

Table 8.21: Yorkshire Wolds - Artefacts- detailed types

	Humberside	Wolds west	Wolds central	Wolds east	Wolds total	Database Totals	%
<i>Pin</i>	2	296	259	25	580	716	26.3%
<i>Strap end</i>	1	142	98	21	261	309	11.4%
<i>Brooch</i>	0	62	12	48	122	300	11.0%
<i>Buckle</i>	0	36	17	22	75	108	4.0%
<i>Hooked tag</i>	0	21	19	4	44	87	3.2%
<i>Mount</i>	1	20	3	8	31	79	2.9%
<i>Knife/blade</i>	1	1	9	37	47	77	2.8%
<i>Strip/binding</i>	0	4	25	0	29	69	2.5%
<i>Nail</i>	0	0	59	0	59	62	2.3%
<i>Sleeve clasp</i>	0	11	0	12	23	60	2.2%
<i>Vessel</i>	0	26	1	21	48	49	1.8%
<i>Weight</i>	1	24	13	2	39	48	1.8%
<i>Finger ring</i>	0	3	24	4	31	42	1.5%
<i>Fragment(s) - iron</i>	0	0	21	1	22	37	1.4%
<i>Metal working debris</i>	0	0	0	34	34	35	1.3%
<i>Strap fitting</i>	3	14	4	5	23	31	1.1%
<i>Unidentified</i>	0	9	4	13	26	31	1.1%
<i>Horse fitting</i>	0	0	11	7	18	27	1.0%
<i>Tweezers</i>	0	3	7	5	15	25	0.9%
<i>Key (locking)</i>	0	0	2	9	11	23	0.8%
<i>Bell (part)</i>	0	6	2	1	9	22	0.8%
<i>Pendant</i>	0	3	0	1	4	21	0.8%
<i>Sheet - copper alloy</i>	0	1	12	0	13	20	0.7%
<i>Bead</i>	0	5	2	3	10	19	0.7%
<i>Girdle Hanger</i>	0	3	0	5	8	17	0.6%
<i>Needle</i>	0	0	5	2	7	16	0.6%
<i>Comb (parts)</i>	0	0	0	9	9	13	0.5%
<i>Hook</i>	0	0	1	0	1	13	0.5%
<i>Spindle whorl</i>	4	5	2	0	7	13	0.5%
<i>Whittle-tang knife</i>	0	0	12	0	12	12	0.4%
<i>Fragment(s) - copper alloy</i>	0	1	3	6	10	12	0.4%
<i>Ring</i>	0	0	0	0	0	11	0.4%
<i>Ingot</i>	0	2	3	1	6	11	0.4%
<i>sheet - lead</i>	0	0	0	0	0	11	0.4%
<i>Stirrup</i>	0	1	1	3	5	10	0.4%
<i>Staple</i>	0	0	2	0	2	10	0.4%
<i>Scabbard</i>	0	3	0	0	3	10	0.4%
<i>Cremation</i>	0	0	0	6	6	9	0.3%
<i>Hinge strap</i>	0	0	0	0	0	9	0.3%
<i>Bridle fitting</i>	0	2	0	1	3	8	0.3%
<i>Stylus</i>	0	1	0	0	1	7	0.3%
<i>Whetstone</i>	0	4	2	0	6	7	0.3%
<i>Disc</i>	0	4	0	0	4	7	0.3%
<i>Sword pommel</i>	0	1	2	1	4	7	0.3%
<i>Sheet - iron</i>	0	0	7	0	7	7	0.3%
<i>Locking mechanism</i>	0	0	2	1	3	6	0.2%
<i>Strap hinge</i>	0	0	6	0	6	6	0.2%

Detailed types	Humberside	Wolds west	Wolds central	Wolds east	Wolds total	Database Totals	%
<i>Rove</i>	0	0	0	0	0	6	0.2%
<i>Fragment(s) - silver</i>	0	0	0	0	0	6	0.2%
<i>Bracteate</i>	0	0	1	2	3	5	0.2%
<i>Scutheon</i>	0	0	1	0	1	5	0.2%
<i>Chisel</i>	0	0	3	0	3	5	0.2%
<i>Punch</i>	0	0	0	3	3	5	0.2%
<i>Wedge</i>	0	0	1	4	5	5	0.2%
<i>Fragment(s) - lead</i>	0	1	0	0	1	5	0.2%
<i>Gaming piece</i>	0	1	1	0	2	4	0.1%
<i>Plaque</i>	0	1	0	0	1	4	0.1%
<i>Belt fitting</i>	0	0	0	0	0	4	0.1%
<i>Toilet implement</i>	0	2	0	0	2	4	0.1%
<i>Awl</i>	0	0	2	0	2	4	0.1%
<i>Fragment(s) - gold</i>	0	0	0	0	0	4	0.1%
<i>Book fitting</i>	0	0	2	1	3	3	0.1%
<i>Cross</i>	0	1	0	1	2	3	0.1%
<i>Strike-a-light</i>	0	0	0	3	3	3	0.1%
<i>Bracelet</i>	0	0	1	1	2	3	0.1%
<i>Chain/link</i>	0	0	0	0	0	3	0.1%
<i>Chatelaine</i>	0	0	0	0	0	3	0.1%
<i>Jewellery</i>	0	0	0	0	0	3	0.1%
<i>Bolt</i>	0	0	0	0	0	3	0.1%
<i>Hanging bowl</i>	0	0	0	0	0	3	0.1%
<i>Harness pendant</i>	0	1	0	1	2	3	0.1%
<i>Earscoop</i>	0	2	0	0	2	3	0.1%
<i>Auger</i>	0	0	0	0	0	3	0.1%
<i>Rivet</i>	0	0	0	0	0	3	0.1%
<i>Shield</i>	0	0	0	0	0	3	0.1%
<i>Shield boss</i>	0	0	0	0	0	3	0.1%
<i>Die stamp</i>	0	0	0	1	1	3	0.1%
<i>Net sinker</i>	0	0	0	0	0	3	0.1%
<i>Human remains</i>	0	0	1	1	2	2	0.1%
<i>Bucket</i>	0	0	0	2	2	2	0.1%
<i>Fixtures & fittings</i>	0	2	0	0	2	2	0.1%
<i>Latchlifter</i>	0	0	2	0	2	2	0.1%
<i>Skillet</i>	0	0	0	0	0	2	0.1%
<i>Annular brooch</i>	0	1	1	0	2	2	0.1%
<i>Ear-ring</i>	0	0	0	0	0	2	0.1%
<i>Personal accessory</i>	0	1	0	0	1	2	0.1%
<i>Roundel</i>	0	0	0	0	0	2	0.1%
<i>Hanger</i>	0	0	0	0	0	2	0.1%
<i>Balance (part)</i>	0	0	2	0	2	2	0.1%
<i>Cosmetic set</i>	0	0	0	0	0	2	0.1%
<i>Ferrule</i>	0	0	1	0	1	2	0.1%
<i>Handle</i>	0	0	2	0	2	2	0.1%
<i>Rod</i>	0	0	0	0	0	2	0.1%
<i>Spoon</i>	0	0	1	0	1	2	0.1%
<i>Armour & weapons</i>	0	1	0	0	1	2	0.1%

Detailed types	Humberside	Wolds west	Wolds central	Wolds east	Wolds total	Database Totals	%
<i>Arrowhead</i>	0	0	0	2	2	2	0.1%
<i>Spike/spear</i>	0	0	0	0	0	2	0.1%
<i>Sword</i>	0	0	0	0	0	2	0.1%
<i>Sword guard</i>	0	0	1	0	1	2	0.1%
<i>Bar</i>	0	0	0	1	1	2	0.1%
<i>Trial piece</i>	0	1	0	0	1	2	0.1%
<i>Washer</i>	0	0	2	0	2	2	0.1%
<i>Applied relief</i>	0	0	0	0	0	1	0.0%
<i>Lace-end</i>	0	0	1	0	1	1	0.0%
<i>Animal head terminal</i>	0	1	0	0	1	1	0.0%
<i>Chape</i>	0	0	0	0	0	1	0.0%
<i>Clasp</i>	0	1	0	0	1	1	0.0%
<i>Dress hook</i>	0	1	0	0	1	1	0.0%
<i>Dress pin</i>	0	1	0	0	1	1	0.0%
<i>Loop</i>	0	1	0	0	1	1	0.0%
<i>Neck ring</i>	0	1	0	0	1	1	0.0%
<i>Pin head</i>	0	0	0	0	0	1	0.0%
<i>Scarab?</i>	0	0	1	0	1	1	0.0%
<i>Stud</i>	0	1	0	0	1	1	0.0%
<i>Bridle bit</i>	0	0	0	0	0	1	0.0%
<i>Harness mount</i>	0	0	0	0	0	1	0.0%
<i>Nail cleaner</i>	0	1	0	0	1	1	0.0%
<i>Adze</i>	0	0	0	0	0	1	0.0%
<i>Scythe</i>	0	0	1	0	1	1	0.0%
<i>Sharpening tool</i>	0	0	0	1	1	1	0.0%
<i>Shears</i>	0	0	0	0	0	1	0.0%
<i>Tongs</i>	0	0	0	0	0	1	0.0%
<i>Pommel cap</i>	0	0	0	0	0	1	0.0%
<i>Seax</i>	0	0	0	0	0	1	0.0%
<i>Spearhead</i>	0	0	1	0	1	1	0.0%
<i>Vat</i>	0	0	0	0	0	1	0.0%
<i>Workbox</i>	0	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.