

GLOSSARY

Artifact: a material object made or modified in whole or in part by man. Among the most common artifacts on archaeological sites are fragments of broken pottery (sherds), and stone tools, chips, projectile points, and similar lithic debris.

Attribute: a discrete characteristic of an object.

Bifacial tool: an artifact with flakes removed from both surfaces along a single edge.

Debitage: waste debris associated with the manufacture of chipped stone tools, i.e. points, knives, etc.

Diachronic: the study of a discrete area through time, i.e. culture history.

Feature: an area in or on the ground where evidence of past human activity can be seen or detected. Among the most frequent features at archaeological sites are fire pits, storage pits, burial pits, hard-packed house floors and post holes.

Projectile Points: a functional class into which pointed, chipped stone tools are placed, though many of these tools are multifunctional (i.e. knives, spearpoints, arrow points). Also, projectile point types based on forms are used as temporal indices for constructing culture history.

Sherd: a fragment of a ceramic or soapstone vessel.

Site: any area or location occupied as a residence or utilized by humans for a sufficient length of time to construct features or deposit a number of artifacts.

Synchronic: the study of a discrete area in a regional manner at one point in time.

Type: an archaeological research tool by which individual artifacts are placed into categories using recognizably similar attributes. The typing of artifacts most often involves ceramics and projectile points and their temporal nature in culture history or for functional studies.

Unifacial tool: an artifact with flakes removed from one surface along a single edge.