
DICTIONARY OF ADRIAN TERMS

A

Actively defended - In combat archery, if the attacker rushes the archer, the archer's defender can react in time to prevent the attacker from striking the archer. (Combat Manual 2003)

AO - Attendance Only (Rolls Manual 2003)

Apprentice - The first rank of the robe roll, before Journeyman.

Archer - A Knight Archer is a first-level knight in the archery roll.

Archery Minister - See **Minister of Archery**

Archery Roll - The path to knighthood that encompasses target archery.

Archduchy - **a)** Geographic chartered subdivision and Estate Royal, ruled by an Archduke and/or Archduchess. (Regalia 2001)

b) Chartered subdivision of at least 50 members (Bylaws 2003)

Archduke (Archduchess) - The ruler of an archduchy.

Arm guard - The stiff leather (or other rigid material) that is placed over the inside of the forearm of the arm holding the bow to protect bare arms from being scraped by the bow string when releasing. (Missile Combat Manual 2003)

Armiger - An individual who has been granted the right to bear arms, either by being created a Lord or Lady, or by attaining Knighthood. Such individuals are said to be armigerous. (Heraldry Manual 2001)

Armor check - The process of verifying that the armor worn by a combatant is not wearing sub-standard armor. (Combat Manual 2003)

Armored combat - Armored combat is fought with all manner of rebated metal weapons that existed within our time period and geographic boundaries with the exception of those weapons listed in the Banned Weapons List (Combat Manual 2003)

Armorial - The listing of blazons for each heraldic device registered in the Empire, alphabetically by the first name of the registrant. (adjective): of or pertaining to armory. (Heraldry Manual 2001)

Armory - The art of visual heraldry. This includes shield designs, banners, and sumptuary rights. (Heraldry Manual 2001)

Arts & Sciences Minister - See **Minister of Arts & Sciences**

Arts score sheets - Every time an arts entry is judged, the comments and scores are recorded. At the end of the judging process, these score sheets (also known as comment cards) are provided to the artisan. These may be used as proof of participation in an arts tournament. (Rolls Manual 2003)

- Associate member** - An entity which is an organization, or a Chartered Subdivision thereof (or equivalent), may purchase associate membership for its members. The dues for said membership per member are set by the Imperial Crown in consideration of the number of memberships requested, and the cost of providing them with Imperial Services. To induce discount, the entity could assume the burden of certain Imperial Services, for example, the entity could duplicate and deliver its own newsletters. A member of any Imperially-approved organization (or a Chartered Subdivision or equivalent thereof) with activities and goals parallel to the Adrian Empire, may qualify for associate membership. (Bylaws 2003)
- Attendance only** - When a member goes to an event, pays the site fee (if any), and signs in, they have attended the event. If they do nothing else, they receive no participation points, but their attendance must be noted. (Proxy votes sent to an estates meeting do not count as having attended the meeting.) (Rolls Manual 2003)
- Attendee** – Anyone who attends an event, whether or not they are a paid member of Adria. (Rolls Manual 2003)
- Audit** - The process of going over the points records for a member. (Rolls Manual 2003)
- Augmentation** - Any addition to a registered device that is not specifically registered. Usually, the badges of awards and orders one may have can be used as augmentations. Crowns may also choose to grant augmentations to those of their subjects for whom no other award may seem appropriate. (Heraldry Manual 2001)
- Autocrat** – The person in charge of running an event is referred to as an autocrat (and is usually eligible for a DI). For large events, there may be more than one autocrat. (Rolls Manual 2003)
- Award** - A title bestowed by decision of the Crown or vote of the Estates; these can include Lord and Lady, and also retirement titles such as Count or Countess Royal, or Prince or Princess. (Heraldry Manual 2001)

B

- Bachelor** - A Knight Bachelor is a first-level knight combatant.
- Badge** - The armorial device assigned to an individual, domain, or estate for use as the holder sees fit (usually used for marking members of an estate or domain, or for one's vassals). While a device or coat of arms says "So-and-so is here", a badge says, "this belongs to So-and-so". (Heraldry Manual 2001)
- Ballista** - **a)** A large crossbow that must be fixed in place before it can be fired. (Combat Manual 2003)
b) A class of over large crossbow mounted on a pivoting base. These remained in use until replaced by cannon at the end of our period. (Missile Combat Manual 2003)
- Banishment** - After a finding of guilt in a judicial proceeding, a member may be banished. During such banishment, the member may not attend events, accrue points toward knighthood, or exercise any rights or privileges they may have by right of estate, rank, or title.
- Banneret** - A Knight Banneret is a second-level knight combatant.
- Baron (Baroness)** - **a)** Non-voting title awarded by any Imperial or Kingdom Crown or a Protector of the Dream. (Regalia 2001) Out-of-date. See **Baron (Baroness) of the Court**.
b) Ruler of a barony
- Baron (Baroness) of the Court** - Non-voting title awarded by any Imperial or Kingdom Crown or a member of the Order of the Fleur-di-Lis.
- Barony** - Estate Minor, ruled by a Baron and/or Baroness. (Regalia 2001)
- Battle field** - The designated area for war combat. Must have clearly defined borders. (Combat Manual 2003)
- Bevor** - A separate or built-in steel augmentation to a helm that protects the chin and throat of the wearer. (Combat Manual 2003)

- Blazon** - The specialized heraldic jargon for describing armory in such a way that a device or badge can be reproduced merely from the description. (Heraldry Manual 2001)
- Blunt** -**a)** Not sharp (Combat Manual 2003)
b) Required process of adding a rubber blunt to the tip of a weapon for increased safety. (Combat Manual 2003)
c) The blunted tip used on a sword to increase its safety. (Combat Manual 2003)
- Board of Directors** - A body of seven members who oversee the mundane aspects of the corporation. The President, Vice-President, and Treasurer are always the Empress, Emperor, and Steward. (Bylaws 2003)
- Boiled leather** - A technique for finishing leather that strengthens it and makes it rigid. (Combat Manual 2003)
- Bolt** - Ammunition for a crossbow or ballista. It was usually a large fletched steel or wooden rod much like an arrow only much thicker to withstand the force of the bow firing it. (Missile Combat Manual 2003)
- Boss** - A bowl-shaped hand guard mounted in the center of a shield. (Combat Manual 2003)
- Bowman** - The second rank of the archery roll, between Yeoman Archer and Marksman.
- Bowman's List** - The starting list for archery competitions. (Rolls Manual 2003)
- Brigandine** - Body armor made from small plates riveted or laced onto the inside of a leather or heavy cloth coat. It may or may not have half sleeves but usually provides top of the shoulder protection. (Combat Manual 2003)
- Broadhead tips** - see Hunting tips
- Buckler** - A small, round shield (Combat Manual 2003)
- Buff coat** - A type of body protection made of light animal hide. (Combat Manual 2003)
- Bull's eye** - The center of the archery target, usually counting for the most points. (Missile Combat Manual 2003)
- Butt-maul** - A banned weapon: A wooden hammer with a mace head attached (ball or club with protruding spikes). (Combat Manual 2003)
- By** - A stand-by round (in single-elimination lists, where the last combatant has no one to fight) (Combat Manual 2003)

C

- Cabochon** - A way of cutting a gemstone into a rounded half-dome shape. Because faceting of gems only appears very late in the Adrian period, use of cabochons is the easiest way to approximate a period look. There is no restriction on the color or clarity of cabochons used in Adria. (Heraldry Manual 2001)
- Camail** - Neck protection made of chain or leather that is suspended from the helmet. (Combat Manual 2003)
- Canton** - **a)** A geographically-based region within a Chartered Subdivision created for administrative purposes (such as distance), and governed by a viceroy as an extension of the local Crown. (Bylaws 2002)
b) In heraldry, a canton is classified as a sub-ordinary, which takes the shape of the dexter chief (upper left) corner of the shield. Describing something as "in canton" means that it is in that quadrant of the shield. (Heraldry Manual 2001)
c) Geographic subdivision of a Kingdom, Archduchy, or Duchy, ruled by a Viceroy and/or Vicereine on behalf of the Crown. (Regalia 2001)
- Cartoon** - See **line drawing**. (Heraldry Manual 2001)

- Catapult** - A siege weapon dating back to Roman times using torsion power or a large bow to pull a spoon-like arm holding the rock being thrown. These were very large but were later replaced by the trebuchet which had longer range and better accuracy. (Missile Combat Manual 2003)
- Chain mail** - Flexible armor of interlinked metal rings. (Combat Manual 2003)
- Chamberlain** - The third rank of the minister roll, between Rector and Knight Minister.
- Champion** - A Knight Champion is a third-level knight combatant.
- Chancellor** - The Chancellor shall be the chairperson of the Estates including the Estates General. The Chancellor shall be responsible for summoning and chairing all meetings and preparing the agenda and minutes, advising the Crown on all legislative matters, legislative drafting, satisfying notice requirements, determining eligibility (as per bylaws), maintaining the Bylaws, Writs, and Chancellor's Manual, and issuing Rulings of Law at the direction of the Crown. The Chancellor shall sign resolutions and scrolls on behalf of the Estates General. (Bylaws 2003)
- Charge** - Any item appearing on a device. (Heraldry Manual 2001)
- Charging** - Rushing full-speed toward an opponent. (Combat Manual 2003)
- Charter** - Document issued by the Imperial Crown to chartered subdivisions outlining their borders, rights, responsibilities. Charters are issued at the time of creation, and re-issued whenever there is a significant change (elevation or reduction in status, border changes)
- Chartered subdivision** - This refers to a Kingdom, Archduchy, Duchy, or Shire. (Bylaws 2002)
- Chronicler** - The Imperial Chronicler is responsible for overseeing the publication and editing of all official Adrian Empire publications (Imperial), and official chartered subdivision publications (local). (Bylaws 2003)
- Church of Adria** - The Church of Adria shall be a non-religious way to acknowledge the historical role of the Church, and to bring the pomp and circumstance into our ceremonies. It shall function as a guild, and have no powers with regard to estates or Crowns. (Bylaws 2003)
- Civil** - A Knight Civil is a second-level knight minister.
- Civil Court** - Civil courts are convened to resolve a member's qualification for knighthood, or at the request of any member desiring that a rule of law be clarified, expanded or extrapolated, unless the Ministry of Justice determines that no significant question of law has been raised. Civil Courts are extremely powerful having the right to rule on the intent of the estates as well as extrapolate new law by examining the intent of one or more Imperial bylaws as they apply to a set of facts. (Bylaws 2003)
- Civil War** - A type of war in which a Crown is at stake. See **War**. (Rolls Manual 2003)
- Clarke** - The first rank of the minister roll, before Rector.
- Class** - See **Collegium** (Rolls Manual 2003)
- Coat of Arms** - The armorial device assigned to an individual for their personal use, or assigned to an estate for its exclusive use. (Heraldry Manual 2001)
- Coat of mail** - A garment of metal scales or chain mail worn as armor. (Combat Manual 2003)
- Codicils** - The laws of each chartered subdivision. (Bylaws 2002)
- Coif** - A hood made of chain or quilted material that covers the neck from the chin to below the top of the breastbone, most of the tops of the shoulders, and back of the neck. (Combat Manual 2003)
- College of Arms** - Collectively, all of the heralds of the entire Empire. Also known as the College of Heralds. See Imperial College of Arms. (Heraldry Manual 2001)

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- College of Heraldry** - See College of Arms. (Heraldry Manual 2001)
- Collegium** – A class (different from a demonstration because of the focus and the teacher/student presentation). (Rolls Manual 2003)
- Color copy** - A copy of the presenter's form which has the emblazon of their arms completely colored in. Crayola washable markers in the classic colors (get the fat ones) are a preferred brand. (Heraldry Manual 2001)
- Combatant Roll** - The path to knighthood that encompasses combat.
- Combat card** - See Proof of Authorization
- Comet, Order of** - See **Imperial Order of the Comet**
- Comment Cards** – See **Arts score sheets** (Rolls Manual 2003)
- Compound bow** - A modern bow that derives power from a pulley system. This system allows the archer to hold the bow at its draw length with up to half of the poundage that will be applied to the arrow when released. These are most easily identified as having wheels at both ends of the bow. **Compound bows are not allowed in Adrian archery.** (Missile Combat Manual 2003)
- Conversion** – Adria recognizes participation in certain other organizations, and may convert that participation to points which may be counted toward knighthood in Adria. See Points Conversion: From Other Organizations. Adria also allows for the possible substitution of Imperial service for DIs. (Rolls Manual 2003)
- Cop** - A single piece of dished armor used to cover a joint such as an elbow, knee, or the point of the shoulder. (Combat Manual 2003)
- Coronet** - A crown worn by anyone other than a monarch (Emperor, Empress, King, Queen, Duke, or Duchess). (Heraldry Manual 2001)
- Coronet of rank** - A specific style of coronet or crown for use in armorial display. While the forms for actual crowns and coronets worn on the head may vary considerably, the style for armorial crowns, by definition, is fixed. (Heraldry Manual 2001)
- Count (Countess)** - Royal Peer and Estate Major in own right. Retirement title granted by the Estates to former rulers of a Kingdom. (Regalia 2001)
- Count (Countess) Royal** - The retired ruler or rulers of a Kingdom (title granted by their estates). Part of the Estates Major.. (Bylaws 2003)
- Counterweight** - A weight that attaches to the front of the bow that balances the weight of the bow when drawn to give a more motionless release. **Counterweights are not allowed in Adrian archery.** (Missile Combat Manual 2003)
- County** - Estate Minor, ruled by a Count and/or Countess.(Regalia 2001)
- Court of Chivalry** - See **Courts of Justice**
- Courts Of Justice** - There are two types of Courts of Justice, although their function is identical, Royal Courts and. Courts of Chivalry. A Royal Court is conducted by a Crown. A Knight may elect to be tried by a Court of Chivalry. It is the obligation of the Crown to advise the Knight of this right. The Ministry of Justice shall have the obligation to fairly and impartially assist either, or both, parties in preparing their case. (Bylaws 2003)

Crown - **a)** The decorative metal band worn by the nobility during the Adrian Period. Specifically, such a headband worn only by Dukes, Duchesses, Kings, Queens, and the Emperor and Empress. The term for this headgear worn by any other rank is coronet. (Heraldry Manual 2001)
b) the Empire may be referred to individually or collectively as "the Crown". (Heraldry Manual 2001)
c) This refers to the office of the Sovereign of the Imperium or a Kingdom, or the head of a Duchy or Archduchy. (Bylaws 2002)
d) The ruler of an Empire, Kingdom, Archduchy or Duchy. Their monthly points, and requests for DIs are approved by the Imperial Crown. For ease of reference, the word "Crown" implies all Crowns, as well as Imperial Viceroys (even though the latter does not have the same rights or privileges as a Crown). (Rolls Manual 2003)

Crown Companion - See **Royal Order of the Crown Companion**

Crown Guard, Order of - See **Noble Order of the Crown Guards**

Crown Marshal - See **Marshal**

Crown Prince (Princess) - The Heirs to a Kingdom. (Regalia 2001)

Crown Seal of Excellence - Given once per reign by the Imperial Crown to guilds and other non-Estate groups for achieving excellence in their field of work. (Regalia 2001)

Crown War – A type of war in which a Crown is at stake. See War. (Rolls Manual 2003)

Crown Writs - The written decisions made by the Crown. (Bylaws 2002)

Cut-and-Thrust - A style of renaissance combat intended to depict early to middle renaissance swordplay that employs heavier swords and more armor than Schlager. (Combat Manual 2003)

D

Dead law - Simply means we will not pursue it. It is a poor alternative to cleaning up the rules, and time has not been available for the load of administrative housecleaning. (Bylaws 2002)

Dead on the ground - A phrase used to describe a combatant who has who has fallen and been called dead by an opponent. (Combat Manual 2003)

Death from behind - The only way a combatant may be "killed" from behind involves a specific procedure. (Combat Manual 2003)

Demi-gauntlet - A partial gauntlet that only covers the back of the hand, upper thumb and wrist. (Combat Manual 2003)

Demo – See **Demonstration** (Rolls Manual 2003)

Demo initiation - If a member sets up and runs any type of official event, they may be eligible to receive a demonstration initiation point. (Rolls Manual 2003)

Demo participation - If a member goes to any type of official event (other than a tournament or war), and they participate in that event, they receive a demonstration participation point. DPs may be earned by demonstrating or discussing the techniques, materials, and equipment of a subject. The DPs are applied within the discipline that the topic pertained to. (Rolls Manual 2003)

Demonstration – **a)** for points-recording purposes, any type of official event other than a tournament or war (Rolls Manual 2003)

b) an event in which medieval or renaissance lifestyles are demonstrated, usually for a large number of people (for example, at faires, libraries or schools). This is different from a collegium because of its broad scope, inclusion of various topics, and usually larger audience. (Rolls Manual 2003)

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- Device** - A coat of arms that has been registered by a non-armiger; or any coat of arms in general. (Heraldry Manual 2001)
- DI - Demo initiation** (Rolls Manual 2003)
- Dimidiation** - One way of marshalling arms, by joining the left half of one shield with the right half of another. (Heraldry Manual 2001)
- Discretion** - While flexibility is a virtue, lack of accountability and unfulfilled expectation are vices. While we believe in our own goodness, we reasonable suspect limitless authority for others. The Chancery shall submit proposals dealing with proxies, procedure, and agenda publication for your consideration. Until then, please trust us to be reasonable. (Bylaws 2002)
- Doctor** - A Knight Doctor is a third-level knight artisan.
- Dog-collar** - A type of gorget that covers only the neck area. This alone is not considered sufficient neck protection. (Combat Manual 2003)
- Donnybrook** - A type of melee combat, usually used as a warm-up. (Combat Manual 2003)
- Double elimination** - A tournament list is where each combatant is eliminated from the tournament after losing two rounds. (Combat Manual 2003)
- Double kill** - Both combatants score lethal blows or disarmament simultaneously (where both blows have already started by the time the first blow lands). (Combat Manual 2003)
- DP** - Demo participation (Rolls Manual 2003)
- Draw cut** - The practice of placing a blade on an opponent (usually after missing a thrust or having a weapon blocked) and drawing the blade back to cut an opponent. (Combat Manual 2003)
- Draw length** - The distance measured from the handle of the bow to the point where the arrow is nocked when drawn (measured in inches). (Missile Combat Manual 2003)
- Draw weight** - The force (measured in pounds) required to pull the bow string to its draw length. Bows usually have this information printed on the bow near the handle (e.g. 35# @ 28" would indicate 35 pounds at 28 inches draw length). (Missile Combat Manual 2003)
- Duchy** - **a)** Geographic Chartered Subdivision and Estate Royal, ruled by a Duke and/or a Duchess. (Regalia 2001)
b) Chartered subdivision of at least 20 members
- Duke (Duchess)** - Ruler of a duchy

E

Earl (Comtessa) - Out-of-date. See **Count (Countess) Royal**

Emblazon - The drawn-out picture of a device. (Antonym: see Blazon.) (Heraldry Manual 2001)

Empire - Estate Imperial, ruled by an Emperor and/or Empress. (Regalia 2001)

EP - Event participation (Rolls Manual 2003)

Escutcheon - The "shield" shape. Also known by the Victorian word "heater". (Heraldry Manual 2001)

Estate holder - For the purposes of these rules: House Sires, Barons, Counts, Marquesses, Dukes, Kings, and Emperors (and their female counterparts) are all Estate Holders. While they hold their estates, they should not use their own arms, but display the arms of the estate they hold. If they have to act as an individual (for instance, while getting knighted), they may display their personal arms augmented with the appropriate coronet of rank to the estate they hold. (Heraldry Manual 2001)

Estates General - This refers to the ruling body of a chartered subdivision and consists of the Estates Royal, Estates Major and Estates Minor. (Bylaws 2002)

Estates Major - That portion of the Estates General consisting of Lord/Lady Protector, Count/Countess Royal, Marquis/Marquessa, Founder, and Third-Level Knight. (Bylaws 2002)

Estates meeting - A specific type of meeting, outlined in the Bylaws. A minimum amount of participation at official events is required of the estates-holders in order to vote at these meetings. Rolls must coordinate with the Chancery in order to provide this information. Attendance counts as participation in an event (proxies sent to an event do not). (Rolls Manual 2003)

Estates Minor - That portion of the Estates General consisting of Count/Countess, Baron/Baroness, Second-Level Knight, Household. (Bylaws 2002)

Estates Royal - That portion of the Estates General consisting of King/Queen, Prince/Princess, and Duke/Duchess. (Bylaws 2002)

Estates Writs - The written decisions made by the Estates General. (Bylaws 2002)

Event - An officially-sanctioned occurrence in which members may earn participation points. This is a generic term that includes all types of events (tournaments, wars, demonstrations, classes, estates meetings, etc.). A tournament or war must include opportunities for advancement in all the knightly disciplines (archery, arts, combat, ministry). All other types of events are grouped under the term "demonstration", and the only points available are participation and initiation points. (Rolls Manual 2003)

Event participation - When a person goes to an official crown tournament, pays the site fee (if any), and signs in, they may choose to participate in the tournaments, or help administer the event. Their participation is noted in the appropriate disciplines. For instance, if they fought, they would receive a combat EP (specifically if they fought Sargeant's Schlager, they would receive a Sargeant's Schlager EP). If they helped to administer the event (marshal, judge the arts, etc.) the Crown may award them a ministry EP. (Rolls Manual 2003)

Event, non-points-earning - See **Unofficial event** (Rolls Manual 2003)

Event, points-earning - See **Official event** (Rolls Manual 2003)

Excessive force - Using too much power to deliver the blow. (Combat Manual 2003)

F

Family member - All legal dependents of the participating member's immediate mundane family. (*Note: This membership category shall be consistent with current IRS policy, which also includes a cohabitating couple.*) (Bylaws 2003)

Feast – A meal (usually fairly elaborate). This can be presented as part of a tournament or war, or it may be an event unto itself. It may qualify for DPs and DIs if it meets the criteria for an official event. (Rolls Manual 2003)

Feast manager – The person in charge of feast-related activities (sometimes improperly referred to as a feastocrat) (Rolls Manual 2003)

Fieldless - Refers to badges which have no background. Fieldless badges are useful for households to be made into pins or other jewelry to show A famous example of a fieldless badge belongs to the Prince of Wales: Three ostrich feathers issuant from behind a scroll with the words "Ich Dien". (Heraldry Manual 2001)

Fighter Practice - Fighter practices are not points-earning events. (Rolls Manual 2003)

Finger gloves - A partial glove that only covers just the three string fingers with leather to protect them from being scraped by the bowstring. (Missile Combat Manual 2003)

Finger tabs - A piece of leather that covers the three string fingers, protecting them from being abraded by the bowstring. (Missile Combat Manual 2003)

First-level knight - See **Knight, First-level**

Flail - A banned weapon that has a wooden handle at the end of which a stouter and shorter stick is hung so it swings freely. (Combat Manual 2003)

Fletching - The "feathers" attached to the end of the arrow opposite the tip that stabilize the arrow in flight. (Missile Combat Manual 2003)

Fleur-de-Lis - The primary emblem of the Empire of Adria. Fleurs-de-lis take many forms: for modern examples, see the emblem of the NFL football team New Orleans Saints or the emblem of the Boy Scouts. There are some restrictions on fleurs-de-lis. (Heraldry Manual 2001)

Fleur-di-Lis, Order of - See **Imperial Order of the Fleur-di-Lis**

Forester - A Knight Forester is a second-level knight in the archery roll.

Founder - Title held by the Founding Members of the Adrian Empire. An Estate Major. (Bylaws 2003)

Founding Viscount (Viscountess) - Imperial Peer and Estate Major in own right. Title granted to the Founding Members of the Adrian Empire by the Bylaws. (Regalia 2001) Out-of-date. See **Founder**.

Fun war – A type of war in which a Crown is not at stake. See War. (Rolls Manual 2003)

G

Gambeson - A coat made of several layers of heavy batting, covered by a heavy broadcloth or trigger material. Moving blankets are a good example. If the gambeson is of sufficient padding and coverage, then elbow pads may not be required for Shinai. The gambeson should cover the torso and at least the buttocks. It may or may not require sleeves. Please consult with your local Crown Marshal. One (1) layer of moving blanket or two (2) layers of terricloth counts as one-quarter-inch (1/4") of padding. (Combat Manual 2003)

Gauntlet - A glove that protects the entire hand. (Combat Manual 2003)

- Geographic Chartered Subdivision** - A subdivision of the Empire directly beholden to the Imperial Crown; a Kingdom, Archduchy, Duchy, or Shire. (Heraldry Manual 2001)
- Golf-tube missile** - **a)** A type of combat missile made of tennis balls, and lengths of golf-club tubes. This type of missile is considered a javelin and may be thrown during melees. (Combat Manual 2003)
b) This type of arrow was formerly used in combat scenarios, but was replaced in September, 2000, by the current padded arrows described in the Missile Weapon Construction Guide.) (Combat Manual 2003)
- Gorget** - Neck protection that covers the front, sides, and back of the neck. They have a bib to cover the clavicle, throat down to below the top of the breast bone, and cervical vertebrae of the wearer. The neck protection must be capable of preventing a thrust from coming up under the gorget and impacting the larynx. They can be made of leather and augmented with plastic or metal plates as dictated by the armor requirements. (Combat Manual 2003)
- Goutte** - A droplet shape. Gouttes have specific names in Blazon depending on their tincture: (Heraldry Manual 2001)
- Grappling** - Includes grabbing an opponents shield, arms, legs, torso (but not the helm). Allowed only on the Knight's List when both combatants agree to it, and notify the marshals, before combat begins. (Combat Manual 2003)
- Guardsmen** - The second rank of the combatant roll, between Yeoman and Sergeant.
- Guild** - A guild is a "club within a club" where people group together to focus on one type of activity (such as brewing, or rope-making). Guild meetings are not points-earning events. Guild activity at official events is credited as normal. (Rolls Manual 2003)
- ## H
- Haft** - Shaft of a pole weapon or one-handed weapon that is not part of the handle or striking/killing surface of the weapon. (Combat Manual 2003)
- Harp, Order of** - See **Imperial Order of the Lion**
- Hatching** - A way of emblazoning a device using patterns of lines for use in engraving and other non-colored representations first used in England about 1623. No longer used in Adria. (Heraldry Manual 2001)
- Hatchment** - Specialized display of an individual's coat of arms after their death. (Heraldry Manual 2001)
- Hauberk** - A tunic of chain mail worn as defensive armor from the 12th to the 14th century. (Combat Manual 2003)
- Heater** - A 19th Century term for escutcheon. So called because the medieval shield resembled a "heater" or iron. (Heraldry Manual 2001)
- Herald** - One who practices heraldry. With a lower-case "h", it is a generic term meaning anyone from the most junior purusivant to the Imperial Sovereign of Arms. With an upper-case "H", it is a specific rank in the College of Arms, denoting the herald serving a Duchy or a herald who has been raised in permanent rank from Pursuivant. (Heraldry Manual 2001)
- Heraldry** - What heralds do. This includes such things as voice-heraldry (doing court and town cryer) and book-heraldry (designing coats of arms). (Heraldry Manual 2001)
- Hold** - This phrase signals an **immediate** halt to combat. It is the same as *Freeze*. (Combat Manual 2003)
- Hospitaler** - Hospitaler shall be the conduit for new or prospective members to gain information on the Adrian Empire. (Bylaws 2003)
- House** - Estate Minor, ruled by a Lord or Lady. Ruler may wear a circlet. (Regalia 2001)

Hunting tips - Tips that have 2 to 4 blades intended to do additional damage to the prey. **Hunting tips are never used for Adrian target archery.** (Missile Combat Manual 2003)

Huntsman's List - The advanced list for archery competitions. (Rolls Manual 2003)

I

Iglesia De Los Soldatos - Once a sect of the Church of Adria, is now its own entity, but shall function the same as the Church of Adria, as a non-religious way to acknowledge the historical role of the Church, and to bring the pomp and circumstance into our ceremonies. It shall function as a guild, and have no powers with regard to estates or Crowns.

Impaling - One way of marshalling arms, by squeezing one coat of arms onto the left half of the shield to make room for another. (Heraldry Manual 2001)

Imperial Bylaws - The basic framework of the game by which all members participate. (Bylaws 2002)

Imperial Charter - This refers to the document by which the Imperial Crown defines a chartered subdivision. (Bylaws 2002)

Imperial College of Arms - The Imperial Sovereign of Arms, Imperial Deputies, and the heralds and Sovereigns of Arms for each geographic chartered subdivision (Heraldry Manual 2001)

Imperial Crown Prince (Princess) - The Heirs to the Empire. (Regalia 2001)

Imperial Estates - This refers to the Imperial Grand Assembly. (Bylaws 2002)

Imperial Estates General - This refers to the Imperial Grand Assembly. (Bylaws 2002)

Imperial Grand Assembly - The Imperial legislative body consisting of the Estates Major, the two senior members of the Estates Minor from each chartered subdivision, and any non-landed peer who chooses to sit on the Imperial Estates General for that reign. (Bylaws 2002)

Imperial Order of Saint Joan - This Order grants precedence equal to that of Viscount and Viscountess (non-Founding). Candidates may petition for membership or may be approached by a Companion of the Order. Candidates must be female and hold at least one Knighthood in any discipline, and be approved by unanimous consent of the current membership of the Order. (Regalia 2001)

Imperial Order of the Comet - This Order is given by the Imperial Crown at most once per reign, and grants precedence equal to that of Barony. It is given to individuals who through their enthusiasm and dedication contribute outstandingly to the betterment of the Adrian Empire and its populace. (Regalia 2001)

Imperial Order of the Fleur-di-Lis - Non-voting Order granted by vote of the Imperial Estates. May wear the regalia as described above, but do not gain an Estate Vote per se, although individual members of this Order may hold Estates Votes of their own right. Companions of this Order rank in precedence immediately behind the Imperial Crown Prince/Princess (if any). (Regalia 2001)

Imperial Order of the Harp - See **Imperial Order of the Lion**

Imperial Order of the Lion (Harp, Quill, Talbot) - These are the four non-Knightly Orders created to reward prowess in the fields of Combat, Arts, Ministry, and Archery, respectively. The badge for each Order has a red background, with the symbol of the Order in gold. These Orders are given by the Imperial Crown only once per reign to as many individuals as the Crown sees fit at the time, and grant precedence equal to that of Lord or Lady. (Regalia 2001)

Imperial Order of the Nebula - This Order is given by the Imperial Crown at most once per reign, and grants precedence equal to that of Baron (non-Landed). It is given to individuals who through their enthusiasm and dedication contribute significantly to the betterment of the Adrian Empire and its populace. (Regalia 2001)

Imperial Order of the Protectors of the Dream - Out-of-date. See **Imperial Order of the Fleur-di-Lis**.

Imperial Order of the Quill - See **Imperial Order of the Lion**

Imperial Order of the Table Round - This Order grants precedence equal to that of Viscount and Viscountess (non-Founding). Candidates may petition for membership or may be approached by a Companion of the Order. Candidates must hold Knighthoods in at least three different disciplines, and be approved by unanimous consent of the current membership of the Order. (Regalia 2001)

Imperial Order of the Talbot - See **Imperial Order of the Lion**

J

Journeyman - The second rank of the robe roll, between Apprentice and Master.

Journeyman's List - The beginning list for arts and sciences competitions (Rolls Manual 2003)

Judicial Ban - The purpose of Judicial Ban is to insure that a member accused of an infraction can not act to destroy evidence, interfere with the judicial process or attempt to alter the law to their benefit. Because of the severity of a Judicial Ban it is not automatic upon the filing of charges. A member under Judicial Ban may not hold landed estate or office, but such shall be restored to him at the conclusion of judicial process, outcome permitting, vote in any Estate Meeting, or sit on any Civil Court or Court of Justice. (Bylaws 2003)

K

King (Queen) - Ruler of a kingdom

Kingdom - **a)** Geographic chartered subdivision and Estate Royal, ruled by a King and/or Queen. (Regalia 2001)
b) Chartered subdivision of at least 100 members

Knight, First-level - The first (and lowest) level of knighthood, includes Knights Bachelor (combat), Robe, (arts), Minister (ministry), and Archer (archery). Only a knight can make a knight. (Regalia 2001)

Knight, second-level - **a)** Second tier of knighthood, including Knights Civil (ministry), Banneret (combat), Warden (archery) and Master (arts)
b) Landed Knight and Estate Minor in own right. (Regalia 2001)

Knight, third-level - **a)** Third (and highest) tier of knighthood, including Knights Premier (ministry), Champion (combat), Forester (archery), and Doctor (arts)
b) Imperial Peer, Landed Knight and Estate Major in own right. (Regalia 2001)

Knight's List - **a)** The advanced list for either the combat, or the arts and sciences, competitions (Rolls Manual 2003)
b) This more advanced level of combat is open to Sargeant-level and higher, and consists of combat with Renaissance combat type weapons and various armored combat type weapons. (Combat Manual 2003)

Knightly Combat - **a)** There is no definition of what this is, but it is NOT a fight to the yield. (Bylaws 2002)
b) Includes shield-bashing, grappling. Allowed only on the Knight's List when both combatants agree to it, and notify the marshals, before combat begins. (Combat Manual 2003)

L

- Label** - A horizontal stripe with dags, used to represent the heir to a coat of arms. Married couples may marshal their arms and place a label across the whole for their children to wear. (Heraldry Manual 2001)
- Ladies' solar** – Ladies' solars (also known as stitch-and-bitches) are not points-earning events. (Rolls Manual 2003)
- Lady-in-waiting** - see **Man-at-arms**
- Landed peer** - A Peer whose title comes by virtue of being a Crown or Ruling Noble. (Bylaws 2002)
- Landscape heraldry** - An invention of the late Elizabethan period and popularized in the 18th and 19th Centuries, it is more pictorial than medieval heraldry, and is characterized by the depiction of natural scenes rather than the medieval stylization. Also called "pictorial" or "album cover" heraldry. It is not permitted in Adrian heraldry. (Heraldry Manual 2001)
- Lay-on** - This phrase signals the start of combat. (Combat Manual 2003)
- Level** - A device that attaches to the bow that assists the archer in determining whether the bow is being held level or perpendicular to the ground. Levels are not allowed in Adrian archery. (Missile Combat Manual 2003)
- Liability waiver** - A combatant acknowledges that Adria is not liable for any injury or damage that might result from their participation in Adria. This standard waiver is included on the membership form, but is also included on the sign-in list and is required for participation in Adrian activities, including combat. (Combat Manual 2003)
- Life member** - A member who pays ten (10) times the current participating single membership fee, holds a participating single membership for life. (Bylaws 2003)
- Line drawing** - A copy of the presenter's form which is not colored in, just like a Monday – Saturday newspaper comic strip. In heraldic terms, this is called a cartoon. (Heraldry Manual 2001)
- Lion, Order of** - See **Imperial Order of the Lion**
- List** – The list of people who are participating in a given activity (usually referring to competitive activities, such as the combat list). (Rolls Manual 2003)
- List field** - The designated area in which combat may be conducted. Must have clearly defined borders and clear area. (Combat Manual 2003)
- List keeper** - The person in charge of “running the list”, usually for combat and archery. This person uses a list tree to record who faced off with whom, who won and proceeded to the next round, and ultimately, the tournament winner. (Rolls Manual 2003)
- List tree** - A form that is commonly used for single-elimination combats. (It looks much like a genealogy chart.) (Rolls Manual 2003)
- Lord (Lady) - a)** Non-voting title awarded by any Imperial or Kingdom Crown. (Regalia 2001) Out of date. See **Lord (Lady) of the Court**
b) Ruler of a household
- Lord (Lady) of the Court** - Out-of-date term for non-voting title awarded by any Imperial or Kingdom Crown.
- Lord (Lady) Protector** - Temporary position, acting as the Crown of a Geographic Chartered Subdivision for a period of less than 1 year. Carries precedent with the rank of their Subdivision, but should not wear the Subdivision's Crown. (Regalia 2001)

Lozenge - The diamond shape found in common decks of playing cards. In the 19th Century, it was thought that women should bear their arms on this shape because they didn't use weapons. In Adrian practice, anyone may display their arms on this shape if they so choose. (Heraldry Manual 2001)

M

Mad dog - A tournament list much like an informal round robin. (Combat Manual 2003)

Man-at-arms - Job titles used for those who have exchanged pledges of fealty or service with any individual. The title holds no official precedence. Any individual may have a Lady-in-Waiting, Man-at-Arms, or Page. (Regalia 2001)

Mangonel - A torsion- or man-powered catapult that employed a sling to get maximum distance, generally smaller than catapults or trebuchets. (Missile Combat Manual 2003)

Manlet - Large war shields that can be rolled around on the field to be used as defense mechanisms against projectile weapons such as arrows. Smaller than a pavise. (Combat Manual 2003)

Marchioness (Marquess) - Ruler of a march

March - Estate Major, ruled by a Marquess and/or Marchioness. (Regalia 2001)

Marksman - The third rank of the archery roll, between Bowman and Knight Archer.

Marquess (Marchioness) - Ruler of a march. Out-of-date. See **Marquis (Marquessa)**

Marquis (Marquessa) - Ruler of a march.

Marshal - **a)** a person authorized to perform inspection of equipment, qualify combatants, and perform other combat related safety duties. (Missile Combat Manual 2003)

b) Marshals conduct armor and weapons checks, qualify combatants and have ultimate authority on the field. Marshals are the safety officers of the empire. Crown Marshals oversee other marshals on a local level. (Combat Manual 2003)

c) The Imperial Marshal (Imperial) and Crown Marshal (local) shall be the chief deputy to the Minister of Joust & War and shall arrange and supervise the field judging for War and Lists. (Bylaws 2003)

Marshal of the field - A marshal who is actively engaged in marshalling on the field. (Combat Manual 2003)

Marshal's kit - Contains all the necessary items required to measure weapons, qualify combatants, and do minor adjustments or repairs if necessary. (Combat Manual 2003)

Marshal's oath - Before a marshal may enter the list or battle field, they must participate in the marshal's oath. (Combat Manual 2003)

Marshalling - The practice of combining two or more individual devices on one banner or shield. Couples, married or not, may marshal their arms together, and Estate Holders and Ministers may marshal their arms with that of the Estate or Office they hold. See the Appendix for examples. Related terms, see **Dimidiation**, **Impaling**, and **Quartering**. (Heraldry Manual 2001)

Master - **a)** A Knight Master is a second-level knight artisan.

b) The third rank of the robe roll, between Apprentice and Knight Robe.

Masterpiece - In the arts, there is a level of excellence above a Masterwork. If the artisan receives a Masterpiece, they receive the MP point, as well as a MW, a TW and an EP. (At this time, the MP itself doesn't count toward knighthood.) (Rolls Manual 2003)

Masterwork - In the arts, there is a level of excellence above a Tourney Win. If the artisan receives a Masterwork, they receive the MW point, as well as a TW and an EP. (Rolls Manual 2003)

Mechanical sight - any sight system that attaches to the bow and employs pins or optics protruding from the bow. These pins can be adjusted to different heights to allow accurate targeting at various distances.

Mechanical sights are not allowed in Adrian archery. (Missile Combat Manual 2003)

Milestone – The points other than participation required for knighthood. The requirements for knighthood include participations and milestones. You must have a certain number of EPs and WPs in order to advance. You must also have a certain number of wins, demos, etc. These are the milestones. (Rolls Manual 2003)

Minister - A Knight Minister is a first-level knight minister.

Minister of Archery - The Minister of Archery is responsible for standards, training requirements, rules of tourney and combat, for bows, arrows, and other missile weapons and ammunition. (Bylaws 2003)

Minister of Arms - The Minister of Arms is responsible for supervising and coordinating the heraldic functions and activities of the College of Arms (Imperial), the heraldic functions of the chartered subdivision (local). (Bylaws 2003)

Minister of Arts & Sciences - The Minister of Arts & Sciences is responsible for the judging of all arts/science tournaments, reporting the results to the Minister of Rolls, cultivating interest, and educating the populace in the field of Arts and Sciences. (Bylaws 2003)

Minister of Combat - Imperial minister responsible for producing and modifying the combat-related manuals, as well as the application and interpretation of the content stated therein. (Combat Manual 2003)

Minister of Joust & War - a) The Minister of Joust & War is responsible for weapon and armor standards, training requirements, rules of combat, and scenarios for Crown, Civil, Landed Wars. (Bylaws 2003)

b) The combat logistics officers of Adria, and are responsible for organizing combat for tournaments and wars. (Combat Manual 2003)

Minister of Justice - The Minister of Justice shall be responsible for judicial matters: evaluation of accusations to determine if they are legitimate charges and trial is warranted, fairly and impartially assist the parties in preparing their cases, advise the Crown on all judicial matters and serve as the Crown's advocate when called to do so, be responsible for publication of the decisions of Courts or results of mediations, process appeals, maintain the Codex Adjudicata, and issue Rulings of Law at the direction of the Crown (Bylaws 2003)

Minister of Physicks - The Minister of Physicks is responsible for coordinating and overseeing the first aid aspects of Adrian activities, and educating the populace in health and safety issues. (Bylaws 2003)

Minister of Rolls & Lists - a) The Minister of Rolls is responsible for recording each member's earned requirements, ranks, awards, titles and the date each was received. (Bylaws 2003)

b) The Minister of Rolls is responsible for the Office of Rolls and Lists. At a local level, they (or their deputy) also supervise the sign-in tables and the List Keepers. (Rolls Manual 2003)

Minister Roll - The path the knighthood that encompasses ministry (service).

Minister's Meeting - The Crown may call a minister's meeting, in which all ministers are to attend. This is not a points-earning event. (Rolls Manual 2003)

Missile - Any airborne weapon, which includes combat arrows, ballista, rocks, etc. (Combat Manual 2003)

MoR - Minister of Rolls (Rolls Manual 2003)

Morning star - see **Flail**

MP - Masterpiece (Rolls Manual 2003)

MW - Masterwork (Rolls Manual 2003)

N

Nebula, Order of - See **Imperial Order of the Nebula**

Noble Order of the Crown Guards - This Order grants precedence equal to that of Lord or Lady. This award is given by any Great Estate (Knight Third Level, Founding Viscount, March, or Count/ess Royal) to individuals who display extraordinary examples of courage, chivalry and grace on the battlefield. (Regalia 2001)

Nock - The notch in the end of the arrow that attaches to the bowstring. It may be a separate piece glued to the end of the arrow or cut into the wooden shaft. (Missile Combat Manual 2003)

Nock locator - A small metal ring that is attached to the bow string to indicate where the nock should be attached. (Missile Combat Manual 2003)

Nocking point - see **Nock locator**

O

Officers of the corporation - The Imperial Crown shall be the President of the Corporation. If there is a Co-ruler (not consort), the Co-ruler shall be the Vice-President of the Corporation, otherwise, the Chancellor shall be the Vice-President. The Steward shall be the Secretary and Treasurer of the Corporation. (Bylaws 2003)

Offices - The following are considered to be the offices of the Empire: Emperor/Empress, King/Queen, Duke/Duchess, Marquis/Marquessa, Count/Countess, Baron/Baroness, Viceroy, Lord/Lady, Chancellor, Minister of Rolls, Steward, Minister of Arms, Chronicler, Minister of Joust & War, Minister of Arts & Sciences, Minister of Physicks, Minister of Archery and Hospitaler. (Bylaws 2002)

Official event – Official events allow participants to earn points and must meet the criteria as per the bylaws, including Crown approval, prior publication, etc. They will fall into one of two categories: Tournament or war (all disciplines are offered), and demonstrations (all other types of events including classes, estates meetings, demonstrations, etc.). (Rolls Manual 2003)

Official publication - The current policy on official means of publication: a copy mailed to the Crowns of each Chartered Subdivision for distribution. (Bylaws 2002)

Onager - see **Manongel**

One-year rule - A person from another re-creation group, who can provide proof of qualification in a similar type of combat, and shows that he has been qualified in that weapon form for at least one year, may go through the qualification process for a similar combat type. (Combat Manual 2003)

Order – a) Bestowed by decision of the Crown or, in some cases, vote of the estates, to individuals. Orders are always bestowed for specific reasons. Persons inducted into an order may call themselves a "companion" or that order. (Heraldry Manual 2001)

b) A group of individuals banded together for some stated purpose, after the manner of medieval knightly orders. The Order of St. Bela is one such example. (Heraldry Manual 2001)

Order of Saint Joan - See **Imperial Order of Saint Joan**

Order of the Fleur-di-Lis - Imperial Peer. Non-voting order granted by vote of the Imperial Estates. (Regalia 2001)

Order of the Table Round - See **Imperial Order of the Table Round**

- Ordinary – a)** Any of various heraldic charges, usually broad geometric stripes such as pale, fess, and bend. (Heraldry Manual 2001)
- b)** A listing of blazons for each heraldic device registered in the Empire, grouped by the type of charges in the armory. (Heraldry Manual 2001)

P

Page - See **Man-at-arms**

Parliamentary immunity - Parliamentary immunity is intended to protect political speech, and the free exchange of ideas necessary for the body to do its work. This includes the right of a member to ask pointed questions about business. Protected language is limited to comments on legislative, judicial or executive proceedings. Parliamentary immunity does not apply to excessive profanity, malicious character defamation, or deliberate misstatements of fact. Protected political speech has to do with issues and statements of opinion. Unprotected speech is pointed accusations of wrongdoing directed at a person, group, or Adrian body that cannot be substantiated by fact. (Bylaws 2002)

Participating member - The basic membership, conveying the right to earn knightly rank, receive precedence bearing awards, have arms registered, convey the right to hold office in the Adrian Empire and a subscription to the appropriate chartered subdivision newsletter. Serves as the primary point of contact for the purposes of notification and publications. (Bylaws 2003)

Pas d'Armes - A form of tournament from 15th century Europe, in which challenges play an important role in determining who shall fight each round. Winners are often chosen by a gallery of spectators, rather than counting the number of good blows. (Combat Manual 2003)

Pauldrons - Rigid leather or steel plate armor that covers the top and sides of the shoulder and includes lames that cover the top of the upper arm. (Combat Manual 2003)

Pavise - Large war shields that can be carried around on the field to be used as defenses against projectile weapons such as arrows. Larger than a pavise. (Combat Manual 2003)

Pax Regium - For a period of six (6) months from the date of coronation, the Ducal and Royal Crowns shall enjoy a Pax Regium. During this period of time no one may challenge the right of the Ducal or Royal Crown to their throne. (Bylaws 2003)

Peer - Any member (Bylaws 2002)

Period - The Adrian period, defined as being from 1066 to 1603. Defining something as "period" means that it was known in Europe during that time. (Heraldry Manual 2001)

Personal protection - Part of armor specifically intended to protect the groin area (on both men and women) and breasts (on women) (Combat Manual 2003)

Physicker - See **Minister of Physicks**

Pile - The metal tip of the arrow (Missile Combat Manual 2003)

Plate - A garment of worn as armor, made of overlapping pieces of flat, thin material (usually metal). (Combat Manual 2003)

Points – When used in reference to crowns and coronets, refers to the parts that stick up over the headband. Placement of points, while fixed for armorial coronets and crowns, is left up to the individual or Estate when creating crowns and coronets for actual use. (Heraldry Manual 2001)

Pool-queuing - Thrusting where the back hand is gripping the pole and the forward hand is allowing the pole to slide through the hand. Allowed in armored combat as long as the forward hand does not lose control of the pole. (Combat Manual 2003)

- Precedent** – A ruling by the Imperial Sovereign of Arms on a particular presentation that will affect future presentations and registrations. (Heraldry Manual 2001)
- Premier** - A Knight Premier is a third-level knight minister.
- Presence banner** – A custom once practiced in Adria, but now generally extinct. Once only registered by kingdoms and duchies, these were variants of the estate's arms to mark whether one or both of its rulers are present at an event. For example, a kingdom may have had a separate presence banner for its king and another for its queen, especially if the monarchs attended different events. Such a banner would say "The King (or whatever) is here". Some presence banners still remain listed in the Armorial. Today, the kingdom or ducal arms are preferred, whether one or both of the Crowns are present. (Heraldry Manual 2001)
- Presentation** – This consists of all of the heraldic paperwork, including documentation, that is given to the College of Arms for registration. (Heraldry Manual 2001)
- Prince (Princess)** - Imperial Peer and Estate Royal in own right. Retirement title granted by the Estates to former rulers of the Empire. (Regalia 2001)
- Privacy** - Membership in the Adrian Empire, Inc. is a matter of public record. Membership of the chartered subdivisions is a matter of public record. Membership of the Estates, because they exercise voting privileges, is a matter of public record. However, that public record is limited to mundane name (not persona name) and expiration date. (Bylaws 2002)
- Proof of authorization** - A combatant is required to show proof of authorization (for both combat style, and weapon use) before he may enter the list or battle field. Also called a combat card. (Combat Manual 2003)
- Proper** – A heraldic term used when a particular charge appears in its default tincture, which is not necessarily its color as it appears in nature. A lion proper, for instance, is by default tinctured or, while real lions are light brown with darker brown manes. This term may be used for any heraldic charge which has a defined default tincture: a sword proper is by default tinctured argent hafted or. (Heraldry Manual 2001)
- Protector of the Dream** - Out-of-date. See **Imperial Order of the Fleur-di-Lis**. (Regalia 2001)
- Punch-blocking** - Extending the shield to meet an opponents weapon. (Combat Manual 2003)
- Pursuivant** – A junior herald or a herald serving a shire or non-geographic estate. Pronounced purse-WEAVE-ent. (Heraldry Manual 2001)
- PVC** - Fairly rigid plastic material (polyvinyl chloride), commonly used to make hafts which are used in shinai pole-arms. (Combat Manual 2003)

Q

- Qualification** - A combatant must be qualified by an authorized marshal in the type of weapon-style in order to participate in that weapon-style. (Combat Manual 2003)
- Quartering** – One way of marshalling arms, by dividing the shield into four (4) pieces and arranging the two sets of arms in a checkerboard fashion. Some quarterings have more than four (4) pieces, especially when one (1) or more of the arms involved are themselves quartered or marshalled. (Heraldry Manual 2001)
- Quarterstaff** - A banned weapon: A long, stout wooden staff. (Combat Manual 2003)
- Queen (King)** - Ruler of a kingdom
- Queen's Guard, Order of** - See **Royal Order of the Queen's Guard**
- Quill, Order of** - See **Imperial Order of the Lion**

Quiver - A case that holds arrows, usually with the fletchings exposed, that can hang from the belt or be strapped to the back. (Missile Combat Manual 2003)

R

Range Master - The local minister of Archery responsible for safety and running the tournaments. (Missile Combat Manual 2003)

Rector - The second rank of the minister roll, between Clarke and Chamberlain.

Registration – What a presentation is called once it has been approved and registered by the Imperial Sovereign of Arms. (Heraldry Manual 2001)

Regnal year - From the Imperial Coronation, the first Saturday of November not including the Imperial Estates General Meeting, through the first Saturday of the following November including the Imperial Estates General Meeting. (Bylaws 2002)

Renaissance combat - A style of combat which includes Schlager, and Cut-and-Thrust. (Combat Manual 2003)

Renn - For many years, the Schlager lists (in combat) were called Renaissance-style, which was shortened to Renn. (Rolls Manual 2003)

Report- There are a number of reports that are filed. The Minister of Rolls receives reports from various sources and records the participations and advancements. The Minister of Rolls creates reports from these updated records and forwards those reports to the Imperial Office of Rolls. (Rolls Manual 2003)

Ricasso - The part of a sword just above the guard and before the start of the "sharpened" edge. (Combat Manual 2003)

Rigid material - Any inflexible material that can withstand a sharp impact without shattering such as 18-gauge stainless steel, T6 aluminum, high impact plastic, etc. (Combat Manual 2003)

Rising Star of Adria - Given no more than once per reign by the Imperial Crown to young Estates within the Empire for exceeding all expectations with recruitment, enthusiasm, or excellence. (Regalia 2001)

Robe - A Knight Robe is a first-level knight artisan.

Robe Roll - The path to knighthood that encompasses the arts and sciences.

Roll of arms – Essentially a pictorial Armorial. Devices are emblazoned, whereas in an armorial, they are merely blazoned. (Heraldry Manual 2001)

Rolls Minister - See **Minister of Rolls**

Round robin - A tournament list where each combatant will fight every other combatant once. (Combat Manual 2003)

Roundel – A circle. Roundels have specific names in Blazon depending on their tincture: (Heraldry Manual 2001)

Royal Court - See **Courts of Justice**

Royal Crown - Ruler of a Kingdom. (Bylaws 2002)

Royal Order of the Crown Companion - This award is given annually by any Imperial, Kingdom, or Ducal Crown to individuals who display high standards of chivalry and good fellowship who by their period activities and demeanor contribute to the enjoyment and realism of events. This Order grants precedence equal to that of Lord or Lady. (Regalia 2001)

Royal Order of the Queen's Guard - These are the ancient Arms of the Empire, which have been retained to honour the most noble and chivalrous of our Combattants. This Order grants precedence equal to that of Lord or Lady. This award is given annually by any Imperial, Kingdom, or Ducal Crown to individuals who display extraordinary skill, chivalry, and style on the battlefield. (Regalia 2001)

Royal Star - Also known as the Star of Adria. This Order grants precedence equal to that of Lord or Lady. This award is given annually by any Imperial, Kingdom, or Ducal Crown to individuals new to medieval recreation who through their enthusiasm and dedication contribute to the betterment of the chartered subdivision or the Empire and its populace. (Regalia 2001)

Rubber blunt - See **Blunt**

Ruling Noble - Ruler of a Subdivision (unchartered) (Bylaws 2002)

S

Saint Joan, Order of - See **Imperial Order of Saint Joan**

Sargeant's List - The beginning list for the combat competitions. (Rolls Manual 2003)

Scale - A garment of worn as armor, made of overlapping pieces of flat, thin material (usually leather). (Combat Manual 2003)

Scenario - A round of combat in a war, and the premise and specific rules that goes along with that battle. (Combat Manual 2003)

Schlager - a) A type of weapon used to simulate rapiers. These are heavier than an epee or foil. (Combat Manual 2003)

b) A style of renaissance combat intended to depict late renaissance swordplay involving both thrusting and slashing. (Combat Manual 2003)

Seal of Excellence - See **Crown Seal of Excellence**

Second-level knight - See **Knight, second-level**

Semi-rigid material - Any somewhat flexible material such as 6 oz. leather or several layers of quilted, heavy canvas. (Combat Manual 2003)

Sergeant - The third rank of the combatant roll, between Guardsman and Knight Bachelor.

Sergeant's List - This introductory level of combat is open to Yeomen and Guardsmen, and consists of combat with shinai weapons, shinai pole arms and schläger bladed renaissance weapons. (Combat Manual 2003)

Shield-bashing - Rushing or intentionally striking their opponent only with the flat of the shield. Allowed only on the Knight's List when both combatants agree to it, and notify the marshals, before combat begins. (Combat Manual 2003)

Shield-hooking - Catching the edge of an opponents shield with your shield to move it out of position. (Combat Manual 2003)

Shinai - a) A practice sword used in Kendo and other martial arts. It is made from four (4) slats of bamboo, shaped so they fit together into a round sword, and held together with leather bindings and grip. Shinais are readily available at martial arts supply stores and usually come in blade lengths from 34 to 39 inches. Shinai short sword blades are around 18 inches in length. (Combat Manual 2003)

b) An introductory style of combat involving the use of shinai (slash only, no thrusting) (Combat Manual 2003)

Shire - Geographic Chartered Subdivision and Estate Minor, ruled by a Viceroy and/or Vicereine on behalf of the Imperial Crown. (Regalia 2001)

- Siege weapons** - A type of weapon used for launching missiles. Approved for play-testing in certain regions of Adria. (Combat Manual 2003)
- Sign-in list** - Before a combatant may participate in combat, he must sign in with the list-keeper at the beginning of the event. These sign-in sheets are used to create any list trees, and to award participation points for those who participate. (Combat Manual 2003)
- Sign-in sheet** - Everyone who attends an event must sign in if they wish to be recorded. There is a separate sign-in sheet for each of the disciplines, as well as a general event sign-in sheet. Each sheet has a use. See Forms (Rolls Manual 2003)
- Simultaneous blows** - See **Double kill**
- Single elimination** - A tournament list where each combatant is eliminated from the tournament after losing a single round. (Combat Manual 2003)
- Sovereign of Arms** – The Heraldic Minister in charge of the registration of armory in a kingdom. Individual Sovereigns of Arms may choose to use the gender-specific King of Arms or Queen of Arms at their own discretion or as local custom may dictate. (Heraldry Manual 2001)
- SP** - Steel (Armored) Participation (Rolls Manual 2003)
- Spaulder** - Rigid leather or steel plate armor that covers the point of the shoulder and include lames that cover the upper arm. (Combat Manual 2003)
- Spectacle sight** - A sight that attaches to the bow that works like a small rifle scope. **Spectacle sights are not allowed in Adrian archery.** (Missile Combat Manual 2003)
- Squire** - Someone who exchanges pledges of fealty or service with a member or members of the Chivalry for special training. The title holds no official precedence and is not a requirement for advancement to Knighthood. (Regalia 2001)
- Stabilizer** - A rod that protrudes from the front of the bow that helps prevent the bow from shaking when the arrow is released. **Stabilizers are not allowed in Adrian archery.** (Missile Combat Manual 2003)
- Staff** - A pole at least 6' long, used by the marshals. (Combat Manual 2003)
- Star of Adria** - See **Royal Star**
- Statutory officers** - Those officers which have responsibilities within the mundane side of the organization. These officers include all Crowns, and the ministers outlined in Article VII. Ministries. These officers must be at least 18 years of age (see Article VII.c.Requirements to Hold Office). (Bylaws 2002)
- Steel** - For many years, the Armored lists (in combat) were called Steel. (Rolls Manual 2003)
- Steel (Armored) Participation** - In combat, it is necessary to keep the different types of knight's list separate. The Armored lists have always been called Steel points. (Rolls Manual 2003)
- Steel (Armored) Win** - In combat, it is necessary to keep the different types of knight's lists separate. The Armored wins have always been called Steel wins. (Rolls Manual 2003)
- Steel combat** - See **Armored Combat**
- Steward** - The Steward is responsible for the legal obligations and finances of the Adrian Empire or chartered subdivision. (Bylaws 2003)
- String trigger release** - Mechanical device that attaches to the string in place of fingers that releases the string at the touch of a button or lever. **String trigger releases are not allowed in Adrian archery.** (Missile Combat Manual 2003)
- Subdivision** - This refers to a March, County, Barony or Household. (Bylaws 2002)

Submission – See **Presentation**. (Heraldry Manual 2001)

Substitution – See **Conversion** (Rolls Manual 2003)

Successful completion of reign - After completing a term of office, the Estates General of the Chartered Subdivision (the Imperial Estates General for the Imperial Crown) shall vote to determine if the completed reign was successful. If deemed to have been successful, an appropriate retirement title is awarded to the outgoing Crown (see Article IX.D. Titles). (Bylaws 2002)

Sumptuary laws – The laws and customs which govern armorial display and regalia for various ranks. For example, the blue belt is the sumptuary right of Knights. (Heraldry Manual 2001)

SW - Steel (Armored) Win (Rolls Manual 2003)

Sword oath - Before a combatant may enter the list or battle field, they must participate in the sword oath. (Combat Manual 2003)

T

Table Round, Order of - See **Imperial Order of the Table Round**

Talbot, Order of - See **Imperial Order of the Lion**

Term of art – This refers to a word or phrase that does not have a legal definition, but has a common and globally-understood definition. Examples of this would be the phrase "Banner War", or the word "Crown" to include Imperial Viceroy. (Bylaws 2002)

Third-level knight - See **Knight, third-level**

Three-weapons mask - A standard type of fencing mask used as protection against foils, épées and sabres. (Combat Manual 2003)

Thrust - A type of blow delivered straight on (think of throwing darts, or a one-handed pool cue) (Combat Manual 2003)

Tinctures – The heraldic colors. Tinctures are divided into two groups, the Metals: Or (yellow or gold) and Argent (white or silver); and the Colors: Gules (red), Azure (blue), Vert (green), Sable (black), and Purpure (purple). (Heraldry Manual 2001)

Tournament – **a)** specific type of points-earning event where opportunities to advance in all fields are offered
b) competitions in archery, arts, or combat, conducted at a tournament (Rolls Manual 2003)

Tournament win - When a member has participated in a tournament (archery, arts or combat), and has been declared the winner, they receive a TW. They also receive an EP for having participated. (Rolls Manual 2003)

Tourney - **Tournament** (Rolls Manual 2003)

Trebuchet - A siege weapon that used a pivoting arm with a large weighted bucket on one end and a sling on the other. These were some of the largest siege weapons ever made and could throw a 300 pound stone up to 1/4 mile. (Missile Combat Manual 2003)

TW - Tournament Win (Rolls Manual 2003)

U

- Unofficial event – a)** An event that does not earn points for the participants. It does not require costume, specific advance notice or publication, site fees, sign-in sheets, or ministers. (Rolls Manual 2003)
- b)** Any event which does not conform the specifications above shall be considered an unofficial event and any results of that event which require official status shall not be recognized. (Bylaws 2003)

V

- Viceroy - a)** A Viceroy is appointed by the Crown to act in its stead for a remote region. (Bylaws 2003)
- b)** A minister of the government who is the ruler of a remote region (in a chartered subdivision, also called a governor). At the Imperial level, this is the ruler of a Shire. For ease of reference, it is included in the word “Crown” when referring to Crowns and Viceroys, but does not have the same rights or privileges as a Crown. Their monthly points and requests for DIs are approved by the Imperial Crown. (Rolls Manual 2003)
- Viscount (Viscountess)** - Non-voting retirement title granted by the Estates to former rulers of an Archduchy. (Regalia 2001)

W

- War** – A specific type of event in which armies are formed to “fight” against one another. If it is a Crown or Civil War, it must follow specific guidelines (see Bylaws). If it is a “fun” war (any war other than a Crown or Civil War), the rules are more lax. Either way, the participants earn WPs rather than EPs. (Rolls Manual 2003)
- War participation** - When a member goes to an official war, pays the site fee (if any), and signs in, they may choose to participate in archery, arts or combat, or help administer the event. Their participation is noted in the appropriate disciplines. For instance, if they fought, they would receive a combat WP, the arts would receive an arts WP. (Rolls Manual 2003)
- Warden** - A Knight Warden is a third-level knight in the archery roll.
- Warrant of office** - Warrants for all ministry offices shall be signed by the Crown. (Bylaws 2003)
- Wisby coat** - Body armor from the Battle of Wisby in 1361. It is made from large plates riveted onto the inside of a leather or heavy cloth vest. It provides torso and some top of the shoulder protection. It is a little less flexible than brigandine, but is better protection against impacts. (Combat Manual 2003)
- WP** - War Participation (Rolls Manual 2003)

Y

- Yeoman** - The first rank of the combatant roll, before Guardsman.
- Yeoman Archer** - The first rank of the archery roll, before Bowman.