

Table 8.30: Beverley, etc - Artefact - detailed types

<u>Detailed types</u>	<u>Beverley</u>	<u>Holderness</u>	<u>NY</u>	<u>Northumberland</u>	<u>Other peripheral</u>	<u>Database Totals</u>	<u>%</u>
Pin	6	3	3	1	43	716	26.3%
Strap end	5	9	14	0	15	309	11.4%
Brooch	10	13	26	13	8	300	11.0%
Buckle	4	6	4	1	1	108	4.0%
Hooked tag	0	1	3	0	9	87	3.2%
Mount	2	0	19	5	0	79	2.9%
Knife/blade	0	0	0	0	0	77	2.8%
Strip/binding	0	0	0	0	0	69	2.5%
Nail	0	0	0	0	0	62	2.3%
Sleeve clasp	2	1	0	0	1	60	2.2%
Vessel	0	0	0	0	0	49	1.8%
Weight	0	0	0	0	0	48	1.8%
Finger ring	1	0	3	0	0	42	1.5%
Fragment(s) - iron	0	0	0	0	0	37	1.4%
Metal working debris	0	1	0	0	0	35	1.3%
Strap fitting	2	1	0	0	1	31	1.1%
Unidentified	1	1	0	0	0	31	1.1%
Horse fitting	1	0	0	0	2	27	1.0%
Tweezers	0	0	8	0	0	25	0.9%
Key (locking)	0	0	5	0	4	23	0.8%
Bell (part)	0	1	0	0	0	22	0.8%
Pendant	0	1	10	1	2	21	0.8%
Sheet - copper alloy	0	0	0	0	0	20	0.7%
Bead	0	0	0	0	0	19	0.7%
Girdle Hanger	1	1	0	1	0	17	0.6%
Needle	0	0	3	0	0	16	0.6%
Comb (parts)	0	0	0	0	0	13	0.5%
Hook	2	0	0	0	0	13	0.5%
Spindle whorl	0	0	0	0	0	13	0.5%
Whittle-tang knife	0	0	0	0	0	12	0.4%
Fragment(s) - copper alloy	0	0	0	0	0	12	0.4%
Ring	0	0	2	2	3	11	0.4%
Ingot	0	1	0	0	0	11	0.4%
sheet - lead	1	0	0	0	0	11	0.4%
Stirrup	0	3	0	0	0	10	0.4%
Staple	1	0	0	0	0	10	0.4%
Scabbard	0	0	0	1	0	10	0.4%
Cremation	0	0	0	0	0	9	0.3%
Hinge strap	1	0	0	0	0	9	0.3%
Bridle fitting	0	1	0	0	0	8	0.3%
Stylus	0	0	6	0	0	7	0.3%

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Whetstone	0	1	0	0	0	7	0.3%
Disc	2	0	0	0	0	7	0.3%
Sword pommel	1	1	0	0	0	7	0.3%
Sheet - iron	0	0	0	0	0	7	0.3%
Locking mechanism	0	0	0	0	1	6	0.2%
Strap hinge	0	0	0	0	0	6	0.2%
Rove	0	0	0	0	0	6	0.2%
Fragment(s) - silver	0	0	0	0	0	6	0.2%
Bracteate	0	0	0	0	0	5	0.2%
Scutcheon	0	0	4	0	0	5	0.2%
Chisel	0	0	0	0	0	5	0.2%
Punch	0	0	0	0	0	5	0.2%
Wedge	0	0	0	0	0	5	0.2%
Fragment(s) - lead	2	0	0	0	0	5	0.2%
Gaming piece	1	1	0	0	0	4	0.1%
Plaque	0	0	2	0	0	4	0.1%
Belt fitting	0	0	0	0	0	4	0.1%
Toilet implement	0	0	2	0	0	4	0.1%
Awl	0	0	0	0	0	4	0.1%
Fragment(s) - gold	0	0	0	1	0	4	0.1%
Book fitting	0	0	0	0	0	3	0.1%
Cross	1	0	0	0	0	3	0.1%
Strike-a-light	0	0	0	0	0	3	0.1%
Bracelet	0	0	0	0	0	3	0.1%
Chain/link	1	0	1	0	0	3	0.1%
Chatelaine	0	0	0	0	0	3	0.1%
Jewellery	1	0	0	0	0	3	0.1%
Bolt	0	0	0	0	0	3	0.1%
Hanging bowl	0	0	0	0	0	3	0.1%
Harness pendant	0	0	0	0	0	3	0.1%
Earscoop	0	0	1	0	0	3	0.1%
Auger	0	0	0	0	0	3	0.1%
Rivet	0	0	0	0	0	3	0.1%
Shield	0	0	0	2	0	3	0.1%
Shield boss	0	0	0	0	0	3	0.1%
Die stamp	0	0	0	0	0	3	0.1%
Net sinker	0	0	0	0	0	3	0.1%
Human remains	0	0	0	0	0	2	0.1%

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Bucket	0	0	0	0	0	2	0.1%
Fixtures & fittings	0	0	0	0	0	2	0.1%
Latchlifter	0	0	0	0	0	2	0.1%
Skillet	0	0	2	0	0	2	0.1%
Annular brooch	0	0	0	0	0	2	0.1%
Ear-ring	1	0	0	0	0	2	0.1%
Personal accessory	0	0	0	0	0	2	0.1%
Roundel	0	0	2	0	0	2	0.1%
Hanger	0	0	0	0	2	2	0.1%
Balance (part)	0	0	0	0	0	2	0.1%
Cosmetic set	0	0	0	0	0	2	0.1%
Ferrule	0	0	0	0	0	2	0.1%
Handle	0	0	0	0	0	2	0.1%
Rod	1	0	1	0	0	2	0.1%
Spoon	0	0	1	0	0	2	0.1%
Armour & weapons	0	1	0	0	0	2	0.1%
Arrowhead	0	0	0	0	0	2	0.1%
Spike/spear	0	0	0	1	1	2	0.1%
Sword	0	0	0	1	0	2	0.1%
Sword guard	0	0	0	0	0	2	0.1%
Bar	0	0	1	0	0	2	0.1%
Trial piece	0	0	0	0	0	2	0.1%
Washer	0	0	0	0	0	2	0.1%
Applied relief	0	0	1	0	0	1	0.0%
Lace-end	0	0	0	0	0	1	0.0%
Animal head terminal	0	0	0	0	0	1	0.0%
Chape	0	1	0	0	0	1	0.0%
Clasp	0	0	0	0	0	1	0.0%
Dress hook	0	0	0	0	0	1	0.0%
Dress pin	0	0	0	0	0	1	0.0%
Loop	0	0	0	0	0	1	0.0%
Neck ring	0	0	0	0	0	1	0.0%
Pin head	0	0	0	0	0	1	0.0%
Scarab?	0	0	0	0	0	1	0.0%
Stud	0	0	0	0	0	1	0.0%
Bridle bit	0	0	0	0	1	1	0.0%
Harness mount	1	0	0	0	0	1	0.0%
Nail cleaner	0	0	0	0	0	1	0.0%
Adze	0	0	0	0	1	1	0.0%
Scythe	0	0	0	0	0	1	0.0%
Sharpening tool	0	0	0	0	0	1	0.0%
Shears	0	0	1	0	0	1	0.0%
Tongs	0	0	0	0	1	1	0.0%
Pommel cap	1	0	0	0	0	1	0.0%
Seax	0	0	0	0	1	1	0.0%
Spearhead	0	0	0	0	0	1	0.0%
Vat	1	0	0	0	0	1	0.0%
Workbox	0	0	0	0	1	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.