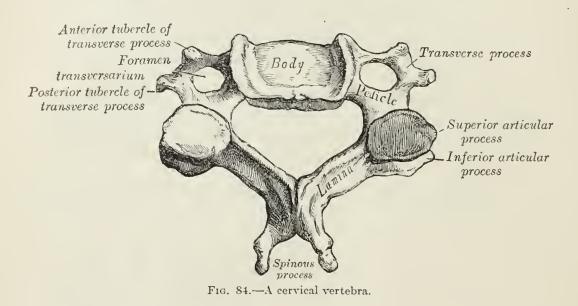
is placed on a lower level than the latter, and its inferior border is prolonged downward, so as to overlap the upper and forepart of the vertebra below. The upper surface is concave transversely, and presents a projecting lip on either side; the lower surface is concave from before backward, convex from side to side, and presents laterally shallow concavities which receive the corresponding projecting lips of the subjacent vertebra. The pedicles are directed lateralward and backward, and are attached to the body midway between its upper and lower borders, so that the superior vertebral notch is as deep as the inferior, but it is, at the same time,



narrower. The laminæ are narrow, and thinner above than below; the vertebral foramen is large, and of a triangular form. The spinous process is short and bifid, the two divisions being often of unequal size. The superior and inferior articular processes on either side are fused to form an articular pillar, which projects lateral-ward from the junction of the pedicle and lamina. The articular facets are flat and of an oval form: the superior look backward, upward, and slightly medial-ward: the inferior forward, downward, and slightly lateralward. The transverse processes are each pierced by the foramen transversarium, which, in the upper six

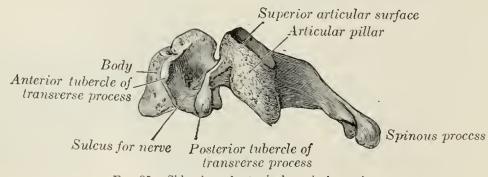


Fig. 85.—Side view of a typical cervical vertebra.

vertebræ, gives passage to the vertebral artery and vein and a plexus of sympathetic nerves. Each process consists of an anterior and a posterior part. The anterior portion is the homologue of the rib in the thoracic region, and is therefore named the costal process or costal element: it arises from the side of the body, is directed lateralward in front of the foramen, and ends in a tubercle, the anterior tubercle. The posterior part, the true transverse process, springs from the vertebral arch behind the foramen, and is directed forward and lateralward; it ends in a flattened vertical tubercle, the posterior tubercle. These two parts