Kingdom of Meridies Fighting Tabard Instructions

This is a guideline for constructing a uniform fighting tabard for the army of Meridies. The standard tabard consists of the filed of the arms of Meridies: Argent, a pale sable. The populace may choose to include one of the approved populace badges of Meridies: the horse and mullets, or the three mullets. These alternate designs are shown below.

The length and width of the tabard are varied to fit the recipient, but should be long enough to be belted when in combat.
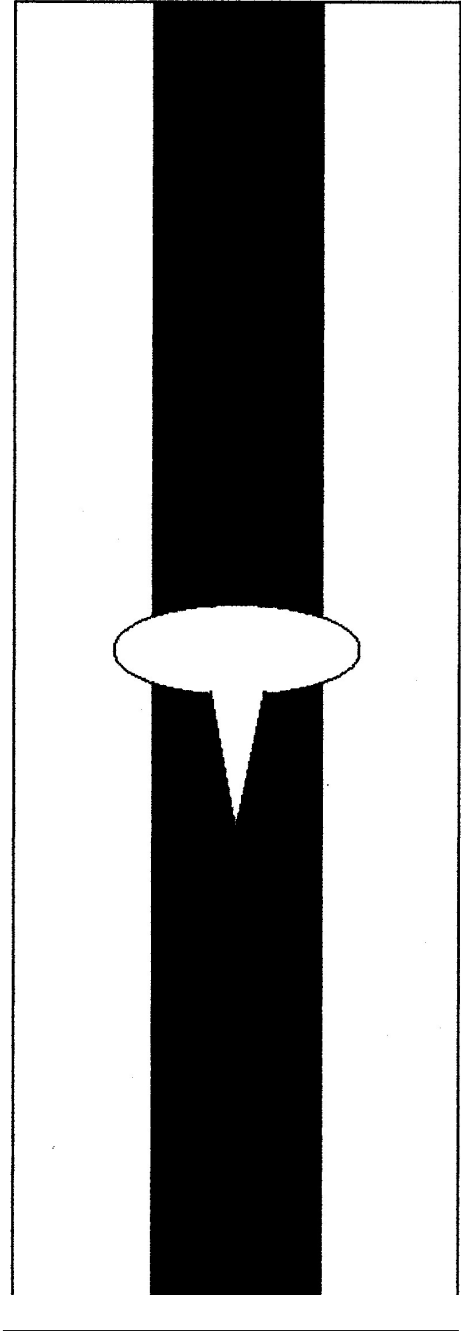
Suggested Fabric:
Durable cotton or cotton/polyester blend, of a weight to withstand combat such as canvas, duck, or denim. Quantity: 1 yard each color for a 34" long tabard. Taller fighters will need more fabric for a longer length. This much fabric will require a shoulder seam. Double the fabric length to avoid shoulder seam. 60" wide fabric will make several tabards.

Construction Instructions:
Fabric length should be 2 times the length from the shoulder to mid-thigh or longer.
• Cut a panel of black approx. 12 inches wide, and two panels of white approx. 10 inches wide.
• Sew each panel together lengthwise as shown and finish the seams (roll or serge them) to prevent fraying.
• Turn outside edges under twice and sew all around.
• Make the neck hole - this may be a simple round neck, square neck or T-neck (as shown), maker's choice. Place the neck hole 2-3 inches forward from the center shoulder line for the best fit.
The hole may be finished by turning under, or using bias tape, or with a facing.
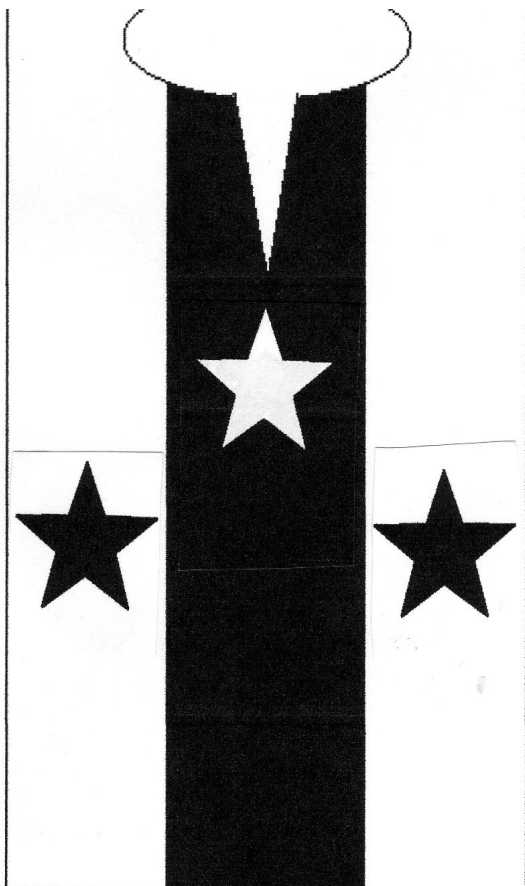

The badge design may be added by any means - stencil, screen print, appliqué, or hand-painting. Acrylic fabric paint is recommended.

For assistance, see any member of the Costumer's Guild of Meridies, or an experienced costumer in your region.

Updated August 2007, The Costumers Guild of Meridies

Front of Meridies Tabard showing the Populace Badge of the Horse and Stars.

Front of Meridies Tabard showing the Populace Badge of the "Populace Stars".