What to record with Leica Captivate

All codes relating to a **context** must include the **context number** as the first part of the code, with the relevant suffix at the end of the context number.

- Cut, deposit, coffin, structure extents – data should be recorded and exported in 3D and where possible surveyed as polygons *(see notes on real, unreal and estimated line usage).*

- Levels: several on top of layers/spreads; several along top of structures; 3 on skeletons (head, pelvis, feet); one each on top of coffin (where present) and base of coffin (in the middle where possible).

- Hand draw sections of any multi-fill cuts, or multi-feature sections in relationship slots. Survey the drawing points (drawing points should be pre-fixed with the drawing number). If you are drawing the section of a slot and the drawn profile adequately represents the profile of the opposite section it is not necessary to record both section. If the profile on the second section is different it should be recorded digitally, if both sections are showing different fills/cuts then both should be hand drawn with recorded drawing points.

- The profile should be surveyed for any single-fill cuts or ditch slots

- profiles across structures

- Basal breaks of slope surveyed for any cuts

- Small finds, targeted samples, boreholes (all surveyed as points), limit of excavation, furrows etc surveyed as lines

- Slots should be recorded on a generic layer coded "SLOT". Features excavated within a slot should be recorded as contexts (this includes each slot through a ditch which should be assigned separate context numbers for each excavated portion).

- Pre-ex plans should be created as the site is stripped. At this stage there is no need to create polygons so the pre-ex plan can be a fairly coarse line survey.

- All features **must** be re-recorded on context layers following excavation, and an attempt should be made to clean the unexcavated portions of ditches to allow more accurate recording. A context number should be assigned to the unexcavated parts of the ditch (one cut number is fine to cover the whole extent). Where it is obvious that more than one feature is present by the relationship is unclear, an estimated line can be used.

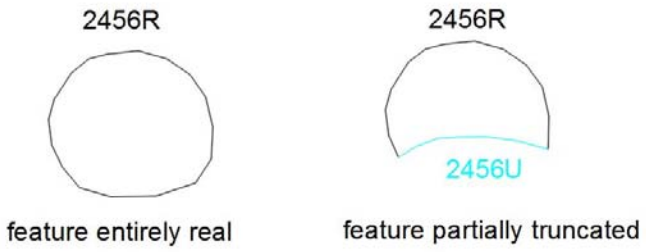
Using real, unreal and estimated lines

All HS2 context extent data needs to be recorded in a format that allows it to be loaded into a GIS system as closed polygons. We do this by using 2 different line types to describe a feature, **REAL** and **UNREAL**.

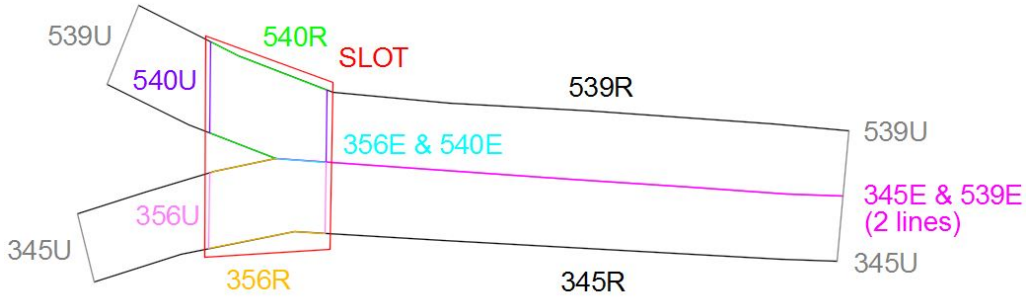
Real lines describe the archaeologically significant edges of a feature, for example the untruncated extent of a deposit, the extent of a pit cut etc. Real lines are coded by adding the suffix R to the context number in the feature code.

Unreal lines describe non-archaeologically significant parts of a feature, such as a truncated edge or where the feature is hidden by the LOE. Unreal lines are coded by adding the suffix U to the context number in the feature code.

Some features can be recorded entirely on a real or unreal line, some need a combination of the two, for example:



All efforts should be made to decide on the relationship between features on site, but if it is not possible to be sure even after excavation a third line type can be used – an **Estimated line**. This line can be used to denote an edge that is "possibly" real but allows for re-interpretation during post-ex.



LINE TYPE	POINT NAME
Features *XXXXXX – represents unique context / identifying number i.e 380410, 380410S nnnnnn – represents the drawing number*	
Extent in plan of cut / deposit / structure	XXXXXXR and /or XXXXXXU
Estimated line where R or U cannot be assigned	XXXXXXE
Base or break of slope	XXXXXXB
Section or profile	XXXXXXS
Levels – on fill or deposit	XXXXXXL
drawing points	nnnnnnDP
special find	XXXXXXSF
environmental sample	XXXXXXES (kubiena tin or similar)
Site Wide	
Limit of excavation	TRXX or LOE
Furrows	FUR
Field Drains	DRN
Pre-ex	PRE
Modern intrusions / features	MOD
Services / pipes / cables etc	SRV
slots	SLOT