Inadvertent Discovery Plan for Cultural Resources

Project, County, Oregon
ODOT Key No.

The <u>Project involves</u> <u>general list of activities</u>. The Inadvertent Discovery Plan (IDP) should be followed if cultural material including human remains are encountered during construction. In addition, please refer to SPECs 290.50 & 290.51.

Protocol for coordination in the event of inadvertent discovery:

- In the event of an inadvertent discovery of possible archaeological materials, all work will stop immediately in the vicinity of the find.
- The area will be secured and protected.
- The ODOT REC, Archaeologist, and lead Inspector will be notified. ODOT Archaeologist or REC will notify the State Historic Preservation Office (SHPO). If possible human remains are encountered, the Oregon State Police, Commission on Indian Services (CIS), SHPO, and Tribes will also be notified.

Oregon State Police: Chris Allori 503-731-4717

<u>CIS</u>: Karen Quigley 503- 986-1067

SHPO: Matt Diederich 503-986-0577

- No work may resume until ODOT Archaeology staff are on-site and able to assess the situation.
- If human remains are encountered, do not disturb them in any way. *Do not call 911*. Do not speak with the media. Secure the location. Do not take Photos.
- The ODOT Archaeologist will consult with SHPO and appropriate Tribal Governments and determine an appropriate course of action.
- Additional archaeological excavations may be required. This is handled on a case by case basis by the agency Archaeologist in consultation with SHPO and appropriate Tribes.

When to stop work:

Construction work may uncover previously unidentified Native American or Euro-American artifacts. This may occur for a variety of reasons, but may be associated with access restrictions during project development, or if the area contains impervious surfaces throughout most of the project area which would have prevented standard archaeological site discovery methods.

Work must stop when the following types of artifacts and/or features are encountered:

Native American artifacts may include (but are not limited to):

- Flaked stone tools (arrowheads, knives scrapers etc.)
- Waste flakes that resulted from the construction of flaked stone tools.
- Ground stone tools like mortars and pestles.
- Layers (strata) of discolored earth resulting from fire hearths. May be black, red or mottled brown and often contain discolored cracked rocks or dark soil with broken shell
- Human remains
- structural remains- wooden beams, post holes, fish weirs

Euro-American artifacts my include (but are not limited to):

- Glass (from bottles, vessels, windows etc.)
- Ceramic (from dinnerware, vessels etc.)
- Metal (nails, drink/food cans, tobacco tins, industrial parts etc.)
- Building materials (bricks, shingles etc.)
- Building remains (foundations, architectural components etc.)
- Old Wooden Posts, pilings, or planks (these may be encountered above or below water)
- Even what looks to be old garbage could very well be an important archaeological resource
- Remains of ships or sea-going vessels, marine hardware etc.
- Old farm equipment may indicate historic resources in the area

When in doubt, call it in!

Contacts:

POSITION	NAME	WORK PHONE	CELL
REC			
Project Mgr. (Alt.)			
Archaeologist			
Arch. Program Mgr. (Alt.)			
Lead Inspector			

Proceeding with Construction

• Construction can proceed only after the proper archaeological inspections have occurred and environmental clearances are obtained. This requires close coordination with SHPO, FHWA and the Tribes.

- After an inadvertent discovery, some areas may be specified for close monitoring or 'no work zones.' Any such areas will be identified to the Lead Inspector, Project Manager, and appropriate Contractor personnel.
- In coordination with the ODOT Archaeologist, the Lead Inspector will verify these identified areas by engineer's station if available, mark them on site if appropriate.
- The Contractor will follow ODOT Standard Specifications for Construction 290.51 and Special Provisions throughout the duration of the project.