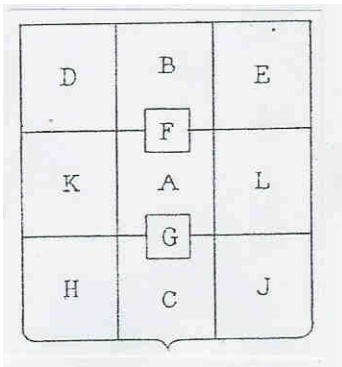


Naming figures on parts of the field



B -or- D-B-E = in chf

D = in chf dx

E = in chf sn

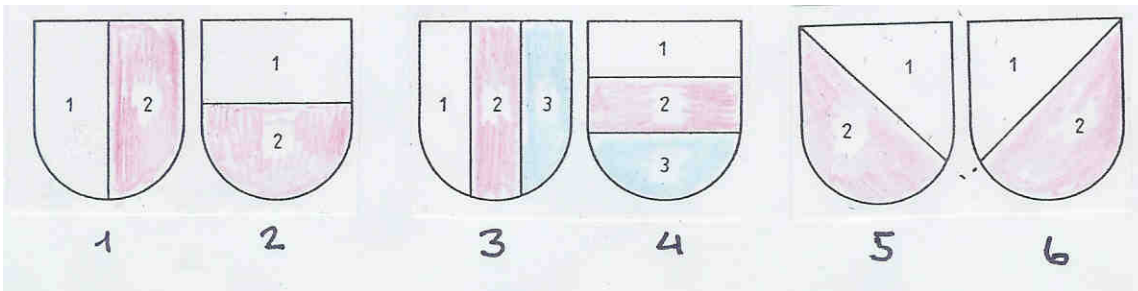
D-K-H = dx

E-L-J = sn

A = fess point = abîme

C = in base = en pointe

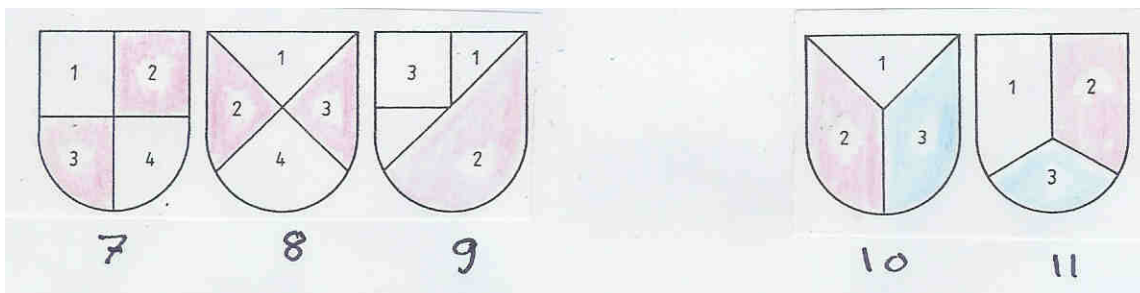
Order of naming parts of the field and their colours



2 = per fess Ar-Gu = coupé de Ar-Gu = AG, per fess -or- Gu chief Ar = GA, chief

3 = tierced per pale Ar-Gu-Az

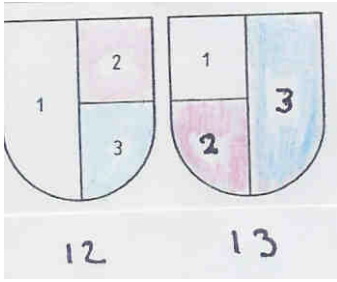
5 = per bend Ar-Gu = AG, bend



9 = per bend Ar-Gu & canton Az = AGB, per bend & canton

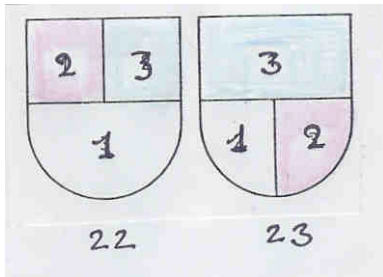
10 = per paille Ar-Gu-Az = tiercé en pairle Ar-Gu-Az = AGB, per paille

11 = per paille inv Ar-Gu-Az = tiercé en pairle renversé Ar-Gu-Az



12 = per pale plain & per fess = parti plain Ar & coupé Gu-Az

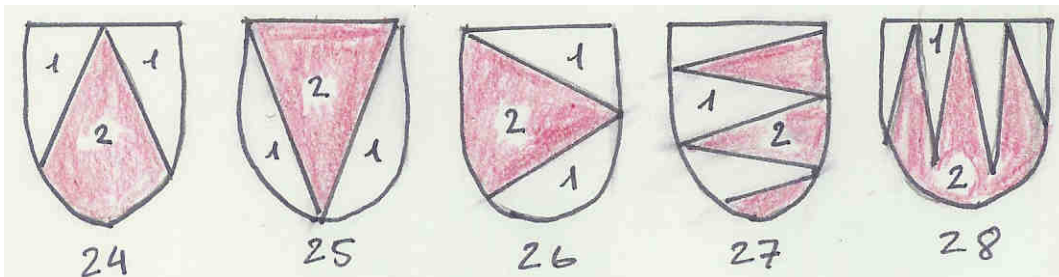
13 = per pale per fess & plain = parti coupé Ar-Gu & plain Az
= AGB, per pale per fess & plain



22 = Ar chief per pale Gu-Az = Ar chief parti Gu-Az
= AGB, chief per pale

23 = per pale Ar-Gu & chief Az = parti Ar-Gu & chief Az
= AGB, per pale & chief

*NOTE: these figures are actually drawn as per fess and split vertically in equal parts
Only rarely does an artist split them as per chief in 1:2*



24 = AG, per chevron = per chevron Ar-Gu = chapé Gu-Ar [= mantelé Ar-Gu]

25 = per chevron inv Ar-Gu = chaussé Ar-Gu [= AG, pile = AG, pointe renversée; *if narrow*]

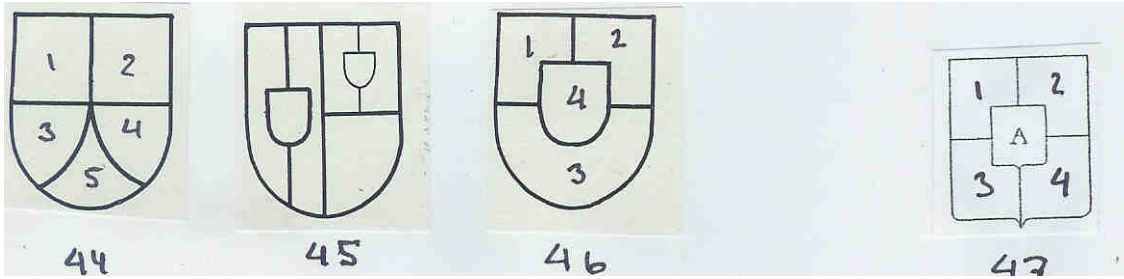
NOTE: pile inv = pointe, as English tradition has the pile pointing downwards, and French tradition has the pointe pointing upwards

26 = Ar pile issit dx Gu = AG, embrassé à senestre

27 = pily-barry Ar-Gu = parti-émanché Ar-Gu; i.e. piles posed as bars

Irrespective of the number of piles and half-piles, the figure are usually drawn from side-to-side, but might appear more as an exaggerated zig-zag or indented partition per pale, or in rare cases as 3 or more piles issuing from either side

28 = pily-paly Ar-Gu = coupé-émanché Ar-Gu

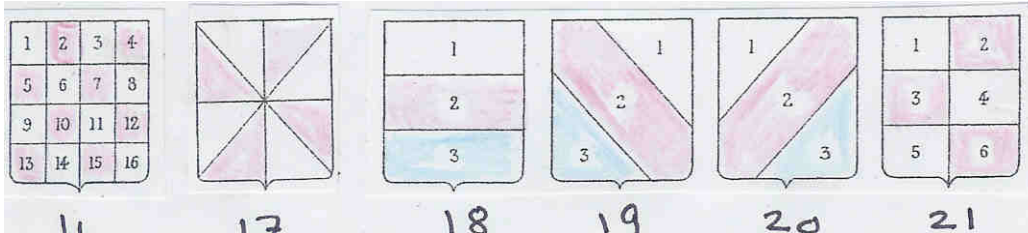


44: usually presented as composed of 5 quarters

45: an impaled coat of (1) two subquarters per pale with inescutcheon, and (2) per fess with (2a) two subquarters per pale and inescutcheon, and (2b) a single coat of arms as subquarter
 = 2 : pp[A; B :E: C]; pf(pp[D; E :E: F]; G) {GA, BA, AV; GO, BO, OV; SA}

46: either 3 subquarters and inescutcheon –or– 2 subquarters per fess with (1a) and (1b) impaled
 = 2 : pf[pp(A; B); C] :E: D {tints}

47: 4 quarters and inescutcheon, Q1 and Q4 identical
 = 4 : A; B; C; = :E: D {tints}



16 = checky Ar-Gu

Always with the metal named first, and irrespective of number of squares

17 = gironny Ar-Gu

Always with the metal named first, and irrespective of number of gironns

21 = per pale Ar-Gu & fess cch = parti Ar-Gu & fasce l'u-a