Appendix 1. Stone tool analysis abbreviations.

Chipped stone tools

Column Headings:

UN – Unidad/Unit
CAPA- Layer
NIVEL- Level
RASGO - Feature
CUAD – Cuadricula/Subunit
BAG#
STAGE
LENGTH
WIDTH
THICK - Thickness
MOD - Modification
GRAIN
ART – Artifacts
PHOTO – * indicates that a photo was taken of this item.
QUARTZ

Stage:

1 = primary flake, exterior all original stone surface
2 = secondary flake, exterior includes original and antecedent flake surfaces
3 = tertiary flake, exterior consists of all antecedent flake surfaces.

Length:

length of flake from platform (proximal end) to distal end in mm

Width:

Maximum width of flake from side to side in mm

Thickness (THICK):

Maximum thickness of the flake in mm

Modification (MOD):

rt = retouching
po = the original surface of the stone from which the flake was struck, had been polished. Many flakes are taken off of what appear to be polished oval cobbles
uw = use wear
st = striations visible on the original surface from which the flake was struck. Similar to "polish" above.

Grain:

This is a qualitative assessment.
f = stones that are not granular to the naked eye and break with a cryptocrystaline structure – like or close to glass. These are most often quartz flakes, or occasionally a very fine grained sedimentary material of unknown origin.

m = Stones that are granular (to the naked eye), and break with a conchoidal pattern,with the common attributes of a flake (striking platform, ripple marks, eraillure flake, bulb of percussion, occasional hinge fractures). The most common stone type of this grain is the local andesite, and much more rarely a quartzite.
c = stones that are granualar and more irregular in fracture pattern. They commonly have a striking platform and bulb of percussion, sometimes ripple marks and hinges. These can be andesite or granitic rocks.
vc = Stones with a much more granular grain and irregular facture. Granite is the most common stone in this category. Flakes can only be identified by clear strking platforms and bulbs of percussion.

Shatter: These are pieces that have attributes of flakes, but lack usually a striking platform and bulb of percussion. They often show signs of previous flakes taken off the outside.

"left" and "right" side of a flake are based on laying the flake ventral side down, platform up.

Shape:
an - angular
ol –
on –
ov – oval
rc – rectangular

Artifacts (Photo taken - *)
CF – Cobble flake tool
DT – Denticulated
DR – Drill
PP – Projectile Point
RT – Retouched
CDG – Chapeau de Gendarme shaped striking platform

Quartz:
1p (or 2p or 4p) = piece(s)

<u>Ground or pecked stone tools</u>
Column Headings:
UN – Unidad/Unit
CAPA- Layer
NIVEL- Level
RASGO - Feature
CUAD – Cuadricula/Subunit
BAG#
FORM
PHOTO – * indicates that a photo was taken of this item.

EXT - Exterior
BUR - Burning
CON - Condition
DIM – Ground stone tool dimensions
SHAPE

Form:
hs = handstone = over 80 mm maximum dimension
ns = netherstone
pb = Pebble – Under 50 mm maximum dimension
cb = cobble – 50-80 mm maximum dimension
ui = unidentifiable – label given to pieces that could not be reasonably identified as handstone, pebble or cobble.
cr = core
sh = the object had been shaped by pecking and/or grinding
ch = chopper – flaked stone with large chopping edge
rt – retouched

Exterior (EXT):
po or pl = polished exterior as evidenced by shiny polishing marks when seen under a lamp
st = striations as evidenced by use wear striations visible under raking light under a 10 power magnifying glass.
pk = pecking
sm = smooth, as evidenced by a smoothed exterior surface. It could not be distinguished it this smoothing was natural or cultural

Burning (BUR):
ub = unburned
bu = burned
bl = unoxidized black or grey color
rd = oxidized reddish/orange color

Condition (CON):
wh = whole
fg = fragment