RDR 1: The LIA engravings are on top of the hill (Elevation +- 1450m), between units RDR 1 I, J & K.



Fig 89: This small engraving is incorporated as part of a stone wall in unit RDR 1 (J).



Fig. 90: The engraving consists of triangular incised marks. The mark on the extreme left is a natural crack in the rock which forms part of the "design". The hollows are natural.



Fig. 91: These three big stones are all engraved. Pecked as well as incised marks are visible.



Fig. 92: The first stone has a distinct incised arrow, with an pecked engraved circular motif to the right.



Fig. 93: The second stone has incised (triangular) as well as pecked engraved images. It seems as if the natural hollows were deliberately incorporated in the "design".



Fig. 94: A pecked engraved image. Both sides of this stone are engraved.



Fig. 95: The same side of the rock in Fig. 6. The incised groove is to the right of the image in Fig. 6.



Fig. 96: The same rock on the opposite side facing south. Fine hair-line incised marks are visible. The natural hollows in the rock are also used as part of the "design".



Fig. 97: A circular motif with "rays" projecting from it. The "artist" made use of the natural form of the rock to get the required effect.



Fig. 98: This stone has a natural dark stain in the middle (algae as a result of constant moisture in the slight hollow). A faint pecked engraving surrounds the stain.

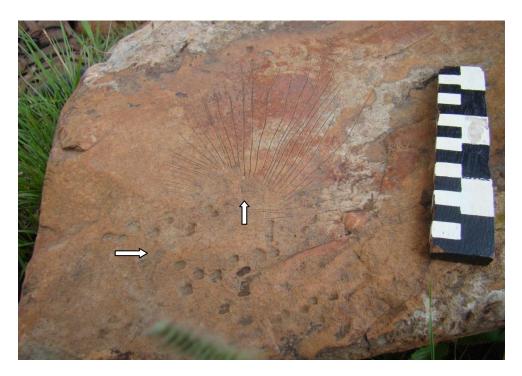


Fig. 99: Incised lines and pecked engraving. The lines project from a pecked circle at the bottom. Some of the hollows are natural and some are deliberately pecked.



Fig. 100: This stone with fine hair-line incised marks as well as a groove (possibly for the sharpening of an implement), was found as part of an inner wall of the RDR1 (I) complex.



Fig. 101: A stone in unit RDR 1 (K) covered with fine hair-line incisions.



Fig. 102: A loose stone (in unit RDR 1 (I), which was used on all sides for sharpening of implements. A prominent groove is visible.



Fig. 103: The engravings are on top of a hill with the stone walls of unit RDR 1 (J) visible in the foreground.