

**cultural Property
Protection
Field Cards**

**REPORTING
CULTURAL
PROPERTY
IN THE FIELD**



**cultural Property
Protection
Field Cards**

**REPORTING
CULTURAL
PROPERTY
IN THE FIELD**



**cultural Property
Protection
Field Cards**

**REPORTING
CULTURAL
PROPERTY
IN THE FIELD**



**cultural Property
Protection
Field Cards**

**REPORTING
CULTURAL
PROPERTY
IN THE FIELD**



Reporting Structure for Reconnaissance Personnel “Boots on the Ground”

Cultural Property Importance Hierarchy

- Level 1: Known cultural property with names or sites of local importance: Places with evidence of recent offerings, burials, evidence of current avoidance for cultural purposes and religious structures (Mosques, Churches, Synagogues, Temples, etc.)
- Level 2: Features present: hearths, any type of foundation, out of place hills (tells) without names or documentation, or any built feature such as a shrine.
- Level 3: Artifact scatters: Lithic or ceramic debris.

Reporting Structure for Reconnaissance Personnel “Boots on the Ground”

Cultural Property Importance Hierarchy

- Level 1: Known cultural property with names or sites of local importance: Places with evidence of recent offerings, burials, evidence of current avoidance for cultural purposes and religious structures (Mosques, Churches, Synagogues, Temples, etc.)
- Level 2: Features present: hearths, any type of foundation, out of place hills (tells) without names or documentation, or any built feature such as a shrine.
- Level 3: Artifact scatters: Lithic or ceramic debris.

Reporting Structure for Reconnaissance Personnel “Boots on the Ground”

Cultural Property Importance Hierarchy

- Level 1: Known cultural property with names or sites of local importance: Places with evidence of recent offerings, burials, evidence of current avoidance for cultural purposes and religious structures (Mosques, Churches, Synagogues, Temples, etc.)
- Level 2: Features present: hearths, any type of foundation, out of place hills (tells) without names or documentation, or any built feature such as a shrine.
- Level 3: Artifact scatters: Lithic or ceramic debris.

Reporting Structure for Reconnaissance Personnel “Boots on the Ground”

Cultural Property Importance Hierarchy

- Level 1: Known cultural property with names or sites of local importance: Places with evidence of recent offerings, burials, evidence of current avoidance for cultural purposes and religious structures (Mosques, Churches, Synagogues, Temples, etc.)
- Level 2: Features present: hearths, any type of foundation, out of place hills (tells) without names or documentation, or any built feature such as a shrine.
- Level 3: Artifact scatters: Lithic or ceramic debris.

Reporting Structure

Blue 12 / Green 7

Cultural Property Encountered

Line 1: Time. Use DTG

Line 2: Location. Use 8 digit grid coordinates

Line 3: Site type. Use hierarchical structure. Report Level 1, Level2 or Level 3

Line 4: Dimensions. What is the area that it encompasses

Line 5: Composition. Types of Structures. Report number system below.

1. Artifact scatter
2. Standing structures
3. Out of place or unnatural hill (tell)
4. Religious structure

Line 6: Bypass. Yes or No.

Reporting Structure

Blue 12 / Green 7

Cultural Property Encountered

Line 1: Time. Use DTG

Line 2: Location. Use 8 digit grid coordinates

Line 3: Site type. Use hierarchical structure. Report Level 1, Level2 or Level 3

Line 4: Dimensions. What is the area that it encompasses

Line 5: Composition. Types of Structures. Report number system below.

1. Artifact scatter
2. Standing structures
3. Out of place or unnatural hill (tell)
4. Religious structure

Line 6: Bypass. Yes or No.

Reporting Structure

Blue 12 / Green 7

Cultural Property Encountered

Line 1: Time. Use DTG

Line 2: Location. Use 8 digit grid coordinates

Line 3: Site type. Use hierarchical structure. Report Level 1, Level2 or Level 3

Line 4: Dimensions. What is the area that it encompasses

Line 5: Composition. Types of Structures. Report number system below.

1. Artifact scatter
2. Standing structures
3. Out of place or unnatural hill (tell)
4. Religious structure

Line 6: Bypass. Yes or No.

Reporting Structure

Blue 12 / Green 7

Cultural Property Encountered

Line 1: Time. Use DTG

Line 2: Location. Use 8 digit grid coordinates

Line 3: Site type. Use hierarchical structure. Report Level 1, Level2 or Level 3

Line 4: Dimensions. What is the area that it encompasses

Line 5: Composition. Types of Structures. Report number system below.

1. Artifact scatter
2. Standing structures
3. Out of place or unnatural hill (tell)
4. Religious structure

Line 6: Bypass. Yes or No.

Reporting Structure

Line 7: Vehicle type. If this cultural area cannot be bypassed what types of vehicles can be driven on or around the site that will cause the least amount of damage.

Vehicle class 1: All vehicle types can pass

Vehicle class 2: No Track or CFVs

Vehicle class 3: Only light wheel vehicles (HWMMVs)

Vehicle class 4: No vehicles

Line 8: Photographs. Yes or No. Were you able to take photo graphs of the cultural property?

Reporting Structure

Line 7: Vehicle type. If this cultural area cannot be bypassed what types of vehicles can be driven on or around the site that will cause the least amount of damage.

Vehicle class 1: All vehicle types can pass

Vehicle class 2: No Track or CFVs

Vehicle class 3: Only light wheel vehicles (HWMMVs)

Vehicle class 4: No vehicles

Line 8: Photographs. Yes or No. Were you able to take photo graphs of the cultural property?

Reporting Structure

Line 7: Vehicle type. If this cultural area cannot be bypassed what types of vehicles can be driven on or around the site that will cause the least amount of damage.

Vehicle class 1: All vehicle types can pass

Vehicle class 2: No Track or CFVs

Vehicle class 3: Only light wheel vehicles (HWMMVs)

Vehicle class 4: No vehicles

Line 8: Photographs. Yes or No. Were you able to take photo graphs of the cultural property?

Reporting Structure

Line 7: Vehicle type. If this cultural area cannot be bypassed what types of vehicles can be driven on or around the site that will cause the least amount of damage.

Vehicle class 1: All vehicle types can pass


Vehicle class 2: No Track or CFVs

Vehicle class 3: Only light wheel vehicles (HWMMVs)

Vehicle class 4: No vehicles

Line 8: Photographs. Yes or No. Were you able to take photo graphs of the cultural property?

Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

 **Heritage Preservation**
ROE first!
Pocket Guide for US Military Personnel

Where are sites likely to occur?

- High points in the landscape
- A rise in elevation may be covering ruins
- Water sources in dry places are likely to have sites.
- Defensible positions.

What is a site?

- Ancient buildings or ruins
- Artifacts on the surface
- Traces of earlier people like dumps, ruins of homes and buildings, fireplaces, and campsites

What is an artifact?

- Objects and pieces of objects left behind by earlier people



If it is a site:

- Report it to an officer in charge
- Surround it with engineering tape and put it off limits
- Consult with local leaders
- Note the location and take photographs if possible
- Report evidence of looting
- Minimize digging and any other earthmoving activity
- Fill sand bags elsewhere


If you encounter artifacts or ruins:

- STOP DIGGING**
- NO HEAVY EQUIPMENT**
- DON'T DRIVE ON RUINS OR ANCIENT PAVEMENTS**

DRAFT 04-09-07



Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

 **Heritage Preservation**
ROE first!
Pocket Guide for US Military Personnel

Where are sites likely to occur?

- High points in the landscape
- A rise in elevation may be covering ruins
- Water sources in dry places are likely to have sites.
- Defensible positions.

What is a site?

- Ancient buildings or ruins
- Artifacts on the surface
- Traces of earlier people like dumps, ruins of homes and buildings, fireplaces, and campsites

What is an artifact?

- Objects and pieces of objects left behind by earlier people



If it is a site:

- Report it to an officer in charge
- Surround it with engineering tape and put it off limits
- Consult with local leaders
- Note the location and take photographs if possible
- Report evidence of looting
- Minimize digging and any other earthmoving activity
- Fill sand bags elsewhere


If you encounter artifacts or ruins:

- STOP DIGGING**
- NO HEAVY EQUIPMENT**
- DON'T DRIVE ON RUINS OR ANCIENT PAVEMENTS**

DRAFT 04-09-07



Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

 **Heritage Preservation**
ROE first!
Pocket Guide for US Military Personnel

Where are sites likely to occur?

- High points in the landscape
- A rise in elevation may be covering ruins
- Water sources in dry places are likely to have sites.
- Defensible positions.

What is a site?

- Ancient buildings or ruins
- Artifacts on the surface
- Traces of earlier people like dumps, ruins of homes and buildings, fireplaces, and campsites

What is an artifact?

- Objects and pieces of objects left behind by earlier people



If it is a site:

- Report it to an officer in charge
- Surround it with engineering tape and put it off limits
- Consult with local leaders
- Note the location and take photographs if possible
- Report evidence of looting
- Minimize digging and any other earthmoving activity
- Fill sand bags elsewhere


If you encounter artifacts or ruins:

- STOP DIGGING**
- NO HEAVY EQUIPMENT**
- DON'T DRIVE ON RUINS OR ANCIENT PAVEMENTS**

DRAFT 04-09-07



Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

 **Heritage Preservation**
ROE first!
Pocket Guide for US Military Personnel

Where are sites likely to occur?

- High points in the landscape
- A rise in elevation may be covering ruins
- Water sources in dry places are likely to have sites.
- Defensible positions.

What is a site?

- Ancient buildings or ruins
- Artifacts on the surface
- Traces of earlier people like dumps, ruins of homes and buildings, fireplaces, and campsites

What is an artifact?

- Objects and pieces of objects left behind by earlier people



If it is a site:

- Report it to an officer in charge
- Surround it with engineering tape and put it off limits
- Consult with local leaders
- Note the location and take photographs if possible
- Report evidence of looting
- Minimize digging and any other earthmoving activity
- Fill sand bags elsewhere

If you encounter artifacts or ruins:

- STOP DIGGING**
- NO HEAVY EQUIPMENT**
- DON'T DRIVE ON RUINS OR ANCIENT PAVEMENTS**

DRAFT 04-09-07



Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

DRAFT 04-03-07

BEWARE

- ❖ The enemy may use cultural properties including ruins, cemeteries, and religious buildings as firing points. Follow rules of engagement.



❖ Buying looted artifacts funds the insurgency and encourages theft and more looting. These objects can include but are not limited to coins, pottery, stone tools, carvings, pieces of decorative architecture, statuary, and jewelry.



❖ Sight-seeing could put you in a predictable location – avoid attack!

**NO COLLECTING
NO GRAFFITI!
NO VANDALISM**

Support the Mission
*Show Respect
Win Hearts and Minds*

Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

DRAFT 04-03-07

BEWARE

- ❖ The enemy may use cultural properties including ruins, cemeteries, and religious buildings as firing points. Follow rules of engagement.



❖ Buying looted artifacts funds the insurgency and encourages theft and more looting. These objects can include but are not limited to coins, pottery, stone tools, carvings, pieces of decorative architecture, statuary, and jewelry.



❖ Sight-seeing could put you in a predictable location – avoid attack!

**NO COLLECTING
NO GRAFFITI!
NO VANDALISM**

Support the Mission
*Show Respect
Win Hearts and Minds*

Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

DRAFT 04-03-07

BEWARE

- ❖ The enemy may use cultural properties including ruins, cemeteries, and religious buildings as firing points. Follow rules of engagement.



❖ Buying looted artifacts funds the insurgency and encourages theft and more looting. These objects can include but are not limited to coins, pottery, stone tools, carvings, pieces of decorative architecture, statuary, and jewelry.



❖ Sight-seeing could put you in a predictable location – avoid attack!

**NO COLLECTING
NO GRAFFITI!
NO VANDALISM**

Support the Mission
*Show Respect
Win Hearts and Minds*

Reporting Structure for Officers, Engineers, Planners, and Civil Affairs

DRAFT 04-03-07

BEWARE

- ❖ The enemy may use cultural properties including ruins, cemeteries, and religious buildings as firing points. Follow rules of engagement.



❖ Buying looted artifacts funds the insurgency and encourages theft and more looting. These objects can include but are not limited to coins, pottery, stone tools, carvings, pieces of decorative architecture, statuary, and jewelry.



❖ Sight-seeing could put you in a predictable location – avoid attack!

**NO COLLECTING
NO GRAFFITI!
NO VANDALISM**

Support the Mission
*Show Respect
Win Hearts and Minds*