FWP 21

Thoughts on ODXII from Margaret Snape's visit (16 March 1995, 5 May,)

These thoughts and questions are summaries of meetings held at Newcastle with PJF, IWB & MS.

1. Does the line of PHs between the W wall of bld. 4a and cutting S2 ('67) & Ext. '68 (bld. 4b/c) represent a fence line? It lines up well with the E wall of bld. 3. Does it lead up to and stop at lynchet (*i.e.* not join up with bld. 3)? Is it a boundary fence, stock fence, or ?

2. GF178 is soil on line of fence (near bld. 4b, W of 4a) - coins from this are 330s and may be contemporary with the site. Is fence post-330s?

3. Is the ditch pre-C4th?

4. Was ditch sealed in the 330s (see coin evidence)?

5. Were the large sarsens in area/bld. 2 stood up at a later date? Are the lynchet stones in areas 1, 2 & 4 related, i.e. a boundary wall?

6. Is GF174 the rubbish from bld. 3 (see late coins)?

7. Does GF166, with all its SFs, show a rubbish pile either from bld. 4a or from bld. 3 of the late C4th?

8. Is the sequence at 4a; wood, stone, wood?

9. Is GF165, SW of bld. 4a, part of fence(?) or rubbish from 4a or 4b/c? NB late coins (SF158) & SF179; a votive axe.

10. Is GF198 from the occupation/stone construction period of bld. 4a?

11. Does area NW of bld. 4a (GF174) represent the last phase?

12. Is bld. 4a an occupation and/or livestock bld.? NB SF189; spoon.

13. Is bld. 4b/c another (larger) building? It contains a hearth/bread oven(?), hard-packed floor and two parallel rows of sarsens could be remains of another bld. which has been very robbed out. See GF182 and NB occupation material.

14. Is topsoil outside 4b/c 360-370s?

15. Are the large sarsens outside bld. 4a (in SE corner) part of a wall west from lynchet/ditch.

16. Need to check tiles *in situ* (SF186-87).

17. Does GF162 give us the date of robbing of 4a?

18. Is the sequence as follows:4a is early/mid-C4th - contemporary with blds. 1, 2(?) & 3 (& 4a phase 2?)

4b is late-C4th - and supercedes 1, 2 & 3? (but contemp. with 4a phase 3?)

19. Why so many coins on site? Are they really so worthless ?

20. Does trackway from ODXII lead anywhere significant (*i.e.* site at Headlands?)

21. Where are the coins for bld. 3 and southern extensions done by Fowler Snr.?

Additional thoughts 03/05/95 - ones above have been answered to a large extent by WP10 (10.1, 10.2, 10.3 - attached)

22. Bldg 4 appears to be of a similar length to bldg. 2 (although narrower).

23. Parallel nature of site - N-S (3 lines; eastern bank, east walls of 2 & 4, west walls of 2 & 4 [& bldg 3?]). E-W lines, at 90° to N-S; lynchets at N & S of site with N & S walls of 2 & 4). The symmetry of 3&4 and 2&1. The parallel nature was also noted on the aerial photo, esp. line of stones at the eastern edge of the area - does this reflect Roman organisation or use of existing land divisions? or what?

24. Check relationship of bldg. 3 & top of lynchet it sits on.

25. Is there a road down the middle of the site (between 2&3&4)?

26. Mention was again made regarding the site which seems v similar to the SW which could mirror ODXII - in fact, could this be a Roman town, unwalled as in the Cotswolds? Relationship with Delling, trackway, ODXII, ODSW, + others?

27. Is 4 an open-air working area?

28. Cluster of finds around hearth in 2.

29. SFs in 3 may define wall, around outside of 3, some under or on floor. Cleaning of house/bldg because it held corn?, thus sweeping left rubish outside? Thrashing? bldg, which needed dry, clean floor & warmth.

30. Are PHs in 4b/c for hurdles and gap a gate with a path from 4 to 4b/c? Swing gate? Large W door in 4b to which path leads?

31. If site was robbed, where did the stones go to? Who/why was there robbing in C5th? What are they doing?

32. Cluster of finds in 4 in SW corner again, with a sarsen division? Is it timber replaced by stone (as with 3?) Or is it larger timber bldg, then smaller wooden, then stone?

33. Coins probably worthless, swept out with rest of rubbish, & straw, which rots leaving metal objects.

34. Hearth 4b, coins over floor.

35. Is there a ritual deposit in 3?