State of Washington DES Legislative Campus Modernization (LCM) Project **Cultural Resources Inadvertent Discovery Plan** October 22, 2021

In the event that any ground-disturbing activities or other project activities related to this development or any future LCM development uncover protected cultural material (e.g., bones, shell, antler, horn or stone tools), the following actions will be taken:

- 1. When an unanticipated discovery of protected **cultural material** (see definitions below) occurs, the State or the Contractor will completely secure the location and contact:
- LCM Modular Building project manager (Sidney Hunt 360-489-5454); or LCM Newhouse Building Replacement project manager (Amy Kim 360-480-0022); or LCM Pritchard Building project manager (Majid Jamali 360-688-4832); Department of Archaeology and Historic Preservation (DAHP) (Rob Whitlam 360-890-2615);

And consult with appropriate tribal contacts for finds of Native American origin:

- a. Brad Beach (360)456-5221 and Annette Bullchild (360) 456-5221 ext. 1106, THPO, Nisqually Tribe;
- b. Shaun Dinubilo, Cultural Resources, Squaxin Island Tribe (360) 432-3998;
- c. Dan Penn, Acting THPO, Confederate Tribes of the Chehalis Reservation (360) 709-1747.
- 3. If the discovery is **human remains**, the LCM project manager or Contractor will stop work in and adjacent to the discovery, completely secure the work area by moving the land-altering equipment to a reasonable distance, and will immediately contact:
 - a. DES Assistant Director (Bill Frare 360-480-0022); LCM Project Director (Clarissa Easton 360-701-0088); and DES Historical and Cultural Planner (Jeff MacDonald 360-480-2298);
 - b. Capitol Security Office (360-407-9111);
 - c. and Thurston County Coroner's Office (Gary Warnock 360-867-2140) to determine if the remains are forensic in nature;
 - d. If the remains are not forensic in nature, DAHP (Guy Tasa 360-790-1633); will take the lead on determining the appropriate method of treatment for the remains and will consult with the affected tribes.

NOTE: If you discover bones but are unsure if they are human, contact Guy Tasa at DAHP.

Cultural material that may be protected by law could include but are not be limited to:

- 1. Buried layers of black soil with layers of shell, charcoal, and fish and mammal bones that may be part of a shell midden site (Figure 1, top);
- 2. Buried cobbles that may indicate a hearth feature (Figure 1, bottom);
- 3. Non-natural sediment or stone deposits that may be related to activity areas of people;
- 4. Stone, bone, shell, horn, or antler tools that may include projectile points (arrowheads), scrapers, cutting tools, wood working wedges or axes, grinding stones (Figures 2 & 3);

- 5. Stone tools or stone flakes (Figures 2 and 3);
- 6. Perennially damp areas may have preservation conditions that allow for remnants of wood and other plant fibers; in these locations there may be remains including fragments of basketry, weaving, wood tools, or carved pieces (Figure 4);
- 7. Concentrations of historical period artifacts (> 50 years old) (Figure 5); and
- 8. Human remains. This includes complete burials as well as fragmentary remains.

Figure 1: Shell Middens. These middens can extend into the intertidal zone in areas that have undergone sea level rise during the precontact period.







Figure 2: Examples of stone and bone tools.





Figure 3: Examples of stone flakes (left) and a stone core that is a source of flakes (right) from archaeological sites.



Figure 4: Examples of underwater/intertidal archaeological features including wood or stone fish weirs (top), clam gardens (middle), sunken canoes (bottom) or other watercraft. Basketry (bottom) and other wood and fibrous artifacts can preserve in submerged environments.





Figure 5. Historical period sites (more than 50 years in age) are also protected by archaeology laws. These can include concentrations of broken ceramics, bottles, bricks, and metal objects (top) or historical period building foundations (bottom left) and historical period trash deposits (bottom right).



