

**cultural Property
Protection
Field Cards**

**DOs & DON'Ts FOR
ARCHAEOLOGICAL
SITES, HISTORIC
STRUCTURES &
COLLECTIONS**

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FOR ARCHAEOLOGICAL SITES

DOs

1. Do recognize that safeguarding cultural property while in theater is both a treaty obligation and a legal requirement. Do learn about the cultural or archaeological past of the country in which you are stationed and familiarize yourself with the cultural sites and monuments in the region where you will be deployed.
2. Do learn about the basic geography and topography of the land in which you are stationed; in many places, seemingly natural features such as hills and mounds are, in all likelihood, archaeological

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sites containing ancient cities, fortresses or settlements.

3. **Do ask questions when you first encounter a protected archaeological, historical or religious site or first enter a province or region with known cultural heritage assets.** When possible, **identify the governmental institutions, authorities and individuals who are responsible for the site.** Ask about the value of the site to members of the host nation community. If possible, **identify the local Civil Affairs officer** who may have useful information or advice.
4. **Do** identify and consult reach back expertise or host nation

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authorities **before initiating any type of construction or activities that may affect the site. Keep host nation and responsible officials informed.**

5. **Do inform your OIC if you witness, receive reports or see obvious signs of looting.**
6. **Do anticipate the types of problems and damage to archaeological and cultural heritage sites that are likely to occur in the field.** These include:
 - Unsafe or damaged structures
 - On-going looting of site
 - Land mines and unexploded ordnance

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- Inappropriate use by refugees or others (e.g., temporary habitation).
- Competing claims of ownership
- Uncovering of unknown archeological sites, geological formations or fossils by extreme weather, damage in conflict, or natural disasters
- The types of damage most often encountered are:
 - Bomb damage
 - Vehicular damage
 - Digging by army
 - Digging by looters

8. Do document site condition

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with photographs and verify site location and coordinates using portable GPS devices.

9. Do post notices if a site contains unexploded ordnance or has confirmed UXO (unexploded mines or booby traps).

DON'Ts

1. Don't assume that you understand archaeology or make decisions concerning occupation of an archaeological property unless you are a professional archaeologist. Do not attempt any restoration activities.
2. Don't assume that an archaeological site is a safe

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3. Don't assume you can avoid archaeological sites by looking at a map.
 4. Don't drive over or across an archaeological or cultural heritage site.
 5. Don't designate a landing zone or pick up zone on or in the immediate vicinity of an archaeological site.
 6. Don't dig into any hill surrounded by flat ground without first determining that it is not an archaeological site.
 7. Do not dig for any reason at an archaeological site without higher level approval. Digging without authorization is a violation

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of the cultural property laws of most nations and can immediately lead to looting.

8. **Don't pick up, disturb, or take any artifact that you find on the ground and do not tolerate this behavior in others. *Removing any object from an archaeological site is considered looting.*** The only exception to this general prohibition must involve a genuine and imperative military necessity, after considering other feasible and logical alternatives.
9. **Don't climb upon or deface or physically alter any historic site or monument without a direct order from an OIC or an imperative**

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military necessity, considering other logical or feasible alternatives. Doing so is disrespectful and a violation of General Order 1-A.

10. Don't attempt remedial action or restoration of any ancient building or site that you encounter.
11. Don't purchase artifacts, antiquities or cultural heritage items.
12. Don't engage in any construction projects at or near an archaeological or cultural heritage site without first consulting archaeologists from the national antiquities authority and receiving written authorization of a permit to

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proceed. Engineering units that have permission to operate at, or near, a cultural heritage or archaeological site should review the construction and engineering recommendations found in Appendix Four of this resource.

13. **Don't bed down or make first military use of an archaeological or cultural heritage site unless an imperative military necessity exists with no logical or feasible alternative.** If circumstances require your unit to bed down or temporarily take up a position on, or near, a cultural heritage or archaeological site, review the bed-down recommendations.

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FOR HISTORIC STRUCTURES

DOs

1. Prevent damage or any further damage.
2. Determine likelihood of collapse.
3. Establish situational awareness in terms of risks to the structure from ongoing or future conflict.
4. Assess state of building materials. For example marble may become friable after exposure to high heat.
5. Photograph and document conditions of the structure and any measures taken to stabilize the conditions of the structure.
6. If a structure must be destroyed save as many removable architectural elements as possible.

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7. Search debris for any features of value that are no longer in situ. Account for and secure these items.
8. Contact host nation personnel or reach back resources who may have knowledge of the structure.
9. Document, inventory, and secure any moveable collections or objects.
10. Remove any debris and fire hazards.
11. Turn off water and gas services including storage tanks.
12. Stabilize the structure if necessary using removable reinforcing materials, render as weather proof as possible. Make sure that you have the necessary engineering or

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conservation expertise prior to attempting any form of stabilization.

13. Document any discoveries made as a result of damage to the structure. (For example, the bombardment of Monte Cassino revealed a temple to Jupiter underneath.)
14. Provide adequate security.

DON'T

1. Wash walls. Washing could remove fragile frescoes or wall paintings.
2. Destroy distinctive original features.
3. Sandblast facades.
4. Build additions or alterations that cannot be removed or that might affect the

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