

NMCRIS USER'S GUIDE APPENDIX A: INSTRUCTIONS FOR COMPLETING THE LA SITE FORM

Updated May 29, 2009

Section 2. RECORDING INFORMATION

Recording Activities (choose all that apply): Identify *all* recording activities conducted during current visit.

- sketch mapping*: paced or taped maps with an approximate scale produced on site.
- instrument mapping*: survey instruments (e.g. transit, alidade) used to produce map with an exact scale.
- surface collection*: controlled or uncontrolled collections of surface artifacts.
- in-field artifact analysis*: quantitative and qualitative data collected for subsequent analysis.
- photography*: photographic documentation taken.
- shovel or trowel tests; probes*: informal, limited test excavations without establishing horizontal or vertical controls (other than site sketch map).
- test excavation*: formal test excavations with three-dimensional excavation control.
- excavation (data recovery)*: formal excavations with three-dimensional excavation control.
- other recording activities*: if above choices are inadequate, check and describe recording activities.
- GPS mapping (write-in under other)*: indicate if using GPS to map site boundaries and features.

Section 3. CONDITION

Disturbance Sources (choose all that apply): Specify significant sources of disturbance observed during current visit. Include localized disturbances on site sketch map.

- wind erosion*: subject to significant wind erosion (e.g., dune blowouts or "lag" artifact scatters).
- water erosion*: subject to significant water erosion (e.g., arroyo cutting or sheet washing of artifacts).
- bioturbation*: burrowing rodents, birds, insects, intense grazing, etc. has disturbed subsurface archeological deposits.
- vandalism*: unauthorized, non-scientific excavations, features or deposits destroyed or defaced; unauthorized surface collection known to have occurred. (Detail under Vandalism below).
- construction/land development*: disturbed by construction or land development actions.
- other disturbance source*: specify and describe other disturbance sources.

Section 7. PHYSICAL DESCRIPTION

Depositional/Erosional Environment (choose all that apply): Specify depositional or erosional processes evident in site formation.

- alluvial*: rock and sediments deposited by water.
- aeolian*: sediments deposited by wind.
- colluvial*: rock and sediments deposited by gravity -- usually in combination with other processes.
- residual*: deposits formed largely by in situ decomposition of bedrock.

not applicable: located directly on bedrock.

-other process: specify and describe other depositional/erosional environment.

Section 7. PHYSICAL DESCRIPTION

Vegetation Community (choose one or two): Check plant community(ies) that best describe general site area.

-forest: full growth forest, typically consisting of coniferous admixtures in higher elevations of NM.

-woodland: cover of trees and shrubs, primarily consisting of pinon and juniper admixtures. Juniper communities can be woodland if density of trees is high and population well established. Areas consisting predominantly of grasses and brush, with scattered small bushy junipers should be entered as scrubland or grassland depending on overall percentage of bushy vegetation vs. grasses.

-scrubland: brush community, typically consisting of forbs, brush, and grasses which occurs in the northern portion of NM, and in higher elevations statewide. Scrubland usually contains sage, small bushy juniper, saltbush, rabbitbrush, and oak brush as its dominant component.

-grassland: predominantly grass or grass/forbs community, which can include widely dispersed brush. Meadows should be entered as marshland/riparian/meadow.

-desert scrubland: brush community, typically consisting of forbs, brush, and grasses which occurs in the southern portion of NM at lower elevations. Desert scrub usually has a high portion of mesquite, creosote bush, or other lower Chihuahuan desert brush species.

-marshland/riparian/meadow: vegetation complex directly related to a permanent water source. Includes either low-lying wet lands, or vegetation complexes sustained along the course of a river or stream. Riparian environments can also occur around springs and seeps. Meadows are characteristic of wet lands in forests, usually having grass/forbs vegetation.

-other community: use *other community* **only** if the general site vegetation cannot be assigned to a listed community and describe the situation (e.g. site is in an urban or suburban environment).

Section 7. PHYSICAL DESCRIPTION

Topographic Location (choose all that apply): Choose landform types that best characterize site setting topography.

-alluvial fan: cone-shaped deposit of alluvium which forms where a drainage runs off higher elevations into a lowland. Often found where mountain runoff empties onto a plain.

-arroyo/wash: channel of ephemeral or intermittent stream with banks of (usually) unconsolidated material, often vertical. Includes unincised drainages, braided drainages, unenclosed drainages, minor local drainage concentrations, and the immediate arroyo or wash margin.

-badlands: heavily eroded area, often highly dissected. Badlands usually have little vegetation and are frequently formed in clay or shale deposits.

-base of cliff: foot of a high, steep, or overhanging face of rock.

-base of talus slope: created by accumulation of materials like boulders, loose rock, and scree. Talus slopes occur at the bottom of a steeper declivity such as a cliff or escarpment.

-bench: narrow strip of relatively level land, usually parallel to and higher than valley bottom. Long axis of a bench generally parallels stream that formed the valley. The bench edge away from the drainage is often bounded by a steeply ascending slope, while the edge adjacent to the drainage slopes down to the valley floor.

-blow-out: hollow depression in a sand deposit formed by wind erosion. Blow-outs usually occur in dunes, and the bottom of the hollow is often hard-packed.

-canyon rim: area bordering upper edge of canyon wall or cliff.

-cave: natural cavity, chamber, or gallery beneath the surface of the earth or in a rock face.

- cliff/scarp/bluff*: steep, high rock face or slope which forms the margin of a plateau, mesa, or any headland that presents a precipitous face.
- constricted canyon*: narrow, steep walled chasm, gorge, or ravine, whose sides are composed of cliffs or a series of cliffs rising from the canyon bed.
- dune*: mound, hill, or ridge of windblown sand. Includes parabolic, coppice, and linear dunes, whether active or stabilized.
- flood plain/valley*: hollow or low-lying area bounded by hills, mesas, interfluvials, or mountain ranges. These features are usually traversed by drainages which collect runoff from uplands. Includes portion bordering the drainage and formed by deposition of alluvial sediments. Term can also be used to describe smaller *valley-like* features; i.e., drainages and fluvials. Does not include areas within an arroyo/wash or on an arroyo margin.
- hill slope/slope*: side of well-defined natural elevation smaller than a mountain. Also use for slopes not clearly defined as hillsides, such as alluvial or colluvial slopes, and undefined slopes.
- hill top*: crest or summit of well-defined natural elevation smaller than a mountain. Includes volcanic plugs, cerros, cerrillos, lomas, and cinder cones.
- lava flow (malpais)*: solid or crumbled mass of rock resulting from a volcanic flow.
- low rise*: minor though distinct elevation of ground above surrounding terrain, usually gently sloping.
- mesa/butte*: flat topped elevation bounded on at least one side by a steep cliff. Enter mesa/butte if the site is located on the top or side.
- mountain*: land considerably elevated above surrounding country. Often found in chains or ranges, but sometimes found as single eminences. The difference between hill and mountain is one of scale; geologically, mountains must rise to an elevation of 2000 feet above adjacent landscape -- all other eminences are considered hills.
- mountain front/foothill*: steeply sloped side of a mountain, or the immediately adjacent hills which sometimes cluster at the base of mountains or mountain chains.
- open canyon floor*: bottom of a canyon, usually relatively level, away from the canyon walls.
- plain/flat*: region of some extent, generally uniform in slope, unbroken by marked elevations and depressions.
- playa*: shallow drainage basin, sometimes temporarily filled with water, usually ephemeral or seasonal in accumulation. Playas generally have no outlet or a minor outlet, so water evaporates rather than drains away.
- ridge*: relatively narrow, steep sided elevation, often occurring between drainages.
- rockshelter*: overhang, indentation, or alcove formed naturally by rockfall or in a rockface; generally not of great depth. Rockshelters may or may not be modified with structural elements for human use.
- saddle*: low point on ridge or shoulder of a mountain, often a concave indentation on the spine of an elevation. Saddles are usually divides between streams flowing in opposite directions.
- talus slope*: created by buildup of boulders, rock, and scree accumulating on steep declivity.
- terrace*: narrow strip of relatively level land which is raised and has sloping sides. Long axis of a terrace generally runs roughly perpendicular to the major drainage in the area. Terrace edge away from the drainage is often bounded by a steeply ascending slope while the edge adjacent to the drainage has a less steep descending slope.
- other*: use **only** when the site topography can not be described by any other category. Fully describe the landform.

Section 8. ASSEMBLAGE DATA

Assemblage Content (choose all that apply): Indicate presence of artifacts and materials observed.

Lithics:

-*lithic debitage*: lithic debris resulting from chipped stone tool manufacture (e.g., flakes, angular debris or shatter).

-*chipped-stone tools*: stone tools made primarily using percussion and pressure-flaking techniques (e.g., scrapers, spokeshaves, bifaces, knives).

-*diagnostic projectile points*: documented dart- and arrow-point styles used in making cultural/temporal assignments (e.g., Jay, Folsom, San Pedro).

-*non-local lithic materials*: artifact and reduction debris of lithic materials available from a known source location some distance from the site (e.g., Alibates Dolomite, Jemez Obsidian).

-*stone tool manufacturing items*: lithic items directly involved in the manufacture and/or maintenance of chipped-stone tools (e.g., cores, hammerstones).

-*ground stone tools*: stone tools made primarily through grinding and pecking (e.g., metates, manor, mauls, polishers).

-*other stone tools*: stone tools (including rare and unusual items) that do *not* fall into categories of chipped stone tools, projectile points, non-local material, ground stone, ornaments, figurines, or other stone tool manufacturing tools.

Prehistoric Ceramics:

-*whole ceramic vessel*: complete or nearly complete ceramic vessels; use *for pot drop* and *pot cache* situations encountered during survey, as well as pots recovered during excavation.

-*diagnostic ceramics*: pottery types with recognized cultural/temporal associations (e.g., Agua Fria Glaze-on-Red, Chaco Black-on-White).

-*other prehistoric ceramics*: non-diagnostic prehistoric pottery.

Historic Artifacts:

-*diagnostic glass artifacts*: whole or fragmentary glass containers with documented dates of manufacture.

-*other glass artifacts*: non-diagnostic glass artifacts.

-*diagnostic metal artifacts*: whole or fragmentary metal artifacts with documented dates of manufacture.

-*other metal artifacts*: non-diagnostic metal artifacts.

-*whole ceramic vessel*: complete or nearly complete ceramic vessels.

-*diagnostic ceramics*: whole or fragmentary ceramic vessels with documented dates of manufacture.

-*other historic ceramics*: non-diagnostic historic pottery.

-*other historic trash*: historic artifacts *not* composed of glass, metal, or ceramic.

Other Artifacts and Materials:

-*bone tools*: ground and/or polished tools made from bone (e.g., awls, needles).

-*faunal remains*: non-human bones found in archeological contexts.

-*macrobotanical remains*: botanical materials (e.g., wood, corn cobs, seeds).

-*perishable artifacts*: objects, usually in a prehistoric context, that would have normally decomposed through time; primarily items manufactured from organic material (i.e. plant fiber, wood, feather, animal hide, etc.).

-*burned adobe*: fired-clay fragments from roof or walls of adobe structures or features.

-*architectural stone*: loose lithic debris resulting from the disintegration of architectural features or the stockpiling of materials.

-*fire-cracked rock/burned caliche*: scattered rock or caliche that has been cracked, discolored, and/or crazed due to exposure to fire.

-figurines: objects made from a workable material. Frequently shaped into zoomorphic or anthropomorphic forms, but may include less apparent shapes.

-ornaments: items whose function appears to be decorative in nature (e.g. pendants, rings, beads, bracelets, etc.).

-mineral specimens: raw minerals apparently procured for use as pigment (e.g. ochre), temper, raw material for ornaments (e.g. turquoise) or undetermined function.

-other items: specify other rare artifact types and materials present.

-site furniture: moveable items, usually not inherently a manifestation of the natural landscape, that have been transported to, or constructed on the site. Examples include: livestock feeders, farm equipment, car parts, household appliances, etc. that are not an incorporated part of some fixed feature on the site.

Section 8. ASSEMBLAGE DATA

Dating Potential: Specify chronometric techniques that may be appropriate for dating site components.

-radiocarbon: component contains, or is likely to yield, materials potentially datable through radiocarbon methods.

-dendrochronology: component contains, or is likely to yield, wood or charcoal specimens potentially datable through dendrochronology.

-archeomagnetism: component contains, or is likely to yield, features or materials potentially datable through archeomagnetism.

-obsidian hydration: component contains, or is likely to yield, obsidian artifacts potentially datable through obsidian hydration.

-relative dating methods: component contains, or is likely to yield, artifacts potentially datable through type-seriation methods.

-other method(s): specify dating method(s).

Section 9. CULTURAL/TEMPORAL AFFILIATIONS

Cultural Affiliation (pull down, choose one per component): Select cultural affiliation that best describes each component or entire site *without recognized hiatus*.

-Paleo-Indian: statewide; includes all Paleo-Indian complexes occurring in NM.

-Archaic: statewide; includes all Archaic traditions occurring in NM.

-Anasazi: Northern and Central NM.

-Mixed Mogollon and Anasazi: (a.k.a. *Mogasazi*) South Central and West Central NM.

-Mogollon: Southern and Central NM; includes Southeastern NM, Jornada, and Mimbres Mogollon traditions.

-Casas Grandes: extreme Southwestern NM, especially Hidalgo County.

-Hohokam: extreme Southwestern NM; very rare in NM.

-Plains Village: Northeastern NM.

-Plains Nomad: mostly Northeastern NM; includes Plains Apache, Kiowa, Cheyenne, Comanche, and other tribes of the Southern Plains.

-Navajo: mostly Northwestern and West Central NM.

-Apache: statewide; includes Jicarilla, Mescalero, and other Southwestern Apache groups.

-Ute: Northern NM.

-Pueblo: Northern and Central NM; includes all historic period Pueblo groups.

-Hispanic: statewide.

-*Anglo*: statewide; includes all non-Hispanic Euro-American ethnic groups.

-*Unknown Aboriginal*: statewide; used for clearly Native American sites lacking culturally or temporally sensitive aspects. Typical sites include: non-diagnostic lithic scatters or lithic scatters with hearths or fire-cracked rock concentrations. Recommended use of this cultural/temporal affiliation is for sites generally lacking mass-produced artifacts.

-*Unknown Historic*: statewide; includes all ethnic groups; characterized by mass-produced artifact assemblages in locations where local settlement patterns **do not** clearly delineate cultural/ethnic ownership. For sites generally dating after arrival of the railroad, or in situations where material culture and/or historic records do not definitively indicate the ethnic affiliation of the site occupants. Typical sites include: historic trash scatters on the Navajo Reservation near railroad sites or non-diagnostic structural remains with associated mass-produced refuse in areas of known cultural overlap.

-*Unknown Affiliation*: statewide; cultural or temporal diagnostic artifacts or features were not observed. Cultural affiliation cannot be determined. Use of Unknown Affiliation is limited to situations where it is truly **not possible** to determine cultural or temporal occupation of the site. Typical sites include: rock cairns or rock alignments of *unknown affiliation*.

-*Sites of Known Multiple Cultural/Ethnic Occupation*: statewide; for sites of multiple contemporaneous **KNOWN** ethnic occupations. Includes sites where spatial segregation of ethnicities may be reflected in the arrangement of features and/or artifact concentrations across the site. Typical sites include: railroad or logging camps, sites with ethnic enclaves, trading forts, rendezvous locations, military battlefields or encampments. **HOW TO RECORD**: Indicate the cultural/ethnic affiliation for *each* known occupation as a separate component. Reflect each component occupation date range accurately. It is acceptable to record multiple components with the same occupation period as this reflects the ethnic complexity of the site. When linking features to components, link **ONLY** those features that can be **CONFIDENTLY** associated with a component or with more than one component. If a feature cannot be confidently associated do not link the feature to any components.

Section 9. CULTURAL/TEMPORAL AFFILIATIONS

Dating Status (choose all that apply per component): Indicate chronometric technique(s) used during current visit to determine occupation dates for each component or entire site. Provide date ranges. Attach copy of dating results (if applicable).

- radiocarbon*: component dated through radiocarbon methods.
- dendrochronology*: component dated through dendrochronology.
- archeomagnetism*: component dated through paleomagnetism.
- obsidian hydration*: component dated through obsidian hydration.
- relative dating methods*: component dated through type-seriation methods.
- other method(s)*: specify dating method(s).

Section 9. CULTURAL/TEMPORAL AFFILIATIONS

Earliest Period Name/Latest Period Name: Indicate earliest and latest archeological period for each component.

Begin Date/End Date: Enter beginning and ending occupation date for each component. Express all dates as years BC/AD.

ARCHEOLOGICAL PERIODS AND DEFAULT DATE RANGES:

Culture	Period	Default Dates
Paleo-Indian:		
	Pre-Clovis	< 9500 BC
	Clovis	9500 -- 9000 BC
	Folsom/Midland	9000 -- 8000 BC
	Late Paleo-Indian	8000 -- 6600 BC
	Terminal Paleo-Indian	6600 -- 5500 BC
	unspecific Paleo-Indian	9500 -- 5500 BC

Archaic:		
	Early Archaic	5500 -- 3000 BC
	Middle Archaic	3000 -- 1800 BC
	Late Archaic	1800 BC -- AD 200
	unspecified Archaic	5500 BC -- AD 200
Anasazi (Pecos Classification)/Mixed Anasazi and Mogollon:		
	Basketmaker II	AD 1 -- 500
	Basketmaker III	AD 500 -- 700
	Pueblo I	AD 700 -- 900
	Pueblo II	AD 900 -- 1100
	Pueblo III	AD 1100 -- 1300
	Pueblo IV	AD 1300 -- 1600
	unspecified Anasazi (Pecos)	AD 1 -- 1600
Anasazi (Northern Rio Grande):		
	Developmental	AD 600 -- 1200
	Coalition	AD 1200 -- 1325
	Classic	AD 1325 -- 1600
	unspecified Anasazi (N. Rio Grande)	AD 600 -- 1600
Mogollon (Jornada)/Mixed Anasazi and Mogollon:		
	Early Pithouse	AD 200 -- 750
	Late Pithouse	AD 750 -- 1100
	Early Pueblo	AD 1100 -- 1200
	Late Pueblo	AD 1200--1400
	unspecified Jornada Mogollon	AD 200--1400

Mogollon (Mimbres)/Mixed Anasazi and Mogollon:		
	Early Pithouse	AD 200 -- 600
	Late Pithouse	AD 600 -- 1000
	Early Pueblo	AD 1000 -- 1200
	Late Pueblo	AD 1200 -- 1400
	unspecified Mimbres Mogollon	AD 200 -- 1400

Casas Grandes:		
	Late Pithouse	AD 600 -- 1000
	Early Pueblo	AD 1000 -- 1200
	Late Pueblo	AD 1200--1400
	unspecified Casas Grandes	AD 600-1400
Hohokam:		
	Pioneer	AD 500 -- 800
	Colonial	AD 800 -- 1000
	Sedentary	AD 1000 -- 1175
	Classic	AD 1175--1450
	unspecified Hohokam	AD 500 -- 1450
Plains Village		
	Plains Woodland	AD 250--1000
	Panhandle Aspect	AD 1000--1550
	Unspecified Plains Village	AD 250--1550
Plains Nomad		
	Unspecified Plains Nomad	<1692
Navajo		
	Pre Pueblo Revolt	<1692
	Post Pueblo Revolt	AD 1692--1753
	Pre-Reservation	AD 1753 -- 1868
	Early Reservation (too arrival of RR)	AD 1868 -- 1880
	Middle Reservation (to WWI)	AD 1880--1920

	Late Reservation (to WWII)	AD 1920--1945
	Recent	AD 1945 -- present
	Unspecified Navajo	AD 1500 -- present
Hispanic, Anglo, Pueblo, Ute, and Apache		
	unspecified Historic	AD 1539-- present
	Spanish Contact/Colonial	AD 1539 --1680
	Pueblo Revolt	AD 1680 -1692
	Post Pueblo Revolt	AD 1692 -1821
	Mexican/Santa Fe Trail	AD 1821 -1846
	US Territorial	AD 1846 -1912
	Statehood --WWII	AD 1912 -1945
	Recent	AD 1945 present
	Unspecified Hispanic, Pueblo, etc.	AD 1539 -- present
Unknown and Other Cultures		
	unspecific Prehistoric	< AD 1550
	unspecific Historic	AD 1550 -- present
	Unknown	< present
Unknown Aboriginal (local land settlement patterns-historic trends)		
	Unknown Prehistoric	
	Unknown Historic	

Section 9. CULTURAL/TEMPORAL AFFILIATION

Site/Component Type (pull down, choose one per component): Select descriptive type for each component or entire site.

- simple feature(s)*: Prehistoric: e.g. petroglyphs, agricultural features, roads, shrines, cairns, etc. Historic: e.g. graffiti, cairns, burial/grave, etc.
- artifact scatter*: Prehistoric: lithic and/or ceramic scatters with no features. Historic: limited deposit trash scatters.
- artifact scatter with features*: Prehistoric: artifact scatter with fire-using features, storage facilities, or other specialized features. Historic: trash scatters with specialized features.
- single residence*: Prehistoric: single residential structure or unit, commonly occurring with an artifact scatter and/or other features. Historic: single residential structure; may include trash and outbuildings, etc.
- multiple residences*: Prehistoric: two or more residential structures/units with an artifact scatter and/or features. Historic: two or more residential structures; a neighborhood.
- residential complex/community*: Prehistoric: multiple residential structures/units with public areas/structures like plazas, towers, kivas, etc. Historic: multiple residences with public structures/areas; a town.
- industrial*: Prehistoric: associated with prehistoric mining (e.g. Cerrillos Turquoise Mines) Historic: associated with manufacturing, mining, logging, etc.
- military*: Historic only: associated with military forts, posts, battlefields, etc.
- transportation/communication*: Historic only: trails, roads, railroads, telegraph lines etc. associated structures and complexes.
- ranching/agricultural*: Historic only: associated with agricultural and ranching activities.
- commercial*: Historic only: associated with commercial business like general mercantile, trading posts, motels, gas stations, etc.
- governmental*: Historic only: associated with government-run or government-sponsored activity like Civilian Conservation Corps, National Park Service, National Forest Service etc. facilities and structures (e.g. fire towers, guard buildings, etc.), or Bureau of Indian Affairs agency offices, schools, clinics, etc. **NOT** military related.
- ceremonial*: Prehistoric and Historic: specified area with evidence (either through informant or identification of particular features) that suggests the presence of ceremonial/religious activity.

-*Chacoan outlier*: Prehistoric only: specified area with features exhibiting distinct architecture and temporal affiliation to the defined styles of Chaco Canyon.

-*Navajo pueblito*: Historic only: specified area with features exhibiting distinct architecture and temporal affiliation associated with the post Pueblo Revolt period.

-*reinterment*: Prehistoric and Historic: situations where an LA number is assigned to identify the location of reinterred human remains. Used for both individual and mass reinterments at one location. May indicate a reburial area within the existing site boundary from which the remains were originally excavated (a.k.a. site-within-a-site). Assigning a new LA number to the reinterment ensures the location is specifically identified should future work in the area be required.

-*other site/component type*: Prehistoric and historic: use **only** when the site/component type can not be described by any other category. Enter a new site type name and justify your classification under Site/Component Remarks. The use of *other* should be limited to relatively rare site/component types that present unique management issues (e.g. Bison Kill Sites). Site- or component-type classifications provide a shorthand description that may be useful in making decisions concerning information potential (e.g. "Can the site be chronometrically dated?", "Does it have architectural features or is it an artifact scatter?"), and management or protection (e.g. "Is the site susceptible to vandalism?", "Does the site need to be patrolled?").

Section 9. CULTURAL/TEMPORAL AFFILIATIONS

Associated Phase/Complex Name(s): Enter published complex or associated phase name(s) if adequate documentation for such data is available.

ARCHEOLOGICAL PHASE AND COMPLEX NAMES:

Culture	
Location/Sequence Name and Primary References	
	Phase/Complex Name (Earliest - Latest)
Paleo-Indian	
Statewide Paleo-Indian Complexes (Judge 1974; Cordell 1984):	
	Sandia
	Clovis
	Folsom
	Midland
	Plainview
	Meserve
	Milnesand
	Firstview
	San Jon
	Portales
	Belen
	Agate Basin
	Hell Gap
	Alberta
	Frederick
	Cody
	Scottsbluff
	Eden
Archaic	
Oshara Tradition: Northern NM (Irwin-Williams 1973):	
	Jay
	Bajada
	San Jose
	Armijo
	En Medio (also Anasazi)
Cochise Tradition: Southern NM (Stuart and Gauthier 1981):	
	Sulphur Spring
	Chiricahua

		San Pedro
Southeastern NM Archaic (Lehmer 1948):		
		Hueco (also Mogollon)
Tularosa Basin (MacNeish 1993):		
		Gardner Springs
		Keystone
		Fresnal
		Hueco
Anasazi		
Acoma Area (Dittert 1969):		
		White Mound
		Kiatuthlanna
		Red Mesa
		Cebolleta
		Pilares
		Kowina
		Cubero (also Historic Pueblo)
Chaco Canyon (Vivian and Matthews 1964):		
		La Plata
		White Mound
		Kiatuthlanna
		Red Mesa
		Hosta Butte
		Bonito
		McElmo
		Mesa Verde
Chuska Valley (Peckham and Wilson n.d.; Windes 1977):		
		Ceramic Group 1
		Ceramic Group 2
		Ceramic Group 3
		Ceramic Group 4
		Ceramic Group 5
		Ceramic Group 6
		Ceramic Group 7
		Ceramic Group 8
		Ceramic Group 9
Cimarron Area (Glassow 1980):		
		Vermejo
		Pedregoso
		Escritores
		Ponil
		Cimarron
Cross Canyon Area (Olson and Wasley):		
		La Plata
		Lino
		White Mound
		Kiatuthlanna
		Red Mesa
		Cross Canyon
		Kinlichee
Gallina Area (Dick 1976):		
		Gallina/Largo-Gallina
Middle Rio Grande Valley (Cordell 1979):		
		San Marcial
		Red Mesa
		Kwahe'e
		Socorro
		Santa Fe
		Wiyó
		Glaze A
		Glaze B

		Glaze C
		Glaze D
		Glaze E (also Pueblo)
Picuris Area (Dick 1975):		
		Taos
		Santa Fe
		Talpa
		Vadito
		San Lazaro (also Pueblo)
Rio Abajo (Marshall and Walt 1984):		
		San Marcial
		Tajo
		Elmendorf
		Ancestral Piro
Rio Puerco Valley East (Irwin Williams 1973):		
		En Medio (also Archaic)
		Trujillo
		Sky Village
		Loma Alta
Rio Puerco Valley West (Wasley 1959):		
		Black Creek
		Lupton
		La Plata
		White Mound
		Kiatuthlanna
		Red Mesa
		Wingate
		Houck
		Kintiel
Salinas District (Toulouse and Stevenson 1960):		
		San Marcial
		Red Mesa
		Socorro/Cebolleta
		Claunch
		Arroyo Seco
		Gran Quivira
		Pueblo Colorado
		Pueblo Pardo (also Pueblo)
Upper San Juan Valley, CO (Hayes 1964):		
		La Plata
		Piedra
		Ackmen
		Mancos
		McElmo
		Mesa Verde
Tano Basin (Smiley Stubbs and Bannister 1953):		
		Red Mesa
		Kwahe'e/Socorro
		Santa Fe
		Wiyo/Galisteo
		Glaze A
		Glaze B
		Glaze C
		Glaze D
		Glaze E (also Pueblo)
Taos Area (Wetherington 1968):		
		Red Mesa
		Valdez
		Pot Creek
		Talpa
Tewa Basin (Smiley, Stubbs, and Bannister 1953; Ford, Schroeder, and Peckham 1979; Warren 1979):		

		Red Mesa
		Tesuque
		Pindi
		Galisteo
		Wiyo
		Biscuit A
		Biscuit B
		Sankawi (also Pueblo)
		Tewa (also Pueblo)
Upper Pecos Valley (Kidder 1958; Schroeder 1979):		
		Red Mesa
		Kwahe'e
		Santa Fe
		Wiyo/Galisteo
		Glaze I
		Glaze II
		Glaze III
		Glaze IV (also Pueblo)
Navajo Reservoir District (Eddy 1966):		
		Los Pinos
		Sambrito
		Rosa
		Piedra
		Arboles
		Chimney Rock
Zuni Area (Danson 1957):		
		White Mound
		Kiatuthlanna
		Red Mesa
		Wingate
		Twin Lake
		Nutria
Mixed Anasazi and Mogollon		
Any Anasazi or Mogollon phase may be used		
Mogollon		
Jornada Area North (Lehmer 1948):		
		Capitan
		Three Rivers
		San Andres
Jornada Area South (Lehmer 1948):		
		Mesilla
		Dona Ana
		El Paso
Middle Pecos Valley (Jelinek 1967):		
		Early 18-Mile
		Late 18-Mile
		Early Mesita Negra
		Late Mesita Negra
		Early McKenzie
		Late McKenzie
Mimbres Valley (Martin and Rinaldo 1950; Stuart and Gauthier 1981):		
		Pine Lawn
		Georgetown
		San Lorenzo
		San Francisco
		Three Circle
		Mimbres/Mangus
		Animas/Black Mountain
		Salado/Cliff
Reserve Area (Martin and Rinaldo 1950):		

		Pine Lawn
		Georgetown
		San Francisco
		Three Circle
		Reserve
		Apache Creek
		Tularosa
		Foot Creek
Sierra Blanca Mountains (Kelly 1966):		
		Glencoe
		Corona
		Lincoln
Southeastern NM (Corley 1965; Leslie 1979):		
		Hueco (also Archaic)
		Querecho
		Maljamar
		Post Maljamar/Pre-Ochoa
		Ochoa
Casas Grandes		
New Mexico Bootheel (DeAtley 1980; DeAtley and Findlow 1982)		
		San Luis
		Animas
		Salado
Plains Village		
Northeast New Mexico (Wendorf 1960):		
		Apishapa
		Antelope Creek
Plains Nomad (no phases available)		
Navajo		
Eastern Navajo Area (Hester 1962):		
		Piedra Lumbre (Chama Valley)
		Dinetah (Upper San Juan)
		Gobernador
		Cabazon
Apache		
Cimarron Area (Glassow 1980):		
		Cojo
		Jicarilla
Ute (no phases available)		
Pueblo		
		Cubero (also Anasazi)
		Acoma
Middle Rio Grande Valley (Cordell 1979):		
		Glaze E (also Anasazi)
		Glaze F
		Towa-Tiwa-Keres
Picuris Area (Dick 1975):		
		San Lazaro (also Anasazi)
		Trampas
		Cuartejejo
		Apodaca
		Penasco
Rio Abajo (Marshall and Walt 1984):		
		Colonial Piro
Salinas District (Toulouse and Stevenson 1960):		

		Pueblo Pardo (also Anasazi)
		Salinas
Tano Basin (Smiley, Stubbs, and Bannister 1953):		
		Glaze E (also Anasazi)
		Glaze F
Taos Area (Wetherington 1968):		
		Taos
Tewa Basin (Smiley, Stubbs, and Bannister 1953; Ford, Schroeder, and Peckham 1979; Warren 1979):		
		Sankawi (also Anasazi)
		Tewa (also Anasazi)
Upper Pecos Valley (Kidder 1958; Schroeder 1979):		
		Glaze IV (also Anasazi)
		Glaze V
		Glaze VI
		Tewa Series
Zuni Area (Danson 1957): no phase available		
		Zuni
Hispanic: no phase available		
Anglo - no phases available		
Other Cultures: any phase name may be used		
Unknown Culture: Phases may NOT be entered for Unknown Cultures		

Section 10. FEATURE DATA

Feature Type: Enter type of feature. Use the list of defined feature types as a guide. If an appropriate feature type is not listed, enter a new feature type in this field. If a new feature type is entered, include a description in Feature ID, Notes and/or Feature Remarks.

-CONTACT LAND OWNER: [unique feature type] substitution for a feature type that the land managing agency determines too sensitive for general viewing and access by the public. Used primarily by tribes wishing to discretely mask any or all features on a site, but still wish to maintain spatial coordinates for management purposes. No Validations. No Related features.

-ACTIVITY AREA: discrete bounded area within an archaeological site interpreted as the locus of continued human activity (e.g. resource processing, tool production, etc.). Activity areas may be delineated by natural features (i.e. cliffs, boulders, alcoves, etc.), the distribution of features (i.e. hearth, roasting pits, armadas, etc.) and/or artifacts or debris (i.e. lithic debitage, faunal remains, etc.). Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Dance/Ceremony Ground, Fire-Cracked Rock Concentration, Hearth, Material Stockpile, Mound, Pit Undefined, Plaza, Ramada/Shelter, Recreational Feature, Rock Alignment Undefined, Wood Concentration.

-AGRICULTURAL DEPRESSION: depression in ground's surface clearly associated with agricultural activities (as those found associated with grid gardens, e.g. growing pits). Validation: prehistoric and historic. Related features: Agricultural Field, Depression, Garden Plot/Grid Garden, Irrigation Ditch/System, Orchard, Pit Undefined, Reservoir, Soil Control Structure, Spring Control Structure, Water Catchment Device, Water Control Device.

-AGRICULTURAL FIELD: expanse of land used for cultivation, not necessarily formally bounded. Validation: prehistoric ceramic components and historic. Related features: Agricultural Depression, Garden Plot/Grid Garden, Irrigation Ditch/System, Orchard, Soil Control Structure, Water Control Device.

-AIR TRANSPORTATION FEATURE: structure and/or feature associated with air transportation. Includes: air strip, control tower, hangar, signals, etc. Validation: historic. Related features: Road/Trail, Structure Extant, Structure Foundation.

-ASH/CHARCOAL STAIN: discolored area of soil on site exhibiting evidence of use in association with fire. Sometimes bounded, sometimes ill-defined. May or may not show bits of charcoal and/or fire-cracked rock. Use for all surficial stains believed to be thermal and of a cultural nature. Validation: prehistoric and historic. Related features: Bone Bed, Brick Kiln, Burned Rock Midden, Coke Oven, Dump, Fire-Cracked Rock Concentration, Hearth, Horno/Oven, Kiln, Lime Kiln, Mescal Pit, Midden, Pit Undefined, Pottery Kiln, Ring Midden, Roasting Pit, Soil Stain Unspecified, Sweat Lodge, Wood Concentration.

- BALL COURT:** elongated, slightly oval, unroofed structure excavated into the ground and typical of the Hohokam and Casas Grandes cultures in the American Southwest. Validation: prehistoric ceramic components. No Related features.
- BARN:** large farm or ranch building used to house/store livestock, machinery, feed, and equipment. Includes stables. Validation: historic. Related features: Corral, Dugout, Fired-Brick Structure, Milled Lumber Structure, Outbuilding, Shed, Structure Extant, Structure Foundation.
- BEDROCK MORTAR:** pecked or ground concavity in a large boulder or outcrop. Validation: prehistoric and historic. Related features: Grinding Slick, Petroglyph, Stairway.
- BIN / CIST:** constructed/enclosed storage space which may be above, partially or completely underground. Validation: prehistoric and historic. Related features: Cache, Cairn, Depression, Dugout, Pit Undefined.
- BLIND:** small, unroofed structure expediently constructed out of natural rock and/or wood as shelter or camouflage. Validation: prehistoric and historic. Related features: Depression, Game Pit/Trap, Ramada/Shelter, Rock Shelter, Rock Alignment Undefined, Stone Circle, Wall, Wood Concentration.
- BONE BED:** concentration of faunal remains resulting from human activity. Includes refuse from meat processing, game "jump", etc. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Burial/Grave, Dump, Game Pit/Trap, Midden, Non-human Burial.
- BRICK KILN:** formal oven used to bake molded clay bricks. Validation: historic. Related features: Coke Oven, Horno/Oven, Lime Kiln, Kiln, Pottery Kiln.
- BRIDGE:** foot, automobile, or railroad bridge. Describe construction details and function under [Feature Remarks](#). Validation: historic. Related features: Post/Post Hole(s), Road/Trail, Roadside Feature, Railroad Tracks/Bed, Water Control Device.
- BURIAL/GRAVE:** unmarked human interment or isolated grave. Validation: prehistoric and historic. Related features: Cemetery, Non-Human Burial.
- BURNED ROCK MIDDEN:** large dense concentrations, often mounded, of fire cracked rock (FCR), usually associated with large scale plant processing. Although other cultural materials are usually present in the midden, FCR is predominant. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Fire-Cracked Rock Concentration, Hearth, Mescal Pit, Ring Midden, Roasting Pit.
- CACHE:** group of similar objects purposefully stored together. Validation: prehistoric and historic. Related features: Bin/Cist, Cairn, Depression, Dugout, Pit Undefined.
- CAIRN:** mound or stack of rocks used to mark locations of boundaries or claims. Validation: prehistoric and historic. Related features: Cache, Fence, Road Associated Feature, Roadside Feature, Rock Alignment Undefined, Shrine, Stone Circle, Survey Monument, Wall.
- CAR BODY:** major portion of car or truck abandoned on site. If the vehicle has been modified for other use, e.g. Corral, Soil Control Structure, etc. use the appropriate modified Feature category rather than car body and describe in [Feature ID](#) or [Feature Remarks](#) that vehicle(s) comprise all or a portion of the feature. Validation: historic. Related Features: Corral, Dump, Soil Control Structure, Trailer, Water Control Structure.
- CAVATE ROOM:** habitation rooms carved out in volcanic tuff or other soft material. Validation: prehistoric ceramic components and historic. Related features: Cave, Cliff Dwelling, Rockshelter.
- CAVE:** natural hollow or opening beneath earth's surface, with an aperture to the surface, with evidence of human use. Caves may or may not have been modified for/by human use. A cave differs from rockshelter in terms of depth penetration and the constriction of the opening. Related features: Cavate Room, Cliff Dwelling, Rockshelter.
- CEMETERY:** formal place for burying of the dead. Use for formal, sanctified, burial grounds, private grave plots, and *camposantos*. Validation: historic. Related features: Burial/Grave, Non-Human Burial.
- CHURCH/RELIGIOUS STRUCTURE:** building designed for public religious services. Includes meeting houses, synagogues, moradas, and chapels. Validation: historic. No Related features.
- CLAY QUARRY:** natural source for clay. May be a localized geologic feature or area with dispersed concentrations (e.g. a

riverbank). Validation: prehistoric ceramic components and historic. Related features: Depression, Lithic Quarry, Quarry.

-CLIFF DWELLING: habitation structure constructed in an overhang, alcove, cave, or other concavity, or along a ledge, in/on a cliff face. Use only where the structure incorporates existing geological features. Validation: prehistoric ceramic components and historic. Related features: Cavate Room, Cave, Rockshelter.

-COKE OVEN: firing structure used to reduce bituminous coal to carbonaceous residue. The distillation procedure produced either coal gas or coke for steel production. Validation: historic. Related features: Brick Kiln, Horno/Oven, Kiln, Lime Kiln, Ore Processing Facility, Pottery Kiln.

-CORRAL: enclosure for confining livestock. May be constructed of any materials and incorporate natural features or vegetation as part of the enclosure. Validation: historic. Related features Fence, Lambing Pen, Post/Post Hole(s), Stockade, Stone Circle, Rock Alignment Undefined, Wall.

-CULTURALLY MODIFIED TREE: tree, either living or dead, that exhibits evidence of human modification (i.e. axe cuts, bark/slab/branch removal). Validation: historic. Related features: Corral, Forked Stick Hogan, Graffiti, Lambing Pen, Logging Feature, Post/Post Hole(s), Tipi Ring, Utility/Communications Feature, Wickiup, Wood Concentration.

-DANCE/CEREMONY GROUND: bounded, unroofed area used for dances or other ceremonies. Validation: historic. Related features: Activity Area, Hearth, Plaza, Post/Post Hole(s), Ramada/Shelter, Wood Concentration.

-DEPRESSION: area sunk below the immediate surrounding terrain. Use to indicate an area that is a direct result of some human activity but the nature of which is unclear. Validation: prehistoric and historic. Related features: Agricultural Depression, Bin/Cist, Burial/Grave, Burned Rock Midden, Dugout, Game Pit/Trap, Great Kiva, Great Pithouse, Hearth, Kiva, Mescal Pit, Midden, Military Emplacement, Military Target, Mine Shaft/Tunnel, Non-Human Burial, Outhouse, Pit Undefined, Pithouse, Post/Post Hole(s), Quarry, Ring Midden, Roasting Pit, Tank, Water Catchment, Water Control Device, Well.

-DUGOUT: structure formed by excavation into the ground and then roofed over. May be dug into the side of a hill, or have a stair access. Used as a residence and/or storage. Validation: historic. Related features: Bin/Cist, Cache, Depression, Outbuilding, Shed.

-DUMP: formal or informal concentrations of historic trash, containing individual or multiple episodes of deposition. May contain evidence of ash/charcoal dumping (i.e. cleanouts from fireplaces/stoves). Validation: historic. Related features: Ash/Charcoal Stain, Depression, Material Stockpile, Midden, Mine Waste, Mound, Outhouse, Pit Undefined, Soil Stain Unspecified, Wood Concentration.

-FENCE: structure that creates a boundary, barrier, or enclosure. Construction materials can vary widely and may include unmodified natural materials (such as brush). Validation: historic. Related features: Corral, Lambing Pen, Post/Post Hole(s), Stockade, Wall.

-FIRE-CRACKED ROCK CONCENTRATION: discrete arrangement of fire-altered rock or caliche directly attributable to human activity but the purpose of which is unclear. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Burned Rock Midden, Coke Oven, Hearth, Horno/Oven, Lime Kiln, Mescal Pit, Midden, Ring Midden, Roasting Pit, Soil Stain Unspecified, Sweat Lodge.

-FIRED BRICK STRUCTURE: structure constructed of fired brick. Validation: historic. Related features: Barn, Church/Religious Structure, Coke Oven, House Extant, House Foundation, Lime Kiln, Pottery Kiln, Structure Extant, Structure Foundation, Structure Undefined, Trading Post/Mercantile.

-FORKED STICK HOGAN: conical Navajo dwelling constructed of brush and earth with a central forked log support. Validation: historic. Related features: Hogan, Post/Post Hole(s), Ramada/Shelter, Sweat Lodge, Tipi Ring, Wickiup, Wood Concentration.

-GAME PIT/TRAP: all passive hunting phenomena including drop sites, deadfalls, snares, dead end traps, and beating corridors. Validation: prehistoric and historic. Related features: Blind, Bone Bed, Depression, Non-human Burial, Pit Undefined, Rock Alignment Undefined, Wall.

-GARDEN PLOT/GRID GARDEN: small, formal agricultural area may be bounded with cobbles and containing gravel mulch. Validation: prehistoric ceramic components and historic. Related features: Agricultural Depression, Agricultural Field, Irrigation Ditch/System, Orchard, Rock Alignment Undefined, Soil Control Structure, Spring Control Structure, Water Control Device.

-GRAFFITI: markings or writings, usually crude, made upon a surface. Use for *free art* or *aspen art* as well as modern additions to rock art if markings are considered part of a site component. Validation: historic. Related features: Culturally Modified Tree, Petroglyph, Pictograph.

-GREAT KIVA: *large kiva, big kiva, gigantic kiva*, Validation: prehistoric ceramic components. Related features: Depression, Great Pithouse, Kiva, Pit Undefined, Pithouse.

-GRAIN MILL: structure originally equipped with machinery for grinding or crushing grains. Validation: historic. Related features: Ore Processing Facility, Sawmill.

-GREAT PITHOUSE: large semi-subterranean structure usually greater than 10 meters in diameter found in conjunction with an occupation that pre-dates the known time span of the great kiva. Validation: prehistoric. Related features: Depression, Great Kiva, Kiva, Pit Undefined, Pithouse.

-GRINDING SLICK: boulder or bedrock face that exhibits ground surfaces resulting from sharpening agricultural tools such as hoes or other stone tools. Validation: prehistoric and historic. Related features: Bedrock Mortar, Graffiti, Petroglyph, Stairway.

-HEARTH: extramural, localized area of controlled intentional burning. Encompasses all surficial fire-related phenomena including fire pits, formal hearths, unstructured hearths, fire rings, burned rock rings, fire deflectors, and slab-lined hearths. Hearth does not include standing fireplaces or chimney remnants. Such items should be entered as House Foundation. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Brick Kiln, Burned Rock Midden, Coke Oven, Dump, Fire-cracked Rock Concentration, Horno/Oven, Kiln, Lime Kiln, Mescal Pit, Midden, Pit Undefined, Pottery Kiln, Ring Midden, Roasting Pit, Soil Stain Unspecified, Sweat Lodge, Wood Concentration.

-HOGAN: Navajo dwelling, usually round or later octagonal. Includes masonry, cribbed log and framed structures. Use for standing/extant or partially deteriorating/dismantled structures and hogan foundations. Validation: historic. Related features: Forked-Stick Hogan, House Extant, Log Cabin, Stone Circle, Structure Extant, Sweat Lodge, Tipi Ring, Trading Post/Mercantile, Wickiup.

-HORNO/OVEN: enclosed space used to heat objects placed within its bounds. Includes earth ovens, oven pits, mud ovens, and bread ovens. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Brick Kiln, Coke Oven, Hearth, Kiln, Lime Kiln, Mescal Pit, Pit Undefined, Pottery Kiln, Roasting Pit, Wood Concentration.

-HOUSE EXTANT: habitation structure. Use for standing structures, especially if presently occupied. Validation: historic. Related features: Fired Brick Structure, House Foundation, Isolated Room, Log Cabin, Milled Lumber Structure, Roomblock, Structure Extant, Structure Foundation, Structure Undefined.

-HOUSE FOUNDATION: remains of habitation structure, including collapsed buildings. Includes footings of various materials, formal house cellars, cement slabs, fireplaces or chimney remnants, builders' trenches, and crawl spaces. Validation: historic. Related features: Mound, Isolated Room, Roomblock, Rock Alignment Undefined, Wall.

-IRRIGATION DITCH/SYSTEM: ditch or interrelated group of ditches/acequias, head gates, and drains that constitute an irrigation system for individual watering and irrigation features. Validation: prehistoric ceramic components and historic. Related features: Spring Control Structure, Water Control Device, Water Catchment Device.

-ISOLATED ROOM: remains of a small surface structure constructed of adobe, jacal, or masonry. Structure should be spatially detached from any other larger structure. Describe building material(s) under [Feature ID](#), [Notes](#) or [Feature Remarks](#). Validation: prehistoric and historic. Related features: Fired Brick Structure, Forked Stick Hogan, Hogan, House Extant, House Foundation, Milled Lumber Structure, Mound, Outbuilding, Outhouse, Ramada/Shelter, Roomblock, Shed, Structure Extant, Structure Foundation, Structure Undefined, Sweat Lodge, Tipi Ring, Tower, Rock Alignment Undefined, Wall, Wickiup.

-KILN: ovens used for hardening, firing, burning or drying substances. Validation: prehistoric and historic. Related features: Brick Kiln, Coke Oven, Lime Kiln, Horno/Oven, Pottery Kiln.

-KIVA: circular or rectangular ceremonial structure. May be subterranean or part of a surface roomblock. Can be used for excavated and unexcavated features if there is reasonable certainty in interpretation of surficial remains. Validation: prehistoric ceramic components and historic. Related features: Depression, Great Kiva, Great Pithouse, Pithouse, Pit Undefined.

-LAMBING PEN: small, sheltered enclosure used to protect young lambs. Validation: historic. Related features: Corral, Fence, Stockade, Wall.

-LIME KILN: furnace used to reduce naturally occurring forms of calcium carbonate to lime. Validation: historic. Related features: Brick Kiln, Coke Oven, Kiln, Horno/Oven, Pottery Kiln.

-LITHIC QUARRY: use **only** for actual outcrops of lithic material that have been mined or otherwise exploited for the purpose of stone tool manufacture. Validation: prehistoric and historic. Related features: Clay Quarry, Depression, Quarry.

-LOG CABIN: structure built of logs. Footing types and roofs vary. Use for standing/extant or partially deteriorated/dismantled structures. Validation: historic. Related features: Fired Brick Structure, Hogan, House Extant, House Foundation, Isolated Room, Milled Lumber Structure, Outbuilding, Shed, Structure Extant, Structure Foundation, Trading Post/Mercantile.

- LOGGING FEATURE:** remains of features associated with the harvest, processing and transportation of trees. Includes: skidders, skidding trails, stacked logs, chutes, etc. Validation: historic. Related features: Material Stockpile, Railroad Track/Bed, Sawmill, Structure Extant, Structure Foundation, Tent Base, Wood Concentration.
- MATERIAL STOCKPILE:** materials such as soil, gravel, rocks, etc. purposefully piled for future use such as construction, roadwork, etc. Validation: historic. Related features: Mound, Wood Concentration.
- MESCAL PIT:** pit dug for the processing of succulent plants. Usually contain masses of fire-cracked rock and charcoal stained sediments. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Burned Rock Midden, Fire-cracked Rock Concentration, Hearth, Horno/Oven, Pit Undefined, Ring Midden, Roasting Pit.
- MIDDEN:** archaeological deposit containing discarded artifacts and materials. Middens may have considerable depth, or may be entirely surficial (i.e., sheet midden). Midden deposits normally contain ashy or charcoal-stained sediments, and domestic-related items such as sherds, lithic debitage, and bone. Use for prehistoric and protohistoric trash deposits. Related features: Ash/Charcoal Stain, Burned Rock Midden, Dump, Fire-cracked Rock Concentration, Ring Midden.
- MILITARY EMPLACEMENT:** military-related feature constructed primarily for the cover or concealment of troops (e.g. foxhole or trench) May include ground level features (e.g. helicopter pad, machine-gun nest, etc.). Validation: historic. Related features: Military Target, Military Testing Feature.
- MILITARY TARGET:** location used for military target practice by aerial bombing or ground-based ballistics. Validation: historic. Related features: Military Emplacement, Military Testing Feature.
- MILITARY TESTING and EXPERIMENTATION FEATURE:** feature constructed for the investigation, and/or testing of aircraft, ballistics, or other military-related equipment. Includes: equipment mount, launch pad/strip, instruments station, storage structures, etc. Validation: historic. Related features: Military Emplacement, Military Target.
- MILLED LUMBER STRUCTURE:** structure built of processed lumber. Validation: historic. Related features: Barn, Fired Brick Structure, Hogan, House Extant, House Foundation, Isolated Room, Log Cabin, Outbuilding, Outhouse, Shed, Structure Extant, Structure Foundation, Trading Post/Mercantile.
- MINE SHAFT/TUNNEL:** portals, adits, vent shafts, prospects, haulage tunnels. Validation: prehistoric and historic. Related features: Clay Quarry, Depression, Lithic Quarry, Mine Waste, Ore Processing Facility, Ore Transport Feature, Pit Undefined, Quarry.
- MINE WASTE:** mill tailings, mine spoils, coal piles, etc. Validation: prehistoric and historic. Related features: Clay Quarry, Depression, Lithic Quarry, Material Stockpile, Mine Shaft/Tunnel, Mound, Ore Processing Facility, Ore Transport Feature, Pit Undefined, Quarry.
- MOUND:** pile of materials which may represent the remains of a structure. Use for structural mounds which cannot be further differentiated (e.g., rubble mounds). Validation: prehistoric and historic. Related features: House Foundation, Isolated Room, Material Stockpile, Rock Alignment Undefined, Roomblock, Structure Foundation, Wall.
- NON-HUMAN BURIAL:** intentional interment of a non-human vertebrate in a context **not** associated with butchering or meat procurement (i.e. faunal remains). Validation: prehistoric and historic. Related features: Burial/Grave, Cemetery.
- ORCHARD:** land devoted to the cultivation of fruit or nut trees. Validation: historic. Related features: Agricultural Field, Garden Plot/Grid Garden.
- ORE PROCESSING FACILITY:** ore mill structures and abandoned machinery (e.g. concentrators, ball and stamp mills, conveyor belts, leaching vats). Validation: historic. Related features: Mine Shaft/Tunnel, Mine Waste, Ore Transport Feature, Structure Extant, Structure Foundation, Structure Undefined.
- ORE TRANSPORTATION FEATURE:** structures and features associated with the transport of ore (or coal) from mine to mill (e.g. headframes, hoist machinery and housing, flumes, load outs, trams). Validation: historic. Related features: Bridge, Mine Shaft/Tunnel, Mine Waste, Ore Processing Facility, Railroad Tracks/Bed, Road/Trail.
- OUTBUILDING:** structures separated from, but related to, the principal structure on a residential site. Includes: chicken coops, storage buildings, well houses, etc. Describe construction materials in Feature ID, Notes or Feature Remarks. Validation: historic. Related features: Barn, Dugout, Fired Brick Structure, Isolated Room, Log Cabin, Milled Lumber Structure, Outhouse, Ramada/Shelter, Shed,

Structure Undefined.

-OUTHOUSE: small structure housing an outdoor toilet, or the remains of such a structure. Validation: historic. Related features: Barn, Depression, Dugout, Fired Brick Structure, Isolated Room, Milled Lumber Structure, Outbuilding, Ramada/Shelter, Shed, Structure Undefined.

-PETROGLYPH: design scratched, pecked, or scraped into a rock surface. Validation: prehistoric and historic. Related features: Graffiti, Pictograph.

-PICTOGRAPH: design drawn in pigment upon an unprepared or ground rock surface. Validation: prehistoric and historic. Related features: Graffiti, Petroglyph.

-PIPELINE: buried or above-ground pipeline or pipeline segment. Construction materials can vary. Used to deliver products such as oil, natural gas, water, wastewater, etc. Validation: historic. Related features: Irrigation Ditch/System, Spring Control Structure, Utility Line, Water Control Device, Well, Windmill.

-PIT, UNDEFINED: a discrete excavation directly attributable to human activity but the purpose of which is unclear. Validation: prehistoric and historic. Related features: Agricultural Depression, Bin/Cist, Burial/Grave, Burned Rock Midden, Dugout, Game Pit/Trap, Great Kiva, Great Pithouse, Hearth, Kiva, Mescal Pit, Military Emplacement, Military Target, Mine Shaft/Tunnel, Non-Human Burial, Outhouse, Quarry, Ring Midden, Roasting Pit, Tank, Water Catchment Device, Water Control Device, Well.

-PITHOUSE: habitation structure built entirely or partially underground. Validation: prehistoric. Related features: Depression, Dugout, Great Kiva, Great Pithouse, Kiva, Pit Undefined.

-PLAZA: area which may be partially or completely enclosed by structural remains (standing or collapsed), used for community activities. May contain temporary structures (e.g. sun shades or ramadas) as well as special activity areas (e.g. milling bins, hearths). Validation: prehistoric ceramic components and historic. Related features: Activity area, Church/Religious Structure, Dance/Ceremony Ground, Great Kiva, Kiva, Ramada/Shelter, Roomblock, Stockade, Tower.

-POST/POST HOLE(S): one or more upright posts, remains of posts, or sockets thereof that cannot be associated with a larger feature or structure such as a building, fence, corral, stockade, pen, etc. Validation: prehistoric and historic. Related features: Corral, Depression, Fence, Forked Stick Hogan, Lambing Pen, Pit Undefined, Scarecrow, Stockade, Survey Monument, Tent Base, Tipi Ring, Utility/Communication Feature.

-POTTERY KILN: oven or heated enclosed space for firing pottery. Validation: prehistoric ceramic components and historic. Related features: Brick Kiln, Coke Oven, Horno/Oven, Kiln, Lime Kiln.

-QUARRY: area where geological materials are available for removal and use off-site, primarily as building materials (e.g. limestone, stone, gravel, sand pits, etc.). Validation: prehistoric and historic. Related features: Clay Quarry, Depression, Lithic Quarry, Material Stockpile, Mine Shaft/Tunnel, Pit Undefined.

-RAILROAD TRACK/BED: segment(s) of railroad tracks or railroad bed. Validation: historic. Related features: Bridge, Material Stockpile, Ore Transportation Feature, Road/Trail, Roadside Feature (Historic), Soil Control Structure, Water Control Device.

-RAMADA/SHELTER: all temporary shelters (e.g. lean-tos, windbreaks, brush enclosures, sun shades etc.). Validation: prehistoric and historic. Related features: Activity Area, Culturally Modified Tree, Dance/Ceremony Ground, Forked Stick Hogan, Milled Lumber Structure, Outbuilding, Plaza, Post/Post Hole(s), Stone Circle, Sweat Lodge, Tent Base, Tipi Ring, Wickiup.

-RECREATIONAL FEATURE: modern structures related to outdoor recreational activities (i.e. camping, picnicking). Includes cooking shelters, picnic tables, fireplace grills, horseshoe stakes, etc. Validation: historic. Related features: Fire-cracked Rock Concentration, Hearth, Log Cabin, Milled Lumber Structure, Outbuilding, Outhouse, Post/Post Hole(s), Ramada/Shelter, Road/Trail, Roadside Feature, Roasting Pit, Shed, Structure Extant, Tent Base, Wood Concentration.

-RESERVOIR: natural or artificial lake in which water can be stored for future use. Validation: prehistoric and historic. Related features: Spring Control Structure, Tank, Water Catchment Device, Water Control Device.

-RING MIDDEN: generally donut-shaped or concentric burned rock midden. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Burned Rock Midden, Fire-Cracked Rock Concentration, Hearth, Horno/Oven, Mescal Pit, Roasting Pit, Rock Alignment Undefined.

-ROAD/TRAIL: formal or informal way used for the passage of humans, animals, and/or vehicles. Validation: prehistoric and historic. Related features: Bridge, Logging Feature, Ore Transportation Feature, Railroad Track/Bed, Road Associated Feature (prehistoric), Roadside Feature (historic), Rock Alignment Undefined, Stage Stop, Stairway, Utility Line/Communication Feature.

-ROAD ASSOCIATED FEATURE (prehistoric): features that occur in context with prehistoric road systems. Includes herreduras and ramps. Validation: prehistoric ceramic components. Related features: Road/Trail, Rock Alignment Undefined, Stairway.

-ROADSIDE FEATURE (historic): features that occur along historic roads or railroads. Includes cattle guards, parking areas, drainage ditches, culverts, signage, etc. Validation: historic. Related features: Bridge, Railroad Track/Bed, Road/Trail, Rock Alignment Undefined, Stage Stop, Stairway, Utility Line/Communications Feature.

-ROASTING PIT: excavated hole or pit used for cooking without direct application of fire, usually accompanied by concentrations of fire-cracked and/or burned rock. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Burned Rock Midden, Fire-cracked Rock Concentration, Hearth, Horno/Oven, Mescal Pit, Ring Midden, Rock Alignment Undefined.

-ROCK ALIGNMENT, UNDEFINED: group of rocks which appear to have some cultural association. Use for possible walls, wall-like phenomena, human produced architectural oddities, rock piles, etc. Validation: prehistoric and historic. Related features: Burial/Grave, Cache, Cairn, Corral, Fence, Garden Plot/Grid Garden, House Foundation, Irrigation Ditch/System, Isolated Room, Mound, Non-Human Burial, Recreational Feature, Road/Trail, Road Associated Feature (prehistoric), Roadside Feature (historic), Roomblock, Soil Control Structure, Spring Control Structure, Structure Foundation, Structure Undefined, Tent Base, Tipi Ring, Wall, Water Catchment Device, Water Control Device, Wickiup.

-ROCKSHELTER: overhang, indentation, or alcove formed naturally by rock fall or in a rock face, generally not of great depth, with evidence of human use. Rockshelters may or may not have been modified for human use. Validation: prehistoric and historic. Related features: Cavate Room, Cave, Cliff Dwelling, Stairway, Wall.

-ROOMBLOCK: remains of a contiguous, multi-room habitation structure. May be constructed of a variety of materials. Usually manifests a surface mound with construction debris exposed, and wall alignments may be visible. Includes all pueblos and Navajo pueblitos. Describe building material(s) and provide an estimated number of rooms under Feature ID, Notes or Feature Remarks. Validation: prehistoric ceramic components and historic. Related features: Fired Brick Structure, Garden Plot/Grid Garden, Hogan, House Foundation, Isolated Room, log Cabin, Milled Lumber Structure, Mound, Outbuilding, Outhouse, Ramada/Shelter, Rock Alignment Undefined, Shed, Structure Foundation, Structure Undefined, Sweat Lodge, Tower, Wall, Wickiup

-SAWMILL: facility for production of lumber from raw logs. May be a temporary facility. Validation: historic. Related features: Grain Mill, Material Stockpile, Log Cabin, Logging Feature, Structure Extant, Structure Foundation, Structure Undefined, Tent Base, Wood Concentration.

-SCARECROW: cloth-covered and stick figures, located in elevated positions around agricultural fields, livestock areas, or habitations. Validation: historic. Related Features: Agricultural Field, Agricultural Depression, Garden Plot/Grid Garden, Post/Post Hole(s).

-SHED: see **-OUTBUILDING**. Validation: historic. Related features: Barn, Dugout, Fire Brick Structure, Isolated Room, Log Cabin, Milled Lumber Structure, Outbuilding, Outhouse, Ramada/Shelter, Structure Undefined.

-SHRINE: place, marked or unmarked, that is held sacred. Validation: prehistoric and historic. Related features: Burial/Grave, Cairn, Cave, Cemetery, Church/Religious Structure, Depression, Graffiti, Grinding Slick, Petroglyph, Pictograph, Mound, Rock Alignment Undefined, Stone Circle.

-SOIL CONTROL STRUCTURE: device constructed for the capture and/or maintenance of soils, usually for agricultural purposes. Includes terraces, erosion control fences, and dirt traps. Validation: prehistoric ceramic components and historic. Related features: Agricultural Depression, Agricultural Field, Cairn, Garden Plot/Grid Garden, Irrigation Ditch/System, Rock Alignment Undefined, Spring Control Structure, Water Catchment Device, Water Control Device.

-SOIL STAIN, UNSPECIFIED: area of soil with distinct coloration and **no** evidence of fire. May include oil or chemical spill, organic stain, etc. Validation: prehistoric and historic. Related features: Ash/Charcoal Stain, Bone Bed, Burned Rock Midden, Fire-Cracked Rock Concentration, Hearth, Mescal Pit, Material Stockpile, Midden, Pit Undefined, Post/Post Hole(s), Ring Midden, Roasting Pit.

-SPRING CONTROL STRUCTURE: any modification of a natural spring to increase or/and control the flow. Includes spring improvements, and stock troughs. Validation: prehistoric and historic. Related features: Irrigation Ditch/System, Reservoir, Rock Alignment Undefined, Soil

Control Structure, Tank, Water Catchment Device, Water Control Device, Well.

-STAGE STOP: structure(s) situated along an established stage line for watering, horse changes, and mail/passenger exchanges. Include name of stage line and stage stop station in Site Name(s) (e.g. Butterfield Overland Mail-Trail; Cooke's Spring Stage Stop Station). Validation: historic. Related features: Barn, Corral, Dugout, Fence, Log Cabin, Milled Lumber Structure, Isolated Room, Outbuilding, Outhouse, Post/Post Hole(s), Ramada/Shelter, Road/Trail, Roadside Feature, Roomblock, Shed, Stockade, Trading Post/Mercantile, Well, Windmill.

-STAIRWAY: series of steps allowing access to a different level. Use for toe/hand holds, stairs, ladders, etc. Validation: prehistoric and historic. Related features: Bridge, Cliff Dwelling, Cavate Room, Cave, Game Pit/Trap, Post/Post Hole(s), Road/Trail, Road Associated Feature (prehistoric), Roadside Feature (historic), Tower.

-STOCKADE: fortified enclosure, constructed of timbers or posts driven into ground, or otherwise walled. Validation: prehistoric ceramic components and historic. Related features: Corral, Fence, Lambing Pen, Post/Post Hole(s), Wall.

-STONE CIRCLE: circular arrangement of stones. Validation: prehistoric and historic. Related features: Bin/Cist, Corral, Hearth, Hogan, Isolated Room, Lambing Pen, Ramada/Shelter, Sweat Lodge, Tent Base, Tipi Ring, Wickiup.

-STRUCTURE EXTANT: structure of undetermined function. May contain partial walls, partial roof, or be complete. Exhibits more structural integrity than a foundation. Validation: historic. Related features: Fired Brick Structure, House Extant, Log Cabin, Milled Lumber Structure, Outbuilding, Outhouse, Ramada/Shelter, Shed.

-STRUCTURE FOUNDATION: remains of a structure of undetermined function, including collapsed buildings. Includes footings of various materials, basements, concrete slabs or pads, builders' trenches, and crawl spaces. Validation: historic. Related features: House Foundation, Rock Alignment Undefined.

-STRUCTURE, UNDEFINED: ephemeral remains of a structure where no distinct foundation or super-structure remains exist. Use for instances (primarily during survey) where a structure is indicated, but specific structural attributes are lacking. Validation: prehistoric and historic. Related features: House Foundation, Isolated Room, Mound, Ramada/Shelter, Rock Alignment Undefined, Structure Foundation.

-SURVEY MONUMENT: permanent marker emplaced for the purpose of demarking township/range/section units, ownership or land claim boundaries. Includes blazed trees, incised or pecked boulders, USGS monuments and brass caps. Validation: historic. Related features: Cairn, Culturally Modified Trees, Fence, Post/Post Hole(s), Rock Alignment Undefined, Wall.

-SWEAT LODGE: small enclosure or hut used for steam baths, usually ephemeral in construction. Often with fire-cracked rock and/or hearths in association. Validation: historic. Related features: Ash/Charcoal Stain, Burned Rock Midden, Fire-Cracked Rock Concentration, Forked Stick Hogan, Hearth, Hogan, Wood Concentration.

-TANK: a capture and/or holding area for liquids. Includes stock impoundments, metal tank stock waters, wildlife waterers, waste water/sewage empondments, oil tanks, LP tanks, etc. Validation: historic. Related features: Depression, Irrigation Ditch/System, Reservoir, Soil Control Structure, Spring Control Structure, Water Catchment Device, Water Control Device, Well, Windmill.

-TENT BASE: impression left by a tent, including rocks used to weigh down the edges, stakes, and wear patterns. May include more formal floors and wooden bases. Validation: prehistoric ceramic components and historic. Related features: Culturally Modified Tree, Forked Stick Hogan, Post/Post Hole(s), Ramada/Shelter, Rock Alignment Undefined, Stone Circle, Sweat Lodge, Tipi Ring, Wickiup.

-TIPI RING: circular pattern left when a tipi is dismantled. Validation: prehistoric ceramic components and historic. Related features: Culturally Modified Tree, Forked Stick Hogan, Post/Post Hole, Ramada/Shelter, Rock Alignment Undefined, Stone Circle, Sweat Lodge, Tent Base, Wickiup.

-TOWER: structure constructed to provide elevation above the surrounding area. May or may not be attached to other structures. Includes Spanish Colonial *torreones*. Validation: prehistoric ceramic components and historic. Related features: Isolated Room, Rock Alignment Undefined, Roomblock, Stone Circle.

-TRADING POST/MERCANTILE: station or store, usually in a remote locale, established to trade supplies for local products, often on a barter basis. Also, a retail trade establishment in urban context. Include name of trading post in Site Name(s) (e.g. Arrington's Trading Post). Validation: historic. Related features: Barn, Corral, Dugout, Fired Brick Structure, Hogan, Isolated Room, Log Cabin, Milled Wood Structure, Outbuilding, Outhouse, Roomblock, Shed, Stage Stop, Stockade, Structure Extant, Structure Foundation, Well.

-TRAILER: vehicle designed to be hauled by a truck or car. Especially a house trailer, which can be moved and/or left in one place for an

extended period as a habitation. Validation: historic. Related features: Car Body, Recreational Feature, Roadside Feature, Structure Extant.

-UTILITY/COMMUNICATION FEATURE: buried or above-ground line or line segment, poles, towers, structures, etc. used to deliver electricity, telegraph, telephone, radio or services, etc. Validation: historic. Related features: Pipeline, Post/Post Hole(s).

-WALL: upright structure which divides, encloses, or protects an area. Walls are more substantial than fences. Construction materials can vary widely. Validation: prehistoric and historic. Related features: Cairn, Corral, Fence, House Extant, House Foundation, Lambing Pen, Post/Post Hole(s), Rock Alignment Undefined, Structure Extant, Structure Foundation.

-WATER CATCHMENT DEVICE: small structure for the collection of water. Includes cisterns and retention dams. Validation: prehistoric and historic. Related features: Depression, Reservoir, Spring Control Structure, Soil Control Structure, Tank, Water Control Device.

-WATER CONTROL DEVICE: a device which controls the flow of water, particularly run-off. Includes check dams, flumes, gabions, headgates, drop structures, and riprap. Related features: Irrigation Ditch/System, Reservoir, Spring Control Structure, Soil Control Structure, Tank, Water Catchment Device.

-WELL: deep shaft or hole drilled to obtain water or other resources. Validation: prehistoric and historic. Related features: Reservoir, Tank, Water Catchment Device, Water Control Device, Windmill.

-WICKIUP: short term habitation constructed of matting, grass, or bark overlaying a wooden frame. Validation: prehistoric ceramic components and historic. Related features: Forked Stick Hogan, Hogan, Post/Post Hole(s), Ramada/Shelter, Stone Circle, Sweat Lodge, Tent Base, Tipi Ring.

-WINDMILL: wheel of adjustable blades or shafts rotated by the wind to provide energy to draw water from a well. Validation: historic. Related features: Reservoir, Tank, Water Catchment Device, Water Control Device, Well.

-WOOD CONCENTRATION: pile or discrete arrangement of wood debris (i.e. chips, small branches, sawdust, milled lumber, cut poles, etc.) Do not use for cut poles or milled lumber that are part of a structure. Validation: historic. Related features: Corral, Dump, Fence, Forked Stick Hogan, Lambing Pen, Log Cabin, Logging Feature, Material Stockpile, Milled Wood Structure, Outbuilding, Outhouse, Post/Post Hole(s), Ramada/Shelter, Sawmill, Shed, Stockade, Sweat Lodge, Tent Base, Tipi Ring, Wickiup.