
Codeliste

BEFUNDE:	GW = Gewoelbe	CK = Knochenbrand
ABG = Ausbruchgrube	HE = Herd	FE = Eisen
AH = Abbruchhorizont	HS = Herdstelle	GL = Glas
B = Befund, unspezifiziert	KA = Kanal	HK = Holzkohle
BG = Baugrube	KG = Koerpergrab	HL = Rotlehm
BGB = Brandgrab	KR = Keller	HZ = Holz
BH = Bauhorizont	LH = Laufhorizont	KE = Keramik
BRU = Brunnen	LT = Latrine	KN = Knochen
BS = Brandschicht	M = Mauer	MU = Muenze
BT = Brandstelle	MA = aufgehendes Mauerwerk	PB = Blei
BU = Befund, unsicher	MO = Moertel	PE = Perle
ES = Estrich	MW = Mauerwerk	SG = Steingeraet
F = Fund, unspezifiziert	OF = Ofen	SL = Schlacke
FB = Fussboden	P = Pfostengrube	ST = Stein
FM = Fundament	PF = Pflaster	SX = Silex
FS = Feuerstelle	PS = Planierschicht	ZI = Ziegel
G = Grube	R = Rollierung	
GA = Grabhuegel	S = Pfostenstandspur	PUNKTSYMBOLS:
GB = Grab	SH = Schicht	FG = FG-Nagel
GBN = Graebchen	STO = Stoerung	HO = Humusoberkante
GD = Gebaeude	STZ = Steinsetzung	HP = Hauptmesspunkt
GE = gewachsener Boden	T = Tenne	NI = Nivellement
GEO = Geologie	WG = Wandgraebchen	PRA = PR-A
GG = Grabgrube	ZM = Ziegelmauer	PRB = PR-B
GH = Grubenhaus		PRC = PR-C
GN = Graben	FUNDE:	PRD = PR-D
GR = Grabungsgrenze	AG = Silber	TI = Textinformation
GRU = untere Grabungsgrenze	AU = Gold	
	BR = Bronze	