-lipped grimace. Repeat this several times. (If should start to feel a slight tingle in your lips.) This warming exercise will help you pronounce words more clearly and correctly

b) Another loosening exercise is to open your mouth as wide as you can, as if you are yawning. After you do this, bring your lips together as you thrust your jaw forward. Repeat a few times. Then move your lower jaw from left to right several times. (But be careful not to move too far to one side or the other. You can strain the muscles and ligaments if you do.)

- c) Next, stand up straight, and using good posture, breathe slowly and deeply and then vocalize the vowel sounds. They are all throat sounds and will help warm up those muscles. First "ah, ah, ah," then "eee, eee, eee," then "ai, ai, ai," then "oh, oh, oh," and finally "oo, oo, oo".
- d) Finally, to prepare for those front-of-the-mouth sounds, stand up straight, and using good posture, breathe slowly and deeply and then vocalize these sounds: "da, da, da," then "fa, fa, fa," then "la, la, la," then "ma, ma, ma," then "pa, pa, pa," then, "ra, ra, ra" and finally "ta, ta, ta."

## **References**

Imperial Manual of Heraldry 1999, Part One, by Earl Sir Siegfried von Lubeck, KP  
VOCAL HERALDRY: A General Overview by Baron Modar Neznanich, OPEL, Volk Herald  
Field Heraldry by Taran of Windy Hill  
Vocal Exercises by Jennifer Tillman

## **Appendix A**

### **Titles, Honorific and how to address them**

These are the titles of nobility, peerage and students, both landed and non-landed within the Empire. Noble titles are listed in order of precedence, but no peer or student title has precedence over any other peer or student title.

<b>Title</b>	<b>Honorific</b>
<u>King</u>	<u>His Majesty</u>
<u>Queen</u>	<u>Her Majesty</u>
<u>Prince</u>	<u>His Highness</u>
<u>Princess</u>	<u>Her Highness</u>
<u>Duke</u>	<u>His Grace</u>
<u>Duchess</u>	<u>Her Grace</u>
<u>Earl</u>	<u>His Excellency</u>
<u>Contessa</u>	<u>Her Excellency</u>
<u>Count</u>	<u>His Excellency</u>
<u>Countess</u>	<u>Her Excellency</u>
<u>Marquee</u>	<u>His Excellency</u>
<u>Marquessa</u>	<u>Her Excellency</u>
<u>Viscount</u>	<u>His Excellency</u>
<u>Viscountess</u>	<u>Her Excellency</u>
<u>Baron</u>	<u>His Excellency</u>
<u>Baroness</u>	<u>Her Excellency</u>
<u>*Castellan</u>	<u>Most Honorable</u>
<u>Lord (Land and Court)</u>	<u>Lord, His Lordship or The Honorable Lord</u>
<u>Lady (Land and Court)</u>	<u>Lady, Her Ladyship or The Honorable Lady</u>
<u>**Steward</u>	<u>High Steward</u>
<u>Knight</u>	<u>Sir (male), Dame (female)</u>
<u>***Student</u>	<u>Squire</u>
<u>Non-Titles Holder</u>	<u>Gentle or Good Gentle (male or female)</u>

\* The rank of Castellan is unique to the Kingdom of Ostgard.

\*\* A Steward is not actually titled nobility, but is accorded a certain respect due to their holding of the second vote of their Estate. The “second vote-holder” is sometimes known by other titles in their Territories.

\*\*\* Students of Peer titles have the right to be addressed by their “Squire” rank as if it were a true title. Any noble titles would be used before the Squire title.

Whenever a noble is being announced, they should be announced in the order of:

- 1) Honorific
- 2) Persona Name
- 3) Title
- 4) Territory (if applicable)

Thus, if William MacKenzie the Baron of Eaglespire was to be announced, it would go something like this...

*“My Lords and Ladies, I announce the arrival of His Excellency William MacKinzie, the Baron of Eaglespire!”*

This mode of address should be maintained with all titles. Remember that if you are announcing a landed Lord, Baron, Count, or Duke then you would give the barony name or household name rather than the Territory. In the example above, Eaglespire would be MacKenzie's barony, and not the territory or region he is

from. Non - landed titles such as Earl, Viscount, Court Baron or Court Lord are not holders of territory and when they are announced the territory section is ignored and the title is used before the name, something like this...

*"My Lords and Ladies, I announce the arrival of His Excellency William MacKenzie, Baron of the Court."*

This would, of course, be if William MacKenzie was a Court (Non-landed) title. Sovereigns are addressed somewhat differently.

If the Sovereign is a ruler (rules a Sovereign Territory) the announcement is as follows:

*"My Lords and Ladies, I announce the arrival of His Royal Majesty William I, King of Eaglespire"*

The numeral after the name is only for rulers and not consorts. The number increases with the ruler's terms as Sovereign (i.e. William's third term as King leaves him "William III"). Consorts are only referred to by first name only, and the title "Consort" listed after the Sovereign title as demonstrated below.

*"My Lords and Ladies, I announce the arrival of His Royal Majesty Joseph, King-Consort of Westgard"*

When announcing Peerage titles, the non-landed method is used with the exception that the Peer rank is "addressed" at the end. In the example above, the title would read...

*"I announce the arrival of Sir William MacKenzie, Knight Combatant of the Realm!"*

If MacKenzie were a Knight Artisan or Knight Minister, the appropriate Peer "address" would be used. If the actual Peer level is known, it should be used in place of the words "Combatant", "Artisan", or "Minister".

Those addresses are listed below:

#### Knight Artisan Levels:

Knight Artisan

Knight Master

Knight Doctor

#### Knight Combatant Levels:

Knight Bachelor

Knight Bannerette

Knight Champion

#### Knight Minister Levels:

Knight Minister

Knight Civil

Knight Premier

Note, if MacKenzie were a landed noble, the title of nobility would be announced before the Peer title.

The most common practice in gaining the attention of a populace by heralds is announcing "OYEZ, OYEZ, OYEZ!" in a clear, distinct voice. This was a common usage by English Heralds of the Middle Ages. If either your territory or Sovereign is of a different country, feel free to substitute the appropriate words. The 3 O's can be used to open a court, close a court, or simply make a pronouncement.

## **Appendix B**

### **Ceremonies for Court**

(Recommendations only: change at will)

#### **FOR OPENING A STANDARD COURT:**

"Oyez, Oyez, Oyez... My Lords and Ladies pray draw nigh and attend the court of [address, name, title\*]!"

To call someone before the court: "Will [name,title\*] please approach the throne!"

To Close a court: (first part Optional) "Is there any further business to be brought before the court?" "There being no further business, thus ends the court of [address,name,title\*]. Long live the (King/Queen, Prince/Princess, etc.), Long Live the (whatever Kingdom/Principality/Region!)"

#### **FORMING A HOUSEHOLD:**

Herald: "Will [prospective Household Lord/Lady] please approach the throne!"

(Lord/Lady approaches and kneels)

Lord/Lady: " [presiding noble], I petition thee for the right to form a Household."

Noble: "Do you and your fellow petitioners fulfil the requirements of a Household in the Empire?"

Lord/Lady: "Aye!"

(Lord/Lady then stands and informs the Herald to call the Household to come forward)

Herald: "Will [various names of Household members] please come forward and approach the throne!" (the populace of the petitioning house approaches the throne and kneels before the prospective Lord/Lady. The Lord/Lady draws their sword and holds it flat in hands.)

Lord/Lady: "Touch this blade and repeat after me"

[Household members all place their hands upon the blade]

Household: "This do I swear, by mouth and hand, my loyalty and service to House [House name]. To serve with honor and allegiance to my house. This I do swear, [each member says his/her name]"

Herald: "Unto the populace of [territory/region], I do present Lord/Lady [Lord name] and the members of House [house name]!"

(the Lord/Lady and house are dismissed)

#### **FORMING A BARONY:**

Herald: "Will [potential Baron(ess)] please approach the throne!"

(Potential Baron(ess) approaches and kneels.)

Baron(ess): " [Presiding Noble], I and Houses {Names of participating Houses} wish to petition the Crown for the right to form the Barony of [Barony name]."

Noble: "Do you, and the petitioning Houses supporting you, fulfil the requirements of a Barony within the Empire?"

Baron(ess): "Aye!"

Herald: "Will the Lords [and/or Ladies] of Houses [constituent Households] please approach the throne!"

Noble: [To the Lords/Ladies] "Is it your wish that [the potential Baron(ess)] be invested as your Baron(ess)?"

Lords/Ladies: "Aye!"

(The presiding noble is handed his sword and, as the noble holds it flat in their hands, the prospective Baron(ess) kneels and places their hands upon the blade. Lords/Ladies stand to the side and observe.)

Noble: [To the Baron(ess)] "Touch the blade and repeat after me..."

"This do I swear, by mouth and hand, to faithfully execute the duties of Baron(ess) of the

Barony of [Barony name]. To rule with wisdom and fairness, and justice tempered by mercy. This I do swear, [Baron(ess)'s name]."

[Baron(ess) then asks Herald to call his or her sword bearer to approach the throne.]

Herald: "Will Baron(ess)'s sword bearer please approach the throne!"

(Sword bearer approaches with sword sheathed and/or wrapped on a pillow, and presents the sword to the Baron(ess). Baron(ess) takes the sword and, as the noble holds it flat in their hands, the various House Lords or Ladies of the Barony kneel and place their hands upon the blade.)

Baron(ess): [To the Lords/Ladies] "Touch the blade and repeat after me..."

"This do I swear, by mouth and hand, to faithfully support the Baron(ess) of the Barony of [Barony name]. To represent the interests of my House within the Barony, and govern my House with fairness, and justice tempered by mercy. This I do swear, [Names of Lords/Ladies]."

Herald: "My Lords and Ladies, I present the Baron(ess) and the Nobles of the Barony of [Barony name]!"

## SQUIRING CEREMONY:

Knight: [To presiding Noble], I wish to make [squire-to-be's name] my squire.

Noble: (If this is agreeable to the noble) "As this is your right as a Knight of the Realm, so be it."

Herald: "Would [name of squire-to-be] please approach the throne."

(Knight turns and unsheathes sword, stepping slightly away from the throne to meet the squire-to-be. Knight holds the sword out in both hands, one upon the grip and one upon the tip of the blade.)

Knight: (To Squire-to-be) "Kneel and place both hands upon the sword."

(Squire-to-be kneels and places both hands upon the flat center of the blade, NOT around the blade.)

Knight: "Repeat after me."

(Squire-to-be repeats each of these lines after the knight says them, and the herald should be able to prompt either should they forget or misremember a line.)

"I, [squire-to-be's name], swear to uphold the code of chivalry, to deal honorably with my companions and foes alike, and to uphold the honor and good name of my lord/lady, Sir/Dame [Knight's name]. In so doing I shall endeavor to learn that in which the Knight instructs me, to study according to my instruction, to offer my assistance to my lord/lady whenever required of me, and to keep and obey the honorable and just laws of His/Her [address/name/title of sovereign], and my lord/lady, Sir/Dame [Knight's name]."

"I pledge to uphold this oath in speech and deed and to defend it with my life should it be required of me. All this do I solemnly swear upon the sword of my lord/lady, Sir/Dame [Knight's name], and with these words so am I, [Squire-to-be's name], bound."

**Knight:** Then rise and be so named: Squire [squire's name].

(Knight lowers sword and re-sheathes it while the squire turns and stands down and to the side of the knight (so that he is not covering, nor facing the throne) and receives the cheers, etc. of the populace. Then both knight and squire turn back to the throne and wait to be dismissed.)

# **Appendix C**

## **Tips for a Court Herald**

The most important part of heralding a court is proper planning, you need to know what is going on at court, and in what order, so that the court proceedings will flow smoothly, with a minimum of effort for all concerned. While there is no “one true way” to herald a court, here is a checklist of steps that you need to think about and plan for to help insure that court will run smoothly.

### **1. What you will need before you start**

If you will be heralding a court, you will need to make sure you have a notebook or a clipboard, something to write with, a herald’s tabard (if you have one), and your area Book of Ceremonies. If your area does not have a Book of Ceremonies, I would highly recommend that you create one with as many ceremonies you can get your hands on or start it with the one in this manual.

### **2. Upon Arriving**

When you arrive on site, check with the Crown/Ruling Noble early and let them know you are on site and see if they know yet what business that they have. Don’t worry if they don’t know yet. Let them know where they will be able to find you when they are ready to start discussing court business.

### **3. Scheduling Court**

Get together with the Crown/Ruling Noble and get a list of their business for court. This may include proclamations, awards, etc. You will need to make sure to cover the following details: for any awards being given out, are the scrolls, tokens, etc taken care of?

For any proclamations, find out if they will be making them themselves or do they want you to do it. You should offer, perhaps even suggest (if you know that your voice is more up to the task than theirs), but never insist.

If anybody, whose name is being read for any reason make sure that you know how to pronounce it correctly. If either you or the Crown/Ruling Noble is unsure of how to pronounce it, find that person and ask them and make sure that you write it both regularly and phonetically. Remember that nothing takes away from the special moment of getting an award like having your name mangled.

Ask if they have any opening words to say at the beginning of court (word of welcome, etc). You don’t need to know what they are going to say; this will let you know to leave a spot on the agenda for them to do so.

When you have all of the Crown/Ruling Noble’s business, thank them and tell them that you will get back to them after you have collected all of the business from the populace.

Now that you have called for the business from the populace, keep in mind how long you have for court and if someone has just an announcement they would like to make, ask them if it would be all right for you to make for them. An exception is made for people like a Kingdom Officer or the autocrat. If they tell you that they, in their official capacity, have business before the crown that is sufficient.

Now that you know who is to be called up, make sure to find out how the wish to be announced. For example, if the Kingdom Minister of Combat wishes to make an announcement, does he/she wish to be called up as the “Kingdom Minister of Combat” or just by their name and title? I know it was said earlier, but it can’t be said enough, remember to get the name written down both regularly and phonetically, so that you can pronounce them later.

Five minutes before you are through collecting business from the populace, make another announcement that is a “last call” for business.

When you have collected all of the business from the populace, go back to the Crown/Ruling Noble and ask to sit down with them and order the business for court. Some royalty will want to be very involved with this process, and others will ask you to do it yourself and present it to them for their approval.

### **4. Setting up the order of court**

If the Crown/Ruling Noble wishes to address the populace, this should be the first item of business, unless they have specified otherwise.

After the “words from the Crown” (if any), the next item(s) should always be any visiting royalty, envoys, or ambassadors, who have requested an audience.

Once these two requirements have been met, in general court should build from lesser matters at the beginning to greater matters towards the end. Thus, you should keep announcements, lesser awards, simpler presentations, and smaller ceremonies towards the beginning of court, and the more elaborate ones towards the end, unless the Crown/Ruling Noble specifically directs you otherwise.

Court should have an interesting mixture of activities in order to keep people’s interest. Don’t put all the awards in one place, all the ceremonies in one, and all the presentations in another, mix them together. Not only does this make the court more interesting, but it also makes the flow of people in and out of court easier.

The Crown/Ruling Noble will probably want to know something about the presentations and what items are to be presented. If the presentation is to be a surprise, you can describe it in general term, or you can say something like” they wish it to be a surprise for your Majesties, but I have checked it out and it is an appropriate presentation for court” (You did remember to do that, didn’t you?) If they still insist on knowing what the item is, you must tell them, even if the surprise is spoiled. Remember that these are guidelines only; ultimately the Crown/Ruling Noble has the final say. Here, again you can suggest, you can remind, but only they can insist.

Also make sure the Crown/Ruling Noble know if there are any “scripted” parts of court, in which they are a part of (like a knighting), and make sure that they have a chance to review their part. You will also need to find out how they wish to enter court, will they be processing in or already seated. Also find out if they will be recessing out at the end of court.

Now that you have all the information write up your final agenda (if you didn’t already do so with the Crown/Ruling Noble), or merely writing numbers by the items in order that they will be used. What method you use will depend on personal preference and the size of the court.

By now someone has come running up to you with some business that they have just got to get on the agenda, and they didn’t hear the announcement, and, and...

Evaluate the business that they have to be done in spite of its late arrival and check your agenda to see if you can get in or not. Let them know that it will ultimately be up to the Crown/Ruling Noble if it can or not. If there are any questions, have them talk to the Crown/Ruling Noble in person.

At this juncture go to the Crown/Royalty and let them know of any new business that has come up and get their approval of the agenda. Let them know that you are ready when they are and thank them for their time. Also ask them if they would like an announcement to the populace to assemble for court or how long till court.

## **5. Where does the herald stand at court?**

A herald usually is standing behind or next to the seats of the Crown/Ruling Noble (such as Prince/Princess/ Duke/Duchess, etc), and from there you will do most of your calling forth from the assembled populace, those requested.

## **6. Opening Court**

When court is ready to begin and the Crown/Ruling Noble are ready. Depending on how they are arriving you could say something like:

(If processing in)

*Oyez! Oyez! All rise and pay homage to Their Royal Majesties \_\_\_\_\_ and \_\_\_\_\_, King and Queen of Vega.*

If there are other who are processing (other dignitaries, not the royalty’s attendants), wait until the royalty have arrived at the thrones and are standing facing the populace, and then announce the next dignitaries. Repeat until all who are processing have been announced and come to court. Be careful not to announce the next processing(s) if the monarchs are still greeting the last one. When all who are

processing have done so, the royalty will take their seats. If they have not given their permission before now, ask (quietly) if the populace has the monarch's leave to be seated. When they give permission. Announce it to the populace.

Or:

(If already seated)

*“Oyez! Oyez! Pay heed now to this, the court of \_\_\_\_\_ and \_\_\_\_\_, King and Queen of Galandor”, or*

*Oyez! Oyez! Here begins the court of \_\_\_\_\_ and \_\_\_\_\_, Duke and Duchess of Altiora, or something similar.*

## **7. Court**

Conduct the court according to the agenda that you have prepared. Remember, if the Crown/Ruling Noble decides to include some new item, or delete an item, or reorder things entirely, they have the right to do so, and it's up to you to cope with it as best you can. This is why having a well-organized agenda is essential in order to adapt to such changes.

Announce each person (or group) that is being called into court loudly and clearly. Be looking at the populace and not at your notes when you do, it helps with your projection and you're not yelling in the monarchs' ear.

**For presentations:** after the presentation has been made, announce to the populace what has been presented. However, be careful not to step on the conversation between the royalty and the presenter(s). You may wish to use a little poetic license in your description of the presentation, for example: “A gift of fruit of the vine “sounds better than “They gave them a bottle of wine.” Just don't get carried away or to “cutesy”.

**Cheers:** For each person who receives an award, joins a household, receives a gift, etc, you lead the populace in cheers. Remember not to do this until the award, etc has actually been conferred, and the monarchs are through speaking. You may want to ask the monarchs if they would like a cheer after each thing or only certain things. Just so you know what you need to do.

Pay attention to the royalty. Especially, watch and listen for them to say something to you; they may not turn their heads towards you before they do. Most often this will be to ask you what is coming up next, or how much of court is left.

## **8. Closing Court**

When all of the court business has been gone through, inform the royalty, and ask them if they have any further business. Even if they told you previously that they would have none, this gives them a chance to say any last minute things to the populace that they may have thought of. It also saves you from the potential embarrassment of announcing that there is no further business, only to have the royalty interrupt you to say that there is.

When the monarchs are finished, announce that there is no further business before the court. If the royalty is processing out, wait while they do so, and then announce to the populace something like: *“You have their Majesties'/Excellencies' leave to depart and go about their business.”*

Or:

If they stay seated,

*“By their Majesties'/Excellencies' leave this court is concluded and you are free to go about your business”* Or something similar.

# **Appendix D**

## **Helpful Tips for a Field Herald**

### **1. Who is Who**

Frequently you will encounter fighters whom you have never seen (especially if you or the fighter is new or you're helping to herald outside your local area).

The first thing to do is ASK, when you don't know a combatant just ask them. Most combatants don't mind being asked who they are if you don't know, but they do mind if you get it wrong later.

So write it down and also write down a description of their fighting gear or their arms (if displayed), etc. Don't feel bad about this you have a lot to remember in a short time.

In deference to their ranks and stations, it is considered polite to announce the combatants in order with the highest ranked fighter first, thus one would announce "*Duke William versus Lord John*" rather than the other way around.

### **2. How do you pronounce that name?**

Many names are not necessarily pronounced as they are written, if you feel a name may be a problem (or it looks very hard when you read it) ask the combatant in question. Again no offense will be taken it actually shows that you are concerned. Write the name down both regularly and phonetically on a card do that you have it ready when you start calling the combatants on the list field.

However remember, should you mangle a name and there is a groan from the crowd, take it in good humor and know that you have plenty of company, every herald has been in the same situation. All you need to do is take the combatant aside later and tell him how sorry you are that you mispronounced their name, and try to correct your mistake next time. Do not make a public apology. Why? A herald stopping an activity to publicly announce their mistake and apologize is more distracting and embarrassing to everyone concerned (especially to the injured party) than is simply allowing the matter drop until you can address it privately.

### **3. Getting the combatants attention**

Frequently, it is much more difficult for the combatants to hear you than it is for the populace. A fighter in a tourney may be distracted or already be armored up and have a helm on (which makes hearing difficult). You need to address calls to the field and reading of the order of combat by saying:

"FIGHTERS PRAY ATTEND, My Lords and Ladies, the order of combat for round one is as follows:"

When reading the order of combat, to avoid confusion, make sure that the pairs are delineated properly.

Thus one should say:

*"FIRST FIGHT, Count Gawain Wainwright VERSUS Sir John the Smith"*

*(Pause)*

*"SECOND FIGHT, Lady Olga Ragnarsdottir VERSUS Gentle Robert Black"*

Note the emphasis on the FIGHT/VERSUS formula. This helps to make the pairings clearest. In this way, you won't have Sir John the Smith coming up to ask you when is it that he fights Lady Olga Ragnarsdottir.

### **4. The Salute**

One of the functions of the herald is to call the litany for the Salutes. You would say to the combatants:

*"Good fighters, please salute the Crown."*

*"Please salute the one whose favor you bear."*

*"Please salute your worthy opponent."*

*"Pray heed the marshal." (Or, at the marshal's command, or My Lord Marshal the field is yours)."*

That is the full litany of the salute; most will do the full version just for the first round then shorten it for the following rounds to just last two lines to help the list moving forward quickly. Remember it is part of your job as herald to keep things moving along. You should be watching the field so that you can get out onto the field to call victor of the fight as soon as the marshal indicates a victor in a match and to call the next fight. Of course, don't rush through the announcements that you do make.

### **5. Announcing the Victor of a Fight**

Announce the victor of a fight NEVER the loser. It is always better form to accentuate the positive, the last thing the herald needs is a defeated combatant feeling that the heralds is publicly shamed them further by announcing the loss.

A point of mechanics, only announce the winner when a marshall indicates who it is. The marshall should indicate the victor of a fight by pointing their staves at the victor, but if they don't and there is any doubt in your mind, ask the marshall: "*M'lord marshal, is there a victor?*" and get them to indicate one before you make your announcement of victory. The reason for this is that the victor of the fight may not be all that clear, sometimes the combatants may double kill, or there may be a blow that is in question and it may take a few moments to get it figured out. You will find that there are many strange things that happen on the combat field. So to save you from an embarrassing yourself by announcing victory for the wrong person (and people are always trying to catch the heralds mistakes), always be sure of who has won before you announce.

## **6. Keeping the crowd informed and interested**

Frequently there is something which the fighters should know about the format of the list (such as whether byes are to be fought and by whom, whether in a double elimination tournament the final round is to be fought round robin, etc). These things are of keen interest to the spectators as well, so you should make an effort to announce them as the opportunity arises during a round. For example you could say,

*"First fight, Lady Olga Ragnardottir Versus Gentle Robert Black,*

*Second fight, Lord Modar the Gray Versus Lord William Williamson,*

*Third fight, Lady Lucia of Venice has drawn the bye which will be fought by Sir John the Smith."*

Also it is a nice touch too announce the end of the round, "*This ends the X round*" so that the crowd and the combatants know that there's a break.

As you get to the end of the tourney, the crowd tends to sit up and pay attention. This is natural as the tension builds (especially in an important tourney), you should allow 'a bit of showmanship' to appear. In the final round, you might emphasize the importance by saying something like:

*"In this, the final round of the Fifth Annual Black Stag Tournament, Lord Modar the Gray Versus Lady Lucia of Venice."*

Of course, as the crowd starts to pay attention, they are expecting more of the herald, too. Especially at the end, use your best dramatic voice. If you sound bored, the crowd will be bored.

## **7. Some extra points of diplomacy**

On "Acts of Chivalry", a herald should never call out the act, but you may need to make an announcement to help keep the crowd informed on what is happening. You should say something like, "*Sir John the Smith has voluntarily relinquished the use of his shield.*" This is a less partisan way of stating the truth without getting into the question of what constitutes a "Chivalric" act. After all, what one person may judge as chivalry, another may see as showboating, or even blatant stupidity.

Never, ever announce such sentiments out loud such as: "*victory, and a good thing too.*" The herald is in a public position and if you play favorites, you will build resentment. True, most heralds are tactful and diplomatic and would never purposefully say something hurtful, but even if it was only meant in jest, be careful, tempers run hot on the combat field.

## **8. Safety on the combat field**

On the field, the herald's first and foremost concern should be for safety, yours and others. Watch out for the following:

While he combat is in progress make sure you are outside of the list field. Let the marshalls guard the field (with the rare exception that during melees, you may be asked to be a "side marshall" just inside of the field. Never turn your back to the combat, charges and overruns happen and you never know what sort of armored battlewagon could be bearing down on you. If you have a heralds staff be prepared to use it to protect your body while getting out of the way.

Remember that the field marshalls have primary control over the combat field. For this reason a herald should almost never call "HOLD" or otherwise instruct the combatants on the field. It is the same reason the a herald should never call "LAY ON" as it is up to the marshal in charge of the field to decide when the field is ready to start combat. If a herald calls "HOLD" it should always be to prevent an impending

disaster, If combatant is about to squish the one-year old who just crawled onto the field or if a faceplate just flew open, or a combats armor has broken off, you get the idea. Yell, "HOLD" in your best herald's voice. You should never call "HOLD" for any other fighting actions on the field such as a combatant dropping a weapon or a combatant on his knees falling to the ground. If the marshall or a combatant calls a "HOLD" to ask each other about were a shot may have landed or may not have. Even though the herald may be a keen spectator, you should not offer an opinion during such discussions unless asked directly by the combatant or marshall.

In conclusion, leave the controlling of the combatants on the field to the marshall, unless you have a good reason.