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# LANDMAP Cultural Landscape Services - *Cultural Heritage & Sense of Place and Belonging II - Placenames*

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## 1. Summary

LANDMAP is a complete All-Wales GIS based landscape resource where landscape characteristics, qualities and influences on the landscape are recorded and evaluated into a nationally consistent data set. LANDMAP comprises five spatially related datasets known as the Geological Landscape, Landscape Habitats, Landscape Habitats, the Historic Landscape and the Cultural Landscape, each approach is detailed in the LANDMAP methodology chapters (available from <https://naturalresources.wales/planning-anddevelopment/landmap/?lang=en>). The five spatial layers are divided up into discrete geographical units (polygons in GIS) referred to as aspect areas. Each mapped aspect area is distinctly defined by its recognisable landscape characteristics and qualities. The survey record describes the elements, features, landscape qualities and landscape characteristics associated with each aspect area, together with an evaluation score for each aspect area and management recommendations. Individual surveys record information from the unique perspective of each LANDMAP layer, with each LANDMAP layer being produced independently.

The **LANDMAP Cultural Landscape** layer records associations with the landscape that are linked to cultural activity both tangible and intangible, it has primarily been used in the planning related arena and in landscape related decision making. Whilst this dataset was innovative in its inception (2003 & updated 2008 onwards) and is still a unique dataset, the grain of information in many areas needs improving and updating. This contract relates to the LANDMAP Cultural Landscape.

**Responding to change.** Recent environment and well-being legislation and developments in current thinking relating to culture suggest the dataset would benefit from a different approach to mapping if revisited. This would also provide an opportunity to contribute to current evidence gaps relating to culture and cultural services.

Cultural benefits are often perceived as being difficult to measure or access information about, as a result they are often overlooked and are not integrated into decision-making. This omission reduces understanding about the benefits that people gain from the natural environment.

### **Benefits of changing to LANDMAP Cultural Landscape Services**

#### **For linking people with place**

- Place based approach to mapping cultural services
- Opportunity for understanding connections between people and landscapes
- Opportunity for people to see how it relates to them and how they can contribute to the evidence or use it to build cases for local improvements

### **For landscape evidence**

- Adapting with changing needs and demands for cultural services information across sectors
- Opportunity to monitor changes in cultural services
- Direct relevance to landscape sensitivity and capacity assessment in Wales where the resilience of cultural services under different change scenarios could be assessed
- Maps to highlight areas where provision/opportunity is significant and areas where action would be most beneficial, especially near people
- An opportunity to break down perceptions of an areas limited value where there is potential from a strong sense of culture

### **Opportunities for plans, strategies, statements, projects**

- Help inform perceptions of the value of cultural services with the potential to improve recognition of their value and inform responses
- Cultural services element of Well-being Plans
- Potential to link to work on Mapping Natural Resource Opportunities for the National Development Framework & Area Statements
- Inclusion of cultural elements in development planning decisions and LDP
- Could link to National Indicators for Wales (WoFG) e.g. satisfied with local area as a place to live (22/26), arts, culture or heritage (35)
- 'Building on Landmap to reflect cultural heritage' as part of the 2017 report on Towards a New Research Programme for the Brecon Beacons National Park
- Linking to the Monmouth HLF heritage project for cultural services
- Link to potential indicators such as 'Quality and diversity of the landscape for Placemaking and Wellbeing'
- Source for grant aided projects with scope to link to delivery and outcomes

### **For use in Ecosystem services related work**

- A potential source of information for Natural Capital Accounting for Area Statements

- SCANN, RHaN do not deliver in this area currently, and ONS uses a proxy indicator, this data could input and fill that evidence gap
- Potential research value for ONS guidance on cultural services provided by natural capital in the UK, cultural service accounts are not yet developed.

This new dataset will focus mapping on some key cultural services particularly linked to landscape but will in time include richer information in the surveys. This will be a significant step forward in delivering reliable, usable data that can be built upon and continually improved.

## 2. Introduction

Clwyd-Powys Archaeological Trust was contracted to analyse and report on the potential of the below datasets to contribute to the creation of Cultural Landscape Service map for Natural Resources Wales [NRW].

Potential dataset(s) for mapping and surveys
<b>Sense of place and belonging II</b>
Analysis of Welsh Placenames in the Historic Environment Record.  Looking for means of reflecting placenames without evaluating their presence so that fieldscapes, which may be associated with many placenames, do not skew any interpretations for all of Wales. To explore if placenames could be divided by type/meaning (e.g. geographic placenames link or folklore) changing placenames and associations with landscapes.
<b>Cultural Heritage</b>
Analysis and reporting using Historic Environment Record. To discuss proposed groupings of categories to best reflect landscape association or placing using the HER thesaurus.

## 3. Rationale

‘..the historic environment sits at the very centre of our cultural identity as a nation. It tells the story of Wales’ place in the world, from its early beginnings to its role at the heart of the making of the modern world’

*Lord Elis-Thomas AM, Minister for Culture, Tourism and Sport (Priorities for the Historic Environment in Wales).*

In LANDMAP, culture is taken broadly to embrace any kind of human activity that can be related to the contemporary landscape. Landscape that is ‘visibly and recognisably fashioned by a particular cultural activity or process (cultural influences)’. The link between

culture and historic environment is well documented, consequently any product that endeavours to spatially represent culture would need to draw upon existing historic environment datasets.

### 3. Cultural Heritage

#### 3.1 Method

CPAT used Point (object) in polygon [PIP] from classes derived from the 'Period' and 'Broad Class' attributes held within each core HER record curated by the four Welsh archaeological trusts. Reporting units were created based on existing LANDMAP Visual and Sensory polygons by Environment Systems. Multi-part polygons were split into single-part and each of the resulting polygons given a new UID for the Cultural Landscape Services dataset. This process resulted in some sliver polygons caused by boundary inaccuracies in the original dataset. These were merged into the appropriate, adjacent polygons. Unique Identifier Codes (UIDs) for the new dataset were formed as: Area code (same as in LANDMAP Visual and Sensory e.g. abbreviation of local planning authority) + CLS + 3-digit numerical code.

The four HERs were amalgamated into a single dataset and the data then refined. Records that did not have broadclass data and records with other anomalies that could not easily be resolved were removed. The HER records were plotted against these polygons and the numbers of records in each polygon were recorded. These records were further broken down into newly created classes, which were then combined with period classification.

#### 3.2 Modifications to HER Data Classes

In total 38 classes were created, detailed below, this allowed for rationalisation of the data to a manageable number of classes and derived fields. Without reduction, there would have been 30,048 period and class combinations resulting in 3,395,424 derived fields. These classes represent a wide variety of different historic environment assets with a range of potential impacts on place and culture. Example of these assets may be rural moated sites typical of the class **CL1** or castle sites commonly found in **CL6**.

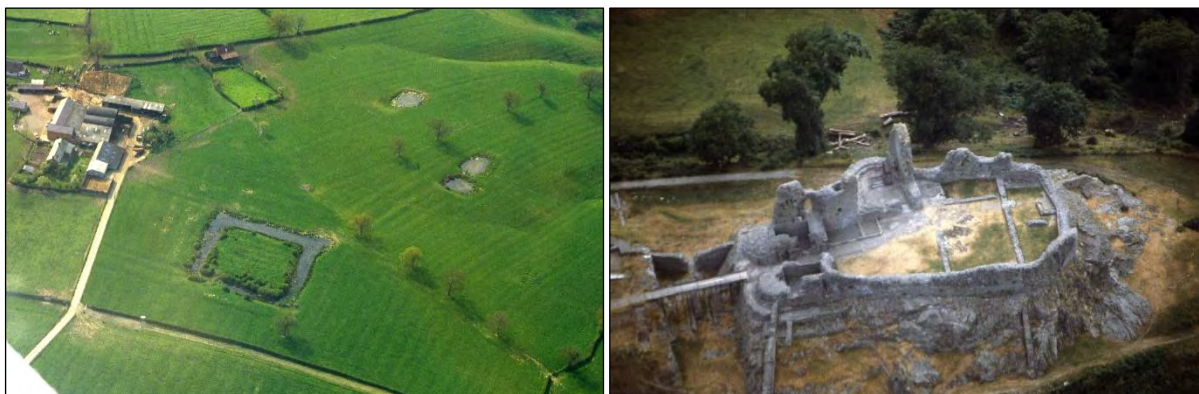


Figure 1: Lightwood Farm Moat and Montgomery Castle (CPAT 85-c-0070 & 79-cr-0032).

A full breakdown of these new classes against the existing broad class and period fields is given in the Appendix. In addition, the prepared GIS data set is submitted in conjunction with this report.

### 3.3 Derived data

From these classes the following derived datasets are calculated and used to populate the attribute values.

*Table 1: New field description and summary.*

<b>Description</b>	<b>Field Name</b>
Count of HER points in each reporting area polygon	CLIN
Total of each class within each reporting area polygon	CL1, CL2, CL3 etc.
Composition of reporting area polygon percentage of classes within each reporting area polygon	CL1INP, CL2INP, CL3INP etc.
Percentage of total class within reporting area polygon	CL1P, CL2P, CL3P etc.
Text summary of percentage of classes represented within each polygon >1 %	CL_SUM (limited to 255 characters)
Total watching briefs conducted within reporting area polygon	WBNUM
Total of excavations conducted within reporting area polygon	EXNUM

## 4. Layer Outputs

The primary attribute that can be used to target where action would be most beneficial is the density of HER entries within each reporting unit polygon. The pan-Wales illustration demonstrates the range of potential areas where the historic environment may have maximum impact on the culture of a locality. Illustrations of the four target areas selected for this study also demonstrate the overall potential impact of the historic environment on those respective communities.

## 4.1 Pan-Wales

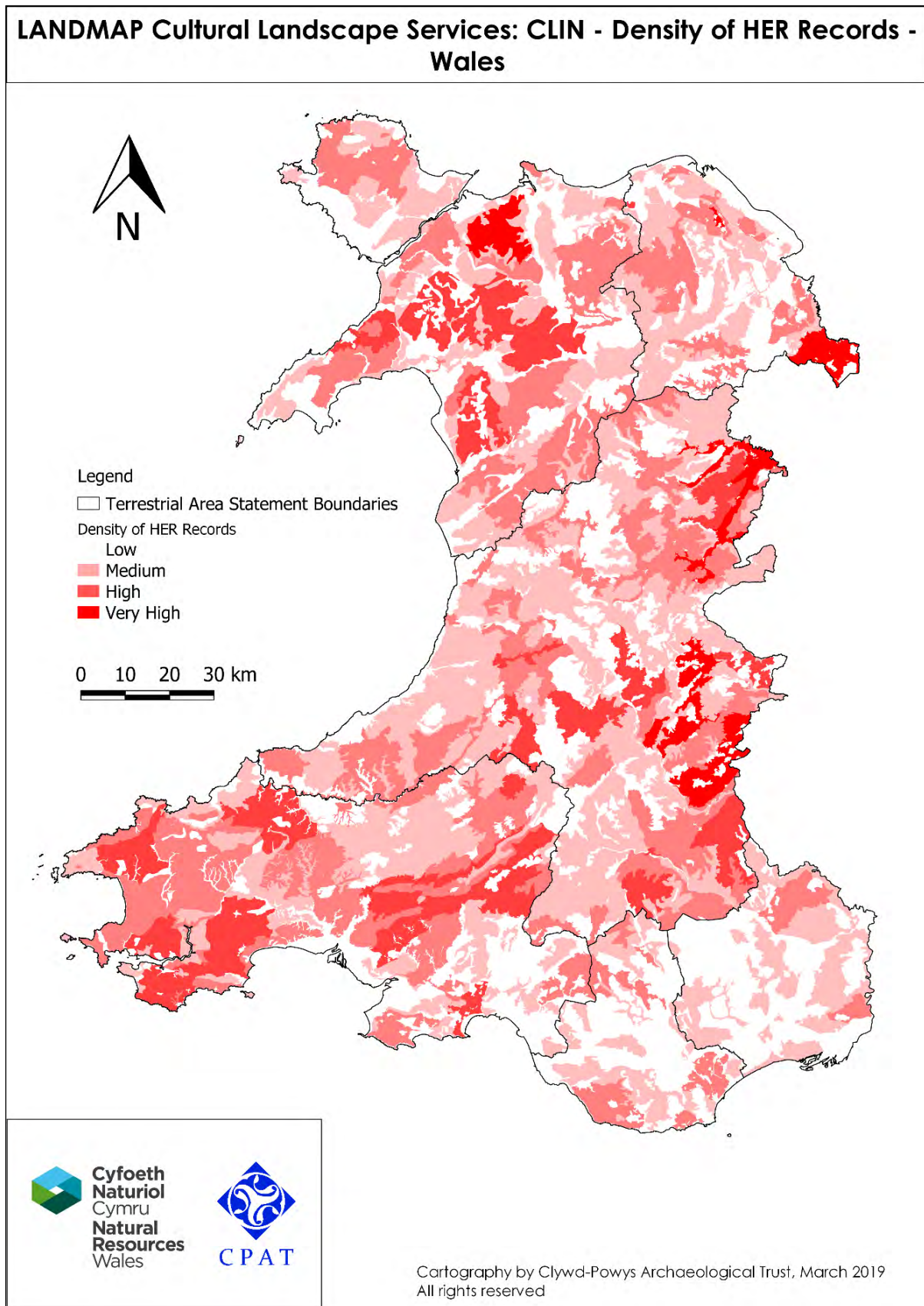


Figure 2: Density of HER records within reporting unit polygons.



## 4.2 Caerphilly

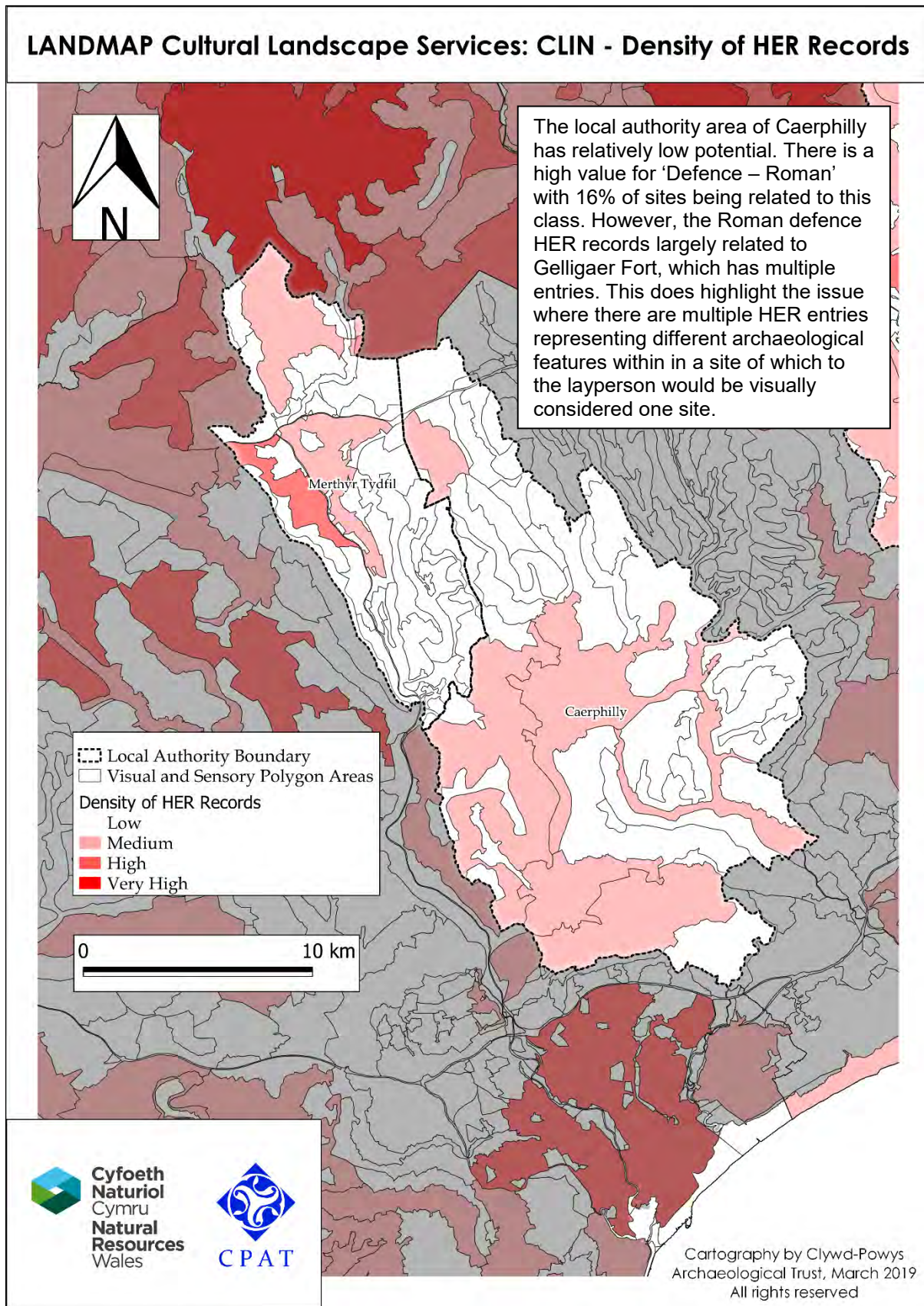


Figure 3: Density of HER records within Caerphilly reporting unit polygons.

## 4.3 Ceredigion

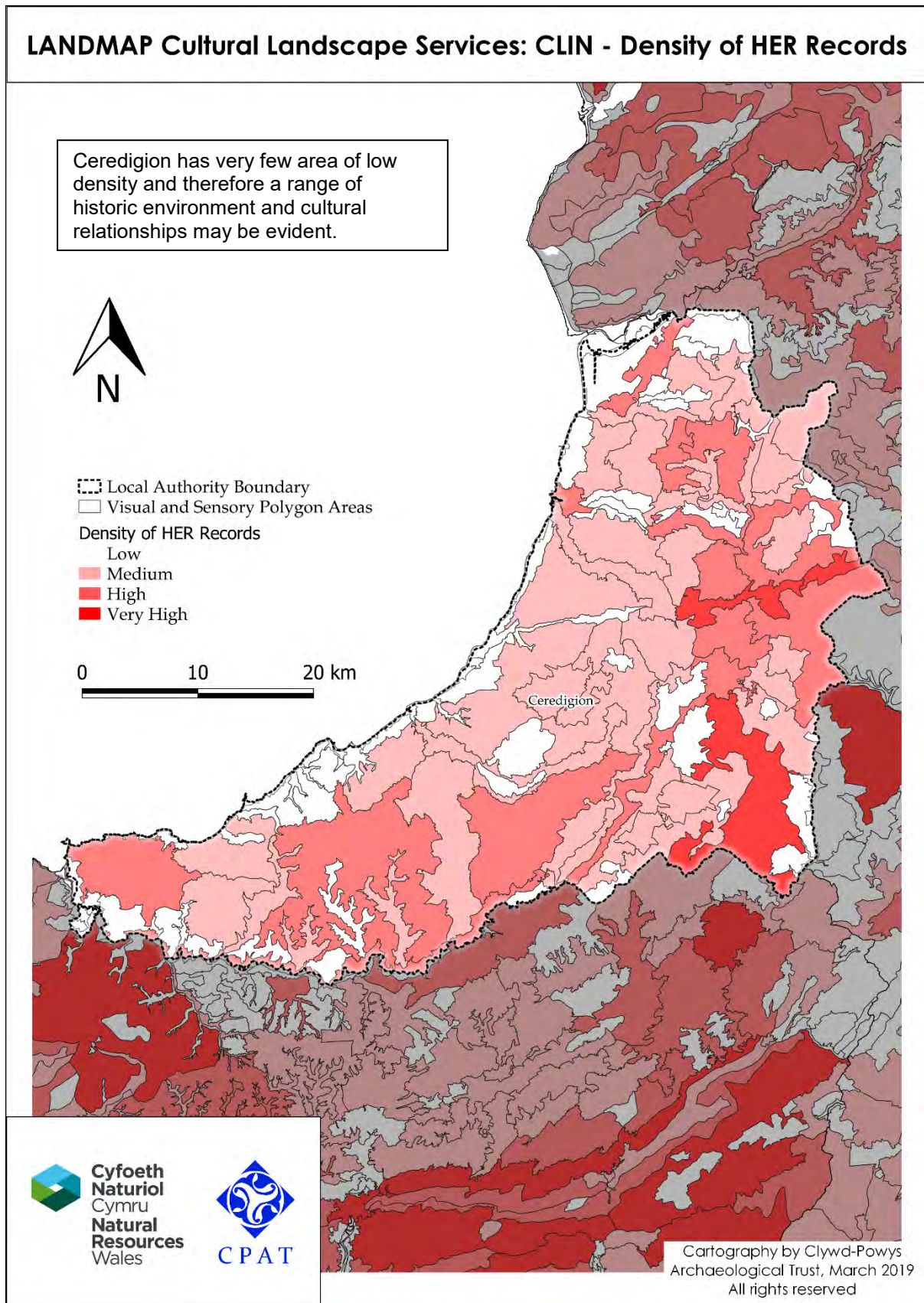


Figure 4: Density of HER records within Ceredigion reporting unit polygons.

## 4.4 Monmouthshire

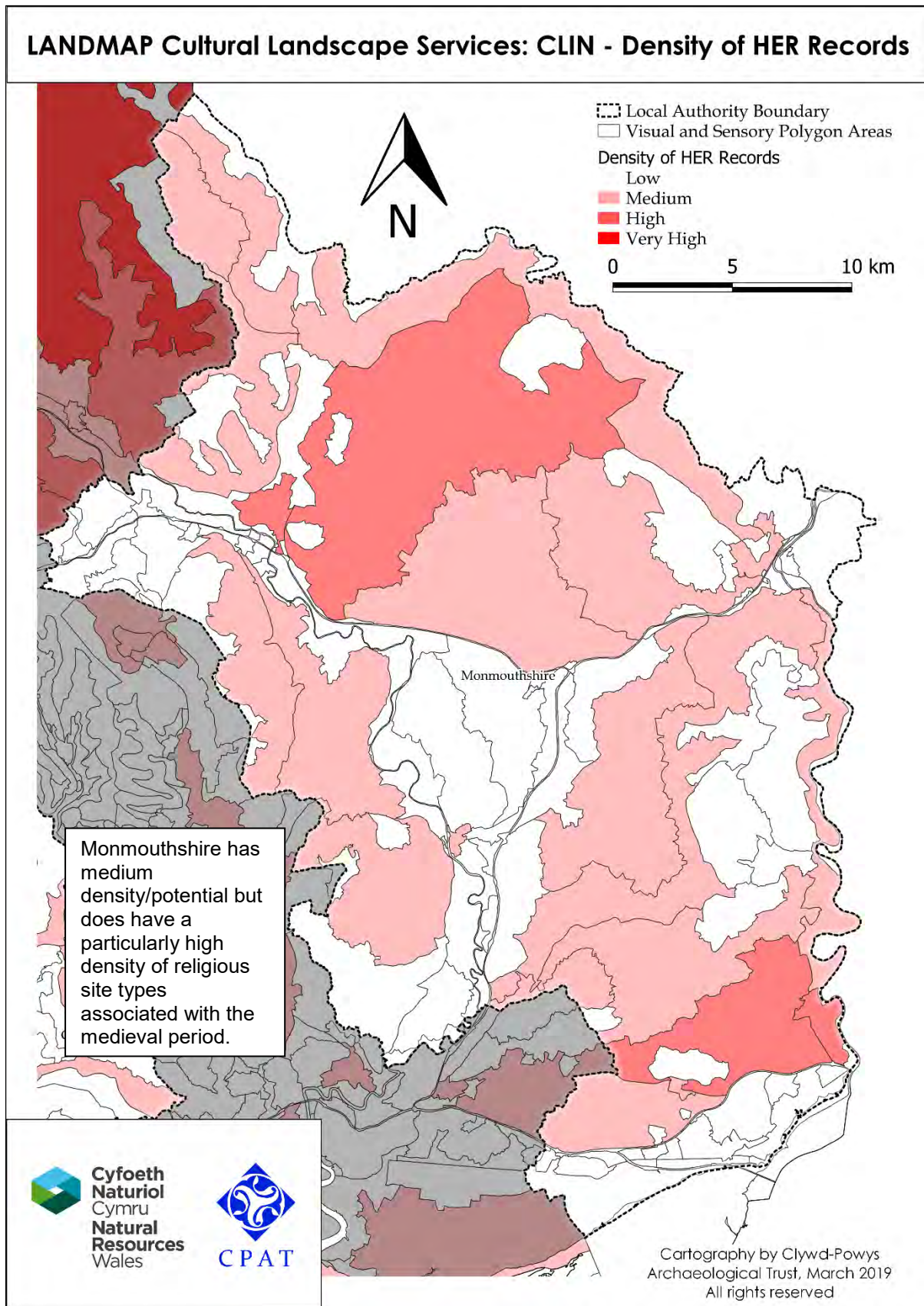


Figure 5: Density of HER records within Monmouthshire reporting unit polygons.

## 4.5 Merthyr Tydfil

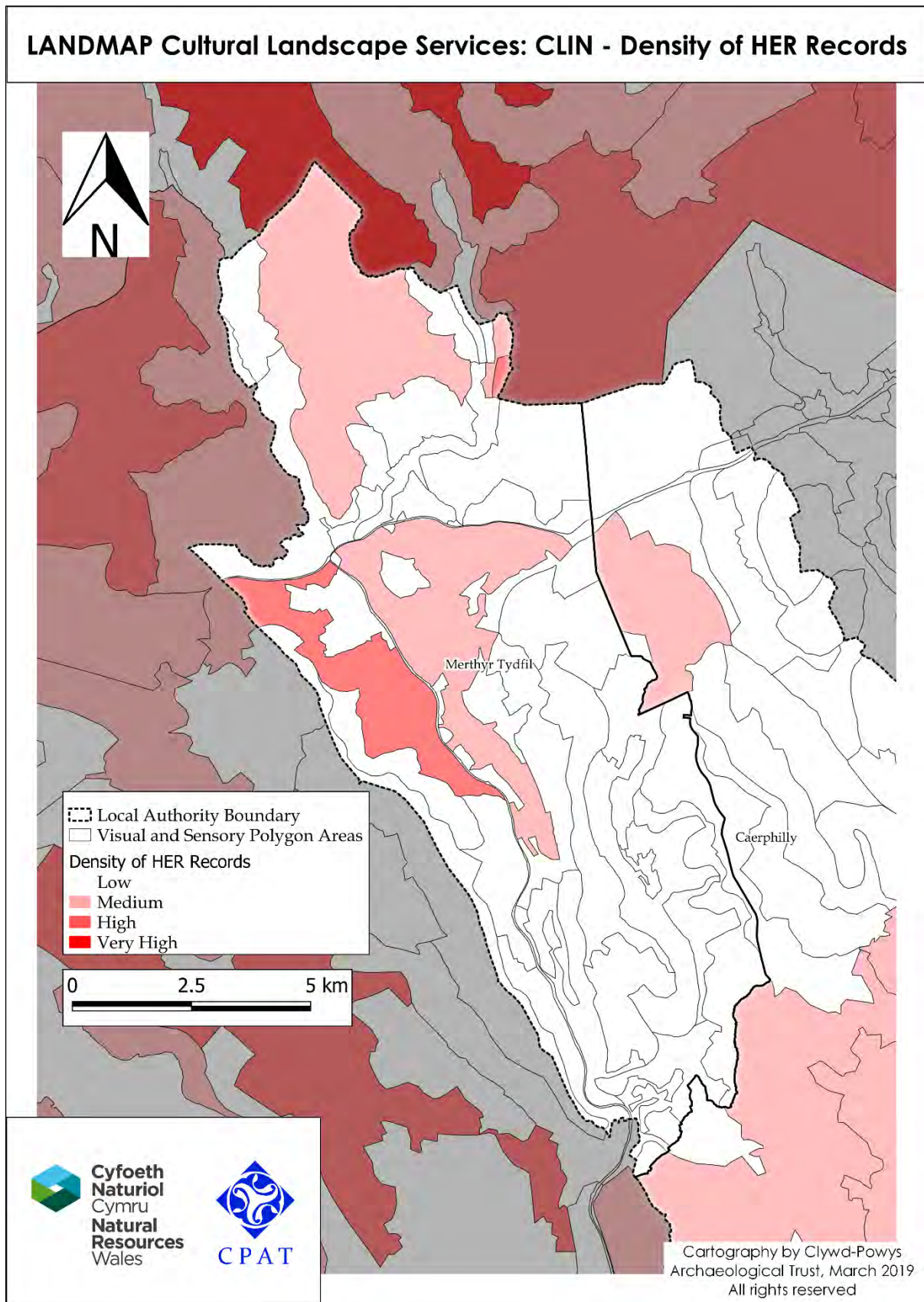


Figure 6: Density of HER records within Merthyr Tydfil reporting unit polygons.

Archaeological events have been predominantly focussed on the urban centre of the local authority area (Figure 7). This has resulted a moderate level of records to be included in the Wales HER that may warrant further study on the predominant cultural impact of these sites and archaeological investigations. Unfortunately, the low level of recording in the more rural areas of Merthyr Tydfil means that the area has relatively low potential in comparison to Monmouthshire and Ceredigion.

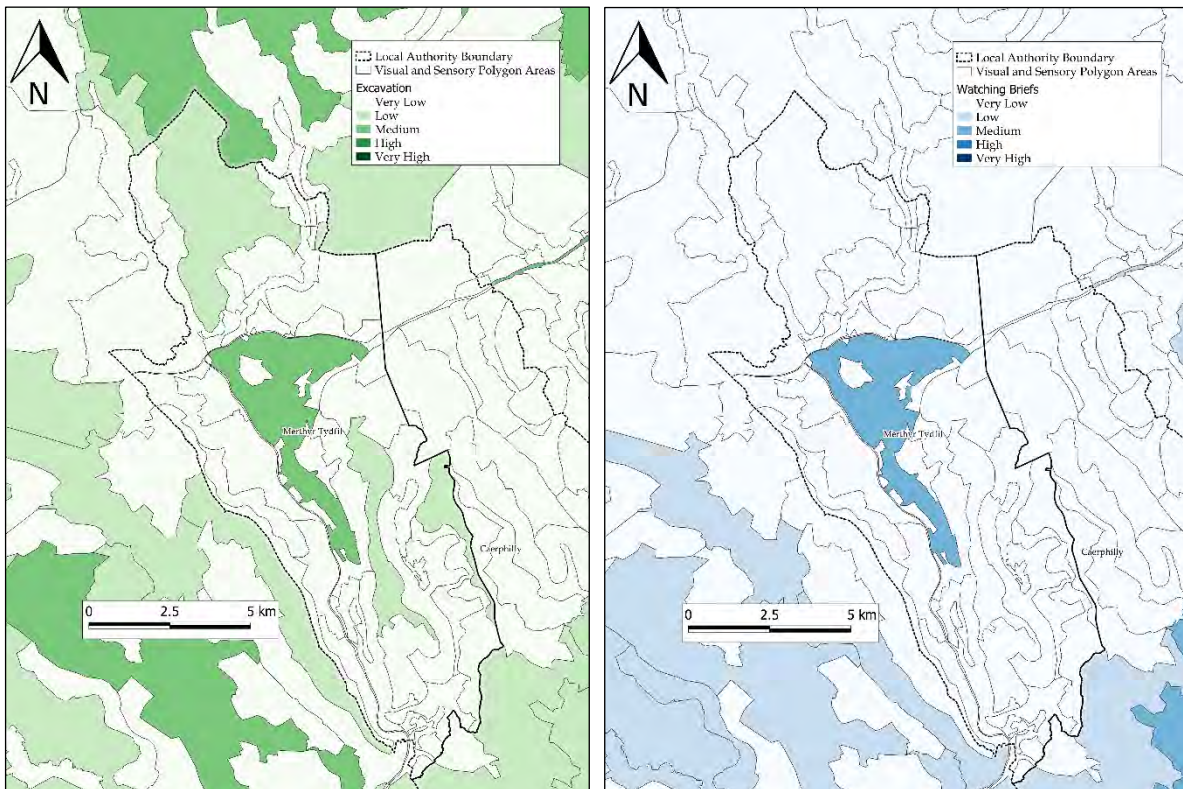


Figure 7: Excavation and watching brief density in Merthyr Tydfil.

## 5. Example Questions

It is hoped that the creation of a new LANDMAP Cultural Landscape layer will lead to further data creation through public engagement and survey. To this end, the data generated during this element could contribute to the formation of a range of questions that may be integrated into future LANDMAP enhancement projects. A range of suggestions for potential themes that can be explored are included below.

### 5.1. Pan-Wales

There can be little doubt that the historic environment contributes towards a distinctive sense of place and a sense of continuity that can support a greater sense of people's self-esteem and place attachment. However, the values attached by people to what might be termed 'historic environment' will be multiple, changeable and will not necessarily map onto those identified by official bodies. The historic environment should also be understood as a setting for people's daily lives, giving rise to a less 'conscious experience of place'

(Graham, Mason & Newman, 2009). To investigate the level of conscious awareness of historic environment by the public, it may prove valuable to gauge public awareness via survey of the historic environment in areas subject to significant archaeological investigations (excavation and watching briefs) and where there is a high density of HER records, as illustrated in Figure 9. In addition, there is potential to explore areas with uniquely strong historic environment theme, such as defensive medieval sites within Powys (Figure 8).

# LANDMAP Cultural Landscape Services: CL6P - Percentage of Medieval Defensive Sites - Wales

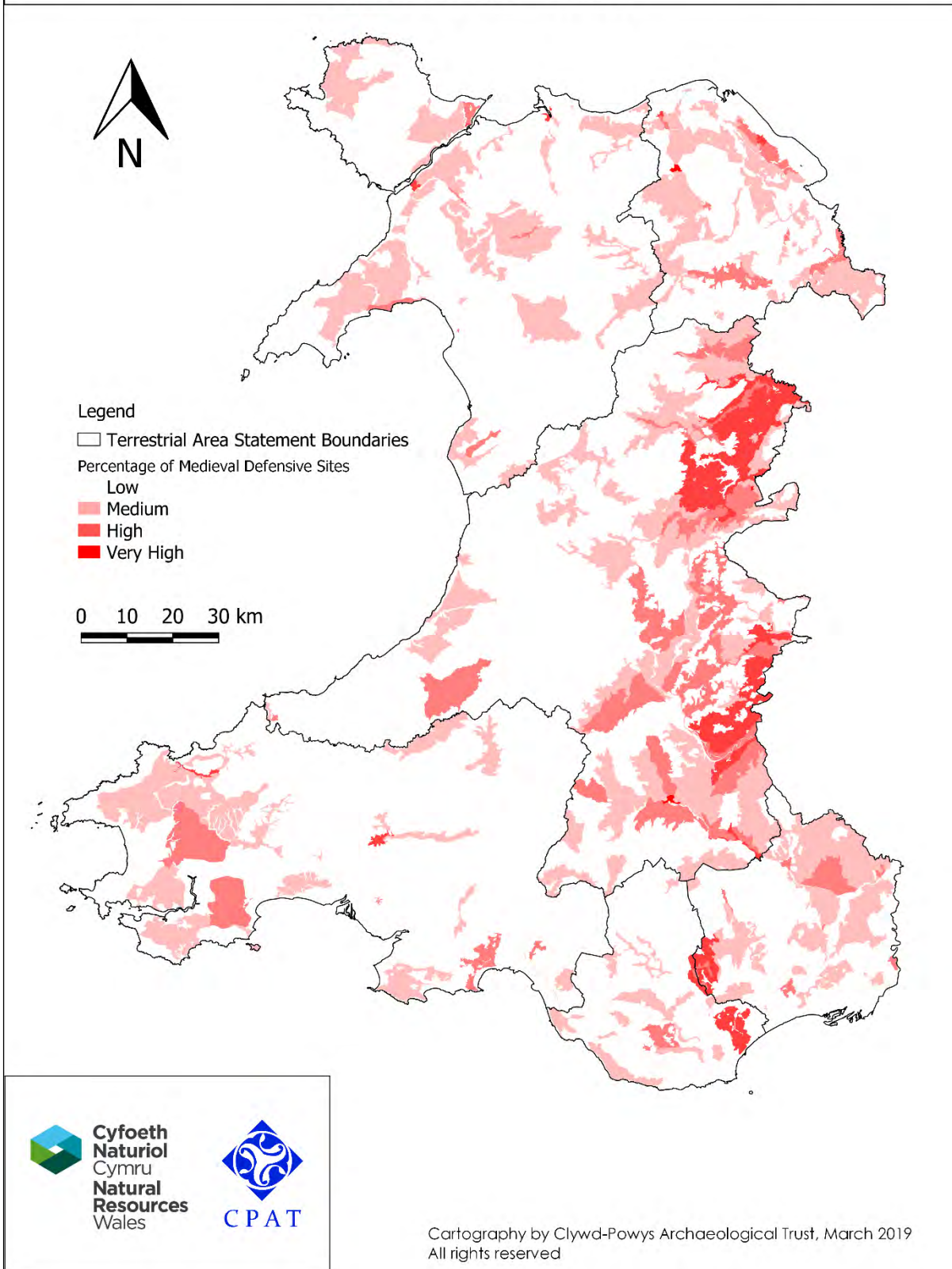


Figure 8: Defensive Medieval site density

## LANDMAP Cultural Landscape Services: Excavation - Wales

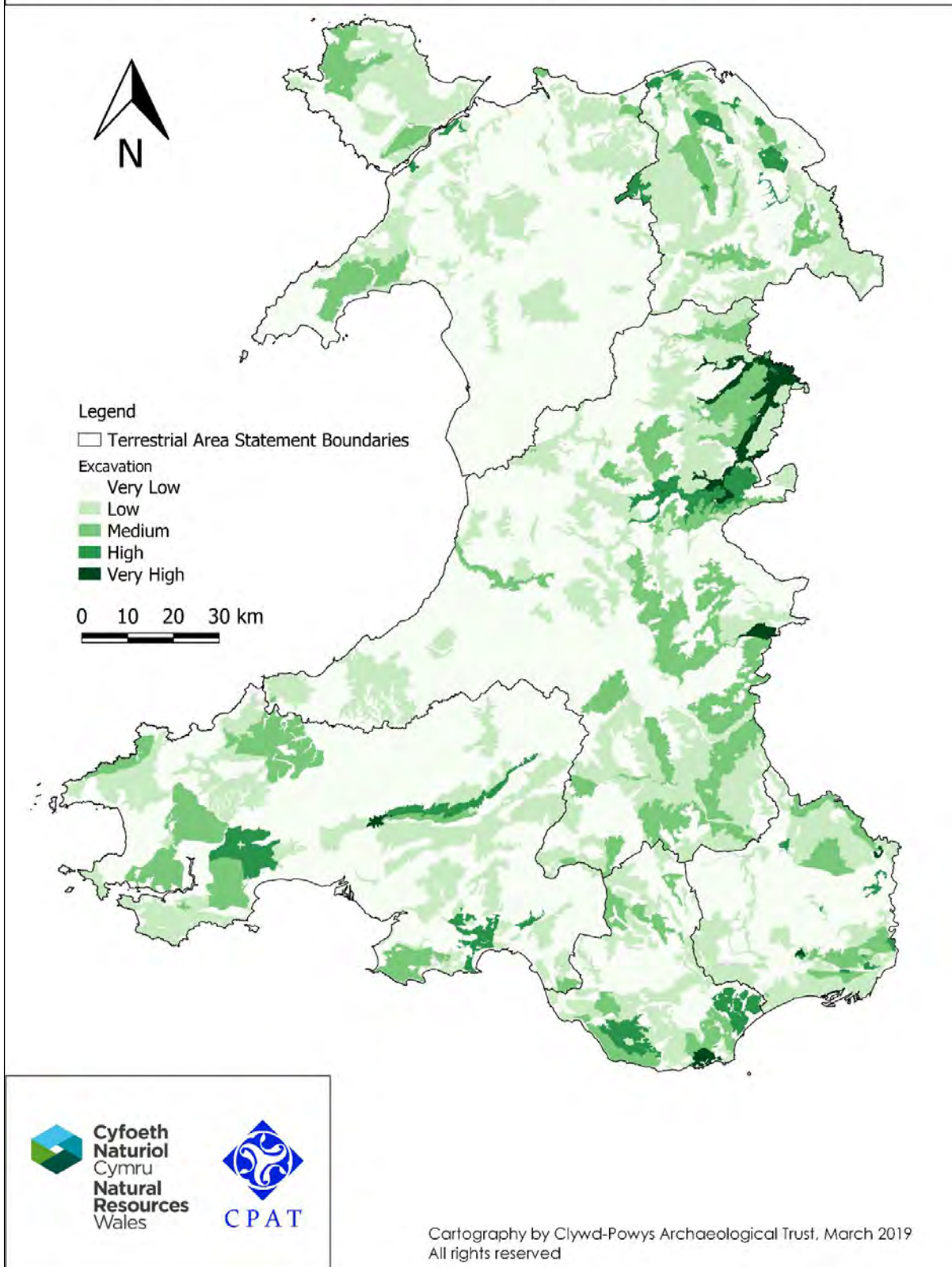


Figure 9: Archaeological excavations across Wales.



## 5.2. Caerphilly, Ceredigion, Merthyr Tydfil

Within the selected areas, with the exception of Monmouthshire, post medieval and modern features dominate the historic landscape (Figure 10). Therefore, potential exists to explore the cultural impact of Post Medieval and modern industry in these regions.

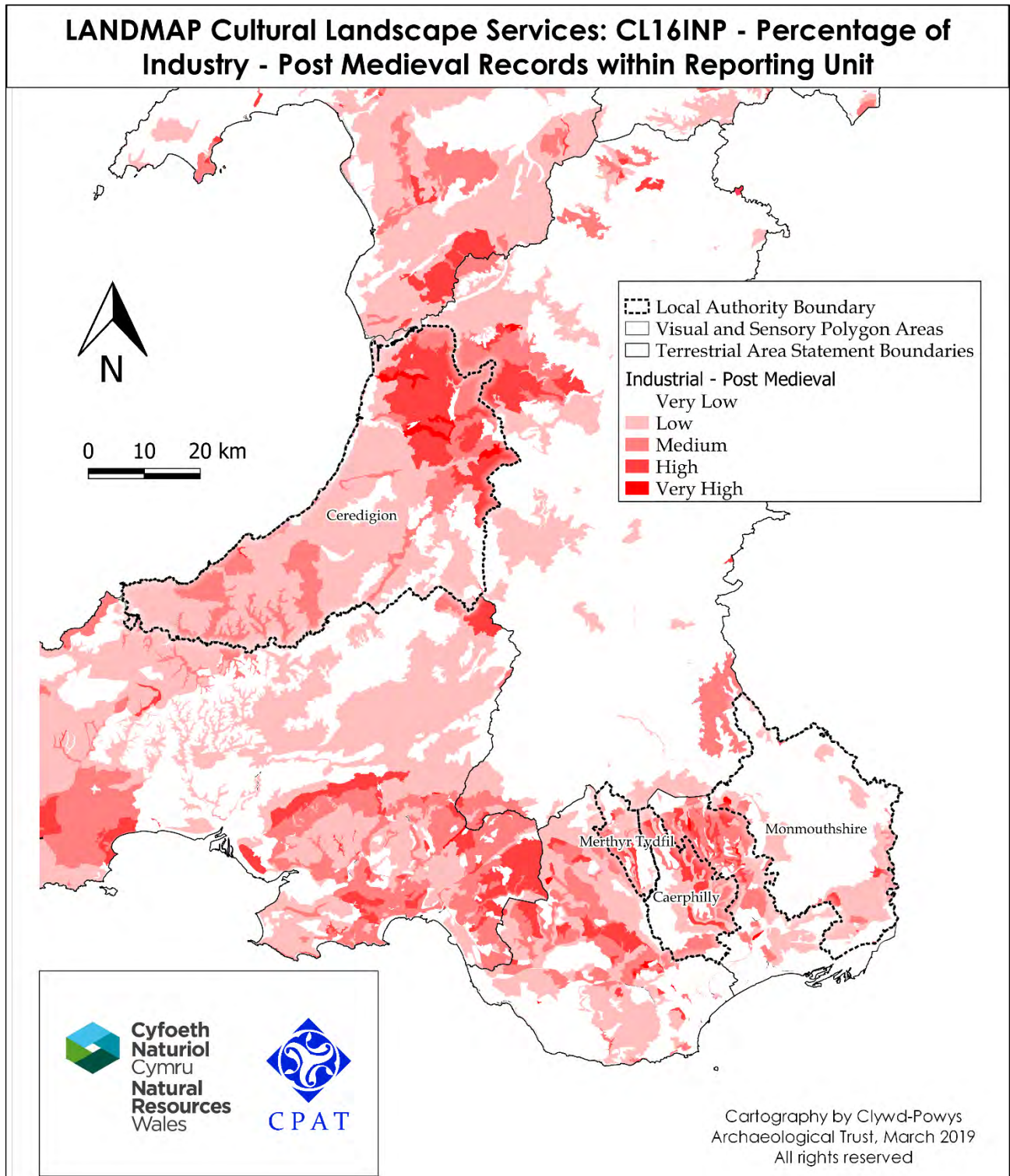


Figure 10: Post medieval Industrial HER records across Caerphilly, Ceredigion, and Merthyr Tydfil.

### 5.3. Monmouthshire

There is a very high concentration of religious medieval sites in Monmouthshire (Figure 11) and consequently it may prove fruitful to explore the public perception of religious sites in the area and how they may structure and have agency on specific regional cultural attributes.

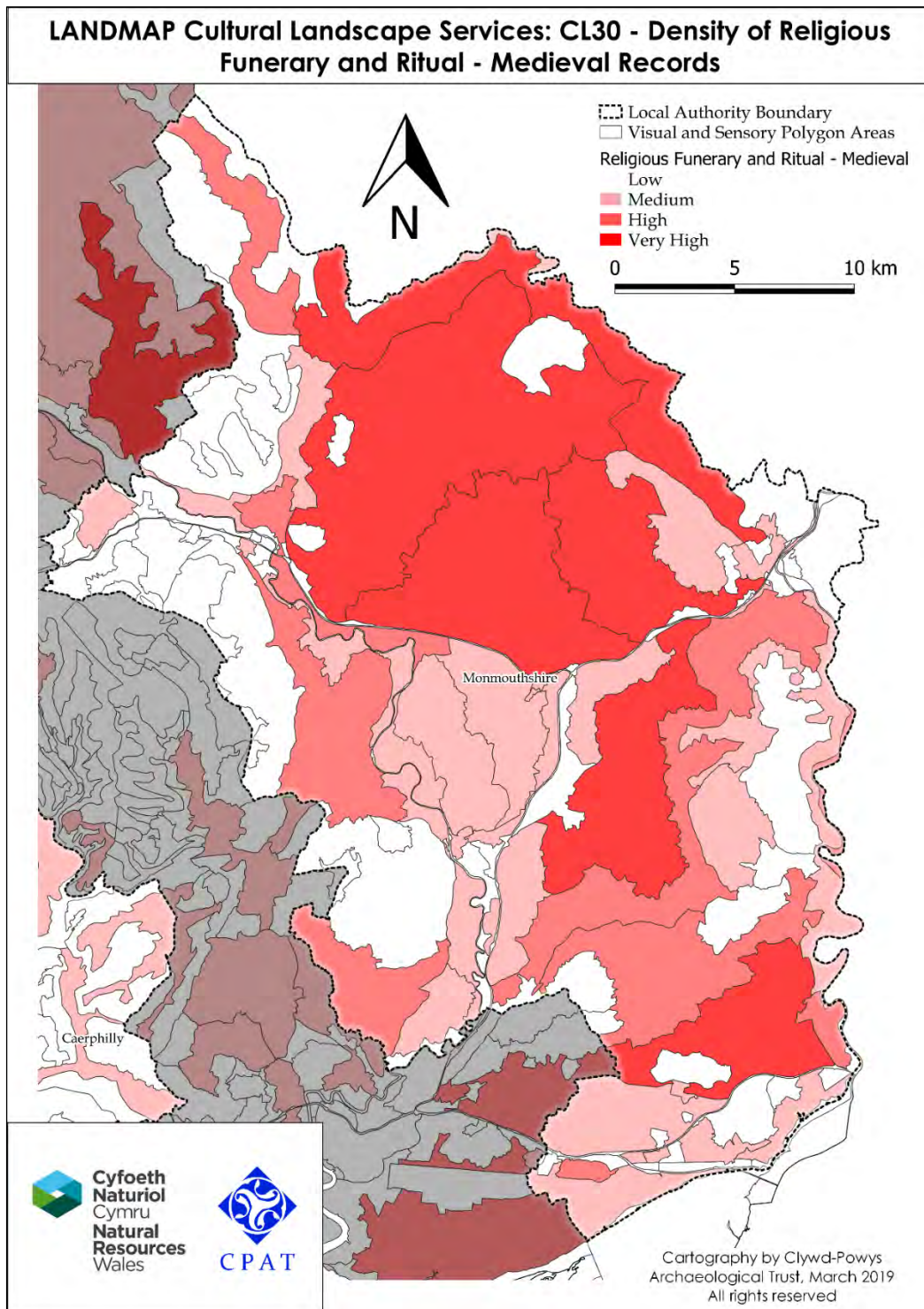


Figure 11: Density of Medieval religious, funerary and ritual site in Monmouthshire.

## 5.4 Future Developments

This project also highlights an inadequacy in the HERs in that there is no qualitative assessment of the site for which each record relates. An assessment of the influence of the HER content on cultural perceptions might be better made by recording the 'visibility' and 'public accessibility' of each site and analysing if this effects the public's perception of that sites effect on culture. It is probable that an upstanding castle or an extensive area of mining remains (such as can be found in Caerphilly and Merthyr Tydfil) are more likely to have an effect on perceptions of cultural importance than any number of invisible cropmarks or minor standing stones, no matter how archaeologically important these may be. It would be rewarding to investigate this but as yet, the data will not readily support such an attempt.

In addition, an interesting experiment would be to re-plot the HER records in the newly created data set against the Historic Landscape polygons drawn for LANDMAP and see if the resulting densities reflected in any way the assessment already given to the Historic Landscape layer.

## 6. Sense of place and belonging II - Placenames

The feasibility of inclusion of the historic place name data currently available in Wales was conducted. Unfortunately, the historic place name data held by the Welsh HER's is derived from early 20<sup>th</sup> century Royal Commission Ancient in Wales and Monmouthshire inventories, which in turn had been selected from entries in the Tithe Survey. It comprises of a list of place names that were deemed historically or archaeologically significant (for example *Carn* names possibly indicating the presence of a *Cairn*) but is actually very limited in its range. It is therefore is of very limited use for a project requiring the spatial representation of culture. For a dataset to be of use it would in reality have to include data derived from etymological analysis that is far more detailed and robust. For example, *-tūn* place names have been interpreted as having early medieval origins based on the *-tūn* element which is Anglo-Saxon for enclosed village, farmstead, or manor. From this, we could infer the potential cultural impact of Anglo-Saxon settlement on particular areas of Wales.

It is possible that the Royal Commission on the Ancient and Historical Monuments of Wales [RCAHMW] 'List of Historic Place Names' compiled under Section 34 of the Historic Environment (Wales) Act 2016, if further developed to include etymological aspects of the toponyms currently recorded would potentially be very useful. Unfortunately, it is our understanding that enhancement of the dataset is 'hoped for' rather than a funded and planned future output. It should also be stressed that the compilation of the RCAHMW list is very much an ongoing task and getting it to a point at which most of the available sources are included in the list is still a very long way off (several significant sources have yet to be accessed such as the nineteenth century Tithe Surveys). Other than showing the density of what has already been collected in this list, it is still of limited use for this type of

project. However once this data set is nearer completion and some basic etymological analysis has been undertaken, it might prove extremely useful in assessing the past influences on present cultural perceptions.

## 7. Integration with other current CLS projects

Concurrent to this project there is a second piece of work by Environment Systems that utilises various datasets to identify and map key landscape cultural services that help to define ‘sense of place and belonging’ and ‘Inspiration and Spiritual’.

## 8. References

Graham, H., Mason, R., & Newman, A. 2009. *Literature Review: Historic Environment, Sense of Place, and Social Capital*. International Centre for Cultural and Heritage Studies (ICCHS) Newcastle University.

Natural Resources Wales. 2016. *LANDMAP Guidance Note 4: LANDMAP and the Cultural Landscape*.

Naumann, E.-K., & Medcalf, K. 2019. LANDMAP Cultural Landscape Services. Environment Systems. Report No 336.

## 9. Appendix

Table 2: List of HER Classes used in study,

Class	Class Code
Agriculture and Subsistence - Medieval	CI1
Agriculture and Subsistence - Post Medieval	CI2
Agriculture and Subsistence - Prehistoric	CI3
Agriculture and Subsistence - Roman	CI4
Civil – Medieval	CI5
Defence – Medieval	CI6
Defence - Post Medieval	CI7
Defence - Prehistoric	CI8
Defence – Roman	CI9
Domestic - Medieval	CI10
Domestic - Prehistoric	CI11
Domestic – Roman	CI12
Gardens Parks and Urban Spaces - Medieval	CI13
Gardens Parks and Urban Spaces - Post Medieval	CI14
Industrial - Medieval	CI15
Industrial - Post Medieval	CI16
Industrial - Prehistoric	CI17

Industrial – Roman	CI18
Infrastructure - Medieval	CI19
Infrastructure - Post Medieval	CI20
Infrastructure - Roman	CI21
Maritime – Medieval	CI22
Maritime - Post Medieval	CI23
Maritime - Prehistoric	CI24
Maritime – Roman	CI25
Object – Medieval	CI26
Object - Post Medieval	CI27
Object – Prehistoric	CI28
Object – Roman	CI29
Religious Funerary and Ritual - Medieval	CI30
Religious Funerary and Ritual - Post Medieval	CI31
Religious Funerary and Ritual - Prehistoric	CI32
Religious Funerary and Ritual - Roman	CI33
Transport - Medieval	CI34
Transport - Post Medieval	CI35
Transport - Prehistoric	CI36
Transport - Roman	CI37
Water Supply and Drainage - Post Medieval	CI38

Table 3: Broadclass combinations used to form new classes.

Class Code	Broadclass
CI1	Agriculture And Subsistence,Agriculture And Subsistence,Agriculture And Subsistence;Religious Ritual And Funerary,Agriculture And Subsistence;Industrial,Agriculture And Subsistence;Domestic,Agriculture & Subsistence,Agriculture And Subsistence;Monument <By Form>,Agriculture And Domestic,Agriculture And Subsistence,Agriculture And Subsistence;Transport,Agriculture And Subsistence;Water Supply And Drainage
CI2	Agriculture And Subsistence,Agriculture And Subsistence,Agriculture And Subsistence,Agriculture And Subsistence;Domestic;Defence;Monument <By Form>,Agriculture And Subsistence;Domestic,Agriculture And Subsistence ;Transport,Agriculture And Subsistence;Transport,Agriculture And Subsistence;Gardens Parks And Urban Spaces,Agriculture And Subsistence;Commercial;Recreational,Agriculture And Subsistence;Recreational,Agriculture And Subsistence;Civil,Agriculture And,Agriculture And Subsistence;Industrial,Agriculture And Subsistence;Religious Ritual And Funerary,Agriculture And Domestic,Agriculture And Subsistence,Agriculture And Subsistence,Agriculture & Subsistence,Agriculture & Subsistence,Agriculture And Subsistence,Agriculture And Subsistence,Agriculture And Subsistence,Agriculture And Subsistence; Domestic,Agriculture And Subsistence; Monument (By Form),Agriculture And Subsistence,Agriculture And Subsistence/Industrial,Agriculture And Subsistence;Water Supply And Drainage
CI3	Agriculture And Subsistence,Agriculture And Subsistence,Agriculture And Subsistence;Domestic,Agriculture And Subsistence,Domestic,Agriculture And Subsistence;Religious Ritual And Funerary,Agriculture And Subsistence;Monument <By Form>,Agriculture And Subsistence,Agriculture And Domestic,Agriculture And Subsistence;Manufacturing And Processing,Agriculture And Subsistence,Agriculture And Subsistence;Object
CI4	Agriculture And Subsistence,Agriculture And Subsistence,Agriculture And Subsistence;Transport,Agriculture And Subsistence
CI5	No Broadclass Assigned
CI6	Defence,Defence;Domestic,Defence;Communications,Defence;Commemorative,Defence;Maritime
CI7	Defence,Defence;Commemorative,Defence;Education,Defence;Domestic,Agriculture And Subsistence,Defence;Industrial,Defence;Monument <By Form>,Defence;Communications,Defence;Recreational,Defence;Transport,Defence; Domestic,Deleted,Military,Defence;Civil,Defence;Domestic,Defence;Maritime,Defence/Transport,Defence/Maritime
CI8	Defence,Enclosure,Defence;Domestic,Defence;Defence,Defence;Domestic;Defence,Defence;Monument <By Form>,Defence;Domestic,Agriculture And Subsistence,Defence;Agriculture And Subsistence
CI9	Defence,Defence;Domestic

CI10	Domestic,Water Supply And Drainage,Health And Welfare,Recreational,Domestic;Agriculture And Subsistence,Domestic;Defence,Water Supply And Drainage;Agriculture And Subsistence,Health And Welfare;Religious Ritual And Funerary,Domestic;Defence;Religious Ritual And Funerary,Domestic;Defence;Monument <By Form>,Water Supply And Drainage;Health And Welfare,Domestic;Agriculture And Subsistence;Monument <By Form>,Domestic;Religious Ritual And Funerary,Domestic;Civil,Domestic;Monument <By Form>,Domestic;Water Supply And Drainage,Water Supply And Drainage;Industrial,Domestic;Health And Welfare,Water Supply And Drainage;Domestic,Water Supply And Drainage;Religious Ritual And Funerary,Domestic;Defence;Civil,Domestic; Agriculture And Subsistence,Domestic;Commercial,Domestic;Defence;Monument <By Form>;Religious Ritual And Funerary,Dwelling,Recreational;Agriculture And Subsistence,Water Supply And Drainage;Religious, Ritual And Funerary,Domestic;Religious, Ritual And Funerary;Commercial,Water Supply And Drainage;Transport,Water Supply And Drainage;Maritime,Domestic; Maritime,Domestic.
CI11	Domestic,Gardens Parks And Urban Spaces,Civil,Domestic;Agriculture And Subsistence,Domestic;Monument <By Form>,Domestic;Defence,Water Supply And Drainage,Domestic; Agriculture And Subsistence,Recreational,Commemorative,Recreational;Religious, Ritual And Funerary,Domestic; Defence
CI12	Health And Welfare,Domestic,Water Supply And Drainage,Recreational,Domestic;Civil,Domestic;Defence,Water Supply And Drainage;Health And Welfare,Water Supply And Drainage;Industrial,Domestic;Agriculture And Subsistence,Gardens Parks And Urban Spaces;Transport,Water Supply And Drainage;Transport,Health And Welfare?,Gardens Parks And Urban,Water Supply & Drainage,Recreational;Religious, Ritual And Funerary,Gardens, Parks And Urban Spaces;Transport,Domestic;Maritime,Gardens, Parks And Urban Spaces
CI13	Gardens Parks And Urban Spaces,Gardens Parks And Urban Spaces;Agriculture And Subsistence,Gardens Parks And Urban Spaces;Religious Ritual And Funerary,Gardens, Parks And Urban Spaces,Gardens, Parks And Urban Spaces;Recreational;Agriculture And Subsistence,Gardens, Parks And Urban Spaces;Religious, Ritual And Funerary,Gardens, Parks And Urban Spaces;Agriculture And Subsistence
CI14	Gardens Parks And Urban Spaces,Gardens Parks And Urban Spaces;Transport,Gardens Parks And Urban Spaces;Domestic,Gardens Parks And Urban Spaces;Agriculture And Subsistence,Gardens Parks And Urban Spaces;Recreational;Agriculture And Subsistence,Gardens Parks And Urban Spaces;Maritime;Transport,Gardens Parks And Urban Spaces;Water Supply And Drainage,Gardens Parks And Urban Spaces;Religious Ritual And Funerary,Gardens Parks And Urban Spaces;Commercial,Gardens Parks And Urban Spaces;Communications;Transport,Gardens Parks And Urban Spaces;Recreational,Gardens Parks And Urban Spaces;Maritime,Gardens Parks And Urban,Gardens parks and urban,Gardens Parks And,Gardens, Parks And Urban Spaces,Gardens, Parks And Urban Space,Gardens< Parks And Gardens,Gardens Parks And Urban Space,Parks, Gardens And Urban Spaces,Gardens, Parks And Urban Spaces;Religious, Ritual And Funerary,Gardens, Parks And Urban Spaces;Transport,Gardens, Parks And Urban Spaces;Transport;Maritime,Gardens, Parks And Urban Spaces;Recreational;Agriculture And Subsistence,Gardens, Parks And Urban Spaces;Water Supply And Drainage,Gardens, Parks And Urban Spaces;Communications,Gardens, Parks And Urban Spaces;Recreational,Gardens, Parks & Urban Spaces,Gardens, Parks And Urban Spaces;Agriculture And Subsistence
CI15	Industrial,Manufacturing And Processing,Industrial;Monument <By Form>,Industrial;Industrial,Domestic;Industrial,Industrial;Water Supply And Drainage,Industrial;Transport;Water, Supply And Drainage
CI16	Industrial,Water Power Production Site,Manufacturing And Processing,Industrial;Industrial,Industrial;Monument <By Form>,Industrial;Transport;Water Supply And Drainage,Domestic;Industrial,Industrial;Transport;Maritime,Industrial;Water Supply And Drainage,Industrial;Maritime,Industrial;Industrial;Industrial,Industrial;Agriculture And Subsistence,Industrial;Domestic,Industrial;Transport;Maritime;Maritime,Industrial;Defence,Industrial; Defence,Industrial;Domestic;Agriculture And Subsistence,Industrial;Health And Welfare,Industrial;Commercial,Industrial;Transport,Industry,Industrial,Industrial; Water Supply And Drainage,Spoil Tip,Industrial;Civil,Industrial;Transport;Water, Supply And Drainage,Industrial;Defence,Industrial Processing
CI17	Industrial,Manufacturing And Processing,Industrial;Water Supply And Drainage
CI18	Industrial,Manufacturing And Processing,Industrial;Water Supply And Drainage
CI19	Commemorative,Civil,Commercial,Education,Communications,Civil;Domestic,Commercial;Recreational,Commercial;Dome stic,Water Supply And Drainage,Civil;Commercial
CI20	Commemorative,Recreational,Water Supply And Drainage,Domestic,Civil,Health And Welfare,Commercial,Communications,Education,Commercial,Domestic,Building,Domestic;Defence,Civil;Commercial,Health And Welfare;Domestic,Domestic;Transport,Water Supply And Drainage;Gardens Parks And Urban Spaces,Domestic;Agriculture And Subsistence,Domestic;Agriculture And Subsistence;Monument <By Form>,Domestic;Civil,Commercial;Recreational,Domestic;Commercial;Commercial;Recreational,Water Supply And Drainage;Transport,Civil;Maritime,Water Supply And Drainage;Industrial,Domestic;Education,Education;Recreational,Water Supply And Drainage;Health And Welfare,Civil;Recreational,Water Supply And Drainage;Industrial;Industrial,Health And Welfare;Religious Ritual And Funerary,Civil;Domestic,Commercial;Domestic,Domestic;Commercial;Recreational,Domestic;Education;Unassigned,Domestic;Monument <By Form>,Commemorative;Defence,Communications;Transport,Domestic;Agriculture And Subsistence,Domestic;Gardens Parks And Urban Spaces,Water Supply And Drainage;Agriculture And Subsistence,Water Supply And Drainage;Religious Ritual And Funerary,Commercial;Communications,Education;Industrial,Domestic;Religious Ritual And Funerary,Recreational;Gardens Parks And Urban Spaces,Communications;Gardens Parks And Urban Spaces,Domestic;Recreational;Agriculture And Subsistence,Education;Defence,Commercial;Communications;Civil,Communications;Commercial,Commercial;Communications;Commercial;Recreational,Water Supply And Drainage;Maritime,Domestic;Gardens Parks And Urban Spaces;Agriculture And Subsistence,Health And Welfare; Defence,Water Supply And Drainage; Defence,Domestic; Defence,Domestic;Agriculture And Subsistence;Gardens Parks And Urban Spaces,Water Supply And Drainage,Commercial;Industrial,Recreational;Commercial,Domestic?;Agriculture And Subsistence?,Domestic?,Domestic; Agriculture And Subsistence,Recreational;Defence,Domestic; Defence; Education,Water Supply And Drainage,Water Supply And Drainage,Recreation,Water Supply & Drainage,Domestic;,Water Supply And Drainage; Industrial,Water Supply And Drainage.,Water Supply And Draining,Water And Drainage,Institutional,Communications?,Health And Welfare?,Drainage Channel,Commemorative;Object,Recreational;Maritime,Communications;Gardens, Parks And Urban Spaces,Domestic;Commercial,Recreational;Agriculture And Subsistence,Health And Welfare;Water Supply And

	Drainage,Domestic;Maritime,Education;Domestic,Domestic, Agriculture And Subsistence,Commercial;Domestic;Civil,Domestic; Commercial,Civil;Transport,Health And Welfare;Religious, Ritual And Funerary,Water Supply And Drainage;Gardens, Parks And Urban Spaces,Domestic;Water Supply And Drainage,Domestic;Gardens, Parks And Urban Spaces,Communications;Maritime,Domestic;Religious, Ritual And Funerary;Commercial,Commercial;Maritime,Recreational;Religious, Ritual And Funerary,Domestic; Maritime,Pending,Heating And Lighting,Health & Welfare
CI21	Commemorative,Civil,Communications,Commercial,Civil;Commercial
CI22	Maritime,Maritime;Transport,Maritime Craft,Maritime;Maritime Craft
CI23	Maritime,Maritime;Communications,Maritime;Transport,Maritime;Industrial;Transport,Maritime;Maritime,Maritime;Transport; Maritime,Maritime;Defence,Maritime;Industrial,Maritime;Water Supply And Drainage,Maritime;Transport;Defence,Sea Defences,Maritime,Maritime Craft,Maritime;Maritime Craft,Maritime;Health And Welfare
CI24	Maritime Craft
CI25	Maritime,Maritime Craft
CI26	Object,Architecture,Event,Currency,Animal Equipment,Dress And Personal Accessories,Armour And Weapons,Tools And Equipment,Object;Currency,Object;Heating And Lighting,Object;Dress And Personal Accessories,Object;Religion Or Ritual, Object;Container,Object;Armour And Weapons,Object;Unassigned, Object;Tools And Equipment, Object;Architecture, Object;Ecofacts, Object;Animal Equipment
CI27	Object,Event,Currency,Dress And Personal Accessories,Ecofacts,Armour And Weapons,Architecture,Tools And Equipment,Animal Equipment,Measurement, Object;Ecofacts, Object;Music, Object;Tools And Equipment, Object;Unassigned, Object;Armour And Weapons, Object;Currency, Object;Dress And Personal Accessories, Object;Agriculture And Subsistence, Object;Manufacture And Processing, Object;Container, Object;Religion Or Ritual, Object;Maritime Craft, Object;Manufacturing And Processing, Object;Architecture, Object;Maritime
CI28	Object,Tools And Equipment,Event,Animal Equipment,Armour And Weapons,Dress And Personal Accessories,Currency, Object;Tools And Equipment, Object;Armour And Weapons, Object;Manufacturing And Processing, Object;Unassigned, Object;Ecofacts, Object;Currency, Object;Architecture, Object;Container, Object;Religion Or Ritual, Object;Dress And Personal Accessories, Object;Heating And Lighting, Object;Armour & Weapons, Object;Monument (By Form), Object;Transport
CI29	Currency, Object,Event,Dress And Personal Accessories,Animal Equipment,Tools And Equipment, Object;Currency, Object;Unassigned, Object;Animal Equipment, Object;Signs Or Symbols, Object;Dress And Personal Accessories, Object;Tools And Equipment, Object;Container, Object;Religion Or Ritual, Object;Armour And Weapons, Object;Ecofacts, Architecture, Object;Architecture, Object;Manufacture And Processing, Object;Heating And Lighting, Object, Unassigned
CI30	Religious Funerary And Ritual,Religious Ritual And Funerary,Religious Ritual And Funerary;Water Supply And Drainage,Religious Ritual And Funerary;Agriculture And Subsistence,Religious, Ritual And Funerary,Religious Ritual And Funerary;Agriculture And Subsistence;Domestic,Religious Ritual And Funerary;Monument <By Form>,Religious Ritual And Funerary;Transport,Religious, Ritual And Funerary; Agriculture And Subsistence,Religious, Ritual And Funerary;Commemorative,Religious, Ritual And Funerary;Civil,Religious, Ritual And Funerary;Agriculture And Subsistence
CI31	Religious Funerary And Ritual,Religious Ritual And Funerary,Religious, Ritual And Funerary,Religious Ritual And Funerary;Transport,Religious Ritual And Funerary;Agriculture And Subsistence,Religious Ritual And Funerary;Education,Religious Ritual And Ceremonial,Religious Ritual & Funerary,Religious, Ritual And Funerary;Agriculture And Subsistence,Religious, Ritual And Funerary; Domestic,Ecclesiastical,Ecclesiastical,Ecclesiastical,Place Of Worship
CI32	Religious Funerary And Ritual,Religious, Ritual And Funerary,Religious Ritual And Funerary,Religious Ritual And Funerary;Monument <By Form>,Religious, Ritual And Funerary,Religious Ritual And Funerary;Agriculture And Subsistence,Religious Ritual And Funerary;Domestic,Religious Ritual And Funerary;Unassigned,Religious, Ritual And Funerary?,Religious, Ritual & Funerary,Religious, Ritual And Funerary; Defence
CI33	Religious Funerary And Ritual,Religious Ritual And Funerary,Religious, Ritual And Funerary
CI34	Transport,Transport;Monument <By Form>,Transport;Transport,Transport;Maritime
CI35	Transport,Transport;Monument <By Form>,Transport;Maritime,Transport;Water Supply And Drainage,Transport;Communications,Transport;Transport,Transport;Domestic,Transport;Agriculture And Subsistence,Transport;Maritime;Defence,Transport;Defence,Transport; Defence,Transport;Gardens Parks And Urban Spaces;Maritime,Transport; Agriculture And Subsistence,Transport;Maritime,Transport;Communication,Transport;Gardens, Parks And Urban Spaces
CI36	Transport
CI37	Transport,Transport;Water Supply And Drainage,Transport;Maritime
CI38	Water Supply And Drainage;Transport

Table 4: List of site types found within in each class type.

Class Code	Class Type	Types
CI1	Agriculture And	Farmstead, Field System,Quarry,Dovecote,Fishpond,Barn,Farm,Sheep Fold,Tithe Barn,Hafod,Ridge And Furrow,Corn Mill,Open Field System,Long Hut,Corn Drying Kiln,Clearance Cairn,Park,Mill,Windmill,Lime Kiln,Pillow Mound,Park Boundary,House,Hunting Forest,Cairnfield,Enclosure,Grange,Fishery,Mill

	Subsistence - Medieval	Pond,Stable,Hall House,Farmhouse,Farm Building,Hendre,Quillet,Platform,Lynchet,Pound,Longhouse,Field Boundary,Boundary Bank,Pen,Leat,Fulling Mill,Fish Trap,Vaccary,Water Meadow,Coppice,Rabbit Warren,Strip Field System,Common Field,Common Land,Terrace,Open Field,Hut,Cultivation Terrace,Settlement,Mound,Building Platform,Occupation Site,Field,Building,Track,Deserted Settlement,Findspot,Pigeon House,Strip Field,Fence,Drain,Manor,Boundary Bank And Ditch,Pit Alignment,Cow Shed,Cart Shed,Ploughmarks,Fish Weir,Vegetable Store,Potato Clamp,Moated Site,Oval Enclosure,Burgage Plot,Gulley,Long House,Bank (Earthwork),Charcoal Burning Platform,Trackway,Managed Woodland,Wall,Quarry I,Stock Enclosure,Earthwork,Structure,Hollow Way,Kiln,Deer Park,Hut Platform,Meadow,Country House,Deserted Rural Settlement,Mansion,Cultivation Marks,Sheep Dip,Boundary Wall,Shelter,Major Dwelling,Manor House,Enclosure Complex,Agricultural Clearance,Coaxial Field System,Sheep Wash,Linear Feature,Hut Circle,Boundary,Unknown,Goose Pen,Peat Stand,Post Hole,Ridge & Furrow,Fishtrap,Corn Drier,Stone Structure,Pillow Mound?,Clearance Cairn?,Ridge & Furrow?,Animal Shelter,Cairn,Sunken Shelter,Storage Clamp,Fish Pond,Paddock,Lazy Beds,House Platform,Terraced Ground,Yard,Cultivation Ridge,Bank,Hedge,Agricultural Building,Clawdd,Ditch,Drying Kiln,Sheepfold?,Sheepfold,Sheep Pen,Peat Cutting,Croft,Malt House,Fish House,Shell Midden,Brewhouse,Pigsty,Trough,Vineyard,Farmyard,Wood,Water Mill,Stonework
C12	Agriculture And Subsistence - Post Medieval	Barn,Ridge,Pillow Mound,Clearance Cairn,Field System,Quarry,Rabbit Warren,Fishpond,Farmstead,Corn Drying Kiln,Hut,Sheep Fold,Peat Cutting,Tithe Barn,Hafod,Field Boundary,Long Hut,Ridge And Furrow,Non Antiquity,Peat Stand,House,Plantation,Lime Kiln,Pound,Marker Cairn,Pond,Farm Building,Mill,Farm,Orchard,Field,Shelter,Hedge Bank,Root Vegetable Store,Field Bank,Boundary Marker,Corn Mill,Windmill,Park,Boundary Bank,Clearance Cairn Group,Enclosure,Structure,Cow House,Cairnfield,Trap Mound,Enclosure,Boundary Cairn,Cairn,Animal Shed,Peat Stack,Sheep Shelter,Root Clamp,Lazy Beds,Saw Pit,Multiple Site,Slate Quarry,Mill Pond,Stable,Settling Tank,Stock Enclosure,Kennels,Sheep Dip,Sheep Wash,Platform,Enclosure Act,Common Land,Fish Weir,Dovecote,Bee Bole,Bee House,Combination Farm Building,Clay Pit,Leat,Malt House,Quillet,Cart Shed,Allotment,Charcoal Burners Site,Wall,Warehouse,Slurry Tank,Pigsty,Riding School,Dairy,Farmhouse,Outbuilding,Glasshouse,Vegetable Store,Granary,Pillow Mound Group,Marl Pit,Quarry Building,Gorse Mill,Water Wheel,Spoil Heap,Lime Works,Boundary Bank And Ditch,Cider Press,Lynchet,Rubbing Stone,Water Meadow,Gravel Pit,Hay Barn,Public House,Hall House,Gateway,Poultry House,Fodder Store,Brewhouse,Wheel House,Agricultural Range,Pay Office,Churn Stand,Bank (Earthwork),Pheasantry,Coppice,Mill (Corn/Fulling),Mill (Corn/Flannel),Millstone,Fishery,Mill (Corn/Saw),Limestone Quarry,Deer Barn,Mill Race,Field Barn,Enclosure Field System,Croft,Dewpond,Saw Mill,Plough Headland,Place Name,Country House Estate,Piggery,Cooperage,Cropmark,Threshing Barn,Stockyard,Estate Office,Sheep Drying Shed,Pig Farm,Bridge,Road Cutting,Drinking Trough,Courtyard Range,Stile,Farmyard,Sheep Shed,Trackway,Gate Post,Well,Agricultural Building,Workshop,Sand Pit,Pit,Building,Farm House,Turbary,Borrow Pits,Earthwork,Boundary,Depression,Sheepfold,Crossing Point Or Ford,Bank,Linear Depression,Building Platform,Airfield,Osier Bed,Pen,Occupation Site,Field Drain,Potato Clamp,Loose Box,Implement Shed,Shelter Shed,Model Farm,Trough,Tenters,Tree Enclosure Ring,Fold,Fold Yard,Animal Shelter,Pit Trap,Water Trough,Paddock,Midden,Bee Hive,Threshing Floor,Vineyard,Cattle Shelter,Farm Outbuilding,Byre,Agricultural Complex,Dipping Pool,Frame Yard,Corn-Drying Shed,Tack Room,Cattle Ramp,Bull Pen,Goose Pen,Manure Shed,Pig Sty,Ditch,Ha Ha,Barns,Track,Findspot,Beeholes,Pigeon House,Field Boundaries,Structure,Blacksmiths Shop,Yard,Cattle Shed,Pit Alignment,Army Camp,Cottage Garden,Farm Buildings,Brick Kiln,Homestead,Longhouse,Cow Shed,Blacksmiths Workshop,Animal Pound,Cowshed,Pinfold,Aviary,Mill Building,Pump,Hydraulic Ram,Farm Yard,Adueduct,Sheep Pen,Burgage Plot,Farm Complex,Farm Buildng,Cattle Dock,Pinetum,Farm Outbuildings,Livestock Market,Shooting Butt,Spring,Long House,Engine House,Drainage System,Buried Soil Horizon,Gully,Womens Land Army Camp,Training Camp,Shooting Shelter,Walled Garden,Garden,Shooting Stand,Cultivation Marks,Hollow Way,Linear Clearance Cairn,Sheep Crawl,Field System,Settlement,Boundary Bank,Clearance Cairn,Sheep Fold (Possible),Barn,Cow Shed,Deserted Settlement,Hay Stack Base,Parliamentary Field System,Bank (Earthwork),Ditch,Fence,Pig Progeny Testing Station,Stone Spread,Shed,Cairns,Mound,Hut Platform,Revetment,Combination Barn,Cottage,Fisherman's Hut,Boat House,Boundary Wall,Stone Quarry,Shelter Wall,Enclosed Settlement,Hendre,Major Dwelling,Vermin Trap,Natural Feature,Mansion,Behive Stand,Cultivation Terrace,Cultivation Ridges,Managed Woodland,Villa,Gate,Strip Field System,Deserted Rural Settlement,Grain Silo,Agricultural Clearance,Vehicle Store,Country House,Manor House,Dwelling,Cowhouse,Apiary,Fish Trap,Women's Land Army Hostel,Home Farm,Settlement,Cultivation Ridge,Rifle Butts,Oyster Beds,Coaxial Field System,Wood,Water Tank,Horse Engine,Kiln,Unknown,Water Mill,Storehouse,Wheelpit,Smoke House,Flood Defence,Kennel,Cottages,Weir,Rabbit Trap,Boundary Ditch,Woodland,Forge,Icehouse,Kitchen Garden>Showground,Nursery Garden,Fam Building,Circular Feature,Hollow Way?,Combination Farm Building,Winnowing Mound,Stables,Coach House,Brew House,Clearance Cairn?,Stable?,Cart House,Animal Pen,Cottage?,Dutch Barn,Pathway,Brewhouse?,Poultry House & Run,Milking Parlour,Wheel Pit,Barn?,Building Complex,Mine Office,Malthouse,Smallholding Farmhouse,Fishtrap,Agricultural Buildings,Well-Head,Cottage (House),Deserted Farmstead,Farm



		<p>Courtyard,Pigsties,Sheepfold/Wash,Settlement,Smallholding,Calf House,Shell Midden,Fish Pond,Walled Orchard,Pheasant Enclosure,Fruit Store,Stack Stand,Lookout,Rickyard,Gatepost,Sunken Shelter,Cattle Rubbing Stone,Ice House,Shelter Belt,Storage Clamp,Machinery,Terraced Ground,Hut Circle,Shepherds Hut,Hunting Lodge,Hut Circle Settlement,Stone Clearance Site,Bank And Ditch,Stone Pile,Drainage Ditch,Feed Trough,Dam,Mussel Bed,Burnt Mound,Spoil Tip,Standing Stone,Linear Feature,Drain,Peat Workings,Park Wall,Feature,Cobbled Surface,Enclosure Complex,Hedge,Oven,Field Clearance,Estate Cottage,Slate Fence,Hollow,Rock Shelter,Landscape,Fishing Site,Wood Bank,Oyster Bed,Walled Enclosure,Mussel Bath,Extractive Pit,Cattle Pen,Fish House,Agricultural Building;</p> <p>Farmhouse,Scoop,Enclosed Field System,Clawdd,Trial Mine,Rectilinear Enclosure,Chaff House,Game Larder,Horse Engine House,Stabel,Root House,Drying House,Boiler House,Chaff Mill,Camp,Forestry,Office,Embankment,Culvert,Strip Field,Laboratory,Drainage Channel,Stone,Out-Buildings,Peat Drying House,Sheepfold?,Goose Pen?,Shepherds Hut?,Sheep Shelter?,Shelter?,Pillow Mound?,House Platform,Sheep Wash?,Stack Yard,Boundary Stone,Water Power Production Site,Agriculture And Subsistence,Post Hole,Decoy Pond,Slaughter Stone,Oxhouse,Ash House,Oval Enclosure,Haystack Boiler,Whelk Bed,Ironstone Level,Cider Mill,Terraced Garden,Cattle Trough,Sheep Creep,Building Platform,Farmyard Building,Stone Structure,Oyster Perches,Abattoir,Food Processing Site,Treshing Barn,Market Garden,Hunting Site,Cartshed,Burial Pit,Ruined Farmstead,Meadow,Sheepwash,Fruit Growing Wall,Pleasure Garden,Garden Building,Charcoal Burning Platform,Fish Traps,Farm Labourers Cottage</p>
CI3	Agriculture And Subsistence - Prehistoric	<p>Hut Circle Settlement,Clearance Cairn,Field System,Round Barrow (Cairn),Cairnfield,Hillfort,Farmstead,Cairn,Clearance Cairn Group,Round Barrow (Kerb Cairn),Round Barrow Cemetery (Cairnfield),Peat Stand,Field Boundary,Quarry,Stone Row,Farm,Round Barrow,Enclosure Complex,Enclosure,Pit Alignment,Pound,Platform,Hut Circle,Round House,Round Hut,Stock Enclosure,Kerb Cairn,Buried Soil Horizon,Lynchet,Sheep Fold,Chambered Long Barrow, Corn Drying Kiln, Ring Cairn, Agricultural Clearance, Hut, Barrow Cemetery, Cultivation Ridge, Clearance Cairns, Cultivation Terrace, Shelter, Cultivation Marks, Unenclosed Settlement, Bank, Settlement, Bank (Earthwork), Wall, Field System?, Flint Working Site, Cropmark, Animal Shelter, Fold, Cairnfield?, Circular Enclosure, Hut Group, Burnt Mound, Terraced Ground, Enclosure Field System, Boundary Marker, Stone Pile, Pillow Mound, Shell Midden, Enclosed Field System, Ridge And Furrow, Revetment, Paddock, Pit, Footprint, Flint Scatter, Trough, Kiln, Boundary, Round Barrow Cemetery, Wood, Managed Woodland, Fish Trap, Ditch, Tree, Fishing Site, Burial Cairn, Banjo Enclosure</p>
CI4	Agriculture And Subsistence - Roman	<p>Field System,Defended Enclosure,Farmstead,Quarry,Midden,Buried Soil Horizon,Findspot,Enclosure Complex,Buried Soil,Cultivation Terrace,Enclosure,Clearance Cairn,Wall,Settlement,Lynchet,Corn Drying Kiln,Field Boundary,Terraced Ground,Granary,Cairnfield,Stable,Paddock,Farm,Fence,Garden,Agricultural Building,Pit</p>
CI5	Civil – Medieval	<p>Settlement</p>
CI6	Defence – Medieval	<p>Ringwork,Motte And Bailey,Motte,Town Defences,Battle Site,Masonry Castle,Castle,Tower,Multiple Site,Bank (Earthwork),Hafod,Preaching Mound,Camp Site,Defended Enclosure,Barracks,Town Wall,Town Gate,Town Ditch,Mural Tower,Gateway,Tower House,Farm,Country House,Ditch,Building,Trackway,House,Church,Cemetery,Bailey,Curtain Wall,Enclosure,Earthwork,Moated Site,Ditched Enclosure,Watch Tower,Invasion Site,Hillfort Occupation,Fort,Promontory Fort,Hillfort,Defended Settlement,Natural Feature,Keep,Platform,Postern,Wall,Gatehouse,Dyke,Battlefield,Hornwork,Beacon,Enclosed Settlement,Dyke (Defence),Walled Enclosure</p>
CI7	Defence - Post Medieval	<p>Lifting And Winding Structure,Hillfort,Multiple Site,Seige Work,Findings,Officers Mess,Castle,Gun Emplacement,Barracks,Blockhouse,Anti Aircraft Battery,Battery,Place Name,Battle Site,Butts,Field System,Practice Trench,Militia Encampment,Army Camp,Military Building,Firing Range,Bombing Decoy,Air Raid Shelter,Training Area,Magazine,Gateway,Drill Hall,Territorial Army Headquarters,Gatehouse,Tower,Searchlight Battery,Siegework,Pillbox,Anti Landing Trench,Node Of Defence,Observation Post,Anti Landing Obstacle,Explosives Store,Military Structure,Target,Bombing Range,Defended Enclosure,Armoury,Army Office,Barracks Building,Duty Officers Quarters,Training Camp,Shell Crater,Bunker,Military Camp,Command Post,Prisoner Of War Camp,Military Airfield,Military Training Site,Findspot,Army Cadet Centre,Enclosure,Earthwork,Dispersal,Military Airfield Site,Radar Station,Radio Station,Royal Observer Corps Site,Generator House,Engine House,Gate,Boundary Fence,Military Store,Military Headquarters,Bank,Argae,Building,Conduit,Military Installation,Battle Headquarters,Road Block,Spigot Mortar Emplacement,Anti Aircraft Defence Site,Shooting Butt,Range Markers Hut,Bomb Crater,Rocket Launcher,Powder Magazine,Shooting Stand,Platform,Shelter,Mound,Air Crash Site,Slit Trench,Anti Tank Block,Factory,Ditch,Transmitter Site,Parachute Store,Photographic Block,Lubricant And Inflammable Store,Guardhouse,Pillbox (Variant),Pillbox (Type Fw3/23),Seagull</p>

		<p>Trench,Romney Hut,Machine Gun Emplacement,Lookout,Fort,Military Depot,Gas Training Structure,Trench,Aircraft Obstruction,Nissen Hut,Home Guard Store,Rifle Butts,Aircraft,Bomb Store,Civil Defence Site,Home Guard Shelter,Anti Invasion Defence Site,Bank (Earthwork),Animal Feeding Point,Pillbox (Type Fw3/26),Defended Building,Railway Halt,Military Support Building,Blast Wall,Military Observation Site,Beacon,Invasion Site,Artillery Tower,Outworks,Hangar,Bastion Outwork,Military Residence,Fortlet,Military Site,Martello Tower,Link Trainer,Assembly Shop,Munition House,Test House,Explosives Workshop,Air Compressor House,Ablutions Block,Sentry Post,Bastion,Weapons Pit,Airfield,Gunpost,Defence Post,Pill Box,Turret Instructional Building,Harwell Box,Picket Post,Control Tower,Airship Station,Barrage Balloon Site,Flying Boat Base,Air Raid Precaution Centre,Navigation Aid,Parade Ground,World War 2 Defence,Watch Tower,Naval Store,Flying Boat Station,Operations Block,Test Hut,Radar Plinth,Fire Engine Shed,Gas Defence Centre,Shed,Storehouse,Stores,Workshop,Training Structure,Blast Pen,Fuel Store,Garage,Loopholed Wall,Coastal Battery,Navigation Beacon,Flagpole,Mine Depot,Coast Artillery Battery,Auxiliary Hide,Signal Station,Tank Trap,Pillbox (Type Fw3/24),Mt Sheds &amp; Office,Squadron Headquarters,Office,Turret Instructional Building - Type A,Turret Instructional Building - Type B,Sub-Pool Shelter,Technical Block-Type B,Mt Drivers Restroom,Explosives Manufacturing Site,World War 2 Shoreline Defences,Stop Line,Mantelet,Rocket Apparatus Store,Submarine Telegraph Office,Rocket Shed,Quadrant Post,Minefield,Position Marker,Barbed Wire Entanglement,Minewatchers Post,Deleted,Jetty,Position Finding Cell,Submarine Mine Establishment,Military Base,Rifle Range,Building Complex,Dome Trainer,Pumping Station,Internment Camp,Submarine Listening Station,Rocket Test Facility,Weapon Pit,Entrenchment,Static Tank,Pickett-Hamilton Fort,Ordnance Store,Bulk Petrol Installation,Water Pumping Station,Dispersal Pen,Airmen's Ablutions,Games Room,Institute,Grocery And Local Produce Stor,Blast Shelter,Stand-By Set House,Christian Association Hostel,Settlement Tank,Field Kitchen,Station Headquarters,Gas Clothing And Respirator St,Lubricant And Inflammables Store,Main Workshops,Fuel Compound,Crew Rest, Locker, And Drying,Motor Transport Shed And Offic,Sergeant's And Airmen's Barracks,General Purpose Hut,Guard House,Gymnasium,Sick Quarters,Airmen's Quarters,Pump House,Squadron And Flight Offices,Technical Latrines,Transformer Kiosk,Sewage Works,Sergeant's Latrine,Officer's Latrine,Dining Room,Machine Gun And Cannon Range,Fuzing Point Building,Satellite Landing Ground,Watch Office,Water Tank,Produce Compound,Motor Transport Shed,Destructor House,Sergeant's And Airmen's Ablutions,Airstrip,Store,Pickett Hamilton Fort,Transformer Plinth,Incinerator,Free Gunnery Trainer Blister,Electricity Sub Station,Operational Readiness Platform,Bomb Fuzing Point,Military Camp,Military Hospital,Main Beacon,Rest Hut,Wireless Telegraphy Block,Infirmary,Military Quarters,Anti Tank Vertical Rail,Infantry Post,Field Boundary,Fortification,Managed Woodland,Defence Obstruction,Spring,Barbed Wire Entanglements,Boundary,Farmstead,Weapons Testing Site,Auxiliary Unit Operational Base,Women's Land Army Hostel,Military Transport Site,Steps,Pillbox (Type Fw3/22),Winch,Longhouse,Kitchen,War Memorial,Defence,Outwork,Gun Holdfast,Gun Pit,Anti Tank Ditch,Heavy Anti Aircraft Battery,Hut,Static Water Tank,Structure,Unknown,Promontory Fort,Motte,Natural Feature,House,Practice Camp,Naval Base,Store-Military,Battery Observation Post,Sentry Box,Crog Loft Cottage,Arrow Sharpening Stone,Town Wall,Component,Trackway,Revetment,Wall,Sea Defences,Firing Point (Candidate Term),Path,Camp,Hard Standing,Building Platform,Allan Williams Turret,Storage Tank,Chemical Store,Landing Stage,Tank,Ropery,Coal Shed,Tunnel,Military Road,Decoy Airfield,Grenade Range,Battlefield,Fortress,Enclosed Settlement,Round House (Domestic),Anti-Tank Invasion Site,Sound Mirror,Univallate Hillfort,Town Defences,Dyke (Defence),Runway,Coastal Defence Site,Strucutre,Underground Structure,Armament Depot,Pen,Laing Hut,Fieldwork,Military Signalling Site,Defended Locality,Headquarters,Militray Structure,Barrier,Artillery Emplacement,Military Earthwork,Boundary Stone,Military Coastal Defences,Coastal Observation Post,Dugout,Communication Trench,Fire Trench,Sap,"D" Head Recess,Island Traverse,Crater,Parados,Drain,Mine,Crater Spoil,Redoubt</p>
C18	Defence - Prehistoric	<p>Hillfort,Enclosure,Defended Enclosure,Hillfort (Promontory),Multiple Site,Enclosed Settlement,Embankment,Mound,Round Barrow (Ring Cairn),Round Barrow (Platform Cairn),Findspot,Palisaded Enclosure,Promontory Fort,Enclosure,Earthwork,House Platform,Hillfort?,Hillfort?;Defended Enclosure?,Ditch,Defended Enclosure?,Defended Enclosure?,Castle?,Enclosure?,Promontory Fort?,Chevaux De Frise,Hillfort?;Defended Enclosure,Defended Enclosure?;Motte?,Defended Enclosure;Enclosure,Enclosure?;Defended Enclosure?,Cropmark;Enclosure?,Enclosure?;Defended Enclosure?,Dyke (Defence),Bank And Ditch,Bank,Fort,Defended Settlement</p>
C19	Defence – Roman	<p>Fort,Fortlet,Marching Camp,Practice Camp,Blockhouse,Multiple Site,Defended Enclosure,Siegework,Barracks,Ditch,Battle Site,Occupation Site,Annexe,Parade Ground,Watch Tower,Path,Road,Town Defences,Enclosure,Square Enclosure,Hillfort,Defended Settlement,Promontory Fort,Settlement,Enclosure Complex,Storehouse,Earthwork,Palisade,Praetorium,Rampart,Fort Annexe,Turret,Fortress,Motte,Gate,Signal Station,Curtain Wall,Bank (Earthwork),Interval Tower,Magazine,Bastion,Building,Track,Bank,Annexe Enclosure</p>

CI10	Domestic - Medieval	House, Moated Site, Well, Deserted Settlement, Defended Enclosure, Hospice, Pond, Hospital, Manor House, Crannog, House Platform, Hut, Medicinal Well, Cave Occupation, Longhouse, Spring, Long Hut, Enclosure, Platform, Hut Circle Settlement, Hall House, Shrunken Settlement, Settlement, Dam, Shelter, Ridge And Furrow, Field System, Holy Well, Hunting Forest, Ecclesiastical Establishment, Outbuilding, Moat, Palace, Enclosed Settlement, Weir, Dewpond, Leper Hospital, Agricultural Range, Aqueduct, Hall, Hunting Lodge, Farmstead, Oven, Burgage Plot, Vicarage, Tower House, Farmhouse, Public House, Rectory, Occupation Site, Yard, Building Platform, Ditch, Drainage System, Building, Clearance Cairn, Bank (Earthwork), Fair, Sheep Fold, Leat, Midden, Platform Group, Findspot, Country House Estate, Cottage, Gully, Pit, Mill Race, Fishpond, Cellar, Rubbish Pit, Boundary, Culvert, Long House, Occupation Site, Urban Space, Hut Platform, Kilns, Dwelling, Priors House, Moated Homestead, Mansion, Fortified House, Ringwork; Promontory Fort, Motte, Deserted Rural Settlement, Homestead?, Bishops Palace, Fortified Manor House, Ornamental Feature, Moated Enclosure, Conduit, Garden, Village, Town, Hafod, Country House, Major Dwelling, Inn, Monastery, Shrunken Village, Unenclosed Settlement, Almshouse, Drain, Burnt Mound, Rectangular Structure, Defended Enclosure; Settlement, Llys, Commandery, Castle, Nunnery, Hillfort Occupation, Workers Barracks, Animal Shelter, Stock Enclosure, Hut Circle, Peat Stand, Lodge, Post Office, Shell Midden, Longhut, Lluest, Hillfort?, Unknown, Toll House, Deserted Settlement, Shop, Enclosure Complex, Deserted Rural Settlement?, Long Hut?, Mill Pond, Deserted Settlement?, Place Name, Homestead, Structure, Shepherds Hut, Township, Non-Monument Type, Agricultural Building, Grange, Earthwork, Tournament Field, Water Pump, Water Trough, Farm, Water Mill, Fish Weir, Shepherds Hut?, Clergy House, Fishery, Ringwork, Treasurers House, Hamlet, Cockpit, Presbytery, Guest House, Bullring, Tenement, Mill, Pool, Dyke, Sluice, Water Channel, Bath House, Watercourse, Bakehouse, Lighthouse, Barn, Deserted Village, Kitchen, Drainage Ditch
CI11	Domestic - Prehistoric	Defended Enclosure, Burnt Mound, Cave Occupation, Hut, Round Barrow (Ring Cairn), Hut Circle Settlement, Occupation Site, Round Barrow, Enclosed Settlement, Unenclosed Settlement, Crannog, Shell Midden, Hut Circle, Multiple Site, House, Hut Platform, Midden, Stone Setting, Enclosure, Settlement, Round House, House Platform, Farmstead, Ritual Enclosure, Long Hut, Hillfort, Lake, Findspot, Round Hut, Flint Scatter, Neolithic Occupation, Bronze Age Occupation, Pit, Round House (Domestic), Oval Enclosure, Cave, Flint Working Site, Promontory Fort, Enclosure?, Defended Enclosure?, Promontory Fort, Defended Enclosure; Castle?, Hut Group, Defended Enclosure?, Hillfort?, Promontory Fort?, Motte?, Corbelled Hut, Defended Enclosure? Enclosure, Homestead, Enclosure?, Chambered Tomb, Defended Enclosure, Open Settlement, Hut Circle Group, Defended Enclosure?, Enclosure, Platform, Shelter, Platforms, Platform Group, Drainage Channel, Deserted Rural Settlement, Hearth, Defended Enclosure, Enclosure Complex, Rectangular Hut, Palisaded Enclosure, Occupation Site?, Roundhouse, Defended Settlement, Cairn, Ringwork, Well, Cockpit, Boundary Bank, Scoop, Ring Ditch, Building, Cooking Pit, Terraced Ground, Circular Enclosure, Pit Cluster, Structure, Oven, Building Platform, Cremation Cemetery, Post Hole, Ditch, Rubbish Pit, Corn Drying Kiln, Round Barrow Pair, Dyke, Sherd, Rock Carving
CI12	Domestic – Roman	Bath House, Cave Occupation, Occupation Site, Defended Enclosure, Villa, Settlement, House, Enclosed Settlement, Well, Temple, Vicus, Farmstead, Building, Findspot, Find Only, Brooch, Enclosure, Pit, Drain, Drainage Ditch, Drainage Channel, Floor, Platform, Amphitheatre, Dwelling, Town, Homestead, Aqueduct, Reservoir, Milestone, Unenclosed Settlement, Leat, Enclosed Settlement, Hut Circle, Hut Circle Settlement, Defended Settlement, Long Hut, Deserted Rural Settlement, Unenclosed Hut Circle Settlement, Hut, Round House (Domestic), Hut Platform, Burnt Mound, Culvert, Round House, Hearth, Annexe Enclosure, Cooking Pit, Midden, Lighthouse, Sculpture, Hospital, Farmhouse, Canabae, Water Channel, Latrine, Water Course, Deserted Settlement, Town House, Rubbish Pit, Drainage Ditches
CI13	Gardens Parks And Urban Spaces - Medieval	Village Green, Deer Park, Gateway, Sundial, Bee Garden, Managed Woodland, Sculpture, Farm, Park Boundary, Garden, Park, Garden Ornament, Parkland Setting, Hunting Park, Pool, Cathedral Close, Common Land, Hermitage, Waterfall, Park Pale, Deerpark, Courtyard, Garden Wall
CI14	Gardens Parks And Urban Spaces - Post Medieval	Tree Ring, Gazebo, Gateway, Garden Feature, Gatehouse, Gorsedd Circle, Village Green, Garden Viewing Platform, Garden, Fountain, Boat House, Folly, Estate, Gate Lodge, Icehouse, Bee Garden, Multiple Site, Park Wall, Pavilion, Clock Tower, Sundial, Statue, Bridge, Tower, Grotto, Lodge, Lamp Post, Summerhouse, Walled Garden, Garden Wall, Viewing Platform, Deer Park, Drive, Park, Managed Woodland, Garden Temple, Gate Post, Estate Office, House, Semaphore Signal Station, Churchyard Gate, Ice House, Well, Farmhouse, Garden Terrace, Gate, Garden Ornament, Fire Hydrant, Maze, Conservatory, Ha Ha, Deer Park Boundary, Boating Lake, Lake, Reservoir, Garden Pavilion, Flagpole, Parkland, Kitchen Garden, Winding House, Hydro Electric Power Station, Glasshouse, Gate Pier, Harbour, Cascade, Kennels, Valve House, Gymnasium, Orangery, Bath House, Pergola, Garden Pavillion, Estate Wall, Park Gate, Garden Archway, Wall, Tree Avenue, Woodland

		<p>Boundary, Building, Structure, Plantation, Nursery Garden, Waterfall, Kennel, Milepost, Parkland Setting, Driveway, Potting Shed, Garden Pond, Plinth, Weighing Machine, Water Garden, Obelisk, Pigeon Loft, Carriage Shed, Garden Shelter, Garden Statue, Garden Steps, Garden Rotunda, Garden Avenue, Drinking Fountain, Smokery, Courtyard Wall, Park Lodge, Mounting Block, Privy Garden, Orchard Wall, Findspot, Park Boundary, Lookout, Pavement, Tunnel, Orchard, Pool, Sun Dial, Farm Garden, Country House Garden, Gardens Parks And Urban Spaces, Summer House, Garden Building, Country House, Tank, Aviary, Flagstaff, Stable, Seat, Pump, Water Wheel, Monument, Trough, Band Stand, Hollow, Milestone, Bench, Terraced Garden, Ha-Ha, Canal, Ornamental Lake, Pleasure Garden, Fishpond, Deleted, Earthwork, Belvedere, Common Land, Square, Temple, Hermitage, Pier, Market Place, Telephone Box, Swimming Pool, Promenade, Water Garden- Cascade, Sculpture, Viewing Point, Sheep Shelter, Bollard, Ornamental Feature, Hotbed, Lawn, Ornamental Pond, Courtyard, Walk, Outbuilding, Causeway, Trackway, Steps, Unknown, Enclosure, Boundary Bank, Boundary Wall, Path, Cold Frame, Bank (Earthwork), Fish Pond, Tree Enclosure Ring, Leat; Bank, Track, Footbridge, Walled Orchard, Formal Garden, Hotel, Covert, Avenue, Ornamental Canal, Woodland Garden, Ditch, Cave, Terraced Ground, Nunnery, Peat Deposit, Revetment, Garden Seat, Coppice, Modified Natural Feature, Tennis Court, Ornamental Woodland, Field Boundary, Boundary Fence, Pond, Tree, Walled Enclosure, Terrace, Column, Feature, Fence, Footpath, Observatory, Dovecote, Balustrade, Triumphal Arch, Shelter, Rotunda, Urn, Boundary, Arch, Goose Pen, Carriage Drive, Bandstand, Banqueting House, Inn Sign, Gas Lamp, Garden Features, Manhole Cover, Ride, Terraced Walk, Hothouse, Rock Garden, Standing Stone, Park Pale, Allotment, Formal Gardens, Watch Tower, Country House And Garden, Public Park, Post Box</p>
C115	Industrial - Medieval	<p>Spoil Heap, Mill, Bloomery, Furnace, Fulling Mill, Leat, Lead Mine, Mine (Lead/Zinc/Copper), Mine (Lead/Copper), House, Bell Pit, Salt Works, Tile Kiln, Silver Mine, Pottery, Quarry, Mill (Corn/Fulling), Iron Works, Kiln, Weir, Pottery Kiln, Peat Cutting, Windmill, Building, Pit Cluster, Corn Mill, Trial Level, Corn Drying Kiln, Tanning Pit, Iron Working Site, Lime Kiln, Water Mill, Coal Workings, Blacksmiths Workshop, Dwelling, Dam, Forge, Mint, Crushing Mill, Mural Tower, Peat Workings, Mill Race, Mining Feature, Level, Mine, Deserted Rural Settlement, Coal Mine, Clay Pit, Balance Pit, Charcoal Burning Platform, Pit, Copper Mine, Enclosure, Tide Mill, Tidal Mill, Metal Working Site, Watermill, Tannery, Peat Stand, Windmill Mound, Flour Mill, Colliery, Metal Processing Site, Slag Heap, Pottery Works, Mine Shaft, Water Course, Workers Cottage, Abattoir, Iron Furnace</p>
C116	Industrial - Post Medieval	<p>Mine (Lead/Copper), Linear Quarry, Spoil Heap, Sand Pit, Quarry, Lead Mine, Mine, Mine (Lead/Barytes), Building, Trial Mine, Flint Working Site, Kiln, Brick Kiln, Brickworks, Clay Extraction Site, Corn Drying Kiln, Mill, Iron Works, Blast Furnace, Gunpowder Works, Mine Shaft, Lime Kiln, Engine House, Mine (Copper/Lead), Magazine, Mine (Lead/Zinc/Copper), Metal Working Site, Mine (Lead/Zinc), Forge, Gold Mine, Coal Mine, Blacksmiths Workshop, Phosphate Mine, Woollen Mill, Saw Mill, Clay Pit, Fulling Mill, Dressing Floor, Wheel Pit, Inclined Plane, Mine Office, Mine Workshop, Water Wheel, Crushing Mill, Engine Shaft, Horse Whim, Copper Mine, Mine (Silver/Lead), Paper Mill, Slate Mill, Textile Mill, Stone Processing Works, Pottery, Factory, Leat, Gas Works, Mine (Lead/Silver), Mine (Lead/Silver/Zinc), Barytes Mine, Mine (Lead/Calcite), Mine (Lead/Gold), Mine (Iron), Halvans Plant, Mine (Iron/Manganese), Mine (Haematite), Mine (Lead/Zinc/Iron), Mine (Lead/Silver/Zinc/Copper), Mine (Copper/Lead/Zinc), Fan House, Chemical Works, Weir, Flannel Mill, Aerial Ropeway, Mine Building, Chimney, Limestone Quarry, Mine (Nickel/Cobalt), Pump House, Stone Quarry, Wool Store, Flannel Factory, Freemasons Hall, Foundry, Reservoir Straining Tower, Prison Workshop, Tanning Pit, Barracks, Steam Engine, Balance Pit, Smelt Mill, Iron Foundry, Colliery, Bleach Works, Mill (Lead/Corn), Pottery Kiln, Industrial Site, Mine (Spar), Mine (Lead/Silver/Barytes), Cement Works, Furnace, Wire Mill, Malt Kiln, Brewery, Tannery, Winding House, Dye Works, Copper Works, Cotton Mill, Level, Mine Shaft (Coal), Lime Works, Lead Works, Alkali Works, Corn Mill, Rolling Mill, Zinc Works, Malt House, Flour Mill, Foundations, Peat Processing Works, Bloomery, Boiler House, Engine Platform, Cistern, Stope, Barytes Mill, Woollen And Fulling Mill, Flushing Pond, Leather Factory, Ore Bin, Generator House, Cooling Tower, Coal Cleaning Plant, Wall, Screening Plant, Hushing Pond, Hush, Buddle, Mine Boundary, Flat Rods, Condenser Pit, Mining Landscape, Coal Shed, Culvert, Opencast Mine, Adit, Settling Pit, Aerial Ropeway Station, Ore Chute, Pier Base, Mine Stable, Jig Platform, Pulley Run, Reservoir, Launder, Crusher Ramp, Flat Rod Culvert, Salt Works, Abattoir, Mill Building, Foundry Chimney, Foundry Building, Windmill, Turbine House, Workshop, Colliery Headframe, Cow House, Brewhouse, Pumping Station, Colliery Workshop, Colliery Power House, Colliery Washery Building, Bottling Works, Shipyard, Ropewalk, Transit Shed, Housing Estate, Gravel Pit, Water Supply System, Sulphur Grinding Shop, Aqueduct, Corning House, Pellet Press House, Mine (Silica), Level (Coal), Mine (Cannel Coal), Bell Pit, Slate Processing Works, Bone Mill, Woollen Factory, Maltings, Mine Shaft Cage, Mine Flood Door, Electricity Generating Site, Slag Heap, Quarry Office, Mill (Fulling/Flannel), Railway Engine Shed, House, Tram Shed, Mine (Granite), Armament Manufacturing Site, Carding Mill, Iron Forge, Level (Slate), Mining Feature, Printing Works, Slate Quarry, Trial Mine (Lead), Trial Mine (Phosphate), Level (Barytes), Quarry (Limestone/Phosphate), Mine Shaft (Lead), Quarry (Silica), Mine (China Clay), Clay Workings, Metal Mine, Carpenters Workshop, Explosives Works, Ventilation Shaft, Coke Oven, Hydraulic Ram, Whim, Balance Box, Mill House, Loading Bay, Water Tank, Rubber Works, Tunnel Portal, Engine Mounting, Crane, Mine (Barytes), Level (Copper), Mine Trial (Barytes), Opencast Lead Working, Mine</p>

(Coal),Retort House,Mill Office,Slurry Tank,Workers Hut,Colliery Lamproom,Heapstead,Coliery Fanhouse,Cider Press,Depot,Air Valve,Level (Fire Clay),Saw Pit,Spoil Tip,Mine Structure,Aircraft Factory,Mill Pond,Meter Chamber,Tramway,Marl Pit,Structure,Office,Slate Enamelling Workshop,Shed,Pit,Platform,Pipeline,Reservoir Filter House,Gas Holder,Mill Race,Explosives Workshop,Stonemasons Yard,Brick And Tile Works,Refuse Disposal Site,Explosives Store,Canal Works,Mill (Flannel And Tweed),Quarry Building,Engine,Peat Cutting,Charcoal Burners Site,Peat Stand,Timber Yard,Mill (Flannel/Saw),Tank,Industrial Building,Chain Works,Dam,Flume,Slate Working,Outbuilding,Mill Dam,Mill Leat,Smithy,Weighing Machine,Tenters,Mine Level,Lime Klin,Tan Yard,Brickyard,Oil Works,Tile Works,Iron Furnace,Coal Pit,Machine,Coal And Oil Works,Machine Yard,Washing Plant,Coe,Mineral Water Works,Ironing Shop,Printing Works Melting Shed,Miners Institute,Hydro Electric Power Station,Water Conduit,Compensation Basin,Tramway Waiting Room,Cement Kiln,Ore Dressing Shed,Charcoal Grinding Shop,Laboratory,Findspot,Lime Kilns,Malthouse,Metal Smelting Site,Armament Depot,Railway,Waste Tips,Power Station,Switch House,Cottages,Linear Feature,Powder Magazine,Tenter Ground,Water Mill,Sand Quarry,Glass Works,Weighbridge,Warehouse,Smelting Works,Metal Workers Workshop,Power Generation Site,Electricity Sub Station,Central Heating Station,Compressor House,Gasometer House,Engineering Workshop,Brick Works,Industrial Feature,Blacksmiths Shop,Sluice,Air Pumping Station,Colliery Building,Earthwork,Drying Ground,Sewage Works,Hydraulic Tank,Trial Level,Water Works,Incline,Gasometer,Reservoir Overflow,Trial Shaft,Valve House,Viaduct,Filtering Tanks,Hydraulic Pump,Travelling Crane,Steam Pump,Brickworks,Drum House,Air Shaft,Ironstone Mine,Tramway Building,Colliery Air Shaft,Settling Tank,Winch House,Trackway,Bank (Earthwork),Pottery Manufacturing Site,Extractive Pit,Capstan,Ditch,Sawmill,Animal Product Site,Log Chute,Builders Yard,Cotton Manufacturing Site,Steel Works,Reprocessing Works,Drawing House,Pumping Rods,Pulley Cable,Rock Crusher,Opencast Mine Working,Quarry Shelter,Building Platform,Winding Drum,Ramp,Revetment,Mineshaft,Railway Engineering Site,Munitions Factory,Labourers Shelter,Mine Lifting And Winding Structure,Industrial,Peat Workings,Peat Mound,Hearth,Egg-End Boiler House,Chemical Product Site,Mine Drainage And Ventilation Site,Chemical Production Site,Tinplate Works,Lead Smelting House,Deleted,Market,Pit Cluster,Lime Workings,Coal Drift Workings,Quarrying Complex,Woolen Market,Seaweed Drying Shed,Horse Engine,Unknown,Zinc Mine,Dwelling,Cottage,Dockyard,Tile Quarry,Coal Workings,Silver Mine,Churn Works,Railway Turntable,Slipway,Explosives Factory,Iron And Tinplate Works,Quay,Woolen Mill,Hut,Corn Mill;Woolen Mill,Country House,Slate Yard,Culm Pit,Wheel House,Ventilation Furnace,Mint,Cooperage,Windmill Mound,Works,Whaling Factory,Weavers Cottage,Drift Mine,Brass Works,Ice Factory,Mine Workings,Paint Shop,Accumulator House,Sinker Shop,Exhauster House,Filling Factory,Transformer Box,Bomb Fuzing Point,Dry Dock,Fitting-Out Quay,Limekiln,Modulator Block,Transformer Plinth,Lamp Room,Incinerator,Furniture Factory,Pump,Tin Mill,Natural Feature,Pithead Baths,Lubricant & Inflammable Store,Hydrogen Plant,Explosives Manufacturing Site,Rotten Stone Workings,Weapons Pit,Ropeyard,Coal Yard,Stone Spread,Quarry?,Hopper,Mine Working,Wheelwrights Workshop,Hydraulic Table,Long Hut,Weavers Workshop,Sailmaking Works,Boat,Sheep Wash,Shaft,Winch,Sandstone Quarry,Marine Construction Site,Coal Depot,Coal Preparation Plant,Coal Slurry Pit,Machinery,Stable,Lamphouse,Winding Gear,Slant,Coal Slurry Tower,Railway Wagon Works,Brick Pressing House,Feature,Storehouse,Loading Stage,Charcoal Burning Platform,Railway Wagon,Weigh House,Powder House,Icehouse,Field,Garage,Furnace Bank,Mine Chimney,Dye And Pigment Site,Tucking Mill,Limekilns,Trench,Gulley,Spoil Tips,Embankment,Retaining Wall,Lead Level,Bridge Abutment,Tramway Structure,Stores,Rock Crusher House,Vault,Waterwheel Pit,Retaining Walls,Wheelpit,Waterwheel,Winder House,Bunker,Walls,Processing Area,Pipe Trench,Wooden Structure,Dressing Mill,Bridge,Dolly Wheel,Driving Rods,Slime Pit,Pumping Engine House,Circular Feature,Crusher House,Store,Winding Engine,Agricultural Building,Cobbled Surface,Stone Upright,Dump,Tramway Embankment,Ridge,Boundary Walls,Sn68145375,Weighbridge House,Tramway Bridge,Filter House,Tunnel,Abutment,Open Cast Mine,Public House,Lean-To,Bench,Balance Bob,Mound,Platform,Track,Mine Building?,Well,Reservior,Mine (Lead),Mine Tip,Lake,Building Complex,Dressing Floor?,Crushing Mill?,Mine Pumping Shaft,Mine Shaft?,Cottage?,Mill?,Corn Drying Kiln?,Clay Pit?,Oreslide,Lime Kiln?,Coalmine,Drain,Canal,Coal Tip,Shafts,Forge?,Mill Stone,Horse Engine?,Metal Mine-Lead,Costean,Steam Mill,Lime Burners Hut,Linear Earthwork,Enclosure,Mill (Corn/Saw),Quarrys,Coal Level,Dressing Shed,Quarry? Extraction Pit?,Coal Working,Coal Wokings,Ironstone Workings,Coal Mining Site,Holding Pond,Railway Segment,Coal Mining Complex,Calcining Kiln,Minecomplex,Road,Extraction Pit,Claypit,Gravel-Pit,Horse Whim,Limeburners Hut,Limehouse,Mill Complex,Mining Remains,Ore Bins,Peat Extraction Site,Pumping Rod,Rod-Way,Mineral Extraction Site,Precipitation Pits,Manganese Mine,Granite Quarry,Sulphur Mine,Asbestos Mine,Level Crossing,Brammock Rod Pit,Ochre Mine,Mispickel Mine,Turf Works,Hone Quarry,Pyrites Mine,Nuclear Power Station,Underpass,Scoop,Aluminium Works,Kelp Kiln,Tide Mill,Fire Clay Works,Terraced Ground,Peat Drying House,Jetty,Flint Mill,Wharf,Alumina Mine,Cultivation Ridge,Stone Pile,Causeway,Shelter,Chaff House,Sand And Gravel Extraction Site,Erecting Shop,Machine Shop,Brass Foundry,Candidate Term,Antimony Mine,Railway Siding,Toilet,Hut Platform,Spoil Heap Complex,Slate Working Shelter,Boundary,Yard,Monument (By Form),Hydroelectric Power Station,Flying Boat Station,Welding Shop,Drying House,Flue,Caban,Industrial Estate,Engine Shed,Marshalling Yard,Anchorage Point,Oil Tank,Bakery,Potash Kiln,Water Power Production Site,Fish Processing Factory,Carved Stone,Machine House,Lean To,Silo,Goods Yard,Ore Processing Site,Stone Dispatch Building,Stone Working Site,Electricity Production Site,Strongpoint,Arch,Tower,Transformer Station,Anchoring

		Point,Chute,Archaeological Feature,Stone Extraction Site,Fuel Store,Pond,Post,Anvil Stone,Waste Disposal Site,Railway Bridge,Silt Trap,Plaque,Counter Balance Incline,Train Shed,National Shell Factory (Candidate Term),Fence,Hollow,Fulling Mill; Woollen Mill,Covert,Footpath,Gate,Field Drain,Corn Mill,Place Name,Wool Manufacturing Site,Chaff Mill,Tip,Mess,Boundary Marker,Capstan-Pit,Metal Extraction Site,Pillars,Smelter,Steps,Stucture,Watercourse,Water-Wheel Pit,Ore Store,Weighbridge Office,Railway Workers Hut,Artefact Scatter,Boundary Wall,Railway Inclined Plane,Mining Industry Site,Cold Store,Turning Shop,Casting House,Village,Water Course,Ironworks,Copperworks,Wire Works,Plating Works,Coal Drift,Silver Works,Coal Fired Power Station,Pottery Works,Arsenic Works,Silversmiths Workshop,Sheet Metal Works,Workers Cottage,Engineering Works,Acid Works,Metal Works,Mortar Mill,Nickel Works,Drying Kiln,Charcoal Production Site,Tin Works,Oil Refinery,Sluice House,Lime Shed,Mineral Railway,Paint Factory,Hammer,Railway Workshop,Coal Tar Works,Dye House,Fitters Workshop,Iron Working Site,Cairn,Stone Block,Cairnfield,Reverberatory Furnace,Railway Works,Gridiron,Bowl Furnace,Charcoal Burners Hut,Electricity Pylon,Cider House,Scouring Basin,Diff Portal,Canal Reservoir,Canal Bridge,Plateway,Main Haulage Tramroad,Farmstead,Tramroad,Main Waste Tip,Stables And Stores,Possible Shaft,Possible Level,Ironstone Level,Branch Haulage,Ironstone,Hydraulic Accumulator Tower,Brick And Tilemaking Site,Fuel Production Site,Coking Works,Pug Mill,Depression,Surface Pit,Stone Structure,Stone Wall,Railway Sidings,Tramline,Signal Box,Food Processing Site,Earthworks,Engine Pit (Candidate),Gasworks,Dock,Oven,Metal Product Site,Commercial,Gate Lodge,Works Canteen,Gateway,Metalled Surface,Walled Enclosure,Inclined Plane And Sheave House,Quarry, Pencoed Castle Farm,Coal Level,,Platforms,Colliery Flue,Coal Shafts,Quarries,Powder Store,Metal Production Furnace,Metal Industry Site,Slag,Workers Housing,Leat System,Boilers
C117	Industrial - Prehistoric	Flint Working Site,Opencast Mine (Copper),Mine (Lead/Copper),Lead Mine,Copper Mine,Mine (Lead/Silver),Mine,Stone Axe Factory,Quarry,Opencast Mine,Stone Pile,Extractive Pit,Archaeological Feature,Flint Scatter,Lithic Working Site,Flintworking Floor,Lithic Scatter,Hut,Dam,Spoil Heap,Mining Landscape,Metal Smelting Site,Metal Working Site,Kiln,Aqueduct,Industrial Site,Artefact Scatter,Bloomery,Charcoal Burning Platform,Peat Cutting,Cist,Ivory Working Site,Peat Extraction Site,Peat Workings
C118	Industrial – Roman	Metal Working Site,Iron Working Site,Bloomery,Pottery Kiln,Lead Mine,Smelt Mill,Mine,Depot,Mine (Lead/Copper),Mine (Lead/Zinc/Copper),Copper Mine,Furnace,Workshop,Tile Works,Tile Kiln,Findspot,Hush,Settlement,Fort,Drying House,Annexe,Blacksmiths Workshop,Corn Drying Kiln,Building,Gold Mine,Anvil Stone,Industrial Site,Dam,Mill,Quarry,Kiln,Smelting Works,Level,Pit Cluster,Lime Kiln,Archaeological Feature,Rubbish Pit,Hearth,Drying Kiln,Hearth (Industrial),Ironstone Mine,Metal Processing Site,Iron Works,Slag Heap,Smithy,Iron Furnace,Slag,Metal Production Furnace
C119	Infrastructure - Medieval	Folklore,Court House,Market,Borough,Town,Llys,Settlement,Shrunken Settlement,College,Cantref,Township,Town Defences,Beacon,Manor,Parish,Public House,Effigy,Pillory,Standing Stone,Gallows,Law Court,Mint,Town Cross,House,Village Cross,Market Cross,Findspot,Parish Bounday,Trackway,Maerdref,Llys?,Battle Site,Grammar School,Town Hall,Stocks,Inhumation,Guildhall,Prison,Unknown,Inn,Manor House,Trading Centre,School,Historical Site,Parish Boundary,Fair,Pond,County Hall,Commemorative Monument,Warehouse,Church House,Commemorative Stone
C120	Infrastructure - Post Medieval	Commemorative Monument,Cockpit,Gully,House,Spring,Culvert,Gallows,Clearance Cairn,Manor,Drainage Ditch,Platform,Drainage System,Flood Defence,Gorsedd Circle,Medicinal Well,Spa,Reservoir,Pond,Water Course,Non Antiquity,Well,Gibbet,Deserted Settlement,Rectory,Shooting Butt,Field Clearance,Settlement,Hunting Lodge,Golf Course,Water Pump,House Platform,Market Hall,Public House,Fives Court,Market,Argae,Long Hut,Pillory,Longhouse,Unenclosed Settlement,Hut,Stocks,Dam,Shrunken Settlement,Sheep Fold,Enclosed Settlement,Enclosure,Decoy Pond,Beacon,Handball Court,Moated Site,Flood Bank,Barn,Dwelling,Manor House,Farmstead,Pump,Building,Quarry,School,Cottage,Vicarage,Wall,Estate,Shelter,Root Vegetable Store,School House,Town Hall,Bakehouse,College,Weir,Rain Gauge,Triangulation Point,Inn,Prison,Military Hospital,Warehouse,Sewage Works,Field Barn,Groyne,Water Pipe,Workers Village,Racecourse,Grandstand,Racecourse Winning Chair,Hotel,Public Hall,Bank (Financial),War Memorial,Local Government Office,Almshouse,Country House,Game Larder,Court House,Lodge,Outbuilding,Farmhouse,Theatre,Town House,Gaol,Bier House,Fire Station,Agricultural Hall,Butter Market,Workhouse,Telephone Box,Exchange,Public Library,Stable,Church Hall,Latrine,Law Court,Post Box,Commercial Premises,Presbytery,Estate House,Hall House,Walled Garden,Shop,Baptist College,Well House,Police Station,Bridge,Canal Weir,Cow House,Wool Market,Reservoir Dam,County Hall,Office,Nonconformist Chapel,Drinking Fountain,Post Office,Hospital,Cellar,Childrens Home,Brewery Office,Manse,Shopping Arcade,Smithy,Chapel House,School Hall,Service Wing,Armoury,Platform Group,Leat,Oven,Holy Well,Boulder,Bath House,Palace,Bishops Palace,Cave Occupation,Multiple Site,Hillfort,Mine Shaft,Telegraph Station,Mill House,National School,Millers House,Obelisk,Flood Relief Arch,Hut Group,Terrace,Bowling Green,Water Tank,Sluice Gate,Cinema,Field System,Hut

Platform, Observatory Tower, Picnic Table, Army Hospital, Museum, Terraced House, Banqueting House, Cart Shed, Threshing Barn, Laundry, Farm, Gate Lodge, Outbuildings, Orphanage, Blacksmiths Workshop, Toll House, Barracks, Miners Institute, Civic Centre, Gateway, Llettau, Mansion, Park Lodge, Canal Outfall Weir, Villa, Privy, Valve Tower, Hydro Electric Power Station, Agricultural Range, Kitchen, Church House, Weigh-House, Canal Lock Cottage, Ballroom, Tomb, Estate Lodge, Dewpond, Dressage Arena, Pump House, Shooting Stand, Firing Range, Sluice, Cold Store, Town, Mill Pond, Occupation Site, Folklore, Village Hall, Column, Country House Estate, Bank (Earthwork), Tennis Court, Corn Drying Kiln, Aqueduct, Observatory, Corn Mill, Stream, Bandstand, Industrial Site, Midden Yard, Livestock Market, Working Mens Club, Guildhall, Market House, Drain, Drovers Inn, Water Channel, Reclamation Bank, Winehouse, Sunday School, Mausoleum, Reading Room, Institute, Welfare Centre, Flat, Medical Hall, Railings, School Dining Hall, School Building, Office Block, Garage, Icehouse, Sorting Office, Sluice Outlet, Hospital Ward, Hospital Gate Lodge, Nurses Hostel, Hospital Academic Unit, Public Convenience, Skittle Alley, Cupola, Coachmans House, Parsonage, Garden Column, Mansion House, Estate Wall, Coach House, Clock Tower, Shelter Shed, Kiln House, Convalescent Home, Temperance Hall, Pigswill House, Railway Culvert, Canalised River, Breakwater, Waterfall, Swimming Pool, Ablutions Block, Camp Site, Water Tower, Sluice Valve, Trackway, Bothy, Trigonometrical Station, Air Valve, Boat House, Summerhouse, Prefabricated Building, Mill Race, Pumping Station, Housing Estate, Field Drain, Infirmary, Radio Station, Ramp, Workers Housing, Bathing Place, Waterworks, Aviary, Psychiatric Hospital, Building Platform, Moat, Ty Bach, Conduit, Recreation Ground, Refuse Disposal Site, Ditch, Winding House, Launder, Nissen Hut, Spout, Holiday Centre, Wind Pump, Named Tree, Tank, Turbine House, Railway Signal, Mast, Gatehouse, Estate Office, Camera Obscura, Shepherd Hut, Glasshouse, Malt House, Range Markers Hut, Bakery, Servants Hall, Machine House, Isolation Hospital, Fire Engine, Engine House, Storehouse, Cess Pit, Fire Engine Shed, Wash House, Training School, Hovel, Golf Clubhouse, Cricket Ground, Rubbish Pit, Petrol Station, Canal Boathouse, Milk Factory, Squash Court, Brewhouse, Youth Club, Memorial Statue, Memorial, Childrens Play House, Hearse House, Municipal Offices, Social Club, School Dormitory Block, Shooting Hide, Youth Hostel, School Lodge, Service Building, Reservoir Spillway, Reservoir Strainer Tower, Outlet House, Water Filtration Plant, Reservoir Building, Weighbridge House, Reservoir Gauging House, Reservoir Gauge House, Siphon Inlet House, Siphon Outlet House, Filter House, Paper Mill Drying House, Hen House, Canal Aqueduct, Parish Hall, Estate Cottage, Council Office, Colliery Bath House, Village Institute, Friary Guest House, Dovecote, Canal Warehouse, Pavilion, Findspot, Cottage (House), Public Park, Fish Weir, Fishpond, Mill

Leat, Midden, Oubuilding, Houses, Hostel, Quern, Hall, Structure, Beer House, Cottages, Hut Circle, Barbers Shop, Farm House, School Room, Railway, Transmitter Site, Winch, Nonconformist Meeting House, Union Workhouse, Clubhouse, Drainage Level, Mill Dam, Baths, Privy House, Courtyard, Weavers Cottage, Married Quarters, Decontamination Building, Grocers Shop, Gymnasium (Sports), Telecommunication Building, Sergeants Mess, Sports Building, Workers Cottage, Fish Pass, Railway Level Crossing House, Bungalow, Community Centre, Library, Crossing Keepers Cottage, Railway Junction, Railway Building, Filter Bed, Terraced Housing, Terraced Buildings, Terraced Cottages, Shooting Box, Railway Station, Vegetable Store, Military Residence, Kitchen Garden, Reception Centre, Children's Playground, Workshop, Boundary Wall, Gully, Shed, Cairn, Farm Building, Golf Club, Mound, Homestead, General Store, Spa Hotel, Gazebo, Trough Or Gully, Dyke, Field Boundary, Boundary, House Site, Trough, Depression, Secondary School, Church School, Assembly Rooms, Dairy, Leat System, Clergy House, College Building, Shopping Centre, Cookhouse, Compass Platform, Infant School, Rifle Butts, Toilet, Shepherds Hut, Deserted Rural Settlement, Watercourse, Parish Boundary, Water Meter House, Deserted Rural Settlement, Pond, Water Regulation Installation, Commemorative Stone, House And Garden, Recreational Hall, Meeting Hall, Junior School, Drainage Channel, Showground, Golf Green, Cottage (Possible), Earthwork, Football Ground, Plaque, Signalling Structure, Cycle Track, Deleted, Fish Market, Ornamental Pond, Combination Farm Building, Record Office, Battle Site, Deserted Rural Settlement?, Whipping Post, Castle, Natural Feature, Canal, Pillar Box, Custom House, Timber Pond, Shire Hall, Meeting House, Grammar School, Unknown, Llys, Hafod, Crannog, Military Building, Major Dwelling, Chapel, Music Hall, Racing Circuit, Dance Hall, Municipal Building, Flood Lock, Counting House, Railway Signal Box, Corn Exchange, Mill, Village, Execution Site, Building?, Peat Stack, Folly, Vestry, Depot, House Of Correction, Tower House, Restaurant, Chamber Of Commerce, Lock Up, Agricultural Building, Ferrykeepers House, Poorhouse, Weavers Workshop, Laboratory, Tannery, Farm Complex, Dog Racing Track, Submarine Listening Station, Memorial Hall, Emergency Water Supply, Recreation Building, Fan House, Drying House, Christian Association Hostel, Gymnasium, Women's Land Army Hostel, Officers Mess, Military Headquarters, Quarters, Hockey Pitch, Coastguard Station, Golf Tee, Mess, Kennel, Training Structure, Navigation Aid, Canteen, Transmitter Block, Telephone Junction Box, Receiver Block, Transmitter Array, Food Store, Surgery, Practice Trench, Peat Workings, Sewer, Resettlement Camp, Lifeboat Station, Sick Quarters, Link Trainer, Disinfectant House, Waaf Hairdressers Shop, Shell Midden, Weapons Pit, Coastguards Cottage, Fish Warehouse, Stone Spread, Tea Room, Lagoon, Hosiers Cottage, Infectious Diseases Hospital, Sailing Club, Cistern, Flat Rods, Off-Road Course, Abattoir, Garden, Water Trough, Toll Gate, Hollow Way, Brewery, Steps, Silt Trap, Pet Cemetery, Pumping House, Toll Bar, Air Raid Shelter, Waste Disposal Site, Sports Ground, Hardware Shop, Fair, Historical Site, Printing Works, Tailors Shop, Monument, Farm Buildings, Hamlet, Terraced Cottage, Water Wheel, Mine Building, Hush, Reservoir, Leat?, Long Hut?, Mill

		<p>Pond?, Fog Horn, Post Base, Plantation, Well?, Ford, Water Supply System, Chemists Shop, Gentry House, Settling Tank, Rugby Pitch, Target, Cottage Site, Navigation Beacon, Gates, Military Camp, Powder Magazine, Spoil Heap, Valve House, Filter Beds, Cottage?, Wheel Pit, Military Training Site, Covered Reservoir, Water Mill, Industrial Building, Foundations, Spoil Tip, Footbridge, Stilling Basin, Sand And Gravel Extraction Site, Revetment, Postbox, Coastguard Lookout, Flood Defences, Memorial Garden, War Memorial Hall, Workers Cottages, Recreation Centre, Settlement Features, Cafe, Visitor Centre, Gun Holdfast, Gun Pit, Croquet Lawn, Fulling Mill, Artificial Watercourse, Holding Pond, Public House?, Squatter Settlement, Well?; Water Tank, Boundary Stone, Stone Setting, Flagpole, Hut Circle Settlement, Round Barrow, Cross, Unenclosed Hut Circle Set, Slate Processing Works, Famrstead, Marker Cairn, Defended Settlement, Burnt Mound, Multiple Dwelling, Lighthouse, Hearth, Priests House, Standing Stone, Stone Quarry, Landscape, Gas Works, Rock Cannon, Semaphore Station, Terraced Ground, Annexe Enclosure, Bank And Ditch, Hafoty, Boundary Marker, Boundary Bank, Signal Station, Tower, Statue, Marine Construction Site, Embankment, Resort Town, Promenade, University, Gate, Motoring Telephone Box, Butchers Shop, Monument (By Form), Water Disposal Site, Row House, Hall Of Residence, Flats, University College, Wine Bar, Political Club, Ferrykeepers Cottage, Square, Information Centre, Concert Hall, Lamp Post, Arch, Fountain, Signal Box, Pier, Bunker, Golf Bunker, Cave, Amphitheatre, Cannon Stone, Path, Outfall Sewer, Construction Camp, Building Complex, Timber Yard, Caravan Park, Tidal Door, Coaching Inn, Crog Loft Cottage, Round House (Domestic), Tunnel, Pipeline, Adit, Freemasons Hall, Yard, Coal Shed, Aquarium, Shipping Warehouse, Well Cover, Penstock, Guest House, Student Union Building, Students Union, Elementary School, Art Gallery, Golf Course Green, Water Supply Site, Grain Warehouse, Mission Hall, Literary And Scientific Institute, Hut Scoop, Smallholding, Fish Trap, Fish And Chip Shop, Pool, Unenclosed Hut Circle Settlement, Coal Yard, Industrial Estate, Caban, Distillery, Diving Platform, Bunkhouse, Scout Hut, Residential Building, Pit, Cottage Garden, Gate Pier, Walled Enclosure, Bank, Commercial Office, Schoolroom, Sjop, Munition House, Cable Car, Minature Railway, Archaeological Feature, Weigh House, Residential Home, Electricity Sub Station, Cable Trench, Scoop, Prisoner Of War Camp, Cascade, Fence, Gravestone, Grave, Urn, Bust, Orangery, Sanatorium, Loggia, Sail Loft, Inscribed Stone, Gate Post, Commemorative Cross, Garden Wall, Wheelwrights Workshop, Refugee Accommodation, Seamens Mission, Workroom, Graffiti, Convalescent Home; House, Pipe Works, Valve, Road, Generator House, Mortuary, Hairdressers Salon, Boundary Fence, Feature, Stone Pile, Telegraph Pole, Shepherds Hut?, Deer Park, Overflow Channel, Bench Mark, Railway Hotel, Weighbridge Office, Labourers? Shelter, Military Base, Commemorative Medal, River, Archdeaconry, Souterrain, Promontory Fort, Fishery, Shrunkan Village, Lock Keepers Cottage, Training College, Deanery, University Administration Office, Coal Exchange, Sports Centre, Magistrates Court, Truck Shop, Squatters Cottage, Clinic, Club, Hospice, Sluice House, Cider House, Merchants House, Eating And Drinking Establishment, County Court, Working Mens Institute, Colliery Institute, Hide, Rocket Apparatus Station, Reservoir Inspection Chamber, Butts, Seaside Pavilion, Circus (Recreational), Farm Labourers Cottage, Cenotaph, Railway Warehouse, Lightkeepers House, Mansio, Underground Structure, Legal Office, Pay Office, Flat (Candidate Term), Bonded Warehouse, Chandlery, Mews, Ragged School, Public Building, Canal Workers Cottage, Toft, Department Store, Strucutre, Board School, Stations Masters House, Railway Workers Cottage, Lengthmans Cottage, Pheasantry, Managers House, Deer Shelter, Rocket Apparatus Store, Formal Garden, Viewing Point, Pending Orchid House, Pill, Water Storage Site, Slipway, Rifle Range, Water Meadow, Romney Hut, Hospital Building, Vault, Outhouses, School-House, Candidate (Flat), Ruins, Stone, Hydraulic Ram, Drainage Ditches, Stepping Stones, Broadcasting Transmitter, Air Shaft, Fairground, Telecommunication Structure, Bingo Hall, Country Club, Auxilliary Hospital, Ice House, Cow House And Barn, Government Office, Commercial, Dwellings, Terraced Houses, Nursing Home, Buildings, Canal Reservoir, Shopping Parade, Canal Lengthmans Cottage, Transport Workers House, Postal System Structure, Tenement Block, Univallate Hillfort, Meeting Hall; Church Hall</p>
CI21	Infrastructure - Roman	Commemorative Monument, Centurial Stone, Vicus, Signal Station, Road, Findspot, Mansio, Inscribed Stone, Forum, House, Stone, Track, Bath House, Ditched Enclosure
CI22	Maritime – Medieval	Port, Quay, Harbour, Landing Place, Landing Point, Pier, Ferry Crossing, Wreck, Wharf, Sea Defences, Boat, Ferry, Flood Defences
CI23	Maritime - Post Medieval	Groyne, Boat Yard, Port, Wreck, Lifeboat Station, Slipway, Landing Stage, Breakwater, Pier, Lighthouse, Jetty, Quay, Harbour, Dock, Ferry Crossing, Wharf, Sluice, Canal Wharf, Pumping Station, Culvert, Argae, Shoreline, Canal Lock, Seawall, Reclamation Bank, Sailors Home, Reservoir, Sea Defences, Footbridge, Embankment, Building, Coastal Defence, Ballast Mound, Port Office, Floating Dock, Ship Channel, Navigation Aid, Landing Point, Dock Gate, Flood Defence, Anchorage, Mooring Bollard, Pill, Barbed Wire Obstruction, Coastguard Lookout, Life Saving Apparatus Shed, Mooring Ring, Pontoon Pier, Boom, Marina, Lock, Barrage, Pontoon, Coastguard Station, Dockmasters Office, Gate, Loading Stage, Feature, Sail Loft, Boat House, Swimming Pool, Boat, Navigation Marker, Moorings, Shipwreck, Military Coastal Defences, Landing Place, Post, Shelter, Tower, Bank (Earthwork), Boiler Shop, Fitters Workshop, Workshop, Dry Dock, Saw Mill, Blacksmiths Workshop, Upholstery Works, Office, Landing Pier, Lock Gate Mechanism, Lock Gate, Peat



		Drying House, Engine House, Shipyard, Lightkeepers House, Warehouse, Watch Tower, Boat Store, Yard, Spoil Heap, Shop, Petrol Station, Winch House, Sailing Club, Boundary Wall, Wall, Beach Access, Store House, Storehouse, Sheer Legs, Capstan, Dockyard, Maritime Office, Water Regulation Installation, Hut, Shed, Port Authority Office, Crane, Promenade, Structure, Seascape, Gate Pier, Wooden Structure, Marker Stone, Fish Trap, Boathouse, Lookout, Magazine, Ballast Quay, House, Custom House, Flagpole, Barge, Ferry, Pilot Office, Hospital Ship, Tanker, Sea Defences/Wall, Staithe, Mast, Marine Workshop, Hard, Grounding Site, Metal Cylinder, Sluice Gate, Observation Post
CI24	Maritime - Prehistoric	Boat
CI25	Maritime – Roman	Quay, Dock, Boat, Flood Defences
CI26	Object – Medieval	Findspot, Chapel, Shrunken Settlement, Town Ditch, House, Hoard (Coin), Coin, Coin Hoard, Battle Site, Finds, Component, Sculpture, Lamp Holder, Comb, Coffin, Jug, Sword, Sherd, Shovel, Architectural Fragment, Tile, Vessel, Arrowhead, Quern, Animal Remains, Cauldron, Brooch, Post, Pin, Horse Shoe, Crucible, Stud, Bead, Beam, Inscribed Object, Ring, Creel, Find
CI27	Object - Post Medieval	Findspot, Multiple Site, Non Antiquity, Road, Farm, Ditch, Flood Defence, Icehouse, Beacon, Corn Mill, Building, Ridge And Furrow, Field Boundary, Pit, Finds, Argae, Cotton Mill, Brewery, Environmental Deposit, Tympanum, Hoard (Coin), Find Only, Coin, Coin Hoard, Vessel, Carved Stone, Boat, Barometer, Agri Environment Consultation, Animal Shed, Cow House, Platform, Project Record, Warehouse, Trough, Natural Feature, Inscribed Stone, Non-Monument Type, Arrow Sharpening Stone, Winch, Cottage Garden, Incised Stone, Pottery, Stone, Graffiti, Animal Remains, Bell, Quern, Sherd, Cannon Ball, Hoard, Pier, Brooch, Trap, Tessellated Floor, Slag, Clay Pipe (Smoking), Wood, Jar, Ampulla, Hulk, Arrowhead, Flint Scatter, Spindle Whorl, Barbed And Tanged Arrowhead, Ring, Ingot, Buckle, Microlith, Core, Awl, Weaving Comb, Needle, Urn, Sling Shot, Gunflint, Pin, Post, Commemorative Monument, Mile Stone, Structure, Farmstead, Fish Trap, Bomb Crater
CI28	Object – Prehistoric	Findspot, Flint Scatter, Peat Deposit, Scraper (Tool), Hoard (Bronze), Quern, Blade, Find, Find Scatter, Lithic Scatter, Finds, Occupation Site, Core, Finds Only, Worked Object, Spearhead, Cinerary Urn, Axe, Armlet, Stone, Unknown, Axehead, Cist, Cremation Burial, Round Barrow, Cremation Cemetery, Carved Stone, Arrow Sharpening Stone, Shell Midden, Microlith, Hoard, Palstave, Arrowhead, Lithic Implement, Adze, Spear, Point, Socketed Axehead, Leaf Arrowhead, Barbed And Tanged Arrowhead, Javelin, Sherd, Sword, Animal Remains, Knife, Chisel, Coin, Natural Feature, Awl, Pin, Post, Bucket, Needle, Ring, Pick, Projectile, Urn, Flanged Axehead, Plant Remains, Pygmy Cup, Rapier, Bracelet, Borer, Pot Boiler, Creel, Tool By Product, Thumbnail Scraper, Rope, Paddle, Cairn
CI29	Object – Roman	Findspot, Coin Hoard, Settlement, Hoard (Coin), Coin, Finds, Find Scatter, Hoard, Unknown, Non-Monument Type, Milestone, Carved Stone, Altar, Sherd, Horse Shoe, Figurine, Ceremonial Object, Bead, Brooch, Buckle, Quern, Jug, Coffin, Cinerary Urn, Knife, Javelin, Pin, Armlet, Jar, Tweezers, Key (Locking), Inscribed Object, Ring, Animal Remains, Ingot, Intaglio, Mosaic, Bowl, Tile, Axe, Slag, Cooking Vessel, Beaker, Sculpture, Spear, Statue, Necklace, Spindle Whorl, Tegula, Lamp Holder, Mount, Inscribed Stone
CI30	Religious Funerary And Ritual - Medieval	Chapel, Church, Holy Well, Cross, Hermitage, Abbey, Monastic Holding, Church Tower, Clas, Cross Incised Stone, Incised Stone, Monastery, Inscribed Stone, Churchyard, Priory, Carved Stone, Multiple Site, Well, Cemetery, Standing Stone, Nunnery, Grange, Motte, Tomb, Friary, Mass Grave, Spring, Long Hut, Town Cross, Burial, Enclosure, Sheela-Na-Gig, Decorated Stone, Ossuary, Preaching Mound, Rock Carving, Hollow Way, Cathedral, Priory Building, Font, Cemetery, Church Bell, Chantry Chapel, Priory Precinct, Glebe Land, Inhumation, Priory Hall, Rood Screen, Shrine, Churchyard Cross, Preaching Cross, Church Land, Square Barrow, Lych Gate, Churchyard Boundary, Cloister, Almonry, Canonry, Bell Tower, Precinct Boundary, Boundary Marker, Bell, Grave, Barrow, Battle Site, Square Barrow Cemetery, Findspot, Hut, Stone, Abbey Precinct, Finds, Chapter House, Building, Friary Precinct, Vault, Platform, Bishop House, Village Cross, Ecclesiastical Establishment, Cist Grave Cemetery, Well Chapel, Deleted, Ecclesiastical Enclosure, Altar, Cell, Collegiate Church, Guest House, Market Cross, School, Commandery, Sundial, Hospital, Chantry College, Cave, Commemorative Monument, Monastic Land, Chapelry, Church Hall, Unknown, Baptistery, Bangor, Grave Slab, Chapel?, Cist, Boundary Cross, Sanctuary, Pilgrims Way, Pilgrimage Station, Oratory, Deserted Rural Settlement, Cropmark, Round Barrow Reuse, Graveyard, Grave Marker, Stone Circle, Stone Setting, House Platform, Cairn, Chambered Tomb, Wayside Cross, Blacksmiths Workshop, House, Dewpond, Feature, Tower, Wall, Inscribed

		Stones, Inhumation Cemetery, Ecclesiastical Building, Place Name, Gravestone, Cross Base Stone, Colledge, Round Barrow, Gatehouse, Church Ruins
CI31	Religious Funerary And Ritual - Post Medieval	Church, Carved Stone, Non Antiquity, Boundary Stone, Cemetery, Multiple Site, Boundary Marker, Boulder, Well, Clearance Cairn, Friends Burial Ground, Cross, Shelter, Mound, Churchyard, Mausoleum, Graveyard, Drainage Ditch, Spoil Heap, Chapel, Inscribed Stone, Marker Stone, Marker Cairn, Pillow Mound, Enclosure, Round Barrow (Cairn), Stone Alignment, Cairn, Gate Post, Quarry, Font, Burial, Field Boundary, Nonconformist Chapel, Tomb, Lych Gate, Cairnfield, Church Bell, Friends Meeting House, Agricultural Building, Tractor Shed, School, Churchyard Boundary, Cathedral Building, Cemetery Chapel, Chapel Hall, Shrine, Pulpit, Holy Well, Monastic Holding, Incised Stone, Inhumation Cemetery, Church Land, Friary, Stone Setting, Monastery, Reservoir, Marker Carin, Shooting Stand, Pit Trap, Inhumation, Building, Round Barrow, Hospital Chapel, Chapelyard Boundary, Chest Tomb, Cathedral, Town Cross, Nonconformist Meeting House, Baptismal Tank, Bier House, Pit, Animal Cemetery, House, Grave, Stone Circle, Bank (Earthwork), Church School, Chapel House, Mission Church, Hearse House, Cemetery Gateway, Railings, Churchyard Cross, Churchyard Steps, Platform, Kiln, Nunnery, Barrow, Gravestone, Clearance Cairn Group, Standing Stone, Brewery, Non-Conformist Chapel, Churchyard Gate, Convent, Church Hall, Market Cross, Presbytery, Roman Catholic College, Cemetery Lodge, Chapel Vestry, Table Tomb, Churchyard Bridge, Cemetery, Findspot, Peat Mound, Hut, Memorial, Mortuary, Kerbstone, Vicarage, Trackway, Burial Ground, Grave Yard, Commemorative Monument, Vault, Steps, Sunday School, Cross Incised Stone, Almshouse, Stone, Mass Grave, Natural Feature, Commemorative Stone, Meeting House, Preaching Station, Deleted, Stone Row, Unknown, Consecration Cross, Cave, Chapel?, Pilgrims Way, Not An Antiquity?, Baptistery, Grange, Synagogue, Mansion, Priory, Summerhouse, Vestry, Gymnasium, Mission Hall, Meeting Place, Abbey, Gateway, Vestry & Coach-House, Standing Stone?, Cemetery?, Memorial Stone, Cist, Wayside Cross, Rubbing Stone, Cup Marked Stone, Spring, Earthwork, Mortuary Chapel, Seamens Mission, Boundary Wall, Cemetery, Gate Lodge, War Memorial, Walled Enclosure, Gate, Schoolroom, Wall, Rectory, Sculpture, Parish Hall, Community Centre, Lodge, Club, Institute, Outbuilding, Church House, Feature, Holy Well?, Clergy House, Recumbent Stone, Linear Feature, Human Remains, Ecclesiastical Building, Hengiform Monument, Rock Carving, Chantry College, Round Barrow Pair, Place Name, Sheep Shelter, Long Barrow, Ring Cairn, Place Of Worship, Boundary, Barrow Cemetery, Round Barrow Cemetery, Prehistoric Monument Complex, Kerb Cairn, Tombstone, Methodist Chapel, Jewish Cemetery, Salvation Army Hall, Round Barrow Cemetery (Cairnfield), Independant Chapel, Yew Tree, Cremation Burial, Standing Stone Pair, Chambered Tomb, Mosque, Cremation Cemetery
CI32	Religious Funerary And Ritual - Prehistoric	Round Barrow (Structured Cairn), Stone Circle, Round Barrow, Round Barrow (Kerb Cairn), Cist, Round Barrow (Cairn), Standing Stone, Long Barrow, Round Barrow (Ring Cairn), Round Barrow (Large), Cup Marked Stone, Stone Setting, Round Barrow Cemetery, Multiple Site, Chambered Tomb, Stone Row, Prehistoric Monument Complex, Round Barrow (Platform Cairn), Standing Stone (Pair), Hill Figure, Hut Circle, Stone Circle (Four Poster), Non Antiquity, Ring Ditch, Henge (Hengiform Monument), Standing Stone Pair, Hut, Cursus, Henge, Timber Circle, Ritual Pit, Round Barrow Cemetery (Cairnfield), Pit Circle, Cremation Burial, Clearance Cairn, Cemetery, Cairn, Round Barrow Cemetery (Pair), Stone Row (Avenue), Pit, Inhumation, Findspot, Cremation Cemetery, Inhumation (Natural Mound), Cist Grave Cemetery, Stone Row (Multiple), Stone Circle (Kerb Circle), Inscribed Stone, Ring Ditch (Large), Cremation, Round Barrow (Very Large), Burial, Cremation Burial (Natural Mound), Boundary Stone, Palisaded Enclosure, Enclosure, Cairn Cemetery, Standing Stone Group, Carved Stone, Round Barrow (Ring Cairn), Hoard (Bronze & Gold), Finds, Incised Stone, Grave, Stone Alignment, Ring Cairn, Prehistoric Complex, Barrow, Causewayed Enclosure, Burnt Mound, Ritual Complex, Round Hut, Round Barrow Pair, Cave Occupation, Mound, Cairnfield, Round Cairn, Funerary Site, Chambered Cairn, Rock Carving, Ring Barrow, Hengiform Monument, Barrow Cemetery, Pond Barrow, Ring Barrow Cemetery, Defended Enclosure?, Henge?, Stone Avenue, Chambered Tomb Cemetery, Pillow Mound, Ditched Enclosure, Megalithic Structure, Bog Burial, Ecclesiastical Enclosure, Well, Cove, Settlement, Scoop Grave, Promontory Fort, Standing Stone?, Round Barrow Cemetery?, Stone, Urnfield, Natural Feature, Kerb Cairn, Holy Well, Platform Cairn, Long Hut, Burial Cairn, Building, Kerb Circle, Quarry, Cave, Ringwork, Round House, Circular Enclosure, Shrine, Round Barrow (Carin), Burial Chamber, Long Cairn, Earthwork
CI33	Religious Funerary And Ritual - Roman	Round Barrow, Tomb, Inscribed Stone, Cremation Burial, Cemetery, Well, Amphitheatre, Round Barrow Cemetery, Sculpture, Cremation Cemetery, Industrial Settlement, Carved Stone, Temple, Mausoleum, Find Scatter, Findspot, Burial, Shrine, Ossuary, Inhumation, Cremation, Standing Stone, Incised Stone, Mound, Barrow, Watch Tower, Cist, Barrow Cemetery, Mixed Cemetery, Altar, Tombstone, Cairnfield, Chapel, Burial Pit

CI34	Transport - Medieval	Ford,Road,Dug-Out Boat,Ferry Crossing,Bridge,Trackway,Path,Port,Hollow Way,Canal,Causeway,Quay,Drove Road,Track,Holloway,Holy Well,Footbridge,Deleted,Anchorage,Landing Point,Packhorse Road,Stepping Stones,Cup Marked Stone,Footpath,Wreck,Wall,Dry Dock
CI35	Transport - Post Medieval	Toll Gate,Road,Bridge,Trackway,Milestone,Toll Road,Mounting Block,Ford,Railway,Tramway,Toll House,Canal Wharf,Hollow Way,Tramway Viaduct,Pavement,Canal,Railway Station,Canal Basin,Subway,Wharf,Timber Setting,Railway Bridge,Canal Bridge,Dock,Canal Building,Garage,Railway Signal Box,Canal Aqueduct,Coach House,Railway Platform,Railway Footbridge,Railway Goods Shed,Railway Viaduct,Canal Crane,Canal Lock,Canal Bypass Pond,Canal Lock Keepers Cottage,Canal By-Pass Culvert,Milepost,Causeway,Aircraft,Air Crash Site,Inclined Plane,Harbour,Railway Embankment,Dry Dock,Tunnel,Tramway Tunnel,Path,Railway Tunnel,Footpath,Pavement Setts,Carriage Shelter,Winding House,Warehouse,Signpost,Turnpike Road,Winch,Ore Wagon,Tramway Station,Vehicle,Non Antiquity,Tramroad,Airfield,Canal Weir,Canal By-Pass Arch,Funicular Railway,Tramway Embankment,Weighbridge,Ramp,Stepping Stones,Canal Feeder Leat,Footbridge,Ferry Crossing,Canal Lock Chamber,Canal Lock Operating Gear,Canal Spillway,Tramway Office,Mile Marker,Railway Engine Shed,Canal Office,House,Stable,Tramway Bridge,Railway Level Crossing,Railway Trackbed,Clapper Bridge,Railway Workers Hut,Well,Railway Crossing Keepers Cottage,Canal Tunnel,Culvert,Canal Tow Path,Tramway Building,Railway Milepost,Railway Underpass,Railway Siding,Wall,Water Trough,Garden Steps,Cattle Docks,Perimeter Track,Taxiway,Runway,Hangar,Control Tower,Drive,Track,Jetty,Railway Wagon,Tramway Storage Bunker,Crane,Weir,Suspension Bridge,Tram Depot,Depot,Canal Overflow,Drove Road,Guide Post,Railway Signal Post,Railway Culvert,Railway Sign Post,Railway Building,Cable Car Platform,Railway Weighing Machine,Winding Engine,Railway Cutting,Bridleway,Railway Turntable,Crossroads,Canal Works,Stile,Goods Shed,Engine Shed,Canal Lift Bridge,Ticket Office,Turnpike Cottage,Viaduct,Canal Stop Lock,Canal Tunnel Portal,Railway Locomotive Shed,Workshop,Landing Ground,Stone,Plateway,Station,Railway Station Building,Petrol Station,Weigh House,Fire Engine House,Test House,Ambulance Station,Canal Dock,Pavilion,Metalled Surface,Level Crossing,Road Bridge,Stone Structure,Dyke,Railway Carriage Shed,Railway Transit Shed,Bus Station,Tunnel Portal,Railway Bridge Abutments,Quarry,Railway Halt,Railway Cattle Docks,Mews,Boat Lift,Canal Feeder,Bridge, Road,Railway Tunnel Portal,Loading Stage,Lifting And Winding Structure,Revetment,Aqueduct,Packhorse Road,Incline,Slipway,Terrace,Aerial Ropeway,Pre Turnpike Road,Vehicle Store,Cart Shed,Dwelling,Steps,Carriage House,Landing Stage,Boundary,Earthwork,Enclosure,River Crossing,Beach Access,Anchorage,Fuel Store,Marshalling Yard,Mooring Bollard,Carriage Drive,Railway Terminus,Hard,Wreck,Tram Shed,Building,Sea Defences,Military Road,Building Complex,Boat House,Leat,Barn,Landing Place,Weighbridge Office,Bridge Abutment,Bridge Pier,Drovers Road,Gate,Landing Point,Pathway,Railway Signal,Railway; Tramway,Trackway?,Smithy,Railway Inclined Plane,Railway Segment,Cartshed,Driveway,Foot Bridge,Railway Line,Gate Post,Embankment,Cable Car,Tollbooth,Arch,Railway Works,Linear Feature,Railway Vidauct,Lodge,Pier,Natural Feature,Tramyard,Sheep Fold,Lane,Military Camp,Candidate Term,Sign Post,Industrial Building,Booking Office,Hollowway,Loading Bay,Car Park,Crossing Keepers Cottage,Cycle Path,Swing Bridge,Winding Drum,Winder House,Horse Drawn Incline,Railings,Counter Balance Incline,Road Cutting,Cart Shed; Granary,Water Balance Incline,Gateway,Locomotive,Port,Slate Yard,Railway Transport Site,Road Sign,Boat,Shaft,Train Shed,Plaque,Shelter,Tower,Signal Box,Windsock,Compass Platform,Pit,Cairn,Quay,Station Building,Railway Junction,Goods Yard,Railway Warehouse,Railway Wagon Works,Transport,Railway Depot,Cottage,Arch Bridge,Ditch,Railway Hotel,Direction Stone,Staithe,Canal Warehouse,Roundhouse (Railway),Lock,Goods Station,Wagonway,Staithe,Structure,Travelling Crane,Modern Feature,Creek,Mineral Railway,Dockmasters Office,Coal Jetty,Packhorse Bridge,Industrial,Bollard,Tow Path,Canal Sluice,Canal Cutting,Awaiting Details,Tramway Transport Site,Section Box (Candidate),Routeway,Moorings,Slant,Railway Sidings,Movable Bridge,Stair,Canalised River,Pylon,Aircraft Hangar,Air Vent,Mounting Stone,Hoist,Transport Tunnel,Quay Crane,Canal Transport Site,Canal Feature
CI36	Transport - Prehistoric	Trackway,Dug-Out Boat,Ford,Hollow Way,Bridge,Findspot,Timber Jetty,Wooden Structure
CI37	Transport - Roman	Road,Milestone,Sighting Point,Trackway,Ford,Bridge Abutment,Track,Footpath,Field System,Aqueduct,Bridge,Causeway,Hollow Way,Path,Inscribed Stone,Mile Stone,Mansio,Quay,Metalled Surface,Cobbled Surface
CI38	Water Supply And Drainage - Post Medieval	Reservoir,Pond,Drainage Ditch





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