Table 8.38: Vale of Pickering - Artefact - detailed types

	Vale of Pickering	Datebase	%
Pin	3	716	26.3%
Strap end	0	309	11.4%
Brooch	11	300	11.0%
Buckle	5	108	4.0%
Hooked tag	2	87	3.2%
Mount	6	79	2.9%
Knife/blade	0	77	2.8%
Strip/binding	0	69	2.5%
Nail	0	62	2.3%
Sleeve clasp	4	60	2.2%
Vessel	0	49	1.8%
Weight	0	48	1.8%
Finger ring	0	42	1.5%
Fragment(s) - iron	0	37	1.4%
Metal working debris	0	35	1.3%
Strap fitting	0	31	1.1%
Unidentified	1	31	1.1%
Horse fitting	0	27	1.0%
Tweezers	1	25	0.9%
Key (locking)	0	23	0.8%
Bell (part)	0	22	0.8%
Pendant	0	21	0.8%
Sheet - copper alloy	0	20	0.7%
Bead	0	19	0.7%
Girdle Hanger	2	17	0.6%
Needle	0	16	0.6%
Comb (parts)	0	13	0.5%
Hook	0	13	0.5%
Spindle whorl	0	13	0.5%
Whittle-tang knife	0	12	0.4%
Fragment(s) - copper alloy	0	12	0.4%
Ring	0	11	0.4%
Ingot	0	11	0.4%
sheet - lead	0	11	0.4%
Stirrup	0	10	0.4%
Staple	0	10	0.4%
Scabbard	2	10	0.4%
Cremation	3	9	0.3%
Hinge strap	0	9	0.3%
Bridle fitting	1	8	0.3%
Stylus	0	7	0.3%
Whetstone	0	7	0.3%
Disc	0	7	0.3%

Detailed types	Vale of Pickering	Datebase	%
Sword pommel	0	7	0.3%
Sheet - iron	0	7	0.3%
Locking mechanism	0	6	0.2%
Strap hinge	0	6	0.2%
Rove	0	6	0.2%
Fragment(s) - silver	0	6	0.2%
Bracteate	2	5	0.2%
Scutheon	0	5	0.2%
Chisel	0	5	0.2%
Punch	0	5	0.2%
Wedge	0	5	0.2%
Fragment(s) - lead	0	5	0.2%
Gaming piece	0	4	0.1%
Plaque	1	4	0.1%
Belt fitting	0	4	0.1%
Toilet implement	0	4	0.1%
Awl	0	4	0.1%
Fragment(s) - gold	0	4	0.1%
Book fitting	0	3	0.1%
Cross	0	3	0.1%
Strike-a-light	0	3	0.1%
Bracelet	0	3	0.1%
Chain/link	0	3	0.1%
Chatelaine	0	3	0.1%
Jewellery	0	3	0.1%
Bolt	0	3	0.1%
Hanging bowl	0	3	0.1%
Harness pendant	0	3	0.1%
Earscoop	0	3	0.1%
Auger	0	3	0.1%
Rivet	0	3	0.1%
Shield	0	3	0.1%
Shield boss	0	3	0.1%
Die stamp	0	3	0.1%
Net sinker	0	3	0.1%
Human remains	0	2	0.1%
Bucket	0	2	0.1%
Fixtures & fittings	0	2	0.1%
Latchlifter	0	2	0.1%
Skillet	0	2	0.1%
Annular brooch	0	2	0.1%
Ear-ring	0	2	0.1%
Personal accessory	0	2	0.1%
Roundel	0	2	0.1%

Detailed types	Vale of Pickering	Datebase	%
Hanger	0	2	0.1%
Balance (part)	0	2	0.1%
Cosmetic set	0	2	0.1%
Ferrule	0	2	0.1%
Handle	0	2	0.1%
Rod	0	2	0.1%
Spoon	0	2	0.1%
Armour & weapons	0	2	0.1%
Arrowhead	0	2	0.1%
Spike/spear	0	2	0.1%
Sword	0	2	0.1%
Sword guard	0	2	0.1%
Bar	0	2	0.1%
Trial piece	0	2	0.1%
Washer	0	2	0.1%
Applied relief	0	1	0.0%
Lace-end	0	1	0.0%
Animal head terminal	0	1	0.0%
Chape	0	1	0.0%
Clasp	0	1	0.0%
Dress hook	0	1	0.0%
Dress pin	0	1	0.0%
Loop	0	1	0.0%
Neck ring	0	1	0.0%
Pin head	0	1	0.0%
Scarab?	0	1	0.0%
Stud	0	1	0.0%
Bridle bit	0	1	0.0%
Harness mount	0	1	0.0%
Nail cleaner	0	1	0.0%
Adze	0	1	0.0%
Scythe	0	1	0.0%
Sharpening tool	0	1	0.0%
Shears	0	1	0.0%
Tongs	0	1	0.0%
Pommel cap	0	1	0.0%
Seax	0	1	0.0%
Spearhead	0	1	0.0%
Vat	0	1	0.0%
Workbox	0	1	0.0%

Source: Dataset 6.06: Early medieval Yorkshire - artefacts - data

Purpose: To assess, compare and rank the distribution of artefact types by region.