

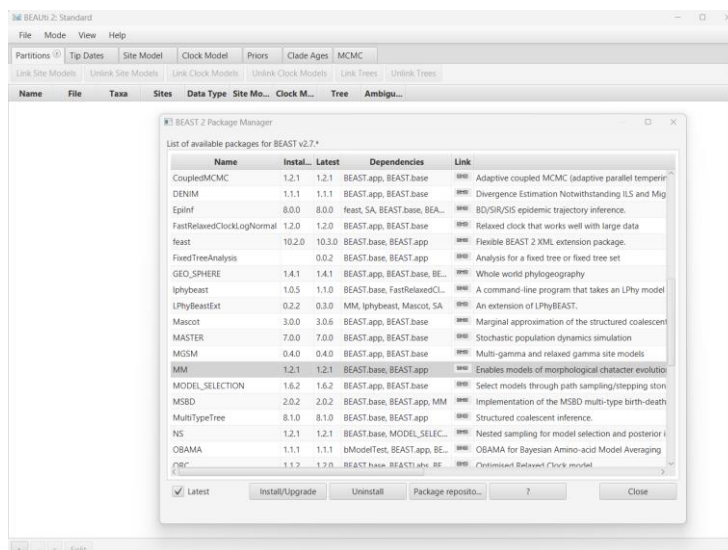
Supplementary

Sticking to your roots: Cyclical population bottlenecks prompted the extinction and emergence of lithic traditions with Late Mesolithic ancestry at the Early Neolithic transition in Western Norway.

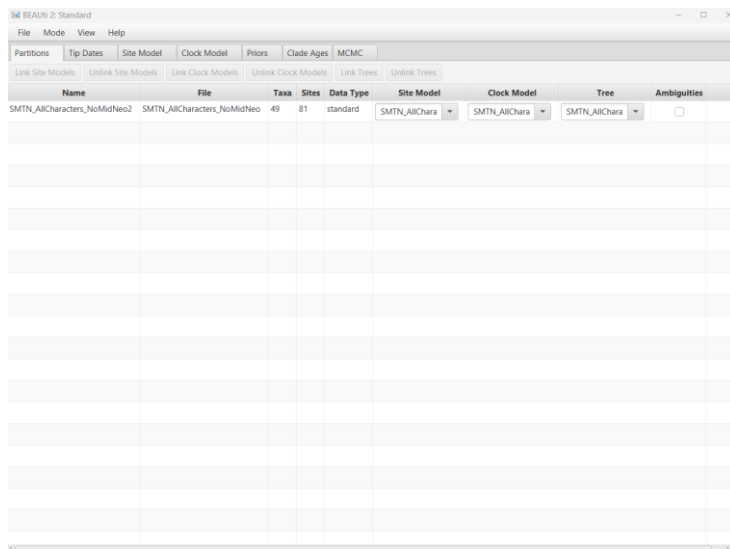
Victor Lundström¹

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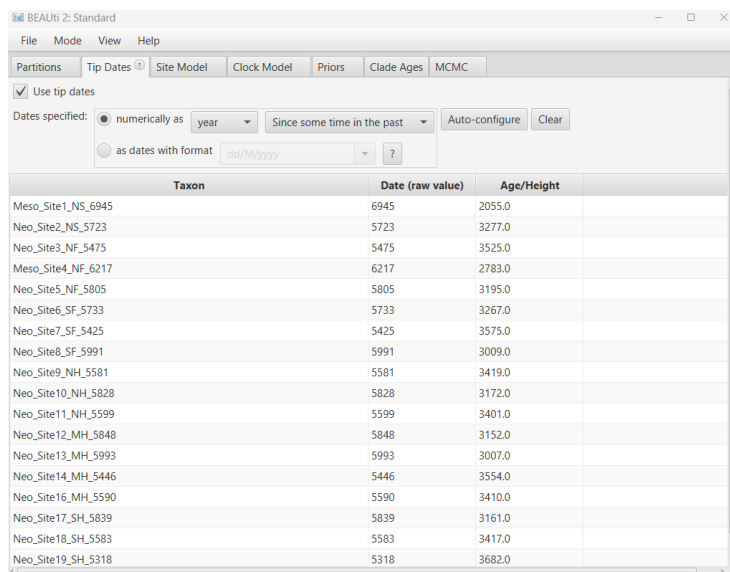
1. Extract BEAUi2 and BEAST2 after downloading it from here: <https://github.com/CompEvol/beast2/releases>. This analysis used “BEAST v2.7.4”.
2. In the folder you will also find programs such as “TreeAnnotator”, “Tracer” and “FigTree”, all of which are needed for the analysis.
3. Go to “file” and “Manage packages” to install the “MM” addon so that morphological data can be analysed.



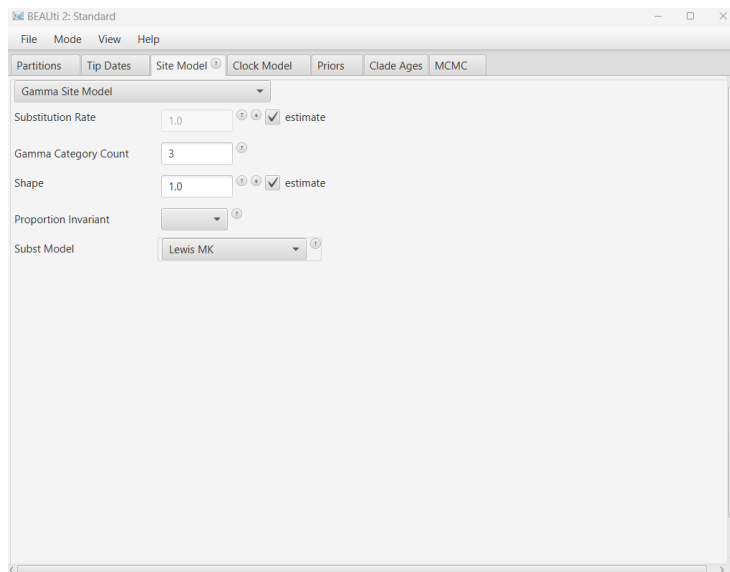
4. Go to “file”, then “Add Morphological Data” and select the nexus file that you’ve downloaded and stored in your preferred directory. Click “yes” when asked about “conditioning on variable characters”. The nexus file can be downloaded here: <https://github.com/VicluUiB/Sticking-to-your-roots>



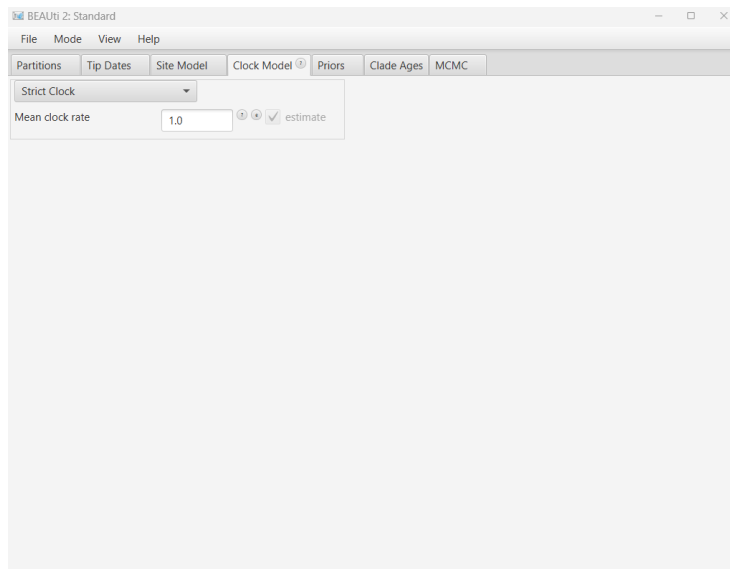
5. Next, open the “Tip Dates” tab. Check “Use tip dates”, change “since some time in the past” to “before the present” and then click “autoconfigure”. In the new window under the heading “use everything”, change “after first” to “after last” and click ok. The tip date window should now have created a column called “Date (raw value)” with the corresponding date for each assemblage.



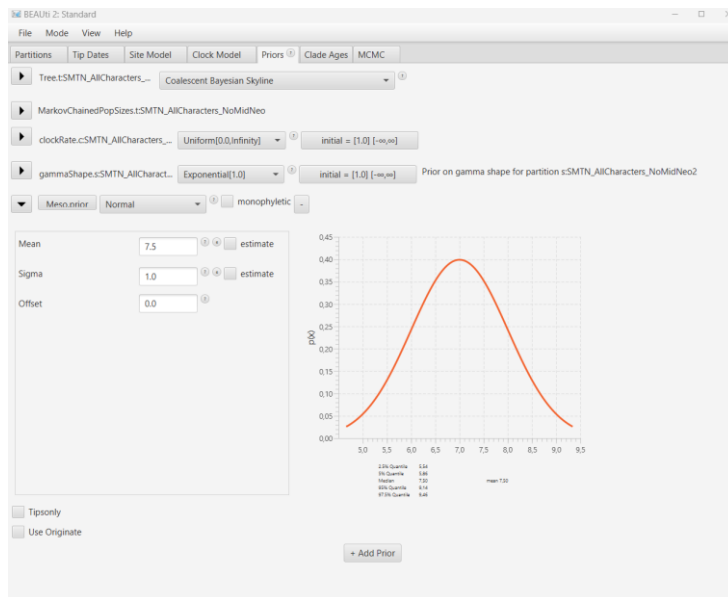
6. Next, open the “Site Model” tab and assign the settings in the screenshot below. This examples replicates the settings from model 3 (M3).



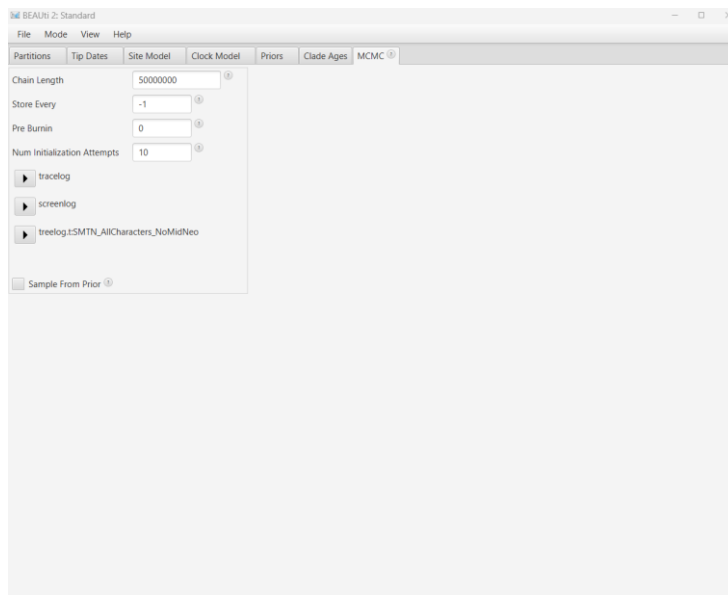
7. Open the “Clock Model” tab and assign a “Strict Clock”. Do not change the “Mean clock rate”.



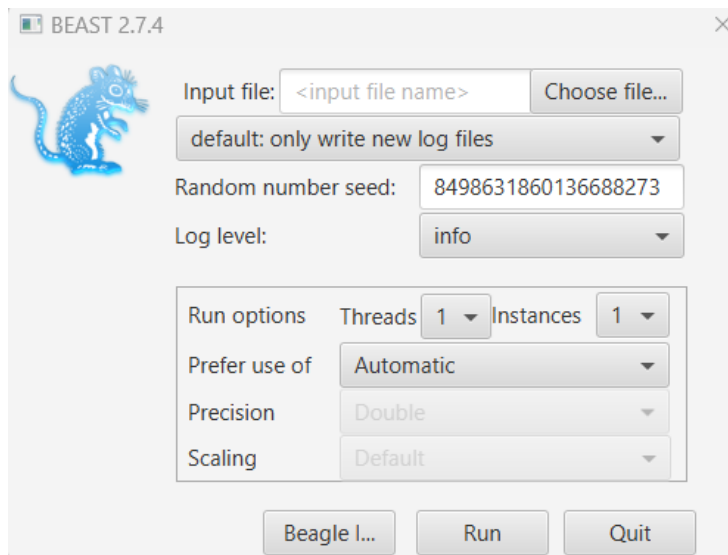
8. Open the “Priors” tab and select a “Coalescent Bayesian Skyline” prior from the roll-down menu at the top. Next, click “+ Add prior” and create a MRCA prior for all Late Mesolithic sites. The settings for this prior include a normal distribution with a mean of 7.5 and a sigma of 1.0. When finished, add another MRCA prior for all Neolithic sites. Again, use a normal distribution, but change the mean to “6.0” and the sigma to “1.5”.



9. Skip the tab “Clade Ages” and go straight to the “MCMC” tab instead. Here, change the “Chain Length” to “50,000,000” and then close the BEAUti interface. When closing you will be prompted to save the model settings as an XML-file in your preferred directory, thus wrapping up the procedure in BEAUti.

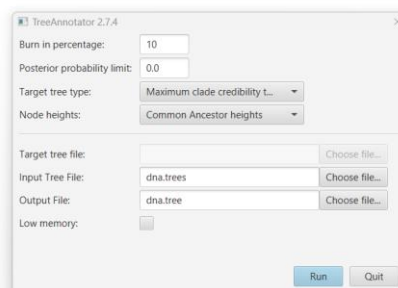


10. Next, open “BEAST2” and select the xml-file that was created in step 8. In step 8, we specified that BEAST2 should produce a total of 50,000,000 samples for the Markov Chain Monte Carlo procedure. It could therefore be necessary to experiment with the number of threads and preferred use of processing unit. This analysis was performed on a Ryzen 7 4800 HS cpu with 16 threads and therefore assigned a total of 15 threads for BEAST2, making sure to reserve one for overall system operability.



11. Once BEAST2 is finished, open the software called “TreeAnnotator 2.7.4”. Under “Input tree file”, select the tree file that was produced by BEAST2. Save the output file, preferably with the name “MCCT” in it to indicate that this is the so-called “Maximum Clade Credibility Tree”. Check the box “Low memory” in case TreeAnnotator is unable to process the size of the file.

TreeAnnotator v2.7.4 2002-2023
MCMC Output analysis
by
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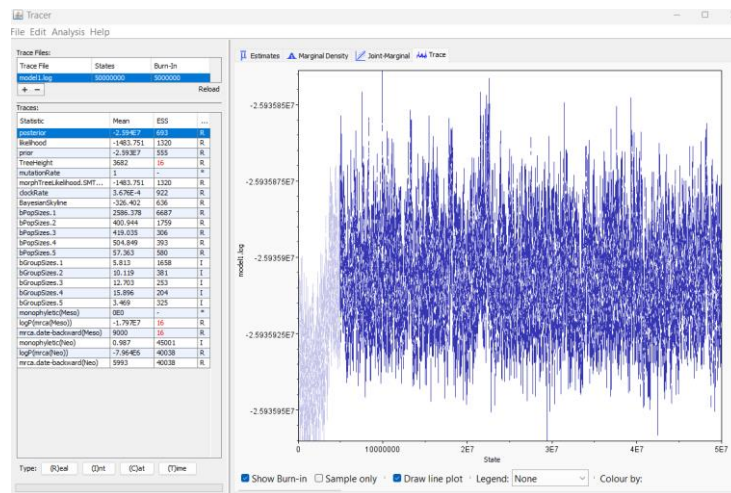
12. This marks the end of the supplementary for running BEAUti2, BEAST2 and TreeAnnotator. The following will simply be a presentation of the results from each model using the software “Tracer”. The results are inspected by opening the logfile that was created after using BEAST2, and it should be stored in the same directory where you saved the tree file.

Model results

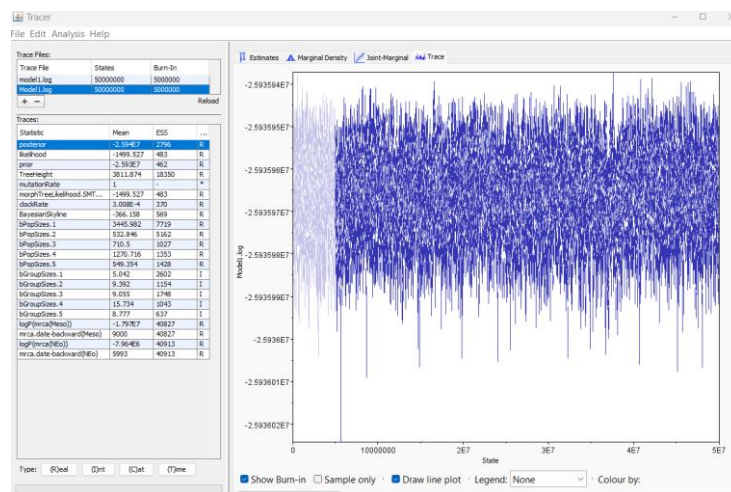
Table 1. Model settings, mean likelihood scores, and the posterior effective sample size (ESS) for each hypothesis. The best performing models are highlighted with bold font.

Model	γ rate	Clock	Prior	Likelihood (H_0)	Posterior ESS (H_0)	Likelihood (H_1)	Posterior ESS (H_1)
M1	1	Strict	CBS	-1483.751	693	-1499.527	2796
M2	2	Strict	CBS	-1417.485	920	-1431.119	2829
M3	3	Strict	CBS	-1412.354	222	-1427.36	3047
M4	4	Strict	CBS	-1408.2137	94	-1423.163	3287
M5	1	Rlx.log	CBS	-1299.815	65	-1312.652	1160
M6	2	Rlx.log	CBS	-1272.619	39	-1279.713	1243
M7	3	Rlx.log	CBS	-1269.013	65	-1277.184	1131
M8	4	Rlx.log	CBS	-1265.455	16	-1274.221	1700

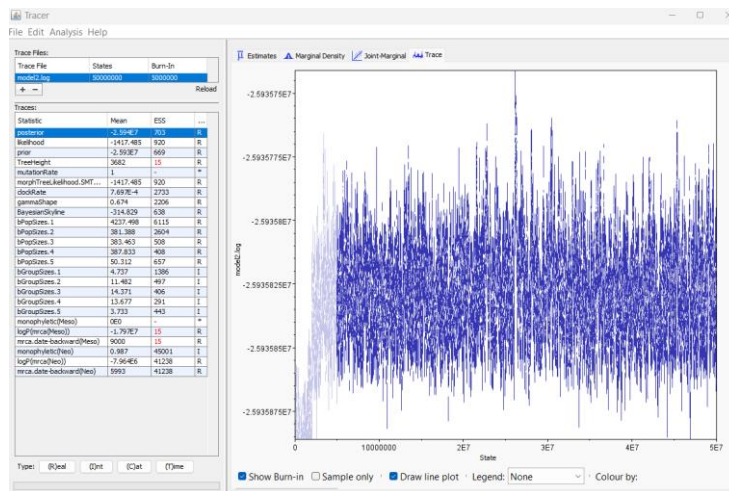
M1 (H_0)



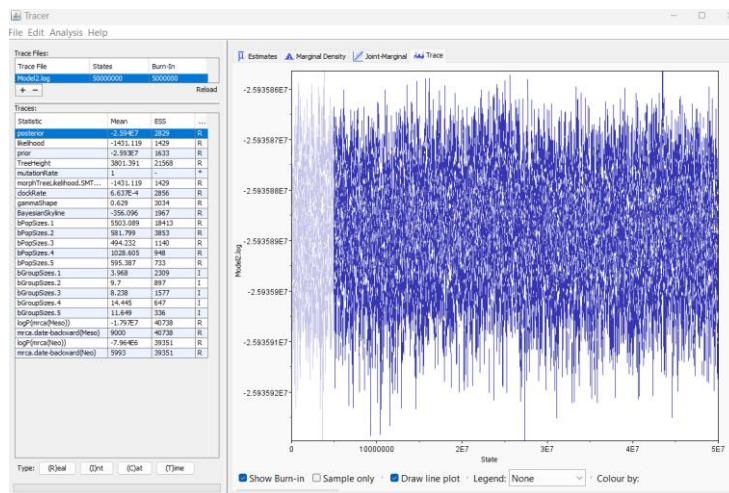
M1 (H_1)



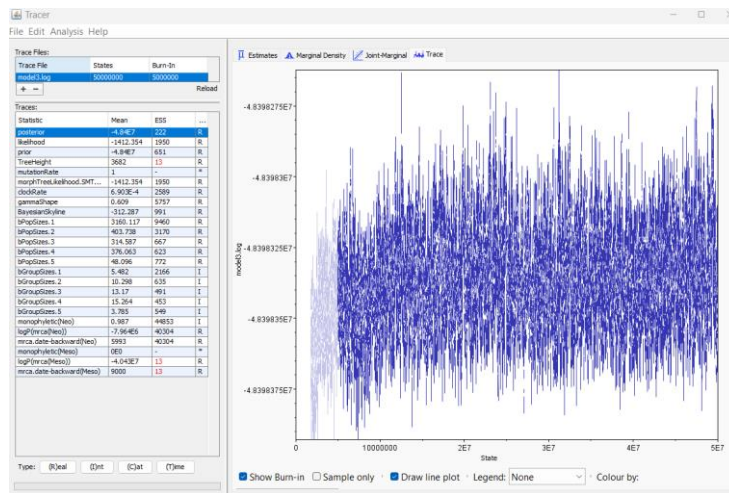
M2 (H₀)



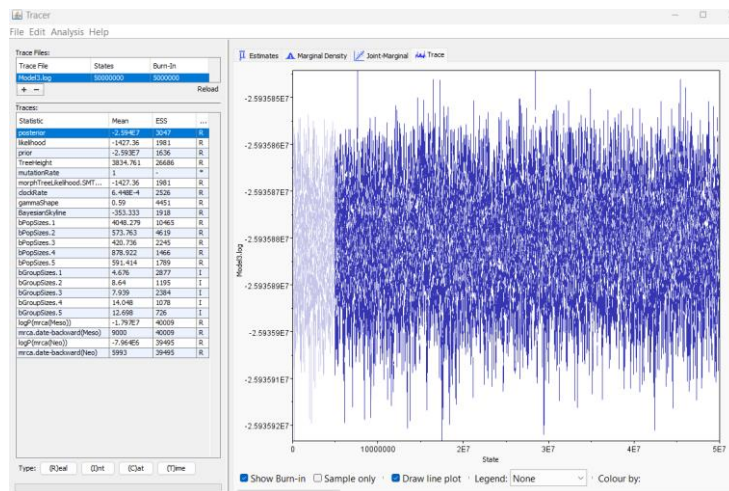
M2 (H₁)



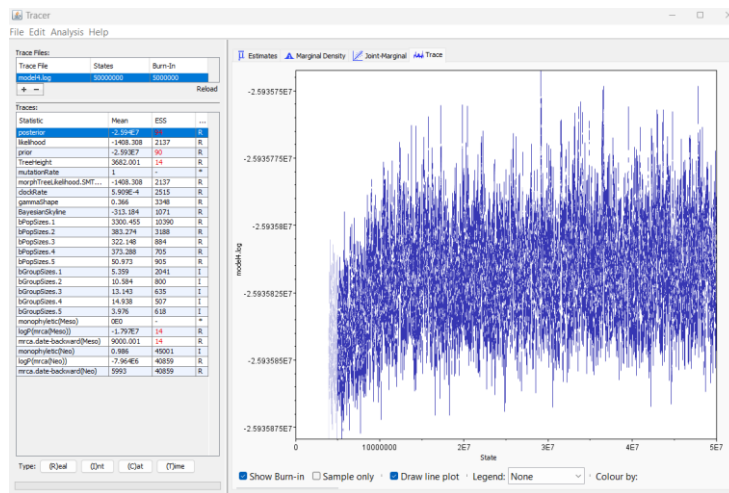
M3 (H_0)



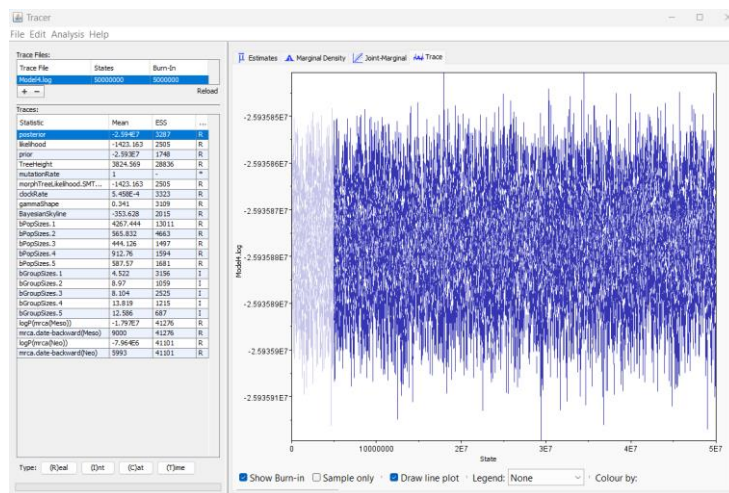
M3 (H₁)



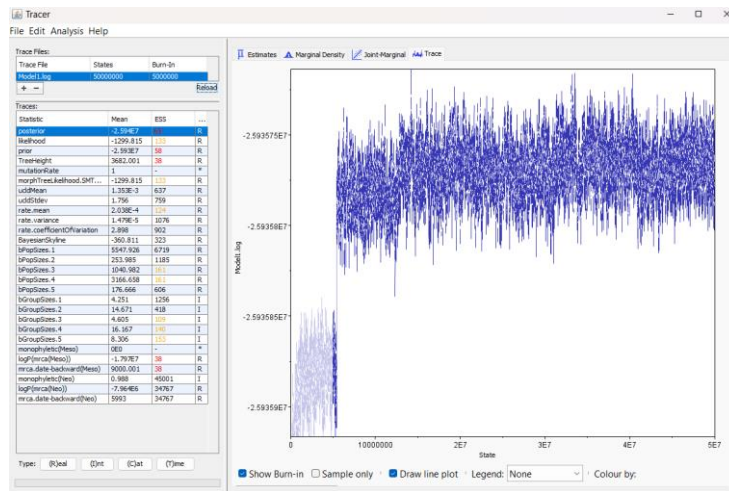
M4 (H₀)



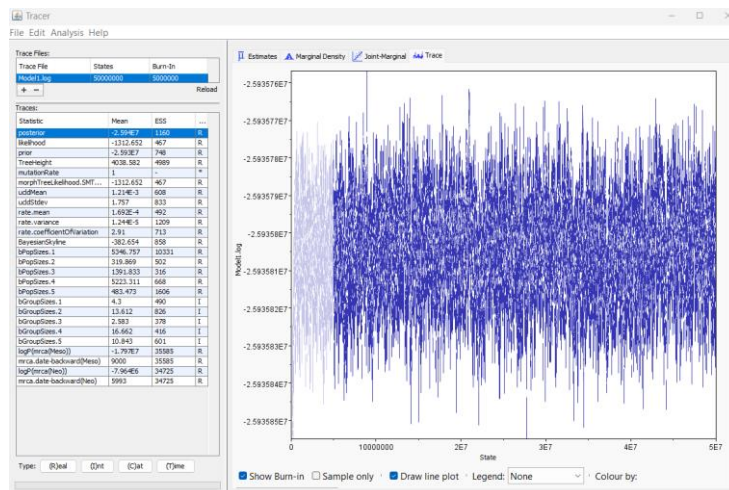
M4 (H₁)



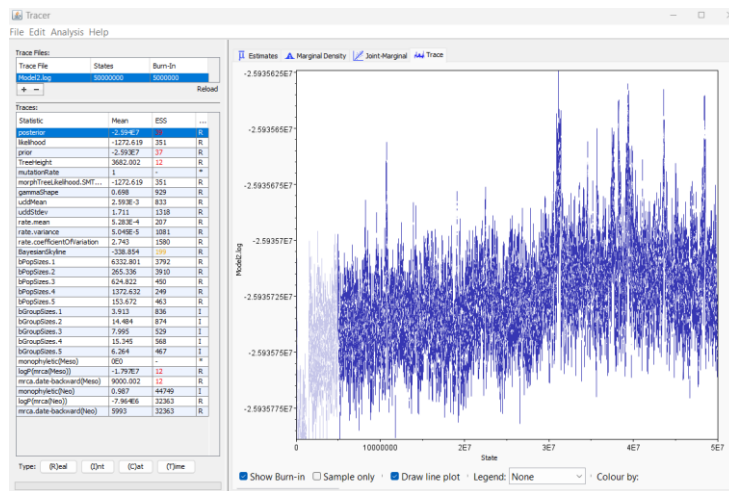
M5 (H₀)



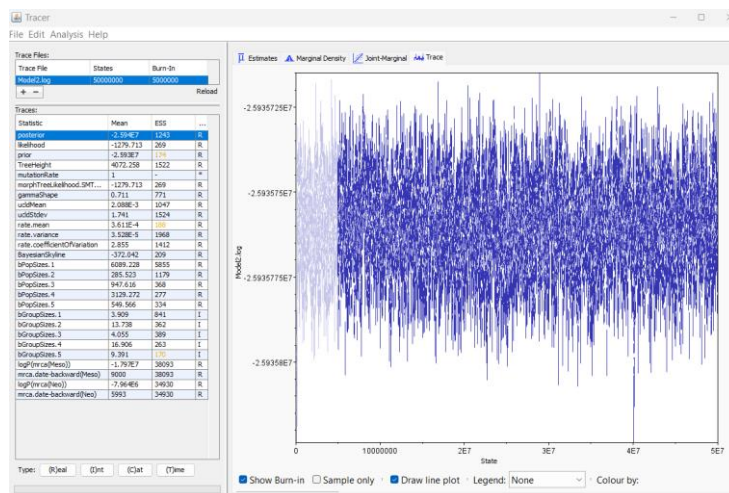
M5 (H₁)



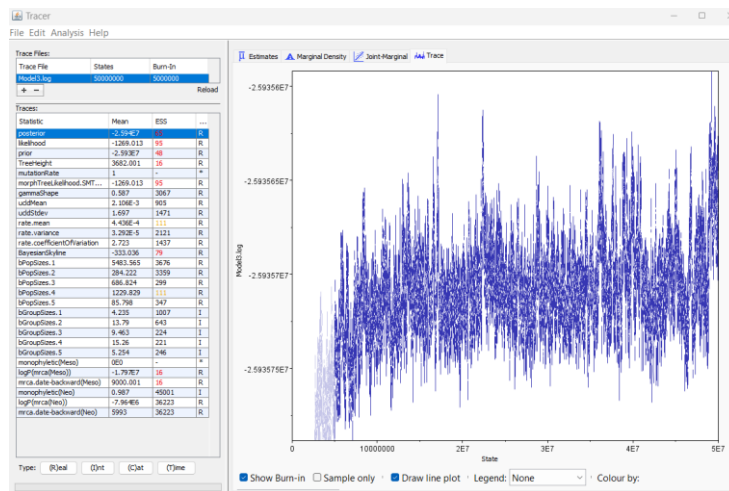
M6 (H₀)



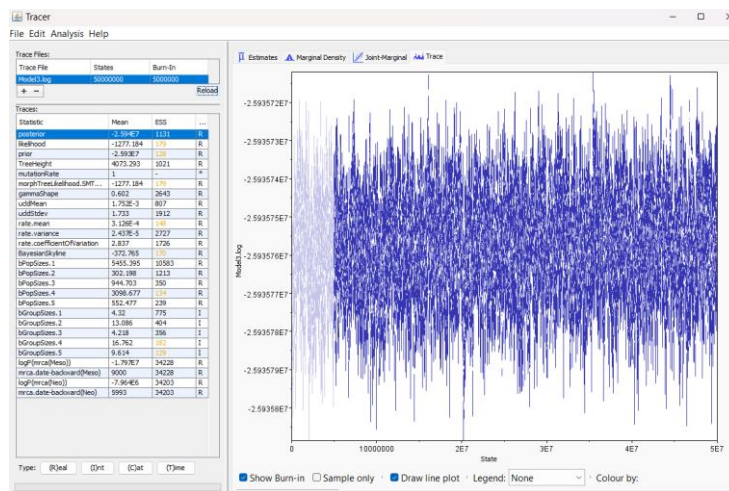
M6 (H₁)



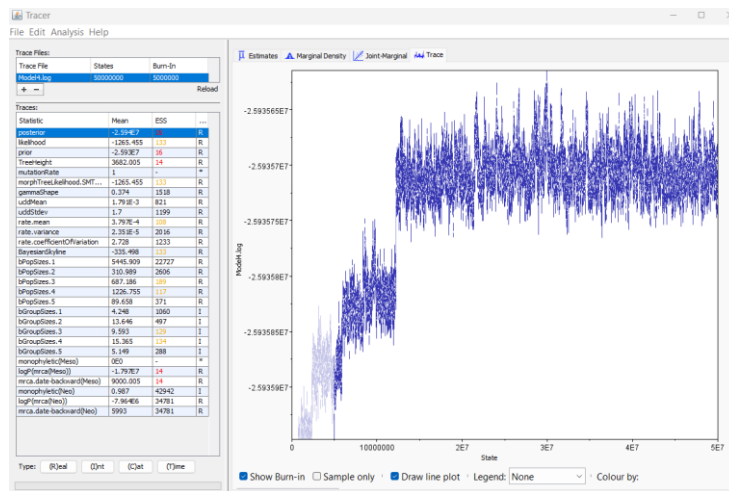
M7 (H₀)



M7 (H₁)



M8 (H₀)



M8 (H₁)

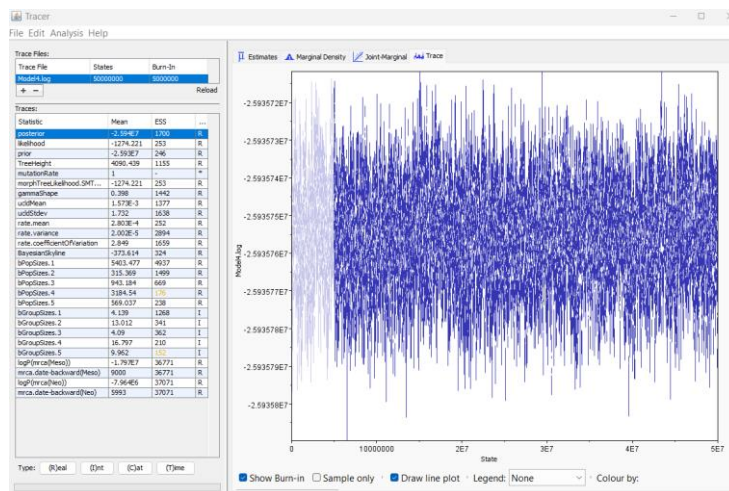


Table 2

Character matrix for raw materials.

Site#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
46	0	0	0	0	1	0	0	0	0	1	0	0	1	1	0
19	0	0	0	0	0	0	1	0	0	1	1	0	1	1	0
27	0	1	0	0	0	0	1	0	0	1	1	1	1	0	0
42	0	0	0	0	1	0	0	0	0	1	1	1	1	0	0
28	0	1	0	0	0	0	1	0	0	1	1	1	1	0	0
22	0	0	0	0	0	0	1	0	0	1	1	1	1	0	0
31	0	1	1	0	0	0	0	0	0	1	1	1	0	0	1
44	0	0	0	0	1	0	1	0	0	1	1	1	1	0	0
32	0	1	0	0	1	0	0	0	1	1	1	1	1	0	1
29	0	1	0	0	0	0	1	0	0	1	1	1	1	1	0
43	0	0	0	0	1	0	0	0	0	1	0	1	1	1	0
38	0	0	0	0	1	0	0	0	1	1	1	1	0	0	1
20	0	0	0	0	0	0	1	0	0	1	1	1	1	1	0
21	0	0	0	0	0	0	1	0	0	1	1	1	1	1	0
23	0	1	0	0	1	0	0	0	0	1	1	1	1	1	1
35	0	1	0	0	1	0	1	0	0	1	1	1	0	1	1
34	0	1	0	0	1	0	1	0	0	1	1	1	0	0	1
1	0	1	0	0	0	0	0	1	0	1	1	1	1	1	0
24	0	1	0	0	0	0	0	0	0	1	1	0	1	0	1
41	0	1	0	0	1	0	1	0	1	1	1	1	1	1	1
25	0	1	0	0	0	0	1	0	0	1	1	1	1	0	1
39	0	1	0	0	0	0	0	0	0	1	1	1	0	1	1
40	0	1	0	0	0	0	0	0	1	1	1	1	0	1	0
45	0	0	0	0	1	0	0	0	0	1	1	1	0	1	1
30	0	1	1	0	0	0	1	0	0	1	1	1	1	1	1
37	0	1	0	0	0	0	0	0	0	1	1	1	1	0	1

36	0	1	0	0	0	0	1	0	0	1	1	1	1	1	1
33	0	1	0	0	1	0	0	0	0	1	1	1	1	1	1
4	0	1	0	0	1	0	1	1	0	1	1	1	1	0	0
8	0	1	0	0	0	0	0	0	0	1	1	1	1	1	0
13	0	1	0	0	1	0	0	1	0	1	1	1	0	1	0
26	1	1	1	1	0	0	0	0	0	1	1	1	1	0	1
5	1	1	1	1	1	0	1	1	0	1	1	1	1	1	0
10	1	1	1	1	1	1	1	1	0	1	1	1	1	0	0
12	1	1	1	0	0	1	0	1	0	0	1	1	1	0	0
16	1	0	0	0	1	0	0	1	0	1	1	1	0	1	0
48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	1	1	1	1	1	0	0	1	0	1	1	0	1	1	0
6	1	1	1	0	1	0	1	1	0	1	1	1	1	1	0
9	1	1	1	0	0	1	0	0	0	1	1	1	0	0	0
11	1	1	1	1	1	1	1	1	0	1	1	1	1	1	0
15	1	1	1	0	1	1	1	0	0	1	1	1	1	1	0
17	1	0	0	0	1	0	0	1	0	0	1	1	1	1	0
47	1	0	0	0	0	0	0	0	0	1	1	1	0	1	0
3	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0
49	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0
7	0	1	0	1	0	0	1	1	0	0	1	1	1	0	0
14	1	0	1	0	1	0	0	1	0	1	1	1	1	1	0
18	1	0	0	0	1	0	0	1	0	1	1	1	0	1	0

1. Rhyolite, 2. Mylonite, 3. Slate, 4. Chert, 5. Greenstone, 6. Anorthosite, 7. Diabase, 8. Basaltic rock, 9. Jasper, 10. Rock crystal/Quartz crystal, 11. Quartz, 12. Quartzite, 13. Sandstone, 14. Pumice, 15. Soapstone.

Table 3

Character matrix for blade cores.

Site#	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
46	0	0	0	1	1	0	0	1	0	1	0	0	0	0	0	0	1	1	0	1
19	0	0	1	0	0	0	0	1	0	1	0	1	1	1	0	0	0	0	0	1
27	0	0	1	0	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1
42	1	0	1	0	0	0	0	0	1	0	0	0	0	1	0	0	0	0	1	1
28	0	0	1	0	1	0	0	1	0	1	0	1	0	1	0	0	1	0	0	1
22	0	0	0	0	0	0	0	1	0	0	0	1	0	1	0	0	1	0	0	1
31	0	0	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1
44	0	0	1	0	1	0	0	1	1	1	1	0	0	1	0	1	0	0	0	1
32	0	0	1	0	0	0	1	1	0	1	0	1	0	1	0	0	1	0	0	1
29	0	0	0	0	0	0	1	1	0	1	1	1	1	1	0	0	1	0	0	1
43	1	0	1	1	0	0	0	1	1	1	0	0	0	0	0	0	1	0	0	1
38	0	0	1	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1
20	0	0	0	0	0	0	0	0	0	1	1	1	0	1	0	0	1	0	0	1
21	0	0	0	0	0	1	1	1	0	0	0	0	0	1	0	0	0	0	0	0
23	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	1	0	1
35	0	0	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1
34	0	0	0	0	0	0	0	1	0	0	0	1	0	1	0	0	1	0	0	1
1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
24	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	0	1	0	1
41	0	0	1	0	1	1	1	1	0	1	0	0	0	1	0	0	0	0	0	1
25	0	0	1	0	0	0	0	0	0	1	1	0	0	1	0	1	0	0	0	1
39	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0	0	1	1	0	1
40	0	0	1	0	1	0	0	1	0	1	0	1	0	1	0	0	1	0	0	1
45	1	0	1	0	1	0	0	0	1	1	0	0	0	0	0	1	1	0	0	0
30	0	0	1	0	1	0	1	0	0	0	0	1	1	1	0	1	1	1	0	0
37	0	0	0	0	0	1	0	0	0	0	0	0	1	1	0	0	1	0	0	1

36	0	1	1	0	0	0	1	1	0	0	0	1	0	1	0	1	1	0	0	1
33	0	0	1	0	0	0	0	1	0	1	0	0	0	1	0	0	0	0	0	1
4	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1
8	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	1
26	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0	1	1	0	0	1	1	0	1	1	0	1
12	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0	1	0	0	0	1	1	0	0	0	0	1
48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1
9	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	1
11	0	0	0	0	0	0	0	0	0	1	1	0	1	1	1	0	0	0	0	1
15	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	1
17	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	0	1
47	0	0	0	0	0	0	0	0	0	1	1	1	0	1	1	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	0	0	1
49	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	1
7	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	0	0	0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	1
18	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	1

16. Micro blade core (handle core), 17. Micro blade core (keel-shaped), 18. Micro blade core (multifacial & conical), 19. Micro blade core (multifacial & one platform), 20. Micro blade core (unifacial & one platform), 21. Micro blade core (unifacial & two platforms), 22. Micro blade core (other & one platform), 23. Micro blade core (fragments), 24. Multifacial blade core (one platform), 25. Unifacial blade core (one platform), 26. Unifacial blade core (two platforms), 27. Unidentified blade core (one platform), 28. Unidentified blade core (two platforms), 29. Bipolar blade core, 30. Cylindrical core, 31. Conical core, 32. One platform, 33. Two platforms, 34. One-sided, 35. Fragments.

Table 4

Character matrix for flakes, blades, and other production residues.

Site#	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
46	1	0	0	1	0	1	0	0	0	0	0	0	0	0	0	1
19	1	0	0	1	1	1	1	0	0	0	0	0	0	0	1	1
27	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
42	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
28	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
22	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
31	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
44	1	0	0	1	0	1	0	0	0	0	0	0	0	0	1	0
32	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
29	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
43	1	0	0	1	0	1	1	0	0	0	0	0	0	0	0	1
38	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
20	1	0	0	1	1	1	1	0	0	0	0	0	0	0	1	1
21	1	0	0	0	1	1	1	0	0	0	0	0	0	0	1	0
23	1	0	0	1	1	1	1	0	0	0	0	0	0	0	1	0
35	1	0	0	1	0	1	1	0	0	0	0	0	0	0	0	0
34	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
1	1	1	0	0	1	1	1	1	0	0	0	0	1	0	0	0
24	1	0	0	1	1	1	1	0	0	0	0	0	0	0	1	1
41	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
25	1	0	0	0	1	1	1	0	0	0	0	0	0	0	1	0
39	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
40	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
45	1	0	0	1	0	1	0	0	0	0	0	0	0	0	1	0
30	1	0	0	1	1	1	1	0	0	0	0	0	0	0	1	1
37	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0

36	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
33	1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	1
4	1	0	0	0	1	1	1	1	0	0	1	0	0	0	0	1
8	1	1	0	1	1	1	1	0	0	0	0	0	0	0	0	0
13	1	0	0	1	1	1	1	1	0	0	0	0	0	0	0	1
26	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0
5	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0
10	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	1
12	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0
16	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	1
48	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1
2	0	0	1	0	0	0	0	1	0	1	0	0	0	0	0	0
6	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0
9	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
11	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	1
15	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	1
17	0	0	1	0	0	0	0	1	0	0	0	1	0	0	0	1
47	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1
3	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	1
49	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1
7	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
14	0	0	1	0	0	0	0	1	1	0	0	0	0	0	0	1
18	0	0	1	0	0	0	0	1	0	0	0	1	0	0	0	1

36. Microblade <8mm, 37. Microblade <8mm (Microblade technique), 38. Small blade 8><12mm, 39. Regular blade >12mm, 40. Macro flake, 41. Regular flake, 42. Micro flake, 43. Flakes struck from ground-stone artefacts, 44. Flakes struck from ground flint artefacts, 45. Struck blanks (long and slim), 46. Struck blanks (short and broad), 47. Struck adze blanks (short and broad), 48. struck chisels/blanks (not ground), 49. Struck chisels/blanks ground at edge, 50. ground pieces, 51. Crested blades.

Table 5.

Character matrix for projectile technologies

Site#	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68
46	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
42	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
28	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
22	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
44	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
32	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
43	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
23	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
35	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
34	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
41	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
33	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
26	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
5	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	0
10	1	0	0	0	0	1	0	1	1	0	1	0	0	1	1	0	0
12	1	0	0	0	0	1	0	1	0	0	1	0	0	0	0	0	0
16	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
48	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	1	0	0	0	0	0	1	1	0	0	1	0	0	0	0	0	0
6	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
11	1	1	0	0	1	1	1	1	0	1	1	1	0	1	1	1	1
15	1	0	0	0	0	1	0	1	0	0	0	0	1	0	0	0	0
17	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
47	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	1	0	0	0	0	1	1	1	1	1	1	0	0	1	0	0	0
49	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

52. Tanged points (a-type), 53. Transverse points, 54. Single-edged points, 55. Triangular (skewed), 56. Slate points (preforms), 57. Slate points (chipped blanks), 58. Slate points (ground blanks), 59. Slate points, 60. Slate points(other/undetermined cross-section), 61. Slate points with triangular cross section (contracting shoulders), 62. Slate point with diamond cross-section (undetermined shoulders), 63. Slate point with diamond cross-section (square shoulders), 64. Slate point with bi-convex cross section, 65. Slate point with bi-convex cross section (contracting shoulders), 66. Slate point with bi-convex cross section (undetermined shoulders) 67. Slate point with bi-convex cross section (square shoulders) 68. Slate point with bi-convex cross section (hanging shoulders)

Table 6.

Character matrix for axes, adzes and other finished objects.

Site#	69	70	71	72	73	74	75	76	77	78	79
46	0	0	0	0	0	0	0	0	1	0	0
19	0	0	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	1	0	0
42	0	0	0	0	0	0	1	0	0	0	0
28	0	0	0	0	0	0	0	0	1	0	0
22	0	0	0	0	0	0	1	0	1	0	0
31	0	0	0	0	0	0	0	0	0	0	1
44	0	0	0	0	0	0	1	0	1	1	0
32	0	0	0	0	0	0	0	0	1	0	1
29	0	0	0	0	0	0	1	0	1	0	0
43	0	0	0	0	0	0	1	0	1	0	0
38	0	0	0	0	0	0	0	0	0	0	1
20	0	0	0	0	0	0	0	0	1	0	0
21	0	0	0	0	0	0	0	0	1	0	0
23	0	0	0	0	0	0	0	0	1	0	1
35	0	0	0	0	0	0	0	0	0	0	1
34	0	0	0	0	0	0	0	0	0	0	1
1	0	0	0	0	0	0	0	0	1	0	1
24	0	0	0	0	0	0	0	0	1	0	1
41	0	0	0	0	0	0	1	0	1	1	1
25	0	0	0	0	0	0	0	0	1	0	0
39	0	0	0	0	0	0	0	0	0	0	1
40	0	0	0	0	0	0	0	0	0	0	0
45	0	0	0	0	0	0	0	0	1	0	1
30	0	0	0	0	0	0	1	0	1	0	1
37	0	0	0	0	0	0	1	0	1	0	1

36	0	0	0	0	0	0	1	0	0	0	1
33	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	1	0	0	0	0	1	0	0
8	0	0	0	0	0	0	0	0	1	0	0
13	0	0	0	0	0	0	0	0	1	0	0
26	0	0	0	0	0	0	0	0	0	0	0
5	1	0	0	0	0	0	0	0	1	0	0
10	0	1	0	0	0	0	0	0	1	0	0
12	1	0	0	0	0	0	0	0	0	0	0
16	0	0	0	0	1	0	0	0	0	0	0
48	0	0	0	0	0	0	0	0	0	0	0
2	1	0	1	0	1	0	0	0	1	0	0
6	1	0	0	1	0	0	0	0	1	0	0
9	0	0	0	0	0	0	0	0	0	0	0
11	1	0	0	0	0	0	0	1	1	0	0
15	1	0	0	0	0	0	0	0	1	0	0
17	0	0	0	0	1	0	0	0	1	0	0
47	0	0	0	0	0	0	0	0	0	0	0
3	1	0	0	0	0	1	0	0	1	0	0
49	0	0	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	1	0	0
14	1	0	0	0	0	1	0	0	1	0	0
18	0	0	0	0	0	0	0	0	0	0	0

69. Ground adzes - rectangular cross section (Vestland/Vespestad adzes), Ground adzes - round cross section, 71. Othe bi-convex chisels, 72. Other four-sided chisels, 73. Vespestad adzes, 74. Vestland chisels, 75. Chubby stone adze, 76. Pottery (FBC), 76. Grindstone slabs, 78. Cross-shaped club, 79. Soapstone line sinkers