

Table 8.12: Central Lowlands - Artefacts - detailed types

<u>Detailed types</u>	York Fishergate	York (all locations)	Central Lowlands	Central Lowlands %	York/Central Lowlands	Database Totals
<i>Pin</i>	30	2	43	75	716	26.3%
<i>Strap end</i>	1	0	3	4	309	11.4%
<i>Brooch</i>	3	3	91	97	300	11.0%
<i>Buckle</i>	2	0	10	12	108	4.0%
<i>Hooked tag</i>	0	0	28	28	87	3.2%
<i>Mount</i>	0	1	14	15	79	2.9%
<i>Knife/blade</i>	29	0	0	29	77	2.8%
<i>Strip/binding</i>	40	0	0	40	69	2.5%
<i>Nail</i>	0	0	3	3	62	2.3%
<i>Sleeve clasp</i>	0	0	29	29	60	2.2%
<i>Vessel</i>	0	0	1	1	49	1.8%
<i>Weight</i>	1	0	7	8	48	1.8%
<i>Finger ring</i>	4	0	3	7	42	1.5%
<i>Fragment(s) - iron</i>	15	0	0	15	37	1.4%
<i>Metal working debris</i>	0	0	0	0	35	1.3%
<i>Strap fitting</i>	0	0	1	1	31	1.1%
<i>Unidentified</i>	0	0	2	2	31	1.1%
<i>Horse fitting</i>	6	0	0	6	27	1.0%
<i>Tweezers</i>	0	0	1	1	25	0.9%
<i>Key (locking)</i>	3	0	0	3	23	0.8%
<i>Bell (part)</i>	2	0	10	12	22	0.8%
<i>Pendant</i>	1	0	2	3	21	0.8%
<i>Sheet - copper alloy</i>	7	0	0	7	20	0.7%
<i>Bead</i>	0	0	9	9	19	0.7%
<i>Girdle Hanger</i>	0	0	4	4	17	0.6%
<i>Needle</i>	6	0	0	6	16	0.6%
<i>Comb (parts)</i>	4	0	0	4	13	0.5%
<i>Hook</i>	10	0	0	10	13	0.5%
<i>Spindle whorl</i>	0	0	2	2	13	0.5%
<i>Whittle-tang knife</i>	0	0	0	0	12	0.4%
<i>Fragment(s) - cu-alloy</i>	2	0	0	2	12	0.4%
<i>Ring</i>	1	0	3	4	11	0.4%
<i>Ingot</i>	0	0	4	4	11	0.4%
<i>sheet - lead</i>	10	0	0	10	11	0.4%
<i>Stirrup</i>	0	0	2	2	10	0.4%
<i>Staple</i>	7	0	0	7	10	0.4%
<i>Scabbard</i>	0	0	4	4	10	0.4%
<i>Cremation</i>	0	0	0	0	9	0.3%
<i>Hinge strap</i>	8	0	0	8	9	0.3%
<i>Bridle fitting</i>	0	0	3	3	8	0.3%
<i>Stylus</i>	0	0	0	0	7	0.3%

<u>Detailed types</u>	York Fishergate	York (all locations)	Central Lowlands	Central Lowlands %	York/Centra l Lowlands	Database Totals
Whetstone	0	0	0	0	7	0.3%
Disc	0	0	1	1	7	0.3%
Sword pommel	0	0	1	1	7	0.3%
Sheet - iron	0	0	0	0	7	0.3%
Locking mechanism	2	0	0	2	6	0.2%
Strap hinge	0	0	0	0	6	0.2%
Rove	6	0	0	6	6	0.2%
Fragment(s) - silver	6	0	0	6	6	0.2%
Bracteate	0	0	0	0	5	0.2%
Scutheon	0	0	0	0	5	0.2%
Chisel	2	0	0	2	5	0.2%
Punch	2	0	0	2	5	0.2%
Wedge	0	0	0	0	5	0.2%
Fragment(s) - lead	2	0	0	2	5	0.2%
Gaming piece	0	0	0	0	4	0.1%
Plaque	0	0	0	0	4	0.1%
Belt fitting	4	0	0	4	4	0.1%
Toilet implement	0	0	0	0	4	0.1%
Awl	2	0	0	2	4	0.1%
Fragment(s) - gold	3	0	0	3	4	0.1%
Book fitting	0	0	0	0	3	0.1%
Cross	0	0	0	0	3	0.1%
Strike-a-light	0	0	0	0	3	0.1%
Bracelet	1	0	0	1	3	0.1%
Chain/link	1	0	0	1	3	0.1%
Chatelaine	3	0	0	3	3	0.1%
Jewellery	0	0	2	2	3	0.1%
Bolt	3	0	0	3	3	0.1%
Hanging bowl	0	0	3	3	3	0.1%
Harness pendant	0	0	1	1	3	0.1%
Earscoop	0	0	0	0	3	0.1%
Auger	3	0	0	3	3	0.1%
Rivet	3	0	0	3	3	0.1%
Shield	0	0	1	1	3	0.1%
Shield boss	0	0	3	3	3	0.1%
Die stamp	0	0	2	2	3	0.1%
Net sinker	3	0	0	3	3	0.1%
Human remains	0	0	0	0	2	0.1%
Bucket	0	0	0	0	2	0.1%
Fixtures & fittings	0	0	0	0	2	0.1%
Latchlifter	0	0	0	0	2	0.1%
Skillet	0	0	0	0	2	0.1%

<u>Detailed types</u>	York Fishergate	York (all locations)	Central Lowlands	Central Lowlands %	York/Central Lowlands	Database Totals
<i>Annular brooch</i>	0	0	0	0	2	0.1%
<i>Ear-ring</i>	1	0	0	1	2	0.1%
<i>Personal accessory</i>	0	0	1	1	2	0.1%
<i>Roundel</i>	0	0	0	0	2	0.1%
<i>Hanger</i>	0	0	0	0	2	0.1%
<i>Balance (part)</i>	0	0	0	0	2	0.1%
<i>Cosmetic set</i>	0	0	2	2	2	0.1%
<i>Ferrule</i>	1	0	0	1	2	0.1%
<i>Handle</i>	0	0	0	0	2	0.1%
<i>Rod</i>	0	0	0	0	2	0.1%
<i>Spoon</i>	0	0	0	0	2	0.1%
<i>Armour & weapons</i>	0	0	0	0	2	0.1%
<i>Arrowhead</i>	0	0	0	0	2	0.1%
<i>Spike/spear</i>	0	0	0	0	2	0.1%
<i>Sword</i>	0	0	1	1	2	0.1%
<i>Sword guard</i>	0	0	1	1	2	0.1%
<i>Bar</i>	0	0	0	0	2	0.1%
<i>Trial piece</i>	0	0	1	1	2	0.1%
<i>Washer</i>	0	0	0	0	2	0.1%
<i>Applied relief</i>	0	0	0	0	1	0.0%
<i>Lace-end</i>	0	0	0	0	1	0.0%
<i>Animal head terminal</i>	0	0	0	0	1	0.0%
<i>Chape</i>	0	0	0	0	1	0.0%
<i>Clasp</i>	0	0	0	0	1	0.0%
<i>Dress hook</i>	0	0	0	0	1	0.0%
<i>Dress pin</i>	0	0	0	0	1	0.0%
<i>Loop</i>	0	0	0	0	1	0.0%
<i>Neck ring</i>	0	0	0	0	1	0.0%
<i>Pin head</i>	0	0	1	1	1	0.0%
<i>Scarab?</i>	0	0	0	0	1	0.0%
<i>Stud</i>	0	0	0	0	1	0.0%
<i>Bridle bit</i>	0	0	0	0	1	0.0%
<i>Harness mount</i>	0	0	0	0	1	0.0%
<i>Nail cleaner</i>	0	0	0	0	1	0.0%
<i>Adze</i>	0	0	0	0	1	0.0%
<i>Scythe</i>	0	0	0	0	1	0.0%
<i>Sharpening tool</i>	0	0	0	0	1	0.0%
<i>Shears</i>	0	0	0	0	1	0.0%
<i>Tongs</i>	0	0	0	0	1	0.0%
<i>Pommel cap</i>	0	0	0	0	1	0.0%
<i>Seax</i>	0	0	0	0	1	0.0%
<i>Spearhead</i>	0	0	0	0	1	0.0%
<i>Vat</i>	0	0	0	0	1	0.0%
<i>Workbox</i>	0	0	0	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.