
GROUND STONE TOOL INVENTORY, SAN PEDRO PRESERVATION PROJECT

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Table 1. Ground stone artifacts, pigments, fossils, concretions, and mineral samples, by site, San Pedro Preservation Project.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition	
BB:1:6	0	—	0	Ground surface	0	Ornament	Bead, tube	Broken	
	1	Trash concentration	1	Extramural feature fill	1	Handstone	Flat	Whole	
	1	Trash concentration	1	Extramural feature fill	2	Tabular tool	Too fragmentary	Broken	
	1	Trash concentration	1	Extramural feature fill	3	Netherstone	Indeterminate	Broken	
	1	Trash concentration	1	Extramural feature fill	3	Unidentified	—	Broken	
	2	Plaza	2	Plaza fill	1	Tabular tool	1 straight edge	Broken	
	2	Plaza	2	Plaza surface	1	Lapstone	Flat	Whole	
	BB:1:6 count = 7								
BB:1:22	0	—	0	Ground surface	0	Pigment source	Processed	Whole	
	0	—	1	Sheet trash	1	Handstone	Flat/concave	Whole	
	0	—	1	Sheet trash	2	Handstone	Flat/concave	Whole	
	0	—	1	Sheet trash	2	Handstone	Flat/concave	Broken	
	0	—	2	Sheet trash	3	Tabular tool	Too fragmentary	Broken	
	0	—	2	Sheet trash	4	Tabular tool	Notched	Whole	
	0	—	2	Sheet trash	4	Mortar	Rock	Whole	
	0	—	2	Sheet trash	4	Mano	Trough	Whole	
	0	—	2	Sheet trash	4	Handstone	Flat/concave	Broken	
	1	Masonry/adobe structure	3	Structure fill	2	Pigment source	Processed	Broken	
	1	Masonry/adobe structure	3	Structure fill	2	Pigment source	Natural	Whole	
	2	Trash concentration	4	Extramural feature fill	1	Tabular tool	1 straight edge	Whole	
	2	Trash concentration	4	Extramural feature fill	2	Mortar	Pebble	Whole	
	BB:1:22 count = 13								
	BB:1:32	0	—	1	Sheet trash	1	Handstone	Flat/concave	Whole
		0	—	1	Sheet trash	1	Unidentified	—	Broken
0		—	1	Sheet trash	2	Pigment source	Natural	Whole	
2		Masonry/adobe structure	1	Roof/Wall fall	2	Pigment source	Natural	Whole	
3		Masonry/adobe structure	2	Structure fill	1	Shaped	—	Indeterminate	
3		Masonry/adobe structure	2	Floor fill	1	Lapstone	Flat	Whole	
BB:1:32 count = 6									

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:1:33	0	—	1	Sheet trash	2	Lapstone	Flat	Broken
	0	—	1	Sheet trash	2	Pigment source	Ground	Whole
	0	—	1	Sheet trash	3	Handstone	Indeterminate	Broken
BB:1:33 count = 3								
BB:1:34	1	Trash concentration	1	Extramural feature fill	1	Metate	Trough, indeterminate	—
	2	Trash concentration	2	Extramural feature fill	2	Netherstone	Indeterminate	—
	2	Trash concentration	2	Extramural feature fill	2	Mano	Trough	Broken
	2	Trash concentration	2	Extramural feature fill	3	Lapstone	Flat	Whole
BB:1:34 count = 4								
BB:1:55	1	Trash concentration	1	Extramural feature fill	2	Netherstone	Indeterminate	Broken
	1	Trash concentration	1	Extramural feature fill	2	Lapstone	Flat	Whole
	1	Trash concentration	1	Extramural feature fill	2	Handstone	Flat/concave	Whole
	1	Trash concentration	1	Extramural feature fill	3	Handstone	Indeterminate	Whole
	1	Trash concentration	1	Extramural feature fill	4	Unidentified	—	Broken
	2	Trash concentration	2	Extramural feature fill	1	Handstone	Flat/concave	Broken
	2	Trash concentration	2	Extramural feature fill	1	Lapstone	Flat	Whole
	2	Trash concentration	2	Extramural feature fill	1	Handstone	Flat/concave	Whole
BB:1:55 count = 8								
BB:2:3	1	Trash mound	1	Extramural feature fill	1	Handstone	Flat/concave	Broken
	1	Trash mound	1	Extramural feature fill	1	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	1	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	1	Axe	Indeterminate	Broken
	1	Trash mound	1	Extramural feature fill	2	Mineral	Natural	Whole
	1	Trash mound	1	Extramural feature fill	2	Mineral	Natural	Whole
	1	Trash mound	1	Extramural feature fill	2	Ornament	2-dimensional	Whole
	1	Trash mound	1	Extramural feature fill	2	Handstone	Indeterminate	Broken
	1	Trash mound	1	Extramural feature fill	2	Lapstone	Flat	Whole
	1	Trash mound	1	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	2	Netherstone	Indeterminate	Broken
	1	Trash mound	1	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	2	Unidentified	—	Broken

Table 1. Continued.

Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
AZ (ASM) BB:2:3 (cont'd.)	1	Trash mound	1	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	3	Shaped	—	Broken
	1	Trash mound	1	Extramural feature fill	3	Mano	Indeterminate	Broken
	1	Trash mound	1	Extramural feature fill	3	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	3	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	3	Handstone	Flat	Whole
	1	Trash mound	1	Extramural feature fill	3	Polisher	Pebble, surface	Whole
	1	Trash mound	1	Extramural feature fill	3	Polisher	Pebble, surface	Whole
	1	Trash mound	1	Extramural feature fill	3	Polisher	Pebble, surface	Broken
	1	Trash mound	1	Extramural feature fill	3	Mano	Trough	Broken
	1	Trash mound	1	Extramural feature fill	4	Unidentified	—	Broken
	1	Trash mound	2	Extramural feature fill	1	Handstone	Flat/concave	Broken
	1	Trash mound	2	Extramural feature fill	1	Lapstone	Flat	Whole
	1	Trash mound	2	Extramural feature fill	2	Pecking stone	—	Whole
	1	Trash mound	2	Extramural feature fill	2	Netherstone	Flat	Whole
	1	Trash mound	2	Extramural feature fill	2	Netherstone	Flat	Whole
	1	Trash mound	2	Extramural feature fill	2	Mineral	Natural	Broken
	1	Trash mound	2	Extramural feature fill	2	Polisher	Pebble, surface	—
	1	Trash mound	2	Extramural feature fill	2	Mano	Indeterminate	Broken
	1	Trash mound	2	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash mound	2	Extramural feature fill	3	Mineral	Natural	Broken
	1	Trash mound	2	Extramural feature fill	3	Metate	Trough, indeterminate	Broken
	1	Trash mound	2	Extramural feature fill	3	Lapstone	Flat	Whole
	1	Trash mound	2	Extramural feature fill	3	Tabular tool	Too fragmentary	Broken
	1	Trash mound	2	Extramural feature fill	3	Polisher	Indeterminate	Broken
	1	Trash mound	2	Extramural feature fill	3	Handstone	Indeterminate	Broken
	1	Trash mound	2	Extramural feature fill	3	Handstone	Flat/concave	Whole
	1	Trash mound	3	Extramural feature fill	1	Handstone	Indeterminate	Broken

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition	
BB:2:3 (cont'd.)	2	Trash mound	3	Extramural feature fill	1	Tabular tool	Too fragmentary	Broken	
	2	Trash mound	3	Extramural feature fill	1	Tabular tool	Too fragmentary	Broken	
	2	Trash mound	3	Extramural feature fill	1	Mineral	Natural	Whole	
	2	Trash mound	3	Extramural feature fill	1	Mano	Trough	Broken	
	2	Trash mound	3	Extramural feature fill	1	Unidentified	—	Broken	
	2	Trash mound	3	Extramural feature fill	1	Polisher	Floor	Broken	
	2	Trash mound	3	Extramural feature fill	1	Fire-drill hearth	None	Whole	
	2	Trash mound	3	Extramural feature fill	1	Handstone	Flat/concave	Whole	
	2	Trash mound	3	Extramural feature fill	1	Unidentified	—	Broken	
	2	Trash mound	3	Extramural feature fill	1	Lapstone	Flat	Whole	
	2	Trash mound	3	Extramural feature fill	2	Lapstone	Flat	Whole	
	2	Trash mound	3	Extramural feature fill	2	Lapstone	Flat	Broken	
BB:2:3 count = 60	0	—	4	Sheet trash	2	Unidentified	—	Broken	
	0	—	4	Sheet trash	2	Unidentified	—	Broken	
	0	—	4	Sheet trash	2	Unidentified	—	Broken	
	BB:2:7	1	Trash concentration	1	Extramural feature fill	1	Handstone	Indeterminate	Broken
		1	Trash concentration	1	Extramural feature fill	1	Mano	Trough	Broken
		1	Trash concentration	1	Extramural feature fill	2	Tabular tool	1 convex edge	Broken
		1	Trash concentration	1	Extramural feature fill	3	Polisher	—	Whole
		1	Trash concentration	1	Extramural feature fill	3	Unidentified	—	Broken
		5	Masonry/adobe structure	2	Roof/Wall fall	1	Unidentified	—	Whole
		2	Trash concentration	2	Extramural feature fill	2	Chopper	Expedient	Whole
		2	Trash concentration	2	Extramural feature fill	2	Lapstone	Flat	Broken
		5	Masonry/adobe structure	2	Roof/Wall fall	2	Unidentified	—	Broken

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition		
BB:2:7 (cont'd.)	0	—	6	Sheet trash	1	Polisher	Pebble, surface	Whole		
	0	—	6	Sheet trash	1	Polisher	Pebble, edge	Whole		
	0	—	6	Sheet trash	2	Handstone	Indeterminate	Whole		
	0	—	6	Sheet trash	2	Lapstone	Indeterminate	Broken		
	0	—	6	Sheet trash	2	Netherstone	Flat/concave	Broken		
	BB:2:7 count = 14									
BB:2:10	0	—	1	Sheet trash	1	Handstone	Indeterminate	Whole		
	0	—	1	Sheet trash	1	Ornament	2-dimensional	Whole		
	0	—	1	Sheet trash	1	Polisher	Pebble, surface	Whole		
	0	—	1	Sheet trash	1	Lapstone	Flat	Whole		
	0	—	1	Sheet trash	1	Polisher	—	Whole		
	0	—	1	Wall fall	1	Mano	Trough	Broken		
	1	Large pit	1	Extramural feature fill	1	Netherstone	Indeterminate	Broken		
	0	—	2	Sheet trash	1	Mano	Trough	Broken		
	0	—	2	Sheet trash	1	Unidentified	—	—		
	0	—	2	Sheet trash	1	Unidentified	—	—		
	0	—	2	Sheet trash	1	Unidentified	—	Broken		
	0	—	2	Sheet trash	1	Lapstone	Flat	Broken		
	0	—	2	Sheet trash	1	Handstone	Indeterminate	Broken		
	0	—	2	Sheet trash	1	Handstone	Indeterminate	Broken		
BB:2:10 count = 19	0	—	2	Sheet trash	1	Handstone	Indeterminate	Whole		
	0	—	2	Sheet trash	1	Handstone	Indeterminate	Whole		
	0	—	2	Sheet trash	2	Mano	Indeterminate	Broken		
	0	—	2	Sheet trash	2	Unidentified	—	Broken		
	0	—	2	Sheet trash	2	Handstone	Indeterminate	Whole		
	BB:2:12	0	—	4	Sheet trash	1	Ornament	2-dimensional	Broken	
		BB:2:12 count = 1								

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:2:18	1	Trash concentration	1	Extramural feature fill	2	Mano	Indeterminate	Broken
	1	Trash concentration	1	Extramural feature fill	2	Mano	Trough	Broken
	1	Trash concentration	1	Extramural feature fill	2	Shaped	—	Broken
	1	Trash concentration	1	Extramural feature fill	3	Pigment source	Ground	Whole
	1	Trash concentration	1	Extramural feature fill	3	Pigment source	Natural	Whole
	1	Trash concentration	1	Extramural feature fill	4	Polisher	Indeterminate	Broken
	1	Trash concentration	1	Extramural feature fill	4	Netherstone	Indeterminate	Broken
	1	Trash concentration	1	Extramural feature fill	4	Pigment source	Natural	Whole
	0	—	2	Sheet trash	1	Unidentified	—	Broken
0	—	2	Sheet trash	1	Mano	Trough	Whole	
0	—	2	Sheet trash	1	Polisher	Pebble, surface	Whole	
BB:2:18 count = 11								
BB:2:19	1	Trash concentration	1	Extramural feature fill	1	Lapstone	Flat	Broken
	1	Trash concentration	1	Extramural feature fill	1	Unidentified	—	Broken
	1	Trash concentration	1	Extramural feature fill	1	Tabular tool	Too fragmentary	Broken
	1	Trash concentration	1	Extramural feature fill	1	Unidentified	—	Broken
	1	Trash concentration	1	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash concentration	1	Extramural feature fill	2	Handstone	Indeterminate	Whole
	1	Trash concentration	1	Extramural feature fill	2	Handstone	Flat/concave	Whole
	1	Trash concentration	1	Extramural feature fill	3	Metate	Trough, indeterminate	Broken
	2	Trash concentration	2	Ground surface	0	Unidentified	—	Broken
	2	Trash concentration	2	Extramural feature fill	1	Handstone	Flat	Whole
	2	Trash concentration	2	Extramural feature fill	1	Tabular tool	Unused	Indeterminate
	2	Trash concentration	2	Extramural feature fill	1	Mano	Flat/concave	Broken
	2	Trash concentration	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash concentration	2	Extramural feature fill	1	Polisher	Pebble, surface	Whole
	2	Trash concentration	2	Extramural feature fill	1	Polisher	Pebble, surface	Whole
	2	Trash concentration	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash concentration	2	Extramural feature fill	1	Lapstone	Flat	Broken

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:2:19 (cont'd.)	2	Trash concentration	2	Extramural feature fill	1	Mano	Indeterminate	Broken
	2	Trash concentration	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash concentration	2	Extramural feature fill	1	Netherstone	Flat	Broken
	2	Trash concentration	2	Extramural feature fill	1	Mano	Flat/concave	Broken
	2	Trash concentration	2	Extramural feature fill	1	Polisher	Pebble, edge	Whole
	2	Trash concentration	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash concentration	2	Extramural feature fill	1	Mano	Flat/concave	Broken
	2	Trash concentration	2	Extramural feature fill	1	Lapstone	Flat	Whole
	2	Trash concentration	2	Extramural feature fill	1	Ornament	Mosaic tessera	Whole
	2	Trash concentration	2	Extramural feature fill	1	Metate	Trough, indeterminate	Broken
	2	Trash concentration	2	Extramural feature fill	2	Abrader	Single U	Broken
	2	Trash concentration	2	Extramural feature fill	2	Mano	Trough	Broken
	2	Trash concentration	2	Extramural feature fill	2	Handstone	Flat	Broken
	2	Trash concentration	2	Extramural feature fill	2	Grooved stone	—	Whole
	2	Trash concentration	2	Extramural feature fill	2	Mano	Trough	Broken
	2	Trash concentration	2	Extramural feature fill	3	Netherstone	Indeterminate	Broken
	BB:2:19 count = 33							
BB:2:51	0	—	1	Sheet trash	1	Handstone	Flat/concave	Whole
	0	—	1	Sheet trash	2	Mano	Flat/concave	Whole
	0	—	1	Sheet trash	2	Handstone	Indeterminate	Whole
	0	—	1	Sheet trash	4	Axe	3/4 groove	Broken
	0	—	2	Ground surface	0	Handstone	Indeterminate	Broken
	0	—	2	Sheet trash	2	Whorls	Flat disk	Whole
	0	—	2	Sheet trash	2	Handstone	Flat/concave	Whole
	0	—	2	Sheet trash	2	Netherstone	Indeterminate	Broken
	0	—	2	Sheet trash	2	Mano	Trough	Broken
	0	—	2	Sheet trash	3	Tabular tool	Too fragmentary	Broken
	0	—	2	Sheet trash	3	Plane	Handled	Broken
	0	—	2	Sheet trash	4	Ornament	Indeterminate	Whole
	0	—	2	Sheet trash	4	Polisher	Floor	Whole

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition	
BB:2:51 (cont'd.)	0	—	2	Sheet trash	4	Unidentified	—	Broken	
	0	—	2	Sheet trash	5	Lapstone	Flat	Whole	
	0	—	2	Sheet trash	5	Handstone	Flat/concave	Broken	
BB:2:51 count = 16									
BB:2:83	0	—	2	Sheet trash	1	Mano	Trough	Broken	
	0	—	2	Sheet trash	1	Shaped	—	Whole	
	0	—	2	Sheet trash	1	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Handstone	Indeterminate	Broken	
	0	—	2	Sheet trash	1	Lapstone	Indeterminate	Broken	
	0	—	2	Sheet trash	1	Lapstone	Flat	Whole	
	1	Small pit	2	Extramural feature fill	1	Lapstone	Flat	Whole	
	0	—	3	Sheet trash	2	Lapstone	Flat	Whole	
	BB:2:83 count = 8								
	BB:6:2	0	—	3	Ground surface	0	Mano	Trough	Broken
0		—	3	Sheet trash	1	Mano	Trough	Broken	
0		—	3	Sheet trash	1	Lapstone	Flat	Broken	
0		—	3	Sheet trash	2	Polisher	Pebble, surface	Broken	
BB:6:2 count = 4									
BB:6:5	1	Trash mound	1	Ground surface	0	Fossil	Crinoid stem	Broken	
	1	Trash mound	1	Ground surface	0	Fossil	Coral	Whole	
	1	Trash mound	1	Extramural feature fill	1	Unidentified	—	Broken	
	1	Trash mound	1	Extramural feature fill	3	Unidentified	—	Broken	
	1	Trash mound	1	Extramural feature fill	3	Unidentified	—	—	
BB:6:5 count = 6									
BB:6:11	0	—	1	Sheet trash	1	Lapstone	Flat	Broken	
	0	—	1	Sheet trash	2	Tabular tool	Too fragmentary	Broken	
	0	—	1	Sheet trash	2	Ornament	2-dimensional	Whole	
	0	—	2	Sheet trash	1	Chopper	Expedient	Whole	

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:6:11 (cont'd.)	0	—	2	Sheet trash	1	Mineral	Natural	—
	0	—	2	Sheet trash	2	Unidentified	—	—
	0	—	2	Sheet trash	2	Unidentified	—	—
BB:6:11 count = 7								
BB:6:73	1	Trash concentration	1	Extramural feature fill	1	Abrader	Single U	Whole
	1	Trash concentration	1	Extramural feature fill	2	Mano	Flat/concave	Broken
	1	Trash concentration	1	Extramural feature fill	3	Lapstone	Flat	Broken
	1	Trash concentration	1	Extramural feature fill	4	Lapstone	Flat	Whole
	2	Trash concentration	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash concentration	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash concentration	3	Extramural feature fill	2	Lapstone	Flat	Whole
	2	Trash concentration	3	Extramural feature fill	2	Handstone	Flat/concave	Whole
	2	Trash concentration	3	Extramural feature fill	2	Handstone	Indeterminate	Whole
	2	Trash concentration	3	Extramural feature fill	2	Polisher	Pebble, surface	Whole
	2	Trash concentration	3	Extramural feature fill	2	Lapstone	Flat	Indeterminate
	2	Trash concentration	3	Extramural feature fill	2	Polisher	—	Whole
	2	Trash concentration	3	Extramural feature fill	3	Polisher	Pebble, surface	Whole
	2	Trash concentration	3	Extramural feature fill	3	Pigment source	—	Whole
	3	Trash concentration	4	Extramural feature fill	2	Axe	Too fragmentary	Broken
	3	Trash concentration	4	Extramural feature fill	2	Unidentified	—	Broken
	3	Trash concentration	4	Extramural feature fill	2	Unidentified	—	Broken
	3	Trash concentration	4	Extramural feature fill	2	Unidentified	—	Broken
	3	Trash concentration	4	Extramural feature fill	2	Lapstone	Flat	Whole
	3	Trash concentration	4	Extramural feature fill	3	Polisher	Pebble, surface	Whole
3	Trash concentration	4	Extramural feature fill	3	Handstone	Indeterminate	Whole	
3	Trash concentration	4	Extramural feature fill	3	Chopper	Expedient	Whole	
3	Trash concentration	4	Extramural feature fill	4	Handstone	Indeterminate	Broken	
3	Trash concentration	4	Extramural feature fill	4	Unidentified	—	Broken	
3	Trash concentration	4	Extramural feature fill	4	Unidentified	—	Broken	
3	Trash concentration	4	Extramural feature fill	4	Handstone	Indeterminate	Broken	

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:6:73 (cont'd.)	3	Trash concentration	4	Extramural feature fill	4	Netherstone	Indeterminate	Broken
	3	Trash concentration	4	Extramural feature fill	4	Plane	Handled	Whole
	3	Trash concentration	4	Extramural feature fill	4	Polisher	—	Whole
BB:6:73 count = 29								
BB:7:5	1	Trash mound	1	Extramural feature fill	1	Lapstone	Flat	Whole
	1	Trash mound	1	Extramural feature fill	2	Pigment source	Ground	Whole
	1	Trash mound	1	Extramural feature fill	2	Lapstone	Flat/concave	Broken
	1	Trash mound	1	Extramural feature fill	2	Mano	Trough	Broken
	1	Trash mound	1	Extramural feature fill	2	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	3	Handstone	Trough	Broken
	1	Trash mound	1	Extramural feature fill	3	Netherstone	Indeterminate	Broken
	1	Trash mound	1	Extramural feature fill	3	Unidentified	—	Broken
	1	Trash mound	1	Extramural feature fill	3	Tabular tool	Too fragmentary	Broken
	2	Trash mound	2	Extramural feature fill	1	Handstone	Flat/concave	Broken
	2	Trash mound	2	Extramural feature fill	1	Disks	—	Broken
	2	Trash mound	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash mound	2	Extramural feature fill	1	Handstone	Indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	1	Abrader	Multi U	Broken
	2	Trash mound	2	Extramural feature fill	1	Handstone	Flat	Whole
	2	Trash mound	2	Extramural feature fill	1	Mano	Indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash mound	2	Extramural feature fill	2	Lapstone	Flat	Whole
	2	Trash mound	2	Extramural feature fill	2	Ornament	Mosaic tessera	Whole
	2	Trash mound	2	Extramural feature fill	2	Tabular tool	Too fragmentary	Broken
	2	Trash mound	2	Extramural feature fill	2	Lapstone	Flat	Whole
	3	Trash concentration	3	Extramural feature fill	1	Shaped	—	Whole
	3	Trash concentration	3	Extramural feature fill	1	Ornament	Bead, irregular	Whole
	3	Trash concentration	3	Extramural feature fill	1	Fossil	Bivalve	Whole

Table 1. Continued.

Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
AZ (ASM)	6	Trash mound	6	Extramural feature fill	1	Lapstone	Flat	Broken
	7	Trash mound	7	Extramural feature fill	2	Polisher	Pebble, surface	Whole
	7	Trash mound	7	Extramural feature fill	2	Polisher	Pebble, edge	Whole
	7	Trash mound	7	Extramural feature fill	2	Ornament	2-dimensional	Whole
BB:7:5 count = 28								
BB:11:2	1	Trash mound	1	Extramural feature fill	1	Lapstone	Flat	Whole
	1	Trash mound	1	Extramural feature fill	1	Lapstone	Flat	Whole
	2	Trash mound	1	Extramural feature fill	1	Lapstone	Flat	Broken
	2	Trash mound	2	Extramural feature fill	2	Metate	Trough, indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	2	Metate	Trough, indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	3	Tabular tool	Too fragmentary	Broken
	2	Trash mound	2	Extramural feature fill	3	Mano	Indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	3	Concretion	Irregular	Whole
	2	Trash mound	2	Extramural feature fill	4	Mano	Flat/concave	Broken
	2	Trash mound	2	Extramural feature fill	4	Handstone	Indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	4	Mano	Trough	Broken
	2	Trash mound	2	Extramural feature fill	4	Handstone	Indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	4	Unidentified	—	Broken
	2	Trash mound	2	Extramural feature fill	4	Handstone	Indeterminate	Broken
	2	Trash mound	2	Extramural feature fill	4	Unidentified	—	Broken
	0	—	—	3	Extramural feature fill	4	Mano	Trough
0	—	—	3	Ground surface	0	Polisher	Pebble, surface	Broken
0	—	—	3	Sheet trash	1	Tabular tool	>1 straight edge	Broken
0	—	—	3	Sheet trash	1	Lapstone	Flat	Broken
0	—	—	3	Sheet trash	1	Mano	Trough	Broken
0	—	—	3	Sheet trash	1	Netherstone	Indeterminate	Broken
0	—	—	3	Sheet trash	1	Unidentified	—	Broken
0	—	—	3	Sheet trash	1	Unidentified	—	Broken

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition	
BB:11:2 (cont'd.)	0	—	3	Sheet trash	1	Unidentified	—	Broken	
	0	—	3	Sheet trash	1	Concretion	Round	Whole	
	0	—	3	Sheet trash	1	Mineral	Natural	—	
	1	Trash mound	3	Extramural feature fill	1	Unidentified	—	Broken	
BB:11:2 count = 27									
BB:11:26	0	—	1	Ground surface	0	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Pigment source	Ground	Broken	
	0	—	2	Sheet trash	1	Mano	Flat	Broken	
	0	—	3	Sheet trash	1	Polisher	Pebble, surface	Whole	
	0	—	8	Sheet trash	3	Ornament	Indeterminate	Whole	
	0	—	9	Sheet trash	1	Shaped	—	Whole	
	0	—	9	Sheet trash	1	Lapstone	Flat	Whole	
	0	—	9	Sheet trash	1	Netherstone	Indeterminate	Broken	
	0	—	9	Sheet trash	1	Unidentified	—	Broken	
	0	—	9	Sheet trash	1	Lapstone	Flat	Broken	
	0	—	9	Sheet trash	1	Handstone	Indeterminate	Broken	
	0	—	9	Sheet trash	1	Unidentified	—	Broken	
	BB:11:26 count = 12								
	BB:11:27	0	—	0	Ground surface	0	Abrader	Single U	Broken
2		Trash mound	2	Ground surface	0	Mano	Flat/concave	Broken	
2		Trash mound	2	Extramural feature fill	1	Lapstone	Flat	Broken	
2		Trash mound	2	Extramural feature fill	1	Tabular tool	>1 straight edge	Indeterminate	
2		Trash mound	2	Extramural feature fill	1	Handstone	Flat	Whole	
2		Trash mound	2	Extramural feature fill	1	Mineral	Natural	Whole	
2		Trash mound	2	Extramural feature fill	1	Fossil	Bivalve	Whole	
2		Trash mound	2	Extramural feature fill	2	Unidentified	—	Broken	
1		Plaza	3	Plaza fill	1	Handstone	Flat/concave	Whole	
1		Plaza	3	Plaza fill	1	Ornament	Bead disk	Whole	
1		Plaza	3	Plaza fill	1	Mineral	Natural	Whole	
1		Plaza	3	Plaza fill	2	Netherstone	Indeterminate	Broken	

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:11:27 (cont'd.)	1	Plaza	3	Plaza fill	2	Lapstone	Flat	Broken
	1	Plaza	3	Plaza fill	2	Mano	Trough	Broken
	1	Plaza	3	Plaza fill	2	Unidentified	—	Broken
	1	Plaza	3	Plaza fill	2	Handstone	Flat/concave	Whole
	0	—	4	Sheet trash	1	Handstone	Flat	Whole
	0	—	5	Sheet trash	1	Handstone	Flat	Broken
	0	—	5	Sheet trash	1	Shaped	—	Whole
	0	—	5	Sheet trash	1	Unidentified	—	Broken
	0	—	5	Sheet trash	1	Shaped	—	Whole
	0	—	5	Sheet trash	1	Handstone	Flat/concave	Broken
	0	—	6	Sheet trash	2	Pigment source	Ground	Whole
	3	Roasting pit	7	Extramural feature fill	1	Handstone	Indeterminate	Broken
	3	Roasting pit	7	Extramural feature fill	1	Netherstone	Indeterminate	Broken
BB:11:27 count = 25								
BB:11:36	0	—	2	Ground surface	0	Abrader	Single U	Broken
	0	—	3	Sheet trash	1	Unidentified	—	Broken
	0	—	3	Sheet trash	2	Handstone	Indeterminate	Broken
	0	—	3	Sheet trash	2	Handstone	Other	Whole
	0	—	3	Sheet trash	3	Handstone	Flat	Whole
	0	—	4	Ground surface	0	Lapstone	Flat	Broken
	0	—	5	Sheet trash	1	Polisher	—	Broken
	0	—	5	Sheet trash	1	Mortar	Rock	Whole
	0	—	5	Sheet trash	1	Lapstone	Flat	Whole
	0	—	5	Sheet trash	2	Handstone	Flat/concave	Broken
	0	—	5	Sheet trash	2	Lapstone	Flat/concave	Broken
	0	—	5	Sheet trash	2	Unidentified	—	Broken
	0	—	5	Sheet trash	2	Handstone	Other	Whole
	0	—	6	Sheet trash	2	Tabular tool	Too fragmentary	Broken
	0	—	6	Sheet trash	2	Handstone	—	Broken
	0	—	6	Sheet trash	2	Handstone	Indeterminate	Broken

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:11:36 (cont'd.)	0	—	6	Sheet trash	2	Chopper	—	Broken
	0	—	6	Sheet trash	2	Unidentified	—	Broken
BB:11:36 count = 18								
BB:11:91	1	Masonry/adobe structure	1	Roof/Wall fall	1	Unidentified	—	Broken
	1	Masonry/adobe structure	1	Roof/Wall fall	1	Unidentified	—	Broken
	2	Masonry/adobe structure	2	Structure fill	1	Unidentified	—	Broken
	3	Possible pithouse	3	Structure fill	1	Mineral	Natural	Whole
	3	Possible pithouse	3	Structure fill	1	Unidentified	—	Broken
	3	Possible pithouse	3	Structure fill	1	Netherstone	Flat	Whole
	6	Raptor cache	3	Extramural feature fill	1	Gizzard stone	Rounded	Whole
	3	Possible pithouse	3	Structure fill	2	Tabular tool	1 straight edge	Whole
	3	Possible pithouse	3	Structure fill	2	Mineral	Natural	Whole
	3	Possible pithouse	3	Structure fill	2	Mineral	Natural	Whole
	3	Possible pithouse	3	Structure fill	2	Mineral	Natural	Whole
	3	Possible pithouse	3	Structure fill	3	Polisher	Pebble, edge	Whole
	3	Possible pithouse	3	Structure fill	3	Unidentified	—	Broken
	3	Possible pithouse	3	Structure fill	3	Unidentified	—	Broken
	3	Possible pithouse	3	Structure fill	4	Mineral	Natural	Whole
	3	Possible pithouse	3	Structure fill	4	Mineral	Natural	Whole
	3	Possible pithouse	3	Structure fill	4	Unidentified	—	Broken
	3	Possible pithouse	3	Floor fill	8	Handstone	Other	Whole
	4	Masonry/adobe structure	4	Structure fill	3	Polisher	Pebble, surface	Whole
	4	Masonry/adobe structure	4	Structure fill	4	Tabular tool	1 convex edge	Whole
	0	—	5	Sheet trash	2	Mano	Trough	Whole
	0	—	5	Sheet trash	4	Polisher	Pebble, edge	Whole
	0	—	5	Sheet trash	5	Pecking stone	—	Broken
	1	Masonry/adobe structure	7	Within room wall	1	Unidentified	—	Broken
	2	Masonry/adobe structure	8	Ground surface	0	Unidentified	—	Broken
	2	Masonry/adobe structure	8	Within room wall	0	Unidentified	—	Broken

BB:11:91 count = 26

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition	
BB:11:100	0	—	1	Sheet trash	2	Lapstone	Flat	Whole	
	0	—	2	Ground surface	0	Mano	Trough	Broken	
	0	—	2	Ground surface	0	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Handstone	Flat/concave	Whole	
	0	—	2	Sheet trash	1	Mineral	Natural	Whole	
	0	—	2	Sheet trash	1	Mineral	Ground	Whole	
	0	—	2	Sheet trash	1	Handstone	Indeterminate	Broken	
	0	—	2	Sheet trash	1	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Unidentified	—	Broken	
	0	—	2	Sheet trash	1	Polisher	Pebble, surface	Whole	
	0	—	2	Sheet trash	2	Handstone	Other	Whole	
	0	—	2	Sheet trash	2	Mineral	Natural	Whole	
	0	—	2	Sheet trash	2	Unidentified	—	Broken	
	0	—	2	Sheet trash	2	Lapstone	Flat/concave	Whole	
	0	—	2	Sheet trash	3	Unidentified	—	Broken	
	0	—	2	Sheet trash	3	Unidentified	—	Broken	
	0	—	2	Sheet trash	3	Lapstone	Flat/concave	Whole	
	0	—	3	Sheet trash	1	Handstone	Indeterminate	Broken	
	0	—	3	Sheet trash	1	Handstone	Indeterminate	Broken	
	0	—	3	Sheet trash	1	Handstone	Indeterminate	Whole	
	0	—	3	Sheet trash	1	Mano	Trough	Whole	
	0	—	3	Sheet trash	1	Lapstone	Flat	Whole	
	0	—	3	Sheet trash	1	Lapstone	Flat	Whole	
	BB:11:100 count = 25								
	BB:15:1	0	—	1	Sheet trash	2	Abraider	Flat	Whole
		3	Possible pithouse	1	Structure fill	2	Handstone	Flat/concave	Whole
		3	Possible pithouse	1	Structure fill	2	Lapstone	Indeterminate	Broken
		1	Trash concentration	2	Extramural feature fill	1	Unidentified	—	Broken

Table 1. Continued.

AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Artifact	Subtype	Condition
BB:15:1 (cont'd.)	1	Trash concentration	2	Extramural feature fill	1	Mineral	Natural	Whole
	1	Trash concentration	2	Extramural feature fill	2	Fossil	Other	Broken
	1	Trash concentration	2	Extramural feature fill	2	Tabular tool	>1 convex edge	Whole
	1	Trash concentration	2	Extramural feature fill	3	Unidentified	—	Broken
	1	Trash concentration	2	Extramural feature fill	4	Mano	Trough	Whole
	1	Trash concentration	2	Extramural feature fill	4	Mano	Trough	Broken
	2	Trash concentration	3	Extramural feature fill	1	Mano	Trough	Whole
	2	Trash concentration	3	Extramural feature fill	1	Handstone	Indeterminate	Broken
	2	Trash concentration	3	Extramural feature fill	1	Unidentified	—	Broken
	2	Trash concentration	3	Extramural feature fill	3	Palette	Bordered	Broken
	2	Trash concentration	3	Extramural feature fill	3	Tabular tool	>1 straight edge	Whole
	2	Trash concentration	3	Extramural feature fill	3	Lapstone	Flat	Whole
	0	—	4	Sheet trash	2	Tabular tool	Too fragmentary	Broken
	0	—	5	Sheet trash	1	Handstone	Indeterminate	Broken
	0	—	5	Sheet trash	1	Hoe	—	Broken
	0	—	5	Sheet trash	1	Unidentified	—	Broken
	0	—	5	Sheet trash	1	Unidentified	—	Broken
	0	—	5	Sheet trash	2	Netherstone	Indeterminate	Broken
	0	—	6	Sheet trash	1	Netherstone	Indeterminate	Broken
	0	—	6	Sheet trash	3	Mano	Trough	Whole
	0	—	6	Sheet trash	3	Fire-drill hearth	None	Whole
	0	—	6	Sheet trash	3	Mano	Trough	Broken
	0	—	6	Sheet trash	3	Handstone	Indeterminate	Broken
	0	—	6	Sheet trash	3	Unidentified	—	Broken
	0	—	6	Sheet trash	3	Lapstone	Indeterminate	Broken
	0	—	6	Sheet trash	3	Polisher	Indeterminate	Broken
	0	—	6	Sheet trash	3	Lapstone	Indeterminate	Broken
	0	—	6	Sheet trash	4	Handstone	Flat	Whole

BB:15:1 count = 32

Grand Count = 442

Table 2. Ground stone artifacts, pigments, fossils, concretions, and mineral samples, by type, San Pedro Preservation Project.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Abrader	BB:11:27	0	—	0	Ground surface	0	Single U	Broken
	BB:11:36	0	—	2	Ground surface	0	Single U	Broken
	BB:15:1	0	—	1	Sheet trash	2	Flat	Whole
	BB:2:19	2	Trash concentration	2	Extramural feature fill	2	Single U	Broken
	BB:6:73	1	Trash concentration	1	Extramural feature fill	1	Single U	Whole
	BB:7:5	2	Trash mound	2	Extramural feature fill	1	Multi U	Broken
Abrader count = 6								
Axe	BB:2:3	1	Trash mound	1	Extramural feature fill	1	Indeterminate	Broken
	BB:2:51	0	—	1	Sheet trash	4	3/4 groove	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	2	Too fragmentary	Broken
Axe count = 3								
Chopper	BB:11:36	0	—	6	Sheet trash	2	—	Broken
	BB:2:7	2	Trash concentration	2	Extramural feature fill	2	Expedient	Whole
	BB:6:11	0	—	2	Sheet trash	1	Expedient	Whole
	BB:6:73	3	Trash concentration	4	Extramural feature fill	3	Expedient	Whole
Chopper count = 4								
Concretion	BB:11:2	2	Trash mound	2	Extramural feature fill	3	Irregular	Whole
	BB:11:2	0	—	3	Sheet trash	1	Round	Whole
Concretion count = 2								
Disk	BB:7:5	2	Trash mound	2	Extramural feature fill	1	—	Broken
Disk count = 1								
Fire-drill hearth	BB:15:1	0	—	6	Sheet trash	3	None	Whole
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	None	Whole
Fire-drill hearth count = 2								
Fossil	BB:11:27	2	Trash mound	2	Extramural feature fill	1	Bivalve	Whole
	BB:15:1	1	Trash concentration	2	Extramural feature fill	2	Other	Broken
	BB:6:5	1	Trash mound	1	Ground surface	0	Crinoid stem	Broken
	BB:6:5	1	Trash mound	1	Ground surface	0	Coral	Whole
	BB:7:5	3	Trash concentration	3	Extramural feature fill	1	Bivalve	Whole
Fossil count = 5								

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Gizzard stone	BB:11:91	6	Raptor cache	3	Extramural feature fill	1	Rounded	Whole
Gizzard stone count = 1								
Grooved stone	BB:2:19	2	Trash concentration	2	Extramural feature fill	2	—	Whole
Grooved stone count = 1								
Handstone	BB:1:22	0	—	1	Sheet trash	1	Flat/concave	Whole
	BB:1:22	0	—	1	Sheet trash	2	Flat/concave	Whole
	BB:1:22	0	—	1	Sheet trash	2	Flat/concave	Broken
	BB:1:22	0	—	2	Sheet trash	4	Flat/concave	Broken
	BB:1:32	0	—	1	Sheet trash	1	Flat/concave	Whole
	BB:1:33	0	—	1	Sheet trash	3	Indeterminate	Broken
	BB:1:55	1	Trash concentration	1	Extramural feature fill	2	Flat/concave	Whole
	BB:1:55	1	Trash concentration	1	Extramural feature fill	3	Indeterminate	Whole
	BB:1:55	2	Trash concentration	2	Extramural feature fill	1	Flat/concave	Broken
	BB:1:55	2	Trash concentration	2	Extramural feature fill	1	Flat/concave	Whole
	BB:1:6	1	Trash concentration	1	Extramural feature fill	1	Flat	Whole
	BB:11:100	0	—	2	Sheet trash	1	Flat/concave	Whole
	BB:11:100	0	—	2	Sheet trash	1	Indeterminate	Broken
	BB:11:100	0	—	2	Sheet trash	2	Other	Whole
	BB:11:100	0	—	3	Sheet trash	1	Indeterminate	Broken
	BB:11:100	0	—	3	Sheet trash	1	Indeterminate	Broken
	BB:11:100	0	—	3	Sheet trash	1	Indeterminate	Whole
	BB:11:2	2	Trash mound	2	Extramural feature fill	4	Indeterminate	Broken
	BB:11:2	2	Trash mound	2	Extramural feature fill	4	Indeterminate	Broken
	BB:11:2	2	Trash mound	2	Extramural feature fill	4	Indeterminate	Broken
	BB:11:26	0	—	9	Sheet trash	1	Indeterminate	Broken
	BB:11:27	2	Trash mound	2	Extramural feature fill	1	Flat	Whole
	BB:11:27	1	Plaza	3	Plaza fill	1	Flat/concave	Whole
	BB:11:27	1	Plaza	3	Plaza fill	2	Flat/concave	Whole

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Handstone (cont'd.)	BB:11:27	0	—	4	Sheet trash	1	Flat	Whole
	BB:11:27	0	—	5	Sheet trash	1	Flat	Broken
	BB:11:27	0	—	5	Sheet trash	1	Flat/concave	Broken
	BB:11:27	3	Roasting pit	7	Extramural feature fill	1	Indeterminate	Broken
	BB:11:36	0	—	3	Sheet trash	2	Indeterminate	Broken
	BB:11:36	0	—	3	Sheet trash	2	Other	Whole
	BB:11:36	0	—	3	Sheet trash	3	Flat	Whole
	BB:11:36	0	—	5	Sheet trash	2	Flat/concave	Broken
	BB:11:36	0	—	5	Sheet trash	2	Other	Whole
	BB:11:36	0	—	6	Sheet trash	2	—	Broken
	BB:11:36	0	—	6	Sheet trash	2	Indeterminate	Broken
	BB:11:91	3	Possible pithouse	3	Floor fill	8	Other	Whole
	BB:15:1	3	Possible pithouse	1	Structure fill	2	Flat/concave	Whole
	BB:15:1	2	Trash concentration	3	Extramural feature fill	1	Indeterminate	Broken
	BB:15:1	0	—	5	Sheet trash	1	Indeterminate	Broken
	BB:15:1	0	—	6	Sheet trash	3	Indeterminate	Broken
	BB:15:1	0	—	6	Sheet trash	4	Flat	Whole
	BB:2:10	0	—	1	Sheet trash	1	Indeterminate	Whole
	BB:2:10	0	—	2	Sheet trash	1	Indeterminate	Broken
	BB:2:10	0	—	2	Sheet trash	1	Indeterminate	Broken
	BB:2:10	0	—	2	Sheet trash	1	Indeterminate	Whole
	BB:2:10	0	—	2	Sheet trash	1	Indeterminate	Whole
	BB:2:10	0	—	2	Sheet trash	2	Indeterminate	Whole
	BB:2:19	1	Trash concentration	1	Extramural feature fill	2	Indeterminate	Whole
	BB:2:19	1	Trash concentration	1	Extramural feature fill	2	Flat/concave	Whole
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Flat	Whole
	BB:2:19	2	Trash concentration	2	Extramural feature fill	2	Flat	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	1	Flat/concave	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	Indeterminate	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	3	Flat	Whole

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Handstone (cont'd.)	BB:2:3	1	Trash mound	2	Extramural feature fill	1	Flat/concave	Broken
	BB:2:3	1	Trash mound	2	Extramural feature fill	3	Indeterminate	Broken
	BB:2:3	1	Trash mound	2	Extramural feature fill	3	Flat/concave	Whole
	BB:2:3	1	Trash mound	3	Extramural feature fill	1	Indeterminate	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	Flat/concave	Whole
	BB:2:3	2	Trash mound	3	Extramural feature fill	2	Indeterminate	Broken
	BB:2:51	0	—	1	Sheet trash	1	Flat/concave	Whole
	BB:2:51	0	—	1	Sheet trash	2	Indeterminate	Whole
	BB:2:51	0	—	2	Ground surface	0	Indeterminate	Broken
	BB:2:51	0	—	2	Sheet trash	2	Flat/concave	Whole
	BB:2:51	0	—	2	Sheet trash	5	Flat/concave	Broken
	BB:2:7	1	Trash concentration	1	Extramural feature fill	1	Indeterminate	Broken
	BB:2:7	0	—	6	Sheet trash	2	Indeterminate	Whole
	BB:2:83	0	—	2	Sheet trash	1	Indeterminate	Broken
	BB:6:73	2	Trash concentration	3	Extramural feature fill	2	Flat/concave	Whole
	BB:6:73	2	Trash concentration	3	Extramural feature fill	2	Indeterminate	Whole
	BB:6:73	3	Trash concentration	4	Extramural feature fill	3	Indeterminate	Whole
	BB:6:73	3	Trash concentration	4	Extramural feature fill	4	Indeterminate	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	4	Indeterminate	Broken
	BB:7:5	1	Trash mound	1	Extramural feature fill	3	Trough	Broken
	BB:7:5	2	Trash mound	2	Extramural feature fill	1	Flat/concave	Broken
	BB:7:5	2	Trash mound	2	Extramural feature fill	1	Indeterminate	Broken
	BB:7:5	2	Trash mound	2	Extramural feature fill	1	Flat	Whole
Handstone count = 77								
Hoe	BB:15:1	0	—	5	Sheet trash	1	—	Broken
Hoe count = 1								
Lapstone	BB:1:32	3	Masonry/adobe structure	2	Floor fill	1	Flat	Whole
	BB:1:33	0	—	1	Sheet trash	2	Flat	Broken
	BB:1:34	2	Trash concentration	2	Extramural feature fill	3	Flat	Whole
	BB:1:55	1	Trash concentration	1	Extramural feature fill	2	Flat	Whole

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Lapstone (cont'd.)	BB:1:55	2	Trash concentration	2	Extramural feature fill	1	Flat	Whole
	BB:1:6	2	Plaza	2	Compound/plaza interior surface	1	Flat	Whole
	BB:11:100	0	—	1	Sheet trash	2	Flat	Whole
	BB:11:100	0	—	2	Sheet trash	2	Flat/concave	Whole
	BB:11:100	0	—	2	Sheet trash	3	Flat/concave	Whole
	BB:11:100	0	—	3	Sheet trash	1	Flat	Whole
	BB:11:100	0	—	3	Sheet trash	1	Flat	Whole
	BB:11:2	1	Trash mound	1	Extramural feature fill	1	Flat	Whole
	BB:11:2	1	Trash mound	1	Extramural feature fill	1	Flat	Whole
	BB:11:2	2	Trash mound	1	Extramural feature fill	1	Flat	Broken
	BB:11:2	0	—	3	Sheet trash	1	Flat	Broken
	BB:11:26	0	—	9	Sheet trash	1	Flat	Whole
	BB:11:26	0	—	9	Sheet trash	1	Flat	Broken
	BB:11:27	2	Trash mound	2	Extramural feature fill	1	Flat	Broken
	BB:11:27	1	Plaza	3	Plaza fill	2	Flat	Broken
	BB:11:36	0	—	4	Ground surface	0	Flat	Broken
	BB:11:36	0	—	5	Sheet trash	1	Flat	Whole
	BB:11:36	0	—	5	Sheet trash	2	Flat/concave	Broken
	BB:15:1	3	Possible pithouse	1	Structure fill	2	Indeterminate	Broken
	BB:15:1	2	Trash concentration	3	Extramural feature fill	3	Flat	Whole
	BB:15:1	0	—	6	Sheet trash	3	Indeterminate	Broken
	BB:15:1	0	—	6	Sheet trash	3	Indeterminate	Broken
	BB:2:10	0	—	1	Sheet trash	1	Flat	Whole
	BB:2:10	0	—	2	Sheet trash	1	Flat	Broken
	BB:2:19	1	Trash concentration	1	Extramural feature fill	1	Flat	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Flat	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Flat	Whole
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	Flat	Whole
	BB:2:3	1	Trash mound	2	Extramural feature fill	1	Flat	Whole

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Lapstone (cont'd.)	BB:2:3	1	Trash mound	2	Extramural feature fill	3	Flat	Whole
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	Flat	Whole
	BB:2:3	2	Trash mound	3	Extramural feature fill	2	Flat	Whole
	BB:2:3	2	Trash mound	3	Extramural feature fill	2	Flat	Broken
	BB:2:51	0	—	2	Sheet trash	5	Flat	Whole
	BB:2:7	2	Trash concentration	2	Extramural feature fill	2	Flat	Broken
	BB:2:7	0	—	6	Sheet trash	2	Indeterminate	Broken
	BB:2:83	0	—	2	Sheet trash	1	Indeterminate	Broken
	BB:2:83	0	—	2	Sheet trash	1	Flat	Whole
	BB:2:83	1	Small pit	2	Extramural feature fill	1	Flat	Whole
	BB:2:83	0	—	3	Sheet trash	2	Flat	Whole
	BB:6:11	0	—	1	Sheet trash	1	Flat	Broken
	BB:6:2	0	—	3	Sheet trash	1	Flat	Broken
	BB:6:73	1	Trash concentration	1	Extramural feature fill	3	Flat	Broken
	BB:6:73	1	Trash concentration	1	Extramural feature fill	4	Flat	Whole
	BB:6:73	2	Trash concentration	3	Extramural feature fill	2	Flat	Whole
	BB:6:73	2	Trash concentration	3	Extramural feature fill	2	Flat	Indeterminate
	BB:6:73	3	Trash concentration	4	Extramural feature fill	2	Flat	Whole
	BB:7:5	1	Trash mound	1	Extramural feature fill	1	Flat	Whole
	BB:7:5	1	Trash mound	1	Extramural feature fill	2	Flat/concave	Broken
	BB:7:5	2	Trash mound	2	Extramural feature fill	2	Flat	Whole
	BB:7:5	2	Trash mound	2	Extramural feature fill	2	Flat	Whole
	BB:7:5	6	Trash mound	6	Extramural feature fill	1	Flat	Broken
Lapstone count = 56								
Mano	BB:1:22	0	—	2	Sheet trash	4	Trough	Whole
	BB:1:34	2	Trash concentration	2	Extramural feature fill	2	Trough	Broken
	BB:11:100	0	—	2	Ground surface	0	Trough	Broken
	BB:11:100	0	—	3	Sheet trash	1	Trough	Whole
	BB:11:2	2	Trash mound	2	Extramural feature fill	3	Indeterminate	Broken
	BB:11:2	2	Trash mound	2	Extramural feature fill	4	Flat/concave	Broken

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Mano (cont'd.)	BB:11:2	2	Trash mound	2	Extramural feature fill	4	Trough	Broken
	BB:11:2	2	Trash mound	2	Extramural feature fill	4	Trough	Broken
	BB:11:2	0	—	3	Sheet trash	1	Trough	Broken
	BB:11:26	0	—	2	Sheet trash	1	Flat	Broken
	BB:11:27	2	Trash mound	2	Ground surface	0	Flat/concave	Broken
	BB:11:27	1	Plaza	3	Plaza fill	2	Trough	Broken
	BB:11:91	0	—	5	Sheet trash	2	Trough	Whole
	BB:15:1	1	Trash concentration	2	Extramural feature fill	4	Trough	Whole
	BB:15:1	1	Trash concentration	2	Extramural feature fill	4	Trough	Broken
	BB:15:1	2	Trash concentration	3	Extramural feature fill	1	Trough	Whole
	BB:15:1	0	—	6	Sheet trash	3	Trough	Whole
	BB:15:1	0	—	6	Sheet trash	3	Trough	Broken
	BB:2:10	0	—	1	Wall fall	1	Trough	Broken
	BB:2:10	0	—	2	Sheet trash	1	Trough	Broken
	BB:2:10	0	—	2	Sheet trash	2	Indeterminate	Broken
	BB:2:18	1	Trash concentration	1	Extramural feature fill	2	Indeterminate	Broken
	BB:2:18	1	Trash concentration	1	Extramural feature fill	2	Trough	Broken
	BB:2:18	0	—	2	Sheet trash	1	Trough	Whole
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Flat/concave	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Indeterminate	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Flat/concave	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Flat/concave	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	2	Trough	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	2	Trough	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	3	Indeterminate	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	3	Trough	Broken
	BB:2:3	1	Trash mound	2	Extramural feature fill	2	Indeterminate	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	Trough	Broken
	BB:2:51	0	—	1	Sheet trash	2	Flat/concave	Whole

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition	
Mano (cont'd.)	BB:2:51	0	—	2	Sheet trash	2	Trough	Broken	
	BB:2:7	1	Trash concentration	1	Extramural feature fill	1	Trough	Broken	
	BB:2:83	0	—	2	Sheet trash	1	Trough	Broken	
	BB:6:2	0	—	3	Ground surface	0	Trough	Broken	
	BB:6:2	0	—	3	Sheet trash	1	Trough	Broken	
	BB:6:73	1	Trash concentration	1	Extramural feature fill	2	Flat/concave	Broken	
	BB:7:5	1	Trash mound	1	Extramural feature fill	2	Trough	Broken	
	BB:7:5	2	Trash mound	2	Extramural feature fill	1	Indeterminate	Broken	
	Mano count = 43								
Metate	BB:1:34	1	Trash concentration	1	Extramural feature fill	1	Trough, indeterminate	—	
	BB:11:2	2	Trash mound	2	Extramural feature fill	2	Trough, indeterminate	Broken	
	BB:11:2	2	Trash mound	2	Extramural feature fill	2	Trough, indeterminate	Broken	
	BB:2:19	1	Trash concentration	1	Extramural feature fill	3	Trough, indeterminate	Broken	
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Trough, indeterminate	Broken	
	BB:2:3	1	Trash mound	2	Extramural feature fill	3	Trough, indeterminate	Broken	
	Metate count = 6								
Mineral	BB:11:100	0	—	2	Sheet trash	1	Natural	Whole	
	BB:11:100	0	—	2	Sheet trash	1	Ground	Whole	
	BB:11:100	0	—	2	Sheet trash	2	Natural	Whole	
	BB:11:2	0	—	3	Sheet trash	1	Natural	—	
	BB:11:27	2	Trash mound	2	Extramural feature fill	1	Natural	Whole	
	BB:11:27	1	Plaza	3	Plaza fill	1	Natural	Whole	
	BB:11:91	3	Possible pithouse	3	Structure fill	1	Natural	Whole	
	BB:11:91	3	Possible pithouse	3	Structure fill	2	Natural	Whole	
	BB:11:91	3	Possible pithouse	3	Structure fill	2	Natural	Whole	
	BB:11:91	3	Possible pithouse	3	Structure fill	2	Natural	Whole	

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition	
Mineral (cont'd.)	BB:11:91	3	Possible pithouse	3	Structure fill	4	Natural	Whole	
	BB:11:91	3	Possible pithouse	3	Structure fill	4	Natural	Whole	
	BB:15:1	1	Trash concentration	2	Extramural feature fill	1	Natural	Whole	
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	Natural	Whole	
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	Natural	Whole	
	BB:2:3	1	Trash mound	2	Extramural feature fill	2	Natural	Broken	
	BB:2:3	1	Trash mound	2	Extramural feature fill	3	Natural	Broken	
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	Natural	Whole	
	BB:6:11	0	—	2	Sheet trash	1	Natural	—	
Mineral count = 19									
Mortar	BB:1:22	0	—	2	Sheet trash	4	Rock	Whole	
	BB:1:22	2	Trash concentration	4	Extramural feature fill	2	Pebble	Whole	
	BB:11:36	0	—	5	Sheet trash	1	Rock	Whole	
Mortar count = 3									
Netherstone	BB:1:34	2	Trash concentration	2	Extramural feature fill	2	Indeterminate	—	
	BB:1:55	1	Trash concentration	1	Extramural feature fill	2	Indeterminate	Broken	
	BB:1:6	1	Trash concentration	1	Extramural feature fill	3	Indeterminate	Broken	
	BB:11:2	0	—	3	Sheet trash	1	Indeterminate	Broken	
	BB:11:26	0	—	9	Sheet trash	1	Indeterminate	Broken	
	BB:11:27	1	Plaza	3	Plaza fill	2	Indeterminate	Broken	
	BB:11:27	3	Roasting pit	7	Extramural feature fill	1	Indeterminate	Broken	
	BB:11:91	3	Possible pithouse	3	Structure fill	1	Flat	Whole	
	BB:15:1	0	—	5	Sheet trash	2	Indeterminate	Broken	
	BB:15:1	0	—	6	Sheet trash	1	Indeterminate	Broken	
	BB:2:10	1	Large pit	1	Extramural feature fill	1	Indeterminate	Broken	
	BB:2:18	1	Trash concentration	1	Extramural feature fill	4	Indeterminate	Broken	
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Flat	Broken	
	BB:2:19	2	Trash concentration	2	Extramural feature fill	3	Indeterminate	Broken	
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	Indeterminate	Broken	

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Netherstone (cont'd.)	BB:2:3	1	Trash mound	2	Extramural feature fill	2	Flat	Whole
	BB:2:3	1	Trash mound	2	Extramural feature fill	2	Flat	Whole
	BB:2:51	0	—	2	Sheet trash	2	Indeterminate	Broken
	BB:2:7	0	—	6	Sheet trash	2	Flat/concave	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	4	Indeterminate	Broken
	BB:7:5	1	Trash mound	1	Extramural feature fill	3	Indeterminate	Broken
Netherstone count = 21								
Ornament	BB:1:6	0	—	0	Ground surface	0	Bead, tube	Broken
	BB:11:26	0	—	8	Sheet trash	3	Indeterminate	Whole
	BB:11:27	1	Plaza	3	Plaza fill	1	Bead disk	Whole
	BB:2:10	0	—	1	Sheet trash	1	2-dimensional	Whole
	BB:2:12	0	—	4	Sheet trash	1	2-dimensional	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Mosaic tessera	Whole
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	2-dimensional	Whole
	BB:2:51	0	—	2	Sheet trash	4	Indeterminate	Whole
	BB:6:11	0	—	1	Sheet trash	2	2-dimensional	Whole
	BB:7:5	2	Trash mound	2	Extramural feature fill	2	Mosaic tessera	Whole
	BB:7:5	3	Trash concentration	3	Extramural feature fill	1	Bead, irregular	Whole
	BB:7:5	7	Trash mound	7	Extramural feature fill	2	2-dimensional	Whole
Ornament count = 12								
Palette	BB:15:1	2	Trash concentration	3	Extramural feature fill	3	Bordered	Broken
Palette count = 1								
Pecking stone	BB:11:91	0	—	5	Sheet trash	5	—	Broken
	BB:2:3	1	Trash mound	2	Extramural feature fill	2	—	Whole
Pecking stone count = 2								
Pigment source	BB:1:22	0	—	0	Ground surface	0	Processed	Whole
	BB:1:22	1	Masonry/adobe structure	3	Structure fill	2	Processed	Broken
	BB:1:22	1	Masonry/adobe structure	3	Structure fill	2	Natural	Whole
	BB:1:32	0	—	1	Sheet trash	2	Natural	Whole

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition	
Pigment srce. (cont'd.)	BB:1:32	2	Masonry/adobe structure	1	Roof/wall fall	2	Natural	Whole	
	BB:1:33	0	—	1	Sheet trash	2	Ground	Whole	
	BB:11:26	0	—	2	Sheet trash	1	Ground	Broken	
	BB:11:27	0	—	6	Sheet trash	2	Ground	Whole	
	BB:2:18	1	Trash concentration	1	Extramural feature fill	3	Ground	Whole	
	BB:2:18	1	Trash concentration	1	Extramural feature fill	3	Natural	Whole	
	BB:2:18	1	Trash concentration	1	Extramural feature fill	4	Natural	Whole	
	BB:6:5	3	Granary	1	Extramural feature fill	4	Natural	Whole	
	BB:6:73	2	Trash concentration	3	Extramural feature fill	3	—	Whole	
	BB:7:5	1	Trash mound	1	Extramural feature fill	2	Ground	Whole	
	Pigment source count = 14								
Plane	BB:2:51	0	—	2	Sheet trash	3	Handled	Broken	
	BB:6:73	3	Trash concentration	4	Extramural feature fill	4	Handled	Whole	
	Plane count = 2								
Polisher	BB:11:100	0	—	2	Sheet trash	1	Pebble, surface	Whole	
	BB:11:2	0	—	3	Ground surface	0	Pebble, surface	Broken	
	BB:11:26	0	—	3	Sheet trash	1	Pebble, surface	Whole	
	BB:11:36	0	—	5	Sheet trash	1	—	Broken	
	BB:11:91	3	Possible pithouse	3	Structure fill	3	Pebble, edge	Whole	
	BB:11:91	4	Masonry/adobe structure	4	Structure fill	3	Pebble, surface	Whole	
	BB:11:91	0	—	5	Sheet trash	4	Pebble, edge	Whole	
	BB:15:1	0	—	6	Sheet trash	3	Indeterminate	Broken	
	BB:2:10	0	—	1	Sheet trash	1	Pebble, surface	Whole	
	BB:2:10	0	—	1	Sheet trash	1	—	Whole	
	BB:2:18	1	Trash concentration	1	Extramural feature fill	4	Indeterminate	Broken	
	BB:2:18	0	—	2	Sheet trash	1	Pebble, surface	Whole	
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Pebble, surface	Whole	
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Pebble, surface	Whole	
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Pebble, surface	Whole	
	BB:2:3	1	Trash mound	1	Extramural feature fill	3	Pebble, surface	Whole	

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Polisher (cont'd.)	BB:2:3	1	Trash mound	1	Extramural feature fill	3	Pebble, surface	Whole
	BB:2:3	1	Trash mound	1	Extramural feature fill	3	Pebble, surface	Broken
	BB:2:3	1	Trash mound	2	Extramural feature fill	2	Pebble, surface	—
	BB:2:3	1	Trash mound	2	Extramural feature fill	3	Indeterminate	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	Floor	Broken
	BB:2:51	0	—	2	Sheet trash	4	Floor	Whole
	BB:2:7	1	Trash concentration	1	Extramural feature fill	3	—	Whole
	BB:2:7	0	—	6	Sheet trash	1	Pebble, surface	Whole
	BB:2:7	0	—	6	Sheet trash	1	Pebble, edge	Whole
	BB:6:2	0	—	3	Sheet trash	2	Pebble, surface	Broken
	BB:6:73	2	Trash concentration	3	Extramural feature fill	2	Pebble, surface	Whole
	BB:6:73	2	Trash concentration	3	Extramural feature fill	2	—	Whole
	BB:6:73	2	Trash concentration	3	Extramural feature fill	3	Pebble, surface	Whole
	BB:6:73	3	Trash concentration	4	Extramural feature fill	3	Pebble, surface	Whole
	BB:6:73	3	Trash concentration	4	Extramural feature fill	4	—	Whole
	BB:7:5	7	Trash mound	7	Extramural feature fill	2	Pebble, surface	Whole
	BB:7:5	7	Trash mound	7	Extramural feature fill	2	Pebble, edge	Whole
Polisher count = 33								
Shaped stone	BB:1:32	3	Masonry/adobe structure	2	Structure fill	1	—	Indeterminate
	BB:11:26	0	—	9	Sheet trash	1	—	Whole
	BB:11:27	0	—	5	Sheet trash	1	—	Whole
	BB:11:27	0	—	5	Sheet trash	1	—	Whole
	BB:2:18	1	Trash concentration	1	Extramural feature fill	2	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	3	—	Broken
	BB:2:83	0	—	2	Sheet trash	1	—	Whole
	BB:7:5	3	Trash concentration	3	Extramural feature fill	1	—	Whole

Shaped stone count = 8

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Tab. Tool (cont'd.)	BB:1:22	0	—	2	Sheet trash	3	Too fragmentary	Broken
	BB:1:22	0	—	2	Sheet trash	4	Notched	Whole
	BB:1:22	2	Trash concentration	4	Extramural feature fill	1	1 straight edge	Whole
	BB:1:6	1	Trash concentration	1	Extramural feature fill	2	Too fragmentary	Broken
	BB:1:6	2	Plaza	2	Plaza fill	1	1 straight edge	Broken
	BB:1:2	2	Trash mound	2	Extramural feature fill	3	Too fragmentary	Broken
	BB:1:2	0	—	3	Sheet trash	1	>1 straight edge	Broken
	BB:1:27	2	Trash mound	2	Extramural feature fill	1	>1 straight edge	Indeterminate
	BB:1:36	0	—	6	Sheet trash	2	Too fragmentary	Broken
	BB:1:91	3	Possible pithouse	3	Structure fill	2	1 straight edge	Whole
	BB:1:91	4	Masonry/adobe structure	4	Structure fill	4	1 convex edge	Whole
	BB:1:51	1	Trash concentration	2	Extramural feature fill	2	>1 convex edge	Whole
	BB:1:51	2	Trash concentration	3	Extramural feature fill	3	>1 straight edge	Whole
	BB:1:51	0	—	4	Sheet trash	2	Too fragmentary	Broken
	BB:2:19	1	Trash concentration	1	Extramural feature fill	1	Too fragmentary	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	Unused	Indeterminate
	BB:2:3	1	Trash mound	2	Extramural feature fill	3	Too fragmentary	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	Too fragmentary	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	Too fragmentary	Broken
	BB:2:51	0	—	2	Sheet trash	3	Too fragmentary	Broken
	BB:2:7	1	Trash concentration	1	Extramural feature fill	2	1 convex edge	Broken
	BB:6:11	0	—	1	Sheet trash	2	Too fragmentary	Broken
	BB:7:5	1	Trash mound	1	Extramural feature fill	3	Too fragmentary	Broken
	BB:7:5	2	Trash mound	2	Extramural feature fill	2	Too fragmentary	Broken
Tabular tool count = 24								
Unidentified	BB:1:32	0	—	1	Sheet trash	1	—	Broken
	BB:1:55	1	Trash concentration	1	Extramural feature fill	4	—	Broken
	BB:1:6	1	Trash concentration	1	Extramural feature fill	3	—	Broken
	BB:11:100	0	—	2	Ground surface	0	—	Broken

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Unidentified (cont'd.)	BB:11:100	0	—	2	Sheet trash	1	—	Broken
	BB:11:100	0	—	2	Sheet trash	1	—	Broken
	BB:11:100	0	—	2	Sheet trash	1	—	Broken
	BB:11:100	0	—	2	Sheet trash	1	—	Broken
	BB:11:100	0	—	2	Sheet trash	2	—	Broken
	BB:11:100	0	—	2	Sheet trash	3	—	Broken
	BB:11:100	0	—	2	Sheet trash	3	—	Broken
	BB:11:2	2	Trash mound	2	Extramural feature fill	4	—	Broken
	BB:11:2	2	Trash mound	2	Extramural feature fill	4	—	Broken
	BB:11:2	0	—	3	Sheet trash	1	—	Broken
	BB:11:2	0	—	3	Sheet trash	1	—	Broken
	BB:11:2	0	—	3	Sheet trash	1	—	Broken
	BB:11:2	1	Trash mound	3	Extramural feature fill	1	—	Broken
	BB:11:26	0	—	1	Ground surface	0	—	Broken
	BB:11:26	0	—	9	Sheet trash	1	—	Broken
	BB:11:26	0	—	9	Sheet trash	1	—	Broken
	BB:11:27	2	Trash mound	2	Extramural feature fill	2	—	Broken
	BB:11:27	1	Plaza	3	Plaza fill	2	—	Broken
	BB:11:27	0	—	5	Sheet trash	1	—	Broken
	BB:11:36	0	—	3	Sheet trash	1	—	Broken
	BB:11:36	0	—	5	Sheet trash	2	—	Broken
	BB:11:36	0	—	6	Sheet trash	2	—	Broken
	BB:11:91	1	Masonry/adobe structure	1	Roof/wall fall	1	—	Broken
	BB:11:91	1	Masonry/adobe structure	1	Roof/wall fall	1	—	Broken
	BB:11:91	2	Masonry/adobe structure	2	Structure fill	1	—	Broken
	BB:11:91	3	Possible pithouse	3	Structure fill	1	—	Broken
	BB:11:91	3	Possible pithouse	3	Structure fill	3	—	Broken
	BB:11:91	3	Possible pithouse	3	Structure fill	3	—	Broken
	BB:11:91	3	Possible pithouse	3	Structure fill	4	—	Broken

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Unidentified (cont'd.)	BB:11:91	1	Masonry/adobe structure	7	Within room wall	1	—	Broken
	BB:11:91	2	Masonry/adobe structure	8	Ground surface	0	—	Broken
	BB:11:91	2	Masonry/adobe structure	8	Within room wall	0	—	Broken
	BB:15:1	1	Trash concentration	2	Extramural feature fill	1	—	Broken
	BB:15:1	1	Trash concentration	2	Extramural feature fill	3	—	Broken
	BB:15:1	2	Trash concentration	3	Extramural feature fill	1	—	Broken
	BB:15:1	0	—	5	Sheet trash	1	—	Broken
	BB:15:1	0	—	5	Sheet trash	1	—	Broken
	BB:15:1	0	—	6	Sheet trash	3	—	Broken
	BB:2:10	0	—	2	Sheet trash	1	—	—
	BB:2:10	0	—	2	Sheet trash	1	—	—
	BB:2:10	0	—	2	Sheet trash	1	—	Broken
	BB:2:10	0	—	2	Sheet trash	2	—	Broken
	BB:2:18	0	—	2	Sheet trash	1	—	Broken
	BB:2:19	1	Trash concentration	1	Extramural feature fill	1	—	Broken
	BB:2:19	1	Trash concentration	1	Extramural feature fill	1	—	Broken
	BB:2:19	1	Trash concentration	1	Extramural feature fill	2	—	Broken
	BB:2:19	2	Trash concentration	2	Ground surface	0	—	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	—	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	—	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	—	Broken
	BB:2:19	2	Trash concentration	2	Extramural feature fill	1	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	1	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	1	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	2	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	3	—	Broken

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Unidentified (cont'd.)	BB:2:3	1	Trash mound	1	Extramural feature fill	3	—	Broken
	BB:2:3	1	Trash mound	1	Extramural feature fill	4	—	Broken
	BB:2:3	1	Trash mound	2	Extramural feature fill	2	—	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	—	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	1	—	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	2	—	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	2	—	Broken
	BB:2:3	2	Trash mound	3	Extramural feature fill	2	—	Broken
	BB:2:3	0	—	4	Sheet trash	2	—	Broken
	BB:2:3	0	—	4	Sheet trash	2	—	Broken
	BB:2:3	0	—	4	Sheet trash	2	—	Broken
	BB:2:51	0	—	2	Sheet trash	4	—	Broken
	BB:2:7	1	Trash concentration	1	Extramural feature fill	3	—	Broken
	BB:2:7	5	Masonry/adobe structure	2	Roof/wall fall	1	—	Whole
	BB:2:7	5	Masonry/adobe structure	2	Roof/wall fall	2	—	Broken
	BB:2:83	0	—	2	Sheet trash	1	—	Broken
	BB:6:11	0	—	2	Sheet trash	2	—	—
	BB:6:11	0	—	2	Sheet trash	2	—	—
	BB:6:5	1	Trash mound	1	Extramural feature fill	1	—	Broken
	BB:6:5	1	Trash mound	1	Extramural feature fill	3	—	Broken
	BB:6:5	1	Trash mound	1	Extramural feature fill	3	—	—
	BB:6:73	2	Trash concentration	2	Extramural feature fill	1	—	Broken
	BB:6:73	2	Trash concentration	2	Extramural feature fill	1	—	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	2	—	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	2	—	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	2	—	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	4	—	Broken
	BB:6:73	3	Trash concentration	4	Extramural feature fill	4	—	Broken

Table 2. Continued.

Artifact Type	AZ (ASM) Site No.	Feature	Feature Description	Unit	Context	Level	Subtype	Condition
Unidentified (cont' d.)	BB:7:5	1	Trash mound	1	Extramural feature fill	2	—	Broken
	BB:7:5	1	Trash mound	1	Extramural feature fill	3	—	Broken
	BB:7:5	2	Trash mound	2	Extramural feature fill	1	—	Broken
	BB:7:5	2	Trash mound	2	Extramural feature fill	1	—	Broken
Unidentified count = 94								
Whorls	BB:2:51	0	—	2	Sheet trash	2	Flat disk	Whole
Whorl count = 1								
Grand Count = 442								

