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Discovery Unit:
 Geomorph Unit:

Date (mm/dd/yy) Team Leader Longest Dimension
 Digital Photo

Location

Northing Easting 1:5000 Center Elevation
 Toponym: _____ Add. Toponym _____

Location and Access Description:

Survey Procedure

Start Walking Time Stop Walking Time
 Walker Spacing Bearing (in degrees) Direction of walker array: FROM: TO:

Walker Initials	Sherds #	Tiles #	Lithics #	Other #		Walker Initials	Sherds #	Tiles #	Lithics #	Other #
1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		15	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		16	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
						TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Standard Experimental Training Unsurveyed Non-geomorphic Other
 Resurveyed Previous Unit Number

Comments:

Land Cover

Coniferous Forest Evergreen Forest Maquis Phrygana Mixed Deciduous
 Pseudo-Steppe Chasmophyte Coastal Marsh Other

Olives Grapes Citrus Apricot Almonds Other Orchard/Grove
 Other Fruit Patch Vegetables, Small-Leafed Vegetables, Broad-Leafed
 Grain Grain Stubble Kalamboki Weeds Other

Measure **Olive Tree** at Chest Level (below fork): Circumf. Min (cm) Circumf. Max (cm)

Comments on Land Cover:

Visibility

Background Disturbance: None Light Moderate Heavy

Percent Visible (walked area) Visibility Photos?

Plowed? Soil Loose? Soil Compacted?

Irrigation (check one) None Local General

Sherd Crusting (check one) None Light Heavy

Surface Clast Composition (check all that apply) Rocks Organic Other

Surface Clast Size (check one) Boulder (>300mm) Cobble (300-75mm) Coarse Gravel (75-19mm) Fine Gravel (19-5mm) Sand (<5mm)

Comments:

Land Use

Agricultural Unused Residential Recreational Industrial Quarry
 Transportation Commercial & Services Cemetery Dump Other

Comments:

Features

M=Modern, PM=Pre-Modern, B=Both, I=Indeterminate / Check as many as apply

Architecture	<input type="checkbox"/>	Domestic Structure	<input type="checkbox"/>	Terrace wall, standing	<input type="checkbox"/>
Animal Pen(s)	<input type="checkbox"/>	Ekkisaki	<input type="checkbox"/>	Terrace wall, collapsed	<input type="checkbox"/>
Bridge	<input type="checkbox"/>	Fortification Wall	<input type="checkbox"/>	Field wall, standing	<input type="checkbox"/>
Built Tomb	<input type="checkbox"/>	Kiln	<input type="checkbox"/>	Field wall, collapsed	<input type="checkbox"/>
Camp	<input type="checkbox"/>	Monumental	<input type="checkbox"/>	Well, built	<input type="checkbox"/>
Check Dam	<input type="checkbox"/>	Outbuilding	<input type="checkbox"/>	Isolated/non-contextual	<input type="checkbox"/>
Church	<input type="checkbox"/>	Oven	<input type="checkbox"/>	Other	<input type="checkbox"/>
Cistern	<input type="checkbox"/>	Retaining wall	<input type="checkbox"/>		
<hr/>					
Non-Architectural	<input type="checkbox"/>	Pit	<input type="checkbox"/>	Terraces, bulldozed	<input type="checkbox"/>
Burials, non-built	<input type="checkbox"/>	Resin collector	<input type="checkbox"/>	Threshing floors	<input type="checkbox"/>
Campfires	<input type="checkbox"/>	Road, paved	<input type="checkbox"/>	Water channel, perm.	<input type="checkbox"/>
Dump	<input type="checkbox"/>	Road/track, unpaved	<input type="checkbox"/>	Well, non-built	<input type="checkbox"/>
Hives	<input type="checkbox"/>	Road/cut	<input type="checkbox"/>	Other	<input type="checkbox"/>
<hr/>					
Interpretive	<input type="checkbox"/>	Industrial Facility	<input type="checkbox"/>	Settlement	<input type="checkbox"/>
Agricultural Facility	<input type="checkbox"/>	Military Installation	<input type="checkbox"/>	Other	<input type="checkbox"/>
Harbor	<input type="checkbox"/>	Monastery	<input type="checkbox"/>		

Comments (continue on back of page, if necessary):

Course of Action

None Modern LoCA Architect Resurvey Survey later Other

Comments: