



Laurentine Shore Archive: Guide to Spreadsheets Levels

PURPOSE: the levels in question are spot heights recorded on site drawings and in the site notebook during the building surveys and excavations of 1984-2009. The drawings have been scanned in their original state, but there are various inconsistencies, disparities and errors in the information as recorded on site. These spreadsheets are intended to resolve the difficulties in using the drawings themselves directly as a source, converting all levels to a common datum (the 0.00 Site Datum) or providing the necessary coordinates to do so, as well as other explanatory information.

Abbreviations: TBM = Temporary Benchmark. BS = Backsight (to TBM from levelling instrument) FS = Forward sight (from instrument to spot level). IH = Instrument height. RL = Reduced Level (spot levels corrected to the particular TBM used).

A. Graphic ID

The individual number assigned to each plan or section drawing sheet scanned to the archive. For further information on the drawing see Graphics spreadsheets (and metadata embedded in scanned image). For the drawing itself, see the relevant Graphics files.

B. Spot level number

Any levels referred to by numbers or letters of the alphabet on the drawing are listed here in ascending order. Normally the levels are listed on the drawing in a column beneath the referencing of the TBM, BS and IH. There are many errors and inconsistencies in the latter, which the present spreadsheet is designed to correct and replace. Not all drawings have used the same system; some (e.g. CPV trench X plans) do not number the spot levels, but give the TBM and RL in a circle on the spot concerned.

For section drawings where the only level marked is the datum line used to make the drawing, 'datum' is entered in this column.

For single context plans from Vicus trenches X-Y-Z the spot levels are not listed individually.

C. Height related to Vicus 0.00 datum

The figures in this column represent the spot level or section datum line corrected to the 0.00 Site Datum established in 1984, on a large stone block in Building A at the Vicus (see Site Datum and Compass). Where the height is **above** 0.00 the figure is highlighted in **bold**.

D. Vicus Zone/CPS grid square

'Vicus' refers to the Vicus Augustanus (master site code CPV), where each zone of the excavated remains and/or trench has a different letter code. Other sites have a master site code CPS, followed by the kilometre grid square (A-G).

E. Vicus Zone room/CPS site number

Vicus Room Number Each definable unit in a zone at the Vicus has been given a number. For example, 'A10' indicates room number 10 in Building A.

CPS Site number. Each definable site within a grid square has been given a number. For further information see 'Guide to Site Codes'

F. Trench

New excavations at the Vicus were designated by a letter code, not generally the same as those used for buildings. Small test excavations in zones C and F have their own numbering. Trenches on other sites are generally referred to by numbers (preceded by the CPS site code). Sometimes the year of excavation is also specified here.

G. Context

Numbers here refer to specific excavated archaeological contexts in a trench.

H. Feature

Elements which were levelled but are not described under F or G

I. Description.

What type of drawing (plan, section, elevation) and its numbering in the site record graphics index for the year. Where the spot level represents a floor surface (or its bedding) this has generally been noted here. Other information regarding the particular level may be included.

Any adjustments that need to be made to the levels recorded on the drawing to bring them to the 0.00 datum are noted here.

J. Source

The source of the information: most levels were recorded directly on the drawing, others are recorded in the site notebooks.

K. Notes

This specifies the value of the TBM originally used, the BS and IH values, on which the value for the spot level given in column C is based. Errors or other relevant information regarding the original recording are also explained.