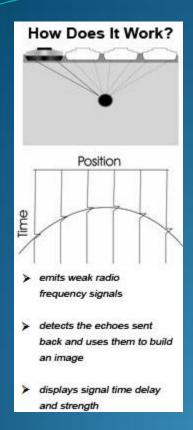
Rhett Herman Department of Physics

Forensic Archaeology: Search and Recovery Field Exercise

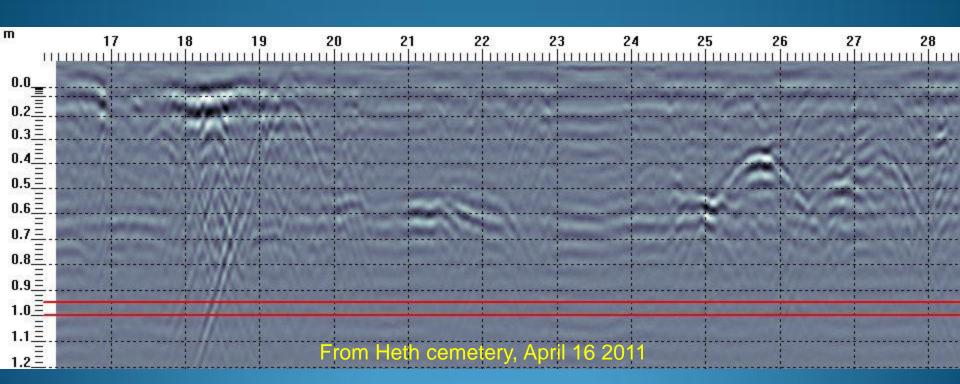


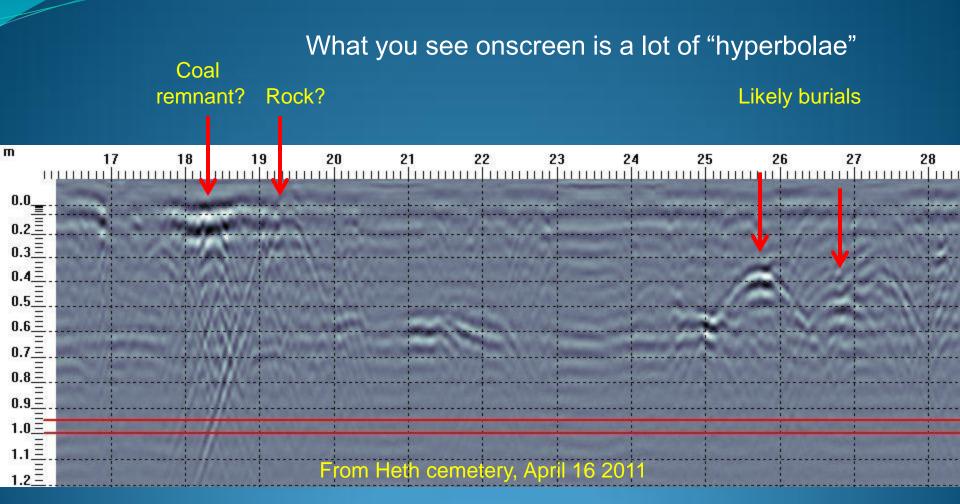
What you see onscreen is a lot of "hyperbolae"

These all represent reflectors of various sizes and shapes

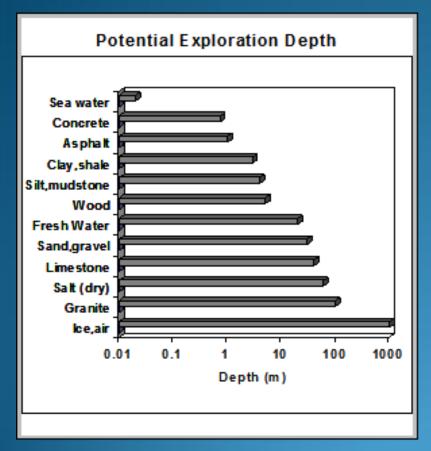
Their shape does not necessarily correspond to what's down there—it gives clues about what's really there.

What you see onscreen is a lot of "hyperbolae"





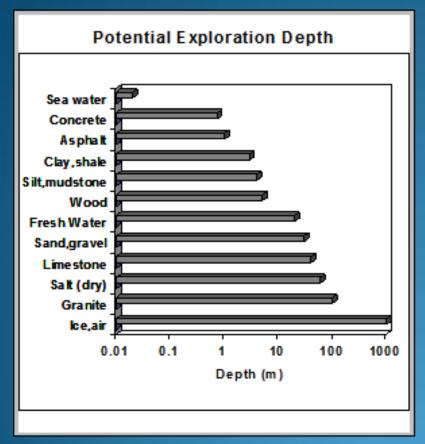
These are best identified after data processing



One must get used to both the potential for exploration as well as the depth limitations

It's always a tradeoff → the better the resolution the worse the penetration depth ⊗

The depth also depends on the type of subsurface → the better the ground conducts electricity the worse the penetration depth

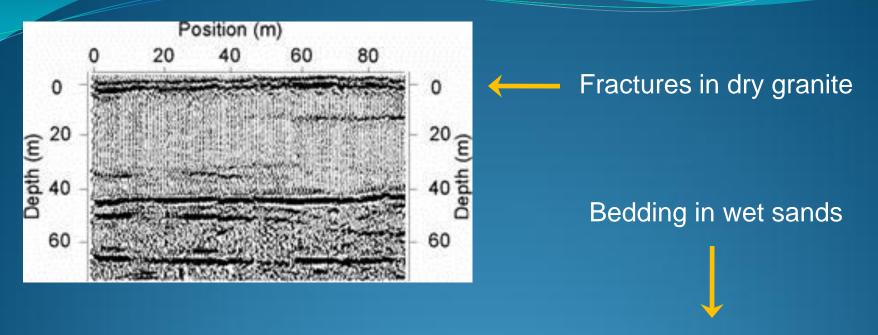


Higher GPR frequency→
better resolution ©
worse penetration depth ⊗

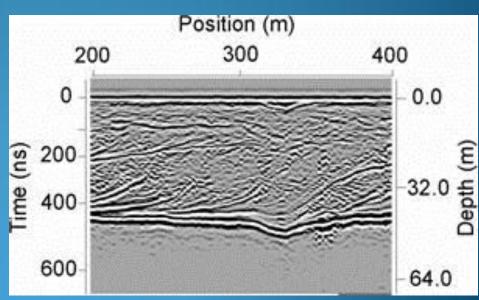
You need to choose the right frequency for the job

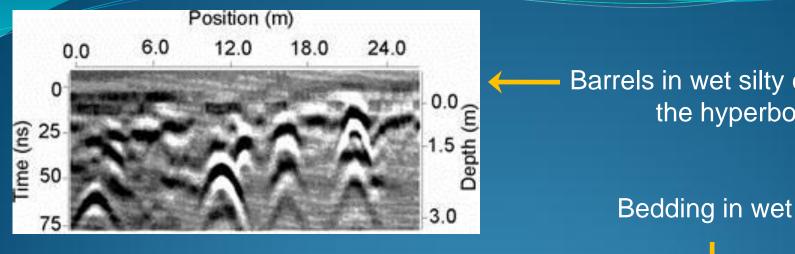
In clay-rich soil such as here in southwestern VA 100MHz works well for forensics penetration to ~3 meters can resolve burials

500MHz has been used for penetrations ~1.3m (e.g. Heth Cemetery, April 16 2011)



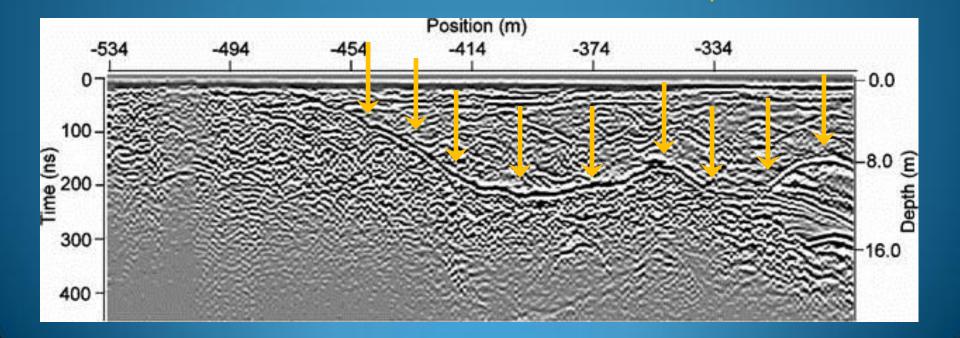
These simple cross section plots come right off the GPR instrument





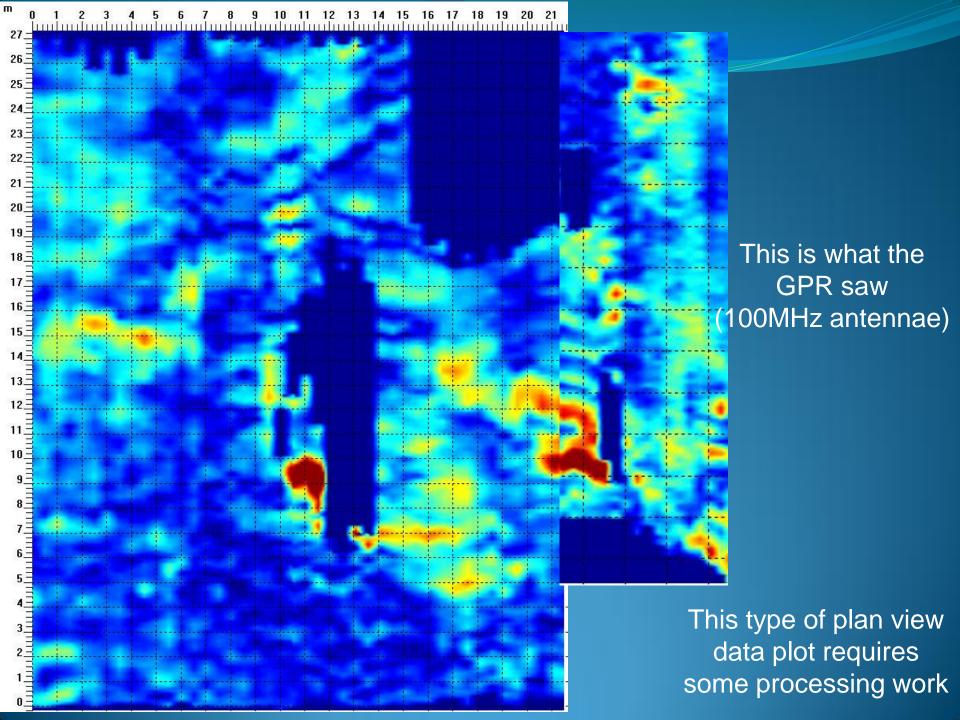
Barrels in wet silty clay—note the hyperbolae

Bedding in wet sands



But your interest lies in things that originated from people... ... such as archaeological investigations.

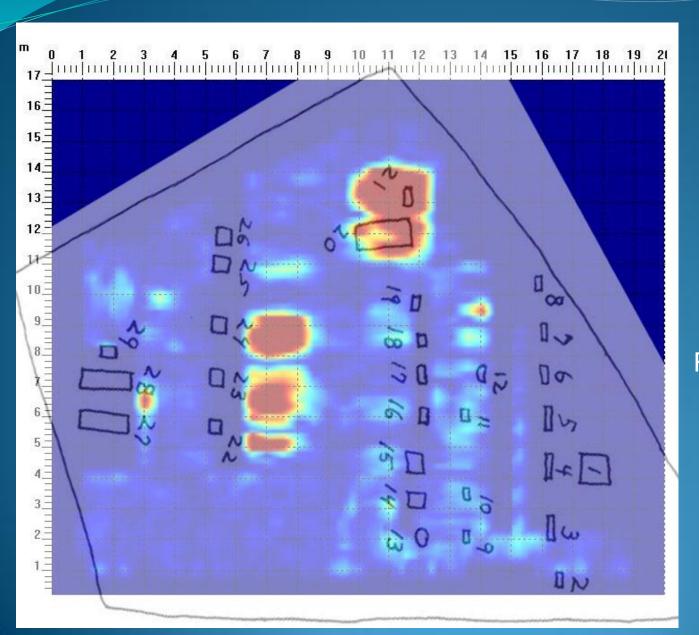






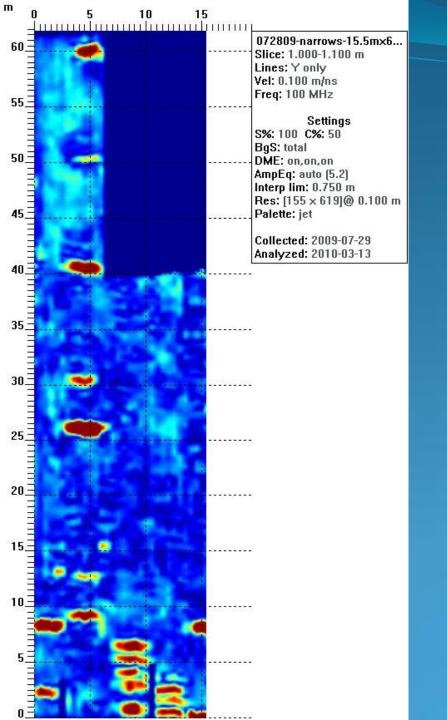






But you're probably even more interested in a cemetery study...

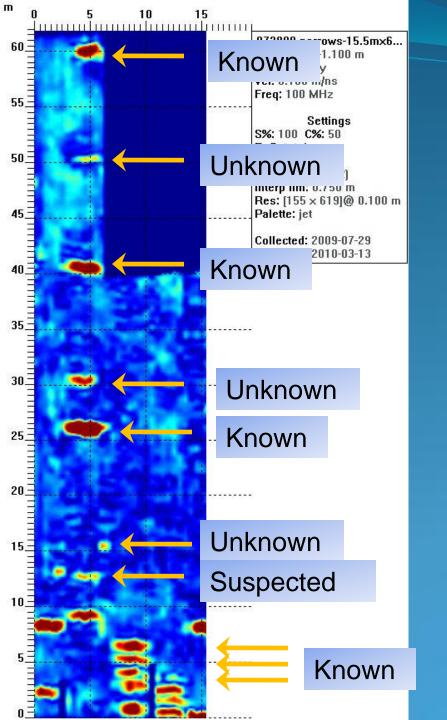
This is the family cemetery at the Reynolds Homestead in Critz, VA



This is a cemetery in this general area that was looking to expand into supposedly-unused areas

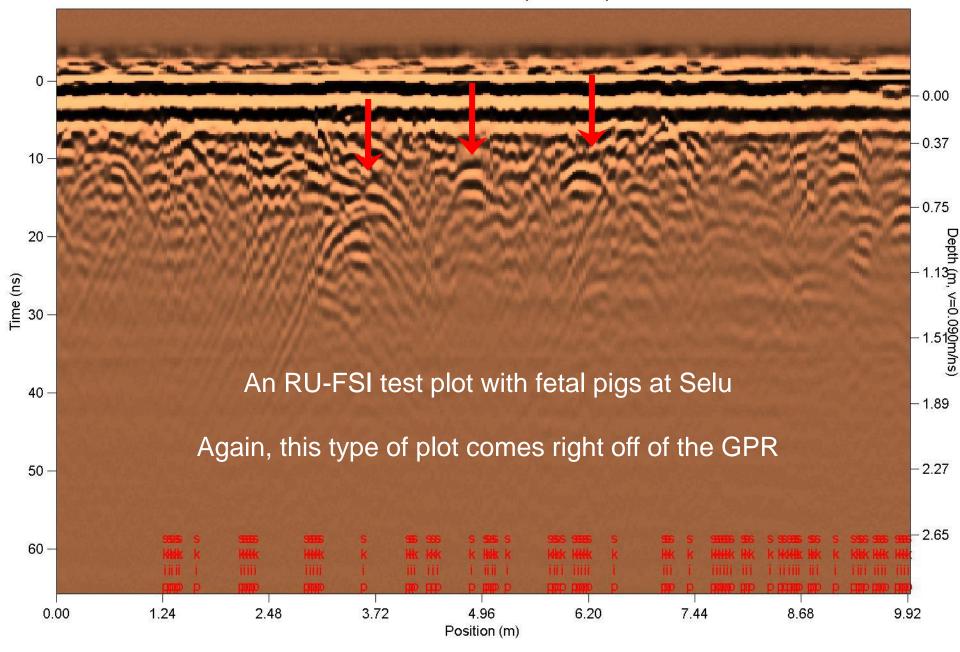
The relevant thing here is that this was done in clay-rich ("bad") soil, soon after a very wet spring (even worse for GPR)

100MHz



Note the number of unknown burials

←Note also the detail on this unknown...
...smaller person buried on side.



So now it's your turn to use it!