

**ARCHAEOLOGY SITE RECORD FORM** (Aug 2014 version)

**Basic site information**

**PROJECT:** \_\_\_\_\_

Site No _____	SiteName _____	Date _____ / _____ / _____
LocalName _____		Photographer _____
Scribe _____		Recording Times _____ : _____ to _____ :
Recorders _____		Est. Age LSA/MSA/ESA/Historic _____
GPS Lat _____ (-dd.ddddd)		Owner _____
GPS Long _____ (dd.ddddd)		Faces Dir (eg N) _____

**Directions to site**

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**Comments on site**

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**Admin Comments**

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**Site Category**

Rock Art <input type="checkbox"/>	Archaeological Deposit <input type="checkbox"/>	Stone walling <input type="checkbox"/>	<b>Other</b>
Artefacts <input type="checkbox"/>	Ruin > 100 yrs <input type="checkbox"/>	Fossil <input type="checkbox"/>	
Shell Midden <input type="checkbox"/>	Burial <input type="checkbox"/>		

**Physical site type**

**Size (Shelters)**

Cave/Deep Overhang <input type="checkbox"/>	Width _____ m	Open Site <input type="checkbox"/>
Overhang <input type="checkbox"/>	Depth _____ m	Length _____ m
Rock Wall <input type="checkbox"/>	Height _____ m	Width _____ m
Boulder <input type="checkbox"/>		

**Location**

**Height**

**Access Difficulty**

**Heritage Significance Grading**

Open/Flat <input type="checkbox"/>	Low <input type="checkbox"/>	Easy <input type="checkbox"/>	I <input type="checkbox"/>	II <input type="checkbox"/>	IIIa, IIIb, IIIc <input type="checkbox"/>
Kloof/Valley <input type="checkbox"/>	Med <input type="checkbox"/>	Med <input type="checkbox"/>	<b>Comment on Grading</b>		
Recording <input type="checkbox"/>	High <input type="checkbox"/>	Hard <input type="checkbox"/>			
Digital Camera photos <input type="checkbox"/>					
Sketches <input type="checkbox"/>					
Movie/Audio <input type="checkbox"/>					
Other recording (specify) _____	Tracings <input type="checkbox"/>	Artefact Counts <input type="checkbox"/>			

**Site Content**

<b>Depth of Deposit</b>	<b>Contains</b>	<b>Details of Deposit</b>
0-10cm <input type="checkbox"/>	Ash <input type="checkbox"/>	
10-20cm <input type="checkbox"/>	Shell <input type="checkbox"/>	
20-50cm <input type="checkbox"/>	Bedding <input type="checkbox"/>	
>50cm <input type="checkbox"/>	Sandy <input type="checkbox"/>	
Est. Depth _____	Dung <input type="checkbox"/>	<i>Disturbance:</i> termites, cattle/sheep/goats, vegetation classies. OTHER: _____
		Excavation potential? Y/N _____

<b>Stone artefacts</b>	<b>Other Stone Age</b>	<b>Additional details of cultural material</b>	
Quartz <input type="checkbox"/>	Pottery <input type="checkbox"/>	Upper Grindstone <input type="checkbox"/>	<b>Colonial/Other</b>
Quartzite <input type="checkbox"/>	OES <input type="checkbox"/>	Lower Grindstone <input type="checkbox"/>	
Silcrete <input type="checkbox"/>	Ochre <input type="checkbox"/>		
Hornfels <input type="checkbox"/>	Bone <input type="checkbox"/>		
Chert <input type="checkbox"/>	Beads <input type="checkbox"/>		
CCS <input type="checkbox"/>	Marine Shell <input type="checkbox"/>		Metal <input type="checkbox"/>
			Porcelain <input type="checkbox"/>
			Glass <input type="checkbox"/>

### Rock Art

**Damage**

Water	<input type="checkbox"/>	Klipsweet	<input type="checkbox"/>	Animal damage	<input type="checkbox"/>	Vegetation Abrasion	<input type="checkbox"/>
Lichen	<input type="checkbox"/>	Mud Wasps	<input type="checkbox"/>	Flaking	<input type="checkbox"/>	<b>Graffiti</b>	
Salts	<input type="checkbox"/>	Dust	<input type="checkbox"/>	Bird Droppings	<input type="checkbox"/>	Recent	<input type="checkbox"/>
						Historical	<input type="checkbox"/>

<b>Damage Comment</b>
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**INSTRUCTIONS:** Please fill in all fields. Only take GPS when accuracy <10m, if not, comment in ADMIN section.  
 Rock Art: For additional notes on a motif or combo, please refer to the ID # followed by your comment.  
 Codes: **Tradition** FL=fine line; FP=finger painted; Col=colonial; LW=late white; CF=crude fine; CT=crude thick  
**Equipment** b=bag; q=quiver; s=stick; scb=single curved bow; tcb=triple curved bow; k=kaross; a=apron; t=tassels; ds=digging stick; f=flywhisk; ar=arrows; c=club; i = indetobject  
**Colours** {Add F for faded} r=red; b=black; w=white; y=yellow **Technique** m=monochrome; bi=bichrome; ps=polychrome, shaded; pns=polychrome, not shaded;  
**Facing** FL=face left; FR=face right; FF=face forward; I=indeterminate **SP=superpositioning**

ID#	Panel (m)	Count	Tradition		Motif	Facing	Colour(s)		Technique	SP?	Equipment	Note/Comment
			def=1	def=FL			def=r	def=m				
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<b>EG</b>	<b>0-2</b>	<b>3</b>	<b>FL</b>		<b>eland</b>	<b>FR</b>	<b>r,fw</b>	<b>bi</b>	<b>Y</b>			2 large, 1 small