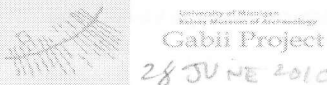



<b>SITE</b>	<b>YEAR</b>	<b>AREA</b>	<b>SECTOR</b>	<b>ELEVATION</b>	<b>STRATIGRAPHICAL UNIT</b>	 University of Michigan Museum of Anthropology <b>Gabii Project</b> 28 JUNE 2010	
GPR	2009 2010	B		Min: 63.5552 Max: 63.7472	1076 <input type="checkbox"/> Natural <input checked="" type="checkbox"/> Anthropic		
In cross-section? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No			In elevation drawing? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No		Photos: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No #: D988-990	Photo Model: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No #:	
<b>DEFINITION</b> human skeleton				Covered by <input checked="" type="checkbox"/> SU: 1075	Fills <input checked="" type="checkbox"/> SU: 1079	Filled by <input type="checkbox"/> SU:	
<b>HOW IS LAYER DISTINGUISHED?</b> <input type="checkbox"/> Color <input type="checkbox"/> Composition <input type="checkbox"/> Compaction			<b>FORMATION PROCESS</b> <input type="checkbox"/> Accumulation <input type="checkbox"/> Construction <input type="checkbox"/> Cutting <input type="checkbox"/> Erosion <input type="checkbox"/> Collapse <input checked="" type="checkbox"/> Intentional deposition				
<b>INCLUSIONS</b> For each inclusion specify frequency: (f)requent, (m)edium, (r)are					<b>SOIL/MATRIX</b>		
<b>Anthropic</b>		<b>Geological</b>		<b>Organic</b>		clay ___% silt ___% sand ___% <input type="checkbox"/> Granular <input type="checkbox"/> Layered <input type="checkbox"/> Cohesive	
<input type="checkbox"/> Pottery <input type="checkbox"/> Nails <input type="checkbox"/> Tiles <input type="checkbox"/> Marble <input type="checkbox"/> Amphorae <input type="checkbox"/> Quarried debris <input type="checkbox"/> Dolia <input type="checkbox"/> Slag <input type="checkbox"/> Brick <input type="checkbox"/> Mosaic tile(s) <input type="checkbox"/> Basalt slabs <input type="checkbox"/> Mortar <input type="checkbox"/> Opus signinum <input type="checkbox"/> Coins <input type="checkbox"/> Painted plaster <input type="checkbox"/> Metal (specify) <input type="checkbox"/> Burnt Adobe <input type="checkbox"/> Collapse debris <input type="checkbox"/> Other (specify) <input type="checkbox"/> Glass		<input type="checkbox"/> Tufo (specify) <input type="checkbox"/> Travertine <input type="checkbox"/> Other Limestone <input type="checkbox"/> Basalt <input type="checkbox"/> Clay <input type="checkbox"/> Sand <input type="checkbox"/> Silt <input type="checkbox"/> Pebbles (range) <input type="checkbox"/> Gravel (range)		<input type="checkbox"/> Charcoal <input type="checkbox"/> Ash <input type="checkbox"/> Animal bones <input checked="" type="checkbox"/> Human bones <input type="checkbox"/> Animal teeth <input type="checkbox"/> Human teeth <input type="checkbox"/> Shells <input type="checkbox"/> Other (specify)		<b>Compaction</b> <input type="checkbox"/> Hard <input type="checkbox"/> Compact <input type="checkbox"/> Friable <input type="checkbox"/> Loose <input type="checkbox"/> Soft	<b>Color</b> <input type="checkbox"/> Black <input type="checkbox"/> Brown <input type="checkbox"/> Gray <input type="checkbox"/> Light Brown <input type="checkbox"/> Light Gray <input type="checkbox"/> White <input type="checkbox"/> Yellow <input type="checkbox"/> Red <input type="checkbox"/> Light Yellow <input type="checkbox"/> Other (specify)
<b>UNIT LIMITS (also indicate on overlay)</b>						Depth: <input checked="" type="checkbox"/> Original <input type="checkbox"/> Not Original	
<b>Northern Limit</b> <input checked="" type="checkbox"/> Original <input type="checkbox"/> Not Original <input type="checkbox"/> Excavation Limit <b>Southern Limit</b> <input checked="" type="checkbox"/> Original <input type="checkbox"/> Not Original <input type="checkbox"/> Excavation Limit <b>Western Limit</b> <input checked="" type="checkbox"/> Original <input type="checkbox"/> Not Original <input type="checkbox"/> Excavation Limit <b>Eastern Limit</b> <input checked="" type="checkbox"/> Original <input type="checkbox"/> Not Original <input type="checkbox"/> Excavation Limit							
<b>STRATIGRAPHICAL SEQUENCE</b>							
Is equal to:			Is bound to (only for masonry):				
Is abutted by: 1077 (N+S)			Abuts: 1077 (N+S)				
Is covered by: 1075			Covers: * 1078				
Is cut by:			Cuts:				
Is filled by:			Fills: 1074				
<b>OBSERVATIONS</b> Foot bones disturbed by pick-axe upon discovery.							
<b>DESCRIPTION</b>							
Position within sector: dead center							
Shape: human skeleton, knees + lower legs elevated; head tilted up to face E oriented E-W							
<b>For layers complete this section:</b>							
Surface (slope direction; visible inclusions):							
Observations about inclusions (Clusters? Deposition slope):							
Observations about thickness (Increases? Decreases?):							
Nature of the interface with layer below: <input checked="" type="checkbox"/> sharp <input type="checkbox"/> diffuse <input type="checkbox"/> commigled <input type="checkbox"/> other (specify)							
<b>For cuts complete this section:</b>			<b>Sketch for layers and/or cuts (indicate North):</b>				
Cut edges: <input type="checkbox"/> rounded <input type="checkbox"/> straight							
Cut sides: <input type="checkbox"/> straight <input type="checkbox"/> concave <input type="checkbox"/> convex <input type="checkbox"/> sloping							
Cut bottom: <input type="checkbox"/> flat <input type="checkbox"/> concave <input type="checkbox"/> irregular							
How is cut top edge? <input type="checkbox"/> sharp <input type="checkbox"/> rounded							
How is cut bottom edge? <input type="checkbox"/> sharp <input type="checkbox"/> rounded							
Observations:							

**For structural remains complete this section**

Alignment:

Building Technique:  Adobe/Mud-brick  Ashlar (blocks)  irregular (unworked) stone  Concrete  Other (specify)

Binding Agent:  None  Clay  Mortar (if so, specify composition, color, compaction)

Concrete inclusions:

Material  Tufo  Basalt  Travertine  Tiles  Other (specify)  
 Size  Small (range) \_\_\_\_\_  Medium (range) \_\_\_\_\_  Large (range) \_\_\_\_\_ Representative size: e.g. 2 x 1 x 2 cmz

Wall Facing:

Opus quadratum  Opus incertum  Opus reticulatum  Petit appareil  Opus testaceum  Opus mixtum  Opus vittatum  Other (specify)

Complete this section for foundations  Faced foundation  Wooden shuttering  No shuttering

floor/revetment type

Floor type:  Beaten Earth  Opus signinum  Opus scutulatum  Opus Sectile  Mosaic  Opus spicatum  Other (specify)

Wall finishing  Stucco  Opus signinum  Plaster  Painted Plaster  Other (specify)

Approx. length, width, height of structural remains:

Description:

Sketch (if applicable, indicate North)

**INTERPRETATION**

human skeleton, Head seems to be propped up in stone niche (1077) in order to face E.

SOIL SAMPLING:  Yes  No

Total volume of layer (buckets):

Sample quantity (buckets):

Sample fraction (%):

NON SOIL SAMPLES:  Yes  No

If yes, specify (e.g. charcoal, mortar etc.):

human bones

Size:

SIEVING:  Yes  No

Total volume of layer (buckets):

Sample quantity (buckets):

Sample fraction (%):

**STRATIGRAPHICAL RELIABILITY**

Good  Fair  Poor

Filled-out by	SJC, JJM	on	28 JUNE 2010
Revised by	LMB	on	28 JUNE 2010
PDFd by		on	
Entered by		on	