Name of Project	The small finds and vessel glass from Insula VI.1 Pompeii
Name of database	VI_1_Pompeii

Name of table	AA	
Purpose of table	To provide the concordance between the Archaeological Area and the insula plot it was dug in	
Number of rows	221	
Primary Key	AA ID	
Foreign Key	AA	
Name of field	Full description of field and codes or terminology used	Data type and field length
AA ID	The unique identifying number for each record.	Autonumber
AA	The Archaeological Area (trench) number	Integer number
Plot	The plot of the insula in which the trench was located. The full names of the plots and their addresses are provided in in the document 'Codes used in the database'.	Text 50 characters
Room	The room number within each property. These are the standard room numbers as given in *Pompei. Pitture e mosaici*. Roma, Instituto della enciclopedia Italiani G. Treccarci. 1990-1998. See volume 4..	Integer number

Name of Project	The small finds and vessel glass from Insula VI.1 Pompeii
Name of database	VI_1_Pompeii

Name of table	Glass	
Purpose of table	To provide the catalogue of the items made of glass	
Number of rows	3342	
Primary Key	Glass ID	
Foreign Key	Context code; AA	
Name of field	Full description of field and codes or terminology used	Data type and field length
Glass ID	The unique identifying number for each small find. In the letterpress this number appears as G1, G2, G3 etc.	Integer number
Context code	The unique context number formed by the Archaeological Area number before the decimal point and the context number after it.	Digital number
Catalogue number	The catalogue number of the item used in the letterpress volume if the items has a catalogue entry there. The number before the decimal point is the chapter number.	Text 10 characters
Colour	This is the colour as initially recorded in the field	Text 25 characters
Blown colour code	This is the standardised colour for the blown glass. Thus 'amber', 'light yellow/brown' and 'yellow/brown' are coded '11YellowB'. It is the colour coding used for the relevant tables in the letterpress. The numerical element at the start of the code produces a sequence that goes from polychrome to the opaque colours then to the strong colours then to the lightly tinted ones with colourless and blue/green at the end.	Text 50 characters
Technology	This provides the manufacturing technology for the vessel glass'	Text 30 characters
Detailed technology	This provides a rapid breakdown of the colour and manufacturing methods of the vessel glass. The coding is given in the document 'Guide to the database'.	Text 50 characters
Type	This indicates whether the item is from a vessel, a window pane or is a small find.	Text 30 characters
Typology	This provides typological information where appropriate. Further details are given in the document 'Guide to the database'.	Text 30 characters
Typology detail	This gives the precise sub-type of the wheel-cut and abraded blown drinking vessels ('DV WCA' in the Typology field) as discussed in the letterpress volume.	Text 50 characters
Count	This provides the fragment count.	Long integer
EVE	This provides the zonal EVE measure where one can be calculated for vessel glass fragments.	Digital number (Access description – Double)
Weight	This provides the weight in grams for selected pieces. See the document 'Guide to the database' for further information.	Digital number (Access description – Double)
Simple name	This provides the name of the item, e.g. counter, tubular unguent bottle etc.	Text 50 characters

Function	This describes the functional category the object is assigned to. It is related to the chapters in the letterpress volume. Personal – Chapter 2 ToiletV – Chapter 3 (Toilet/pharmaceutical vessels) Toilet – Chapter 4 (Other toilet equipment) HouseholdV – Chapter 5 (Household vessels) Household – Chapter 6 (other household equipment) Recreation – Chapter 8 Miscellaneous – Chapter 10 Undiagnostic plain blown vessel fragments are not coded.	Text 25 characters
Catalogue	The full catalogue entry for the diagnostic vessel glass and the small finds other than the monochrome counters.	Text – unlimited. (Access description – Memo)
Counter diameter max	Maximum diameter of counter (mm).	Digital number
Counter diameter min	Minimum diameter of counter (mm).	Digital number
Counter thickness	Thickness of counter (mm).	Digital number
Area	Area (cm^2) of window glass fragments.	Digital number
Counter analysis	This indicates whether the counter was complete and included in the counter analyses in Chapter 8 of the letterpress volume.	A binary yes/no field

Name of Project	The small finds and vessel glass from Insula VI.1 Pompeii
Name of database	VI_1_Pompeii

Name of table	Lead	
Purpose of table	Provides the full listing of all the lead alloy items found excluding the lead slingshots.	
Number of rows	405	
Primary Key	Lead ID	
Foreign Key	AA	
Name of field	Full description of field and codes or terminology used	Data type and field length
Lead ID	The unique identifying number for each small find.	Integer number
Context code	The unique context number formed by the Archaeological Area number before the decimal point and the context number after it.	Digital number
AA	The Archaeological Area (trench) number.	Integer number
SF	Small find number as marked on bag.	Integer number
Simple name	This provides the name of the item. The term 'Object' indicates there is a full entry in the Small Find table.	Text 50 characters
Small find ID	The small find identifying number (SmallF ID in the Small find table).	Long integer
Weight	The weight in g.	Digital number
LW count	This provides the fragment count.	Long integer

Name of Project	The small finds and vessel glass from Insula VI.1 Pompeii
Name of database	VI_1_Pompeii

Name of table	LoomWeight	
Purpose of table	To provide the catalogue of the ceramic loomweights	
Number of rows	228	
Primary Key	LW ID	
Foreign Key	Context code; AA	
Name of field	Full description of field and codes or terminology used	Data type and field length
LW ID	The unique identifying number for each small find. In the letterpress this number appears as LW1, LW2, LW3 etc.	Integer number
Context Code	The unique context number formed by the Archaeological Area number before the decimal point and the context number after it.	Digital number
Catalogue number	The catalogue number of the item used in the letterpress volume if the items has a catalogue entry there. The number before the decimal point is the chapter number.	Text 10 characters
Complete	This indicates whether the weight is complete. If ticked the piece is complete.	A binary yes/no field
Height	Height of loomweight measured by the offset method (mm).	Integer number
Top max	Maximum width of top of loomweight (mm).	Integer number
Top min	Minimum width of top of loomweight (mm).	Integer number
Bottom max	Maximum width of bottom of loomweight (mm).	Integer number
Bottom min	Minimum width of bottom of loomweight (mm).	Integer number
Perf diam	Diameter of perforation (mm).	Digital number
Weight	Weight of loomweight (g.)	Integer number
Decoration	This indicates whether the weight is decorated. If ticked the piece is decorated.	A binary yes/no field
Catalogue	The catalogue entry if one is appropriate	Text – unlimited. (Access description – Memo)
LWcount	A count allowing tables to be generated.	Integer
Size	The size category used in the analyses in Chapter 7 of the letterpress volume	Text 50 characters
WTcm10	The warp thread per centimetre if the loomweight was used at 10g tension.	Long integer
WTcm20	The warp thread per centimetre if the loomweight was used at 20g tension.	Long integer
WTcm15	The warp thread per centimetre if the loomweight was used at 15g tension.	Long integer

Name of Project	The small finds and vessel glass from Insula VI.1 Pompeii
Name of database	VI_1_Pompeii

Name of table	Phasing	
Purpose of table	To provide the phasing information	
Number of rows	1806	
Primary Key	ID	
Foreign Key	Contextcode	
Name of field	Full description of field and codes or terminology used	Data type and field length
ID	The unique identifying number for each record in the table	Integer number
AA	The Archaeological Area (trench) number	Integer number
Context Code	The unique context number formed by the Archaeological Area number before the decimal point and the context number after it.	Digital number
Site Phase	The phase within the plot the context is assigned to. See document 'Phasing and stratigraphy notes for more information.	Text 10 characters
Master Phase	The Insula-wide phasing scheme the context is assigned to. See document 'Phasing and stratigraphy notes for more information.	Text 25 characters

Name of Project	The small finds and vessel glass from Insula VI.1 Pompeii
Name of database	VI_1_Pompeii

Name of table	Small find	
Purpose of table	To provide the catalogue of the small finds	
Number of rows	1867	
Primary Key	SmallF ID	
Foreign Key	Context code; AA no.	
Name of field	Full description of field and codes or terminology used	Data type and field length
SmallF ID	The unique identifying number for each small find. In the letterpress this number appears as S1, S2, S3 etc.	Integer number
Context code	The unique context number formed by the Archaeological Area number before the decimal point and the context number after it.	Digital number
Catalogue number	The catalogue number of the item used in the letterpress volume if the items has a catalogue entry there. The number before the decimal point is the chapter number.	Text 10 characters
Simple name	This is the name of the object at its most basic level, e.g. brooch, stud etc.	Text 50 characters
Variant	This provides the sub-divisions within the simple name where appropriate and relates to the terminology used in the letterpress volume. Thus Simple name – brooch, variant – Jezerine; Simple name – stud, variant – flat head.	Text 50 characters
Function	This describes the functional category the object is assigned to. It is related to the chapters in the letterpress volume. Personal – Chapter 2 ToiletV – Chapter 3 (Toilet/pharmaceutical vessels) Toilet – Chapter 4 (Other toilet equipment) HouseholdV – Chapter 5 (Household vessels) Household – Chapter 6 (other household equipment) Craft – Chapter 7 Recreation – Chapter 8 Religion – Chapter 9 Writing, Transport, Commercial, Miscellaneous – Chapter 10	Text 50 characters
Function variant	This provides a breakdown of the different categories discussed in the Craft function, e.g. fishing, bone-working etc.	Text 50 characters
Material	The material the object is made from.	Text 50 characters
Material basic	A simplified version of the material. Thus all non-ferrous metals become 'Metal', all items made of skeletal material (bone, ivory) become 'Bone+'.	Text 50 characters
Fabric	Fabric code for the ceramic unguent bottles and miniature vessels. The descriptions are in the document 'Guide to the database.	Text 50 characters
SF count	A count allowing tables to be generated. Note where an item is broken and came from two or more different contexts, and thus has two or more records, a count of 1	Integer number

	is given to the record that has the full catalogue entry. The other records which are cross-referenced to the catalogue entry have a value of 0 here.	
Weight	Weight in grams of vessel fragments for which a count is an inappropriate measure of quantification.	Digital number (Access description – Double)
Zonal EVE	Zonal EVE measure for vessel fragments	Digital number (Access description – Double)
Catalogue	The full catalogue entry.	Text – unlimited. (Access description – Memo)