Appendix E: Archeology

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A. Archeology Classification

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:
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:
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.
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.

<table>
<thead>
<tr>
<th>Term(s)</th>
<th>Abbreviations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Above mean sea level</td>
<td>AMSL</td>
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<tr>
<td>Alcove</td>
<td>ALC</td>
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<tr>
<td>Antechamber</td>
<td>ACHBR</td>
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<td>ASHP</td>
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<td>Associated with</td>
<td>ASSOC</td>
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<td>BK</td>
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<td>Backdirt</td>
<td>BKD or BKDT</td>
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<tr>
<td>Bedrock</td>
<td>BDRK</td>
</tr>
<tr>
<td>Below datum</td>
<td>BD</td>
</tr>
<tr>
<td>Below ground surface</td>
<td>BGS</td>
</tr>
<tr>
<td>Below mean sea level</td>
<td>BMSL</td>
</tr>
<tr>
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<td>CTR</td>
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<tr>
<td>Controlled surface collection</td>
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<td>Control</td>
<td>CTR</td>
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<tr>
<td>Entry</td>
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<td>House</td>
<td>HSE</td>
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<td>Humus</td>
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</tr>
<tr>
<td>Interior</td>
<td>INT</td>
</tr>
<tr>
<td>Kiva</td>
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</tr>
</tbody>
</table>
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
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