

Side of slope



Undercut



Vertical



Steep



Shallow



Concave



Convex

Break of slope



Sharp



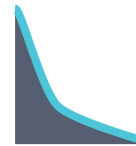
Gradual



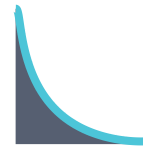
Non-perceptible



Sharp

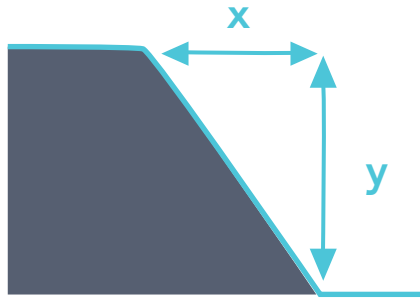


Gradual



Non-perceptible

Inclination



x = width of slope

y = height of slope

Break of slope



Undercut



Vertical



Very steep



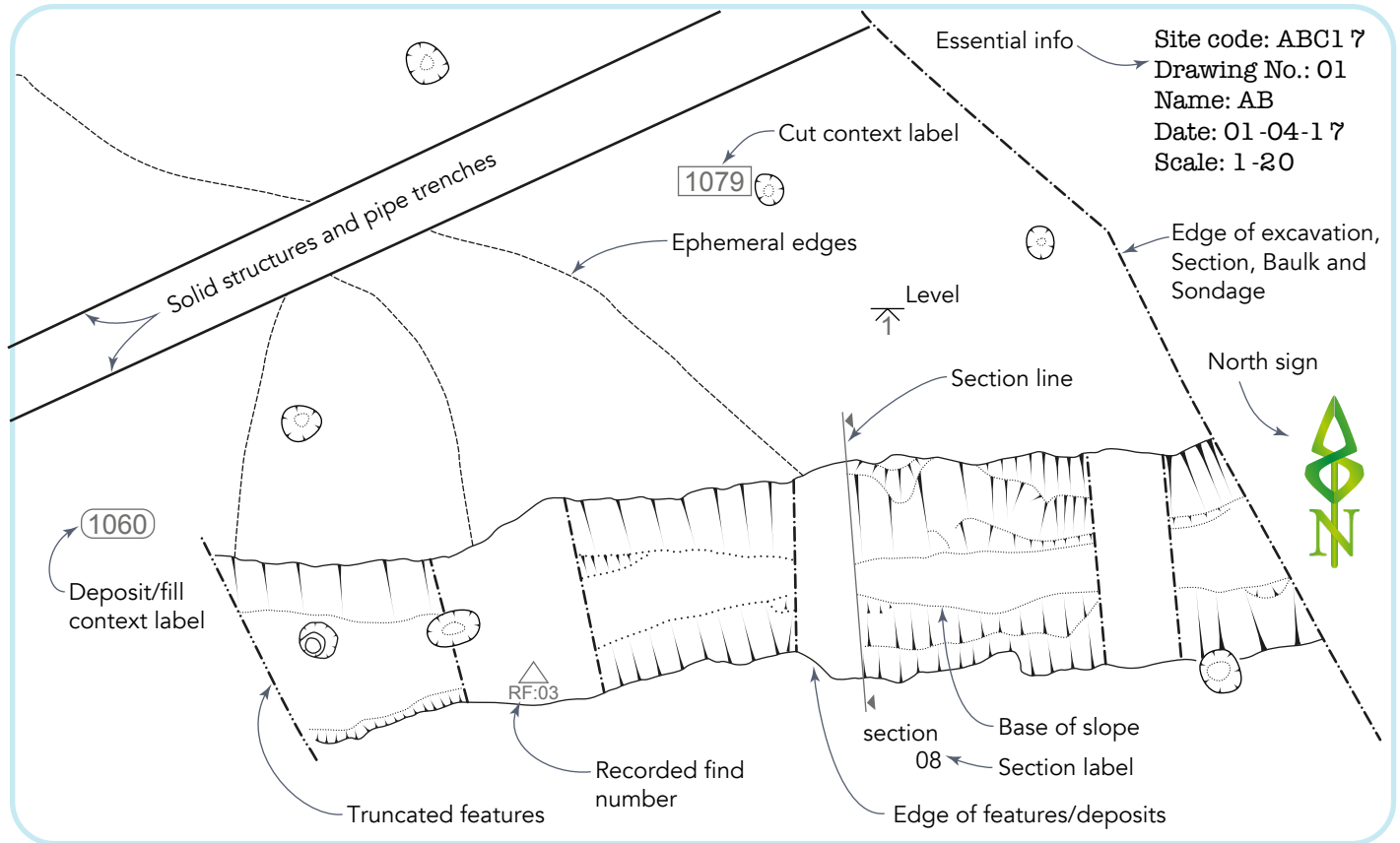
Well sloping



Shallow

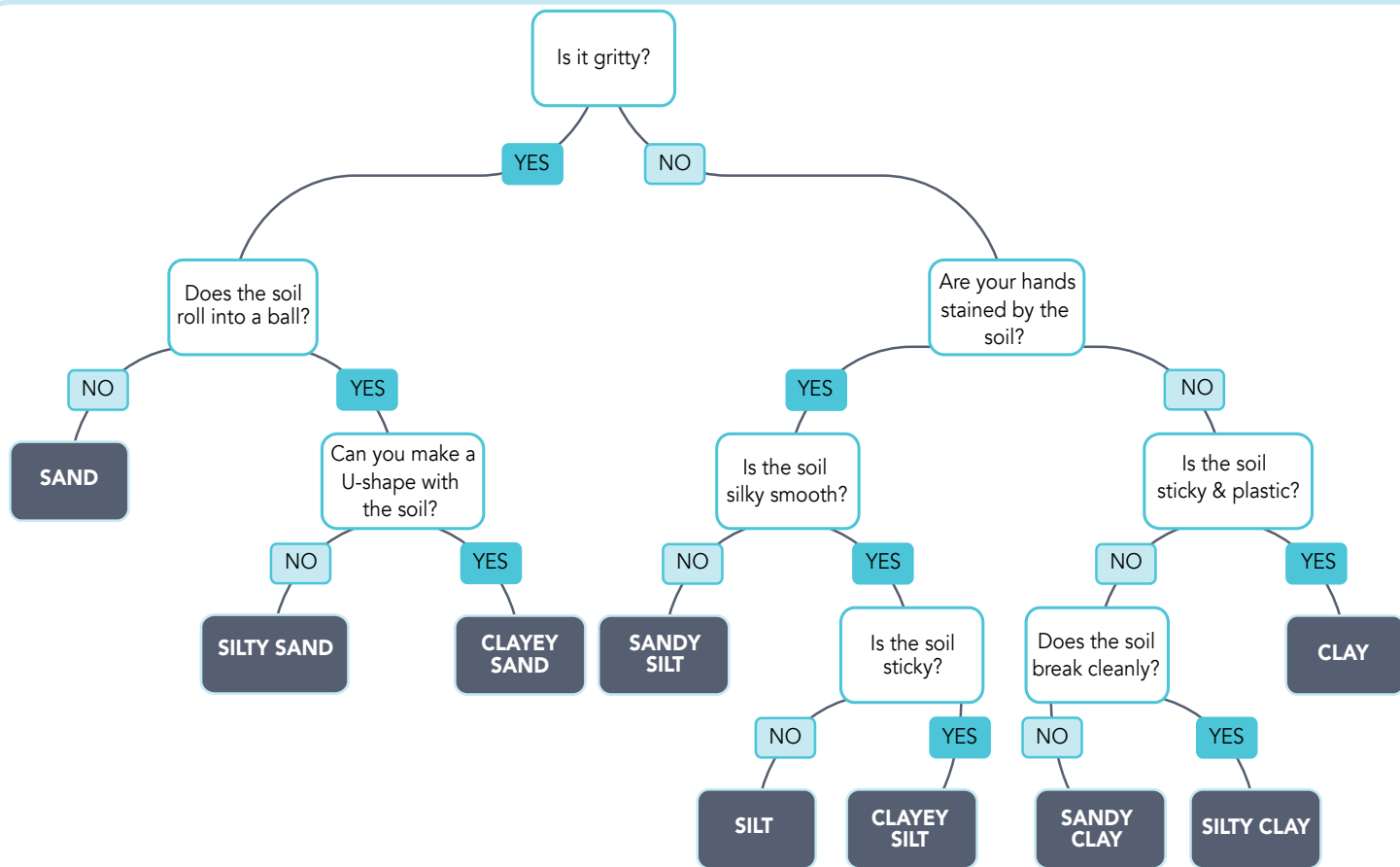


Conventions - drawing plans

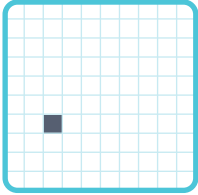




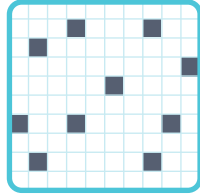
What is my soil?



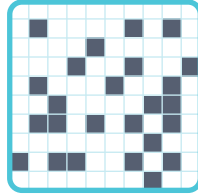
Describing inclusions



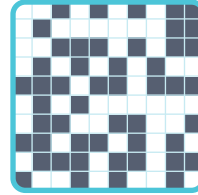
1 %



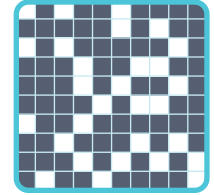
10 %



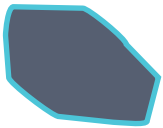
25 %



50 %



70 %



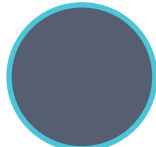
Angular



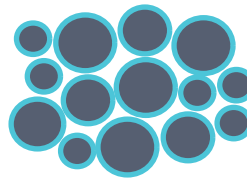
Sub-angular



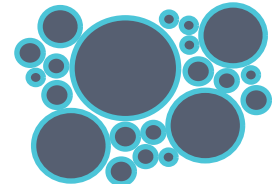
Sub-rounded



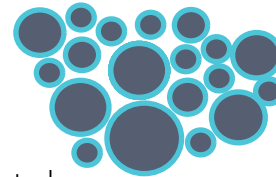
Rounded



Well sorted



Moderately sorted



Poorly sorted

Describing colour



Light pinkish
white



Mid sandy yellow



Dark reddish
brown



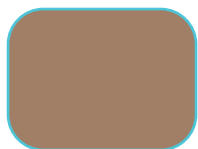
Light pinkish
grey



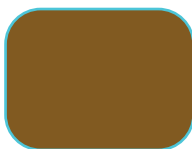
Mid yellowish
grey



Dark greyish
brown



Light pinkish
brown



Mid yellowish
brown



Very dark
yellowish brown

When describing colours, it is useful to break it down into its constituent parts. Archaeologists often use a Munsell Colour Chart to help identify specific colours. This uses three elements (value, hue and colour) to describe a colour. A simpler method can be used to cover the soils you will see at most sites, and the colours and descriptions you see above give a good range of what you might find. When describing a soil colour, make sure you have a clean sample on the end of your trowel. Next, try and break the colour you see down into three main elements:

modifier - lightness or darkness, eg how would you describe the tone, is it light, mid or dark?

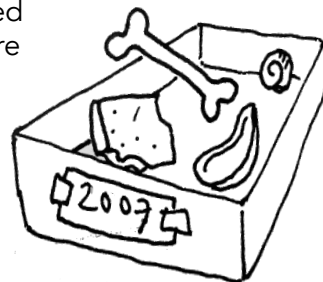
hue - the group of colours which the soil colour might fit into, such as reddish, yellowish, greyish, brownish

colour - the main description for colour? Is it a grey, brown, yellow?

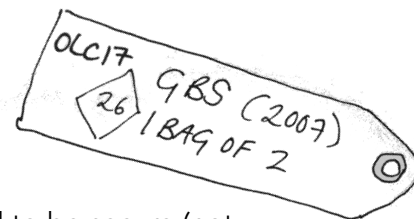
Now you just need to combine these elements to give your colour, mid yellowish grey, or dark greyish brown. The colour blocks above are not exhaustive, but should give a guiding hand!

Finds and samples

Bulk finds: artefacts recovered in bulk are not given a unique number, but added on-site to a 'Finds tray' - a garden tray labelled with the Context number you are working on (see figure). Examples: unworked animal bone, post medieval pot shell and ceramic building material (CBM). *Top tip: don't overload the context tray with finds, start a new tray so you don't crush those precious finds!*



Small (or special) finds: issued with a unique Small Find number (SF No. shown in a triangle). Carefully excavate the find, get a SF no. from Digital Dig Team, take a sketch photo, and complete the record. Bag the find (while resisting the urge to clean it up!), labelled as pictured. *Top tip: always mark the exact findspot with a garden tag labelled with the SF No, so the location can be recorded!*



General Bulk Samples: contexts taken as General Bulk Samples (GBS) need to be secure (not contaminated with modern / intrusive material), and have a reasonable amount of material to recover (eg enough for two bags of 20 litres), with potential for recovery of charred seeds, small bones, shell and small finds. GBS will be washed using a flotation technique to recover the information and should have their own unique number (shown in a diamond), labelled two Tyvek labels, one inside the bag and the other outside, including the number of bags (see opposite). *Top tip: clean the surface of the context before taking the sample to avoid contamination!*