Site Code:	Location:	Grid Sq:		Context Type:	Context Number:		
MNO12	The second control of		205	MASONRY	2154		
1. Materials	D BRILIK,	BRITIAN		my Remon,	Church T.		
2. Size of materials	0	1-1	, , ,		Civilia		
(brick: BTL in mm)	3 NA.				, e= "1		
3. Finish of stones	(F) BOVO	WM CE	ement.	NO COUPSES.			
4. Coursing / bond	5 REBUIL		TRUNCA	ATER SECTION	OF WALL		
5. Form	2042	3.					
6. Direction of face(s)	(1) E-W.		Agent				
7. Surface treatment	(7) Comon			SED TO SM	DOTH OUT PACES		
8. Bonding material (if brick: record height		CBUILD.					
of 4 courses & 4 bed	@ 0-20m	("HEIGHT) × 0.7	2m (LENGTA) x	0.20m (DEPTH).		
joints in m)	(8) ~/vr.						
9. Dimensions of	(5) BULT T	3 FILL	4026 h	U WALL THA	deurnes suc		
masonry as found	70 A	AGG	NG of	THENCH FOR			
10.Other comments					Max Level: m OD		
					Min Level: m OD		
Stratigraphic Relationsh	ips:						
			zoab				
							
		etc.	F154}				
							
				لــــ ــــــــــــــــــــــــــــــــ			
			2192)	(2,76) 2042	<u> </u>		
Physical Relationships:	and growing the second						
Abuts:			Abutted	by:	and the second seco		
Cut by:							
					·		
Interpretation:	internal	extern	nal	Mental trade or control of the contr			
for REBUILD of	SECTION	VOF	WALL	[2842] M	lAT WAS		
	HEN A				LAL THE		
INSTALL THE	,			THIN NO- 7	THE CHICKT.		
1105/1100 1/10	VICTION	3/2/1	, 101	111114 10- 7	1/16 Use 11671 -		
Cantautaana							
Context same as:							
O I - N - (-)			<u> </u>	NI / N			
Sample No(s):			Drawing	No(s): 2154	(x .)		
Photo No(s):		Sketch/levels overleaf: 1					
Compiled by:	Date:	,	Checked	by:	Tick when		
1 10	27/01	15		a 4/9/15	entered in		
TD + AB		/		- 441,2	database:		

Context Number: 7/54.

Level No.s 1-4 Level No.s Level No.s Level No.s TBM 11-68 B/S 0-83 TBM **TBM TBM** B/S B/S B/S 12.51 IH IH IH IH

No.	F/S	R/L (m OD)	No.	F/S	R/L (m OD)	No.	F/S	R/L (m OD)	No.	F/S	R/L (m OD)
1	1-18	11.33			2-1-1-1		Table 1			3 37 .	The state
7	1.08	11.43			4		15 113				
3	1.17	11.34		1/20-1			1		100		
4	1.21	11.30									
	and the			13		-83					

ven prospersion to the

