

## Appendix E: Archeology

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# APPENDIX E: ARCHEOLOGY

## A. Archeology Classification

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1. *When do I classify objects as archeology?*

Use the archeology classification for all objects that were recovered as a result of a systematic investigation using archeological techniques. They may come from dry land or underwater excavations. You should also catalog isolated surface finds as archeology.

*Catalog associated archeological field records as archival and manuscript collections. Process them according to the procedures in Appendix D of this handbook. Cross-reference the records and objects.*

2. *How do I classify archeology objects?*

Classify archeology objects according to general time period and material of manufacture. The time period is divided into prehistoric (before European contact) or historic (after European contact). Historic archeological objects may have originated from known Native American groups or Anglo-European/Eurasian peoples.

The NPS classification for archeological objects has four lines. You must complete all four lines of the classification.

- line one is the discipline (archeology)
- line two is the time period based on European contact (prehistoric, historic, or unknown)
- line three is a broad class of material, such as mineral or vegetal
- line four is a specific class of material that is a subset of the material on line three, such as stone or wood

Example:	Archeology	Archeology
	Prehistoric	Historic
	Mineral	Vegetal
	Ceramic	Wood

3. *Can I make changes to the classification?*

No. The four-line classification for archeology appears in locked tables in ANCS+. You can't make changes to these tables.

Refer to Section I of Chapter 2 in the *ANCS+ User Manual* for instructions on using ANCS+ to classify and catalog archeological collections.

4. *What if the object consists of more than one material?*

Many objects are made of more than one material. Classify these objects by:

- predominant manufacture material on classification line 3, and entering only one term on classification line 4, *or*
- entering "Composite" on classification line 3, and entering more than one type of material on classification line 4

For example, you could classify a stone axe with a wooden handle using the predominant material or as a composite of stone and wood. Using the predominant material, classification lines 3 and 4 would be:

Line 3:Mineral  
Line 4:Stone

Using Composite as the line 3 entry, classification lines 3 and 4 would be:

Line 3:Composite  
Line 4: Stone -- Wood

5. *How should I catalog floral and faunal specimens that are recovered in an archeological excavation?*

Catalog floral and faunal specimens recovered in an archeological excavation as archeology. Enter the genus and species on the catalog record, if known. Choose a field where you will enter these data consistently for all specimens.

6. *What are the classification terms for the archeology classification?*

Use the following information in the four classification lines in ANCS+.

*Classification Line 1*

Archeology

*Classification Line 2*

Use one of these terms:

Historic (period after European contact)  
Prehistoric (period before European contact)  
Unknown (unknown at this time)

*Classification Line 3*

Use one of these terms:

Animal  
Composite  
Human Remains  
Mineral  
Unidentified Material  
Vegetal

**Note:** For an object made of more than one material, use either the predominant material or Composite. See Section A.4 above.

*Classification Line 4*

Classification line 4 terms are dependent on classification line 3 terms.

For Animal, choose one of the following:

Antler  
Bone (includes teeth, carapace, fish scales)  
Coral  
Feather  
Hair  
Hide (includes skin, fur, hair, leather, sinew gut, etc.)  
Horn  
Ivory  
Other Animal Materials  
Quill  
Shell

For Composite, choose one of the following:

Antler  
Artifactual  
Bone  
Ceramic  
Clay  
Coral  
Feather  
Fibers  
Glass  
Hair  
Hide  
Horn  
Ivory  
Metal  
Mud  
Mummified  
Osteological  
Other Animal Materials  
Other Human Remains  
Other Mineral Materials  
Other Plant Materials  
Paper  
Quill  
Reeds  
Shell  
Soil  
Stone  
Synthetic  
Unidentified  
Unknown  
Wood

For Human Remains, choose one of the following:

Artifactual (any artifacts made from human remains)  
Mummified (includes fortuitous desiccation)  
Osteological  
Other Human Remains

For Mineral, choose one of the following:

Ceramic  
Clay  
Glass  
Metal  
Mud  
Other Mineral Materials  
Soil  
Stone  
Synthetic

**Note:** Ceramic is fired. Clay, Mud, and Soil are unfired.

For Vegetal, choose one of the following:

Fibers  
Other Plant Materials(includes gourds, stems, leaves)  
Paper  
Reeds  
Wood (includes twigs, bark)

For Unidentified Material, choose:

Unidentified

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## B. Archeology Object Names

### 1. *How do I name archeology objects?*

There is no required lexicon for naming archeology objects. ANCS+ has an Object field, an Alternate Name field, and a Revised Nomenclature field for entering object names. You must complete the Object field. The other two fields are optional.

To name an object, use:

- a park-specific object name list
- the object name list for prehistoric material in Section E of this appendix
- a list of object names from an NPS center, such as the Southeast Archeological Center (SEAC) or the Western Archeological and Conservation Center (WACC)
- *The Revised Nomenclature for Museum Cataloging (Revised Nomenclature)* for a list of suggested object names for historic material

If you are unsure of which list to use, contact your regional/support office curator or regional archeologist.

**Note:** If your region has an NPS archeological center, it's a good idea to get a list of names from the center. The center's list will include the types of material in your region. Using a center's list will also help keep names consistent within the region.

***Be consistent when naming objects. Consistency will give you and others better access to the data in your collection.***

### 2. *Does ANCS+ include a table of object names for archeology?*

No. The ANCS+ Object field is a user-built table for archeology. You can enter the names you want for your site. You may have entries in this table from your ANCS conversion. The program built a table from the archeology entries on your old ANCS records. Check this table to make sure that names are consistent. You can add, modify, and delete entries as needed.

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## C. Cataloging Archeology

1. *Where can I find the guidelines for cataloging archeology objects?*

Refer to Chapter 3 in this handbook for general guidelines on cataloging. Refer to Section I of Chapter 2 in the *ANCS+ User Manual* for field-by-field instructions for cataloging archeology objects in ANCS+.

2. *Are there specific cataloging requirements for archeology?*

Yes. Provenience data are mandatory for archeology objects. You must enter data in one of the following fields:

- Field Site Number
- State Site Number
- Site Name
- Within Site Provenience

ANCS+ will enter Not Provided in all these fields if you don't complete at least one of them.

**Note:** A list of within site provenience terms and abbreviations appears in Section D of this appendix.

3. *What are the ANCS+ discipline-specific fields for archeology?*

The following list of fields appears on the archeology discipline-specific screen in ANCS+. None of these fields are mandatory.

Collector  
Collection Date  
Collector  
Color  
Decorative Motif  
Decorative Technique  
Field Specimen Number  
Makers Mark  
Manufacturing Technique  
Object Form  
Object Part  
Previous Catalog Number  
Revised Nomenclature  
Temper  
Type Name

**Note:** These fields don't print on the paper Museum Catalog Record, Form 10-254 Rev.. You can print the data from these fields using the All Fields report in ANCS+.

## D. Within Site Provenience Abbreviations

Some common within site provenience terms and abbreviations appear below.

<u>Term(s)</u>	<u>Abbreviations</u>
Above mean sea level	AMSL
Alcove	ALC
Antechamber	ACHBR
Area	AREA
Ashpit	ASHP
Associated with	ASSOC
Back	BK
Backdirt	BKD or BKDT
Bedrock	BDRK
Below datum	BD
Below ground surface	BGS
Below mean sea level	BMSL
Below surface	BS
Block	BLK
Bottom	B
Burial	BUR
Cob pit	CP
Core sample	CORE
Column sample	COL
Control	CTR
Controlled surface collection	CSC
Control	CTR
Cremation	CREM
Cross section	CS
Datum	DAT
Depth	D
East	E
East half	EH
Entry	ENTRY
Excavation unit	EU
Exterior	EXT
Feature	FEAT
Feet	FT
Fill	FILL
Find	FIND
Fire pit	FP
Floor	FL
Floor fill	FF
Fort	FORT
Front	F
General plow zone	GPZ
General surface collection	GSC
Grid	GRID
Grid square	GSQ
Hearth	H
Horizon	HOR
House	HSE
Humus	HU
Interior	INT
Kiva	K



Layer	LA
Left	LT
Level	LV
Metal detector test	MDET
Meter	M
Midden	MID
Mile	MI
Mound	MD
Natural level	NATLV
North	N
North half	NH
Original ground surface	OGS
Ossuary	OS
Outline	OL
Piece plot	PP
Pit	P
Pit house	PTHS
Plaza	PL
Plow zone	PZ
Post hole	PH
Post mold	PM
Power auger test	PAT
Profile	PROF
Present ground surface	PGS
Quadrant	Q
Quadrant northeast	QNE
Quadrant northwest	QNW
Quadrant southeast	QSE
Quadrant southwest	QSW
Outlining trenches	TROTL
Right	RT
Room	RM
Section	SECT
Shell concentration	SC
Shovel test	ST
South	S
South half	SH
Stratigraphic survey	SS
Stratum	STRA
Structure	STRU
Structured shovel test (controlled)	SST
Subfloor	SF
Surface	SURF
Square	SQ
Terrace	TERR
Test excavation unit	TU
Test pit	TP
Test square	TSQ
Test trench	TT
Top	T
Transect	TS
Trash pit	TRP
Trash mound	TM
Trench	TR
Trimmings	TRIM
Trowel test	TT
Unit	U
Village site	VS
Lost provenience	UNKNOWN

Unstructured shoveltest (uncontrolled)	UST
Unstructured surface collection (uncontrolled)	USC
Wall	WALL
West	W
West half	WH
Zone	Z

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## E. Archeology Object Name List

The following list of object names is adapted from the Arizona State Museum. It gives examples of object names for prehistoric objects. It is not a definitive lexicon of acceptable object names. Refer to Section B.1 for information on object names.

Abrader  
 Adobe  
 Adze Blade  
 Adze Head  
 Antler Artifact  
 Apache Tear  
 Apron  
 Armor Slat  
 Arrow  
 Arrow Foreshaft  
 Arrow Shaft  
 Atlatl  
 Atlatl Foreshaft  
 Atlatl Shaft  
 Awl  
 Axe  
  
 Bag  
 Bag Handle  
 Bag, Apron  
 Bag, Awl  
 Bag, Pipe  
 Ball  
 Band  
 Basket  
 Basket, Burden  
 Basketry Fragment  
 Basketry Fragment, Cord  
 Basketry Fragment, Sherd  
 Baton  
 Batten  
 Bead  
 Beaker  
 Beam  
 Beamer  
 Bell  
 Belt  
 Biface  
 Blade  
 Blank  
 Blank, Disk  
 Blanket  
 Blouse

Blubber Hook Prong  
Blubber Scraper  
Bola  
Bola Weight  
Bone Artifact  
Bottle  
Bottle, Water Bow  
Bow  
Bowl  
Bowl, Effigy  
Bowl, Rattle  
Bowl, Seed  
Bowl, Sherd  
Box  
Bracelet  
Brush  
Buckle  
Building Material  
Bull Roarer  
Bundle  
Bundle, Cord  
Burin  
Button

Cane  
Cane Cigarette  
Canteen  
Canteen, Effigy  
Cauldron  
Censer  
Censer, Effigy  
Chisel  
Chopper  
Cigarette  
Clasp  
Clay Artifact  
Cleaver  
Club  
Colander  
Comb  
Concretion  
Container  
Coprolite  
Cord  
Cord/Bead  
Cordage  
Core  
Core, Chopper  
Core, Hammerstone  
Core Fragment  
Core/Microblade  
Core Tool  
Corn Husk Knot  
Corn Leaf Knot  
Cover  
Cover, Pot  
Cradle  
Cradle Board  
Cradle Board Belt

Cradle Board Frame  
Crystal  
Cup  
Cylinder

Dart, Atlatl  
Debitage  
Die  
Digging Stick  
Dipper  
Dipper Handle  
Dipper Sherd  
Discoid  
Discoid/Hammerstone  
Dish  
Disk  
Drill

Endblade  
Effigy, Animal  
Effigy, Bird  
Effigy Jar, Horned Lizard

Faunal Material  
Fetish  
Figurine  
Fire Drill  
Fire Drill Shaft  
Flake  
Flake, Retouched  
Flake Tool  
Flake, Utilized  
Flake, Waste  
Flaker  
Flesher  
Float  
Floral Material  
Flute

Gaming Piece  
Gouge  
Gourd  
Gourd Jar  
Graver  
Grinding Slab  
Guard, Wrist

Hairpin  
Hammerstone  
Handle  
Harpoon Foreshaft  
Harpoon Head  
Harpoon Part  
Harpoon Point  
Heddle Stick  
Hoe  
Hook  
Hoop  
Human Remains

Ivory Artifact

Jar  
Jar Base  
Jar, Cord  
Jar, Effigy  
Jar, Gourd  
Jar, Sherd  
Jar, Seed  
Jar, Seed, Bird Effigy

Kiaha  
Kiaha Helping-stick  
Kilt  
Knife  
Knife Handle  
Knife, Tabular  
Knot

Labret  
Ladder  
Ladle  
Ladle Rattle Handle  
Ladle, Effigy  
Lamp  
Leather Artifact  
Leister  
Lid  
Lime Container  
Line Weight  
Lintel  
Loom Anchor  
Loop

Mano  
Mat  
Mat Fragment  
Mat/Basketry Fragment  
Mat/Cord  
Mattock Blade  
Maul  
Medal  
Medicine Box  
Medicine Stone  
Metate  
Microblade  
Moccasin  
Mug

Nail  
Necklace  
Necklace/Bracelet  
Needle  
Needle Case  
Net  
Net Float  
Net, Burden

Ojos de Dios

Pad  
Paddle  
Palette  
Patch  
Pebble  
Pebble Tool  
Peg  
Pendant  
Pestle  
Pick  
Pick, Ice  
Pigment  
Pipe  
Pitcher  
Pitcher, Effigy  
Plank  
Plaque  
Plate  
Plate, Jar Base  
Plate, Legged  
Plate, Tripod  
Point, Bird  
Poncho  
Pot, Bird  
Pot Rest  
Pot Ring  
Pouch and Contents  
Prayer Feather  
Prayer Plume  
Prayer Stick  
Preform  
Projectile Point  
Punch

Quid  
Quiver

Rabbit Stick  
Rasp  
Rattle  
Raw Material  
Ring  
Ring Vessel  
Robe  
Robe/Belt  
Robe/Textile Fragment  
Rod  
Rope  
Rope/Cord  
Rope/Cord/Yarn

Sample  
Sandal  
Sandal Last  
Sandal/Cord  
Saucer  
Scalp Lock

Scat  
Scoop  
Scoop, Effigy  
Scraper  
Scraper, End  
Scraper, Side  
Seed Beater  
Shaft  
Shaft Smoother  
Shawl  
Shell  
Sherd Artifact  
Sherd Disc  
Sherd  
Sherd, Worked  
Shirt  
Shovel Blade  
Sinew Twister  
Sinker  
Slab  
Sled Runner  
Sling  
Snare  
Snare Stick  
Snowshoe  
Sock  
Soil  
Spall  
Spear Point  
Spindle  
Spindle Stick  
Spindle Whorl  
Split Twig Figurine  
Spoon  
Stone Artifact  
Stone, Polishing  
Stopper  
Strainer  
Strip

Tablita  
Textile  
Textile Artifact/Plaster Cast  
Thread  
Throwing Stick  
Tinkler  
Toggle  
Tooth Artifact  
Tooth Fragment  
Torch  
Tray  
Tube  
Tumbler  
Tump Strap

Ulu Blade  
Ulu Handle  
Unidentified Artifact

Vase  
Vegetal Artifact  
Vegetal Material  
Vessel  
Vessel, Effigy

Weaving Stick  
Whetstone  
Whistle  
Wig/Cord  
Winged Object  
Wood Artifact  
Wristlet

Yarn  
Yarn/Cord  
Yucca Knot  
Yucca Knot/Raw Material