

PRODUCT CATALOG FOR  
CULTURAL PROPERTY  
PROTECTION PLANNING  
AND TRAINING IN  
THE DEPARTMENT OF DEFENSE



Compiled by  
James A. Zeidler, Ph.D.  
and  
Alexandra V. Wallace, M.A.

Center for Environmental  
Management of Military Lands  
(CEMML)  
Colorado State University  
Fort Collins, CO 80523

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DEPARTMENT OF DEFENSE LEGACY RESOURCE  
MANAGEMENT PROGRAM



ARLINGTON, VA





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## Introduction

This catalog provides a brief visual presentation of the various training products produced by the **Center for Environmental Management of Military Lands (CEMML)**, Colorado State University, Fort Collins, CO, and the **Cultural Resources Management Program at Fort Drum**, NY, for purposes of raising awareness among U.S. military personnel and DoD contractors in Iraq, Afghanistan, and Egypt of the importance and value of preserving and protecting cultural property. These products have been developed between 2005 and 2010 with generous funding from the Department of Defense Legacy Resource Management Program and the Department of Defense Environmental International Cooperation (DEIC) Fund awarded to **Dr. Laurie Rush**, Cultural Resources Program Manager at Fort Drum and administered by **Dr. James A. Zeidler**, Associate Director for Cultural Resources at CEMML. More recently, additional funding has been generously provided by the U.S. Air Force, Air Combat Command (ACC) to underwrite the design and production of other cultural heritage awareness products. All of these products are currently being distributed under the auspices of the U.S. Central Command's Historical/Cultural Action Group (CHCAG) (formerly Advisory Group). The CENTCOM Historical/Cultural Action Group was established in the Summer of 2008 to provide CENTCOM's Engineer Division with technical support and subject matter expertise on issues related to cultural heritage awareness and cultural property protection in their Area of Responsibility (AOR) in the Middle East.



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The eighteen products described herein include a wide range of items suitable for different learning contexts. They range from informal, individualized and self-paced contexts to more formalized, group-oriented training venues. And they also include academically-focused products such as a professional poster and a published volume containing the session proceedings of a professional conference.

The eighteen items are briefly summarized below in bulleted format:

- ◆ three different decks of cultural heritage awareness playing cards—one for Iraq/Afghanistan combined, one for Egypt (Operation Bright Star), and more recently, a new deck developed specifically for Afghanistan. These are each accompanied by two promotional posters;
- ◆ a double-sided Soldier Pocket Card that succinctly summarizes basic cultural property protection issues on CPP issues;
- ◆ three country-specific websites dealing with Cultural Property Protection (CPP) issues in these three countries as a complement to the playing cards and Soldier Pocket Cards, and as a means of providing more detailed reach-back information to U.S. military personnel and DoD contractors operating in the Area of Responsibility (AOR) of the U.S. Central Command;
- ◆ a web-based CPP training module to be used by U.S. military personnel in pre-deployment training contexts;

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## Introduction (*continued*)

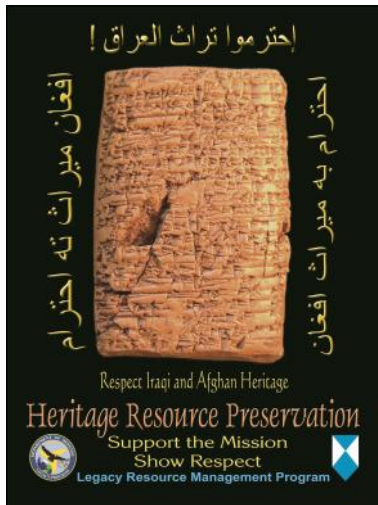
- ◆ a shopping guide for U.S. military personnel participating in the Operation Bright Star training exercises in Egypt;
- ◆ “Chapter 6—Historical and Cultural Preservation” from the recent U.S. Central Command’s Regulation 200-2—CENTCOM Contingency Environmental Guidance
- ◆ an illustrated Archaeology Check List for use by U.S. military personnel in the establishment and maintenance of Forward Operating bases in the CENTCOM AOR;
- ◆ a detailed Archaeology and Heritage Awareness Training brief developed by Dr. Laurie Rush for Joint Engineer Officers;
- ◆ a Fort Drum/CEMML professional poster that shows the educational methods and training tools for supporting cultural property awareness among deploying U.S. military personnel.
- ◆ a group of eight Master Scenario Event List (MSEL) documents developed by Dr. Laurie Rush for 2007 Operation Bright Star training exercises, that provide specific, context-based training scenarios;
- ◆ the pamphlet *Protecting the Past to Secure the Future: Best Management Practices for Hardening Archeological Sites on DoD Lands*, by Heather Wagner, Laurie Rush, and Ian Warden that includes management practices for hardening historic period archaeological sites for use in military training exercises;



- ◆ a Submerged Cultural Heritage Training brief developed by Benjamin Ford (Texas A & M University) that include 31 slides focusing on the importance of underwater resources and the best ways to identify, manage, and research these resources;
- ◆ Dr. Laurie Rush’s “In Theater Cultural Resources Training Assets” document offering solutions for constructing training assets on U.S. military installations to replicate various cultural properties that military personnel may come into contact with overseas; and
- ◆ the published volume entitled *Archaeology, Cultural Property, and the Military* (Boydell Press, Woodbridge, United Kingdom, 2010), edited by Dr. Laurie Rush, containing session proceedings on military CPP issues presented at the 2008 World Archaeological Congress (WAC) meetings in Dublin, Ireland.



Cultural Heritage Awareness Playing Cards:  
Iraq/Afghanistan (2007)



The **Iraq/Afghanistan Promotional Poster #1** displays a cuneiform table from the site of Nippur, Iraq. It includes text in Arabic, Dari, and Pashtu, reminding the card user to “Respect Iraqi and Afghan Heritage.” The same image and design are included on the back of each playing card.

The poster measures 18 x 24 inches.

*The posters also advertise the card deck availability and help promote their use.*

Each suit forms a background puzzle made up of one of the card images from that suit. The **Iraq/Afghanistan Promotional Poster #2** shows an image of each completed puzzle.

The poster measures 27 x 34 inches.



Cultural Heritage Awareness Playing Cards:  
Iraq/Afghanistan (2007)



The **Iraq/Afghanistan Deck** contains 52 cards with the four traditional suits. They are 3 x 4 inches and are printed by the U.S. Playing Card Company.



The **Iraq/Afghanistan Diamonds Suit** focuses on “saving precious artifacts.”



Cultural Heritage Awareness Playing Cards:  
Iraq/Afghanistan (2007)



The **Iraq/Afghanistan Clubs Suit** centers on “raising awareness on heritage preservation issues.”



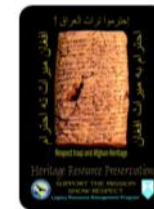
The **Iraq/Afghanistan Hearts Suit** emphasizes “winning hearts and minds.”



Cultural Heritage Awareness Playing Cards:  
Iraq/Afghanistan (2007)

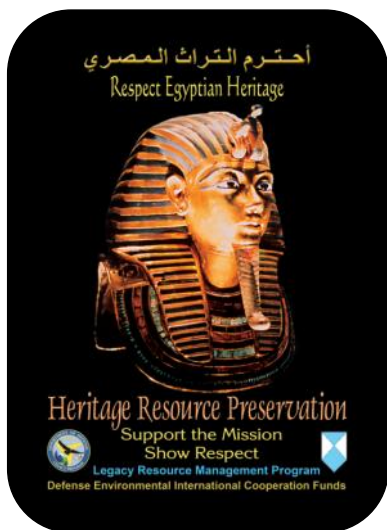


The **Iraq/Afghanistan Spades Suit** focuses on “cautioning against digging and site destruction.”



The **Iraq/Afghanistan Card Back** (left) displays a cuneiform tablet, the same image on the **Iraq/Afghanistan Promotional Poster #1**. The **Wild Cards** display the credits for the cultural heritage awareness program (center) and the **Background Puzzle Key** (right) for each suit.

Cultural Heritage Awareness Playing Cards:  
Egypt (Operation Bright Star) (2009)



The **Egypt Promotional Poster #1** displays the death mask of Egyptian pharaoh Tutankhamun. It includes Arabic text to remind the card user to “Respect Egyptian Heritage.” The same image and design are included on the back of each playing card.

The poster measures 18 x 24 inches.

*The posters also advertise the card deck availability and help promote their use.*

The **Egypt Deck** forms a background puzzle and the **Egypt Promotional Poster #2** shows an image of the completed puzzle.

The poster measures 21½ x 34 inches.



Cultural Heritage Awareness Playing Cards:  
Egypt (Operation Bright Star) (2009)



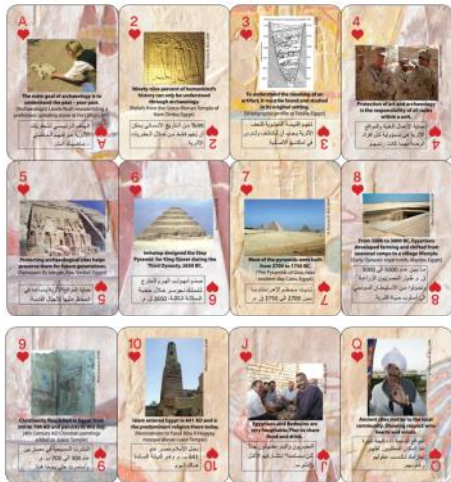
The **Egypt Diamonds Suit** focuses on “saving precious artifacts.”



The **Egypt Clubs Suit** centers on “raising awareness on heritage preservation issues.”

The **Egypt Deck** contains 52 cards with the four traditional suits. They are 3 x 4 inches and are printed by the U.S. Playing Card Company. The cards are printed with English and Arabic text.

Cultural Heritage Awareness Playing Cards:  
Egypt (Operation Bright Star) (2009)



The **Egypt Hearts Suit** emphasizes “winning hearts and minds.”

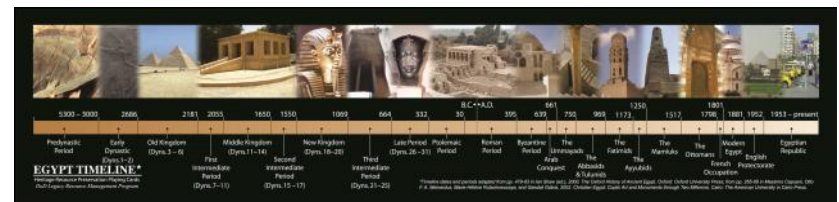


The **Egypt Spades Suit** focuses on “cautioning against digging and site destruction.”

Cultural Heritage Awareness Playing Cards:  
Egypt (Operation Bright Star) (2009)



The **Egypt Card Jokers** (upper left) display the image of Bes, a benevolent Egyptian deity. The **Wild Cards** (upper right) include the credits and **Background Puzzle Key**. The **Egypt Card Back** (lower left) displays the death mask of Egyptian pharaoh Tutankhamun, the same image on the **Egypt Promotional Poster #1**.

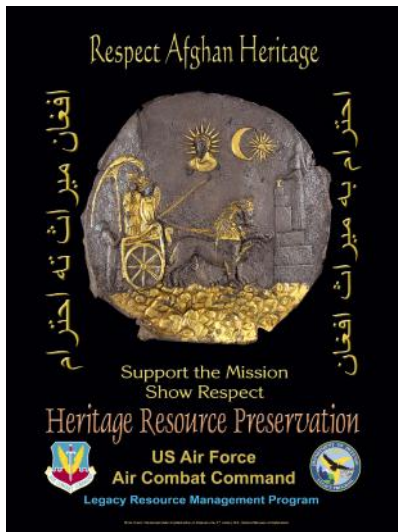


The **Egypt Timeline Insert** includes a brief description of Egyptian history along with images of artifacts and structures from the Predynastic Period to the Present.

It measures 14 x 3¼ inches and is folded into six panels.



Cultural Heritage Awareness Playing Cards:  
Afghanistan (2010)



The **Afghanistan Promotional Poster #1** displays a ceremonial plaque of gilded silver dating from the 3rd century B.C. from the Ai Khanum site. It includes text in Dari and Pashto to remind the card user to “Respect Afghan Heritage.” The same image and design are included on the back of each playing card.

The poster measures 18 x 24 inches.

*The posters also advertise the card deck availability and help promote their use.*

The **Afghanistan Deck** forms a background puzzle and the **Afghanistan Promotional Poster #2** shows an image of the completed puzzle.

The poster measures 24 x 34 inches.



Cultural Heritage Awareness Playing Cards:  
Afghanistan (2010)



The **Afghanistan Deck** contains 52 cards with the four traditional suits. They are 3 x 4 inches and are printed by the U.S. Playing Card Company.



The **Afghanistan Diamonds Suit** focuses on “saving precious artifacts.”



The **Afghanistan Clubs Suit** centers on “raising awareness on heritage preservation issues.”

Cultural Heritage Awareness Playing Cards:  
Afghanistan (2010)



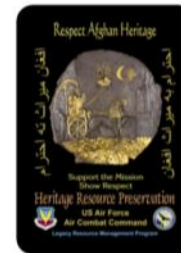
The **Afghanistan Hearts Suit** emphasizes “winning hearts and minds.”



The **Afghanistan Spades Suit** focuses on “cautioning against digging and site destruction.”

Cultural Heritage Awareness Playing Cards:  
Afghanistan (2010)

The **Afghanistan Card Back** (upper left) displays a ceremonial plaque of gilded silver plaque dating from the 3rd century, B.C. from the Ai Khanum site, the same image on **Afghanistan Promotional Poster #1**. The **Card Jokers** (lower left) includes an image of Silenus, the jovial companion of Dionysus. The **Afghanistan Wild Cards** (lower right) presents the credits and **Background Puzzle Key**.





## Cultural Heritage Awareness Playing Cards

The **Cultural Heritage Awareness Cards** serve as a unique resource for military personnel. They provide a convenient and transportable form of entertainment while reinforcing the goal of preserving cultural heritage.



## Soldier Pocket Cards: English Version

**Heritage Preservation**  
**ROE first!**  
Pocket Guide for US Military Personnel

**Where are sites likely to occur?**

- High points in the landscape
- A rise in elevation may be covering ruins
- Water sources in dry places are likely to have sites.
- Defensible positions.

**What is a site?**

- Ancient buildings or ruins
- Artifacts on the surface
- Traces of earlier people like dumps, ruins of homes and buildings, fireplaces, and campfires

**What is an artifact?**

- Objects and pieces of objects left behind by earlier people

**If it is a site:**

- Report it to an officer in charge
- Surround it with engineering tape and put it off limits
- Consult with local leaders
- Note the location and take photographs if possible
- Report evidence of looting
- Minimize digging and any other earthmoving activity
- Fill sand bags elsewhere

**If you encounter artifacts or ruins:**

- STOP DIGGING**
- NO HEAVY EQUIPMENT**
- DON'T DRIVE ON RUINS OR ANCIENT PAVEMENTS**

**BEWARE**

- The enemy may use cultural properties including ruins, cemeteries, and religious buildings as firing points. Follow rules of engagement.
- Buying looted artifacts funds the insurgency and encourages theft and more looting. These objects can include but are not limited to coins, pottery, stone tools, carvings, pieces of decorative architecture, statuary, and jewelry.
- Sight-seeing could put you in a predictable location – avoid attack!

**NO COLLECTING**  
**NO GRAFFITI**  
**NO VANDALISM**

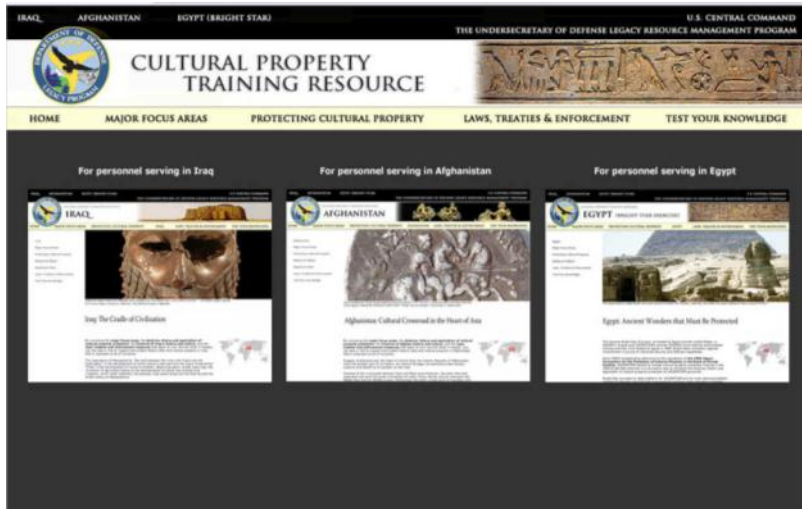
**Support the Mission**  
Show Respect  
Win Hearts and Minds



The **Soldier Pocket Card** is intended for carrying in the shoulder pocket of the Battle Dress Uniform for ready-reference information on cultural heritage issues and cultural property protection. It has now been translated into German, Dutch, and Arabic. The card is 6 x 4 inches in size and is printed on pliable and waterproof material.

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Country-Specific Web Sites for Iraq, Afghanistan,  
and Egypt (Revised 2010)



Splash page for access to all three websites

In June of 2010, CEMML posted revised and updated versions of its **CULTURAL HERITAGE TRAINING** websites for **IRAQ** and **AFGHANISTAN** sponsored by the Department of Defense's Legacy Resource Management Program. It has also added a new country-specific website for **EGYPT** in conjunction with the DoD's Operation Bright Star joint training exercises in that country. These training websites were developed as part of a Legacy project awarded to Dr. Laurie Rush, Cultural Resources Program Manager at Fort Drum, NY, to increase soldier awareness of cultural heritage protection issues in those countries, especially in light of the U.S. Senate's recent ratification of the 1954 Hague Convention for the Protection of Cultural Property in the Event of

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Country-Specified Web Sites for Iraq, Afghanistan,  
and Egypt (Revised 2010)

Armed Conflict. The websites are intended to provide country-specific "reach-back" information to accompany the cultural heritage playing cards that have already been produced and distributed for Iraq/Afghanistan and for Egypt. A completely new cultural heritage training deck developed specifically for the Afghanistan conflict is currently available. Each of the three websites begins with a series of ten Do's and Don'ts for military personnel and DoD civilians to consider, followed by four basic topics for in-depth study:

- ◆ *Cultural property protection: doctrine, theory, and application;*
- ◆ *Details on history, culture, archaeology, cultural property issues, and the effect of war on those properties for each of the countries in question;*
- ◆ *A summary of legal mechanisms for cultural property protection;*
- ◆ *A summary of enforcement procedures*

**The websites conclude with a brief quiz to test retention of the materials presented. The three websites can be accessed through the single link provided below:**

<http://www.cemml.colostate.edu/cultural/cptraining.html>

Country-Specific Web Sites for Iraq, Afghanistan, and Egypt (Revised 2010)

Once the introductory page appears, simply click on the website you wish to access.



Introductory Page of the Afghanistan Web Site

Country-Specified Web Sites for Iraq, Afghanistan, and Egypt (Revised 2010)

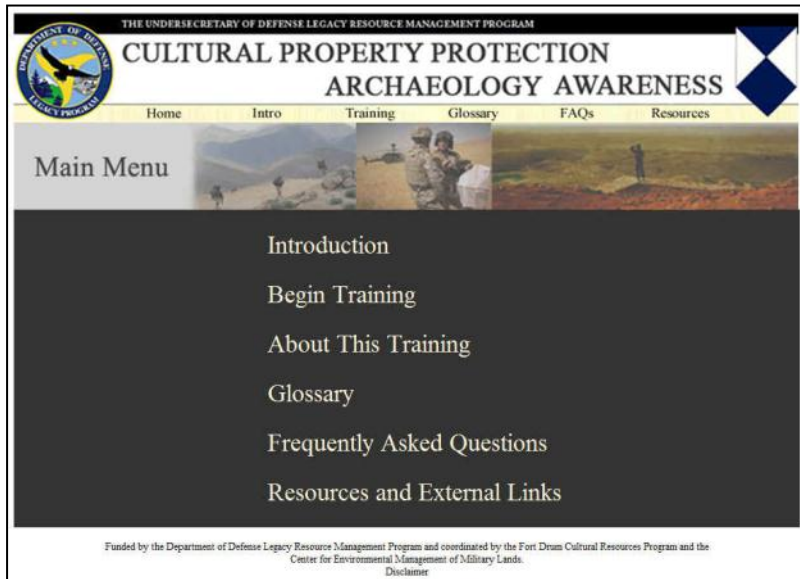


Afghanistan Web Site: Timeline of Afghan History and Culture



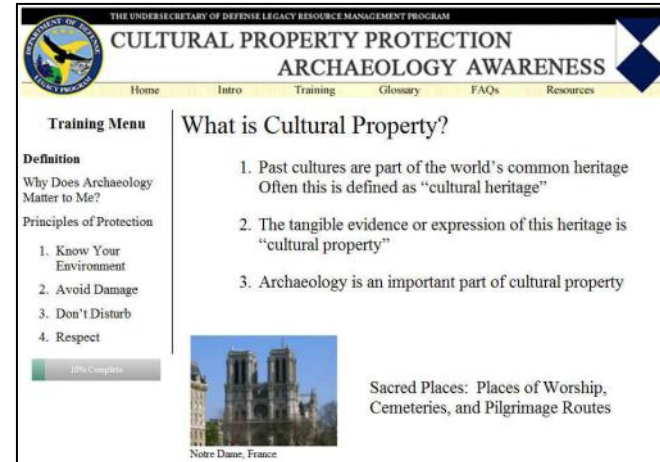
Afghanistan Web Site: Cultural Property Protection Page

Web-Based CPP Training Module

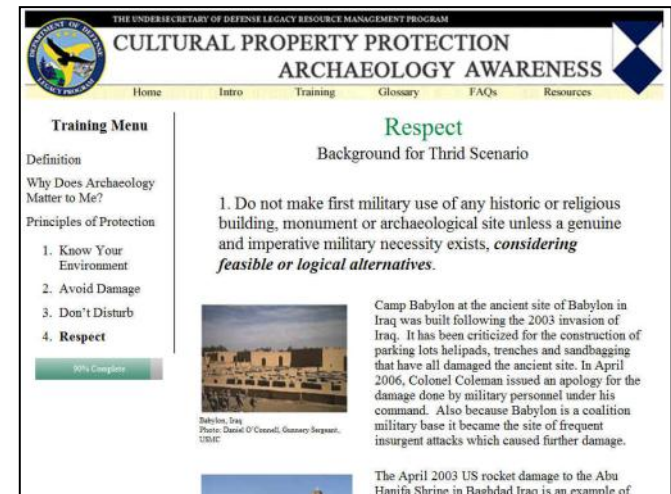


Home Page of the Web-Based CPP Training Module

Web-Based CPP Training Module



Sample Page of the Web-Based CPP Training Module:  
What is Cultural Property?



Sample Page of the Web-Based CPP  
Training Module: Respect

## Shopping in Egypt

The CENTCOM *Shopping in Egypt* buying guide is a 6-panel folding brochure that provides key information for shopping in Egypt to find good merchandise and avoid scams, and how to avoid buying antiquities, whether they are real (and illegal!) or fake. The pamphlet also advises the reader about safe shopping techniques and how to bargain in Egyptian culture. Included is a list of commonly used words and expressions that are key when navigating Egyptian markets.

Semiprecious stones are often inset into earrings, rings and necklaces. The jewelry is much less expensive than the U.S., but the shopkeepers will always know exactly what you are willing to pay for that perfect piece of jewelry. If you feel like you are being pressured, walk away. Only you can decide what it is worth to you to have a happy family member or friend...

- Note: Egyptian amber is NOT real. The best semiprecious stones to buy are Lapis Lazuli, Carnelian and Turquoise.
- True gold, silver and papyrus will have a government stamp. Don't be fooled by cheap metals and banana leaves.

**ADDITIONAL THINGS TO PURCHASE**

Egypt is famous for its cotton sheets, towels and fabrics. A well-known "local" store (think of it as the Egyptian Bed Bath and Beyond), is "Oscar Eliezer". Ask your hotel concierge for help on finding the nearest one. The prices are fixed in this store.

**TIPPING TIPS**

- Many people you will encounter in Egypt will want *Bakhshish*, a tip. Once you give money, food or drinks to street people you will be mobbed. If

you are feeling benevolent, be prepared. If you are offered "gifts" be prepared to pay.

- A tip of 10% is for meals, 5 LE for a baggage service to your hotel room, 5 LE to tomb guards (no more)
- Keep plenty of 1 LE notes on you at all times as a tip for bathroom attendants (no more)

**LANGUAGE HELP (TOP TEN LIST)**

1. Yes	Eyewa
2. No	La
3. Thank you	Shoekran
4. I want that	Ana eyeza da
5. How much?	Beykam?
6. Stop	Halas
7. Go away (very rude)	Imshee
8. Take me to the....	Mompkin ruwa min... pyramids
el-Haram	
shopping (Cairo/Luxor)	Khan en Khalti/Souk
9. Hello/Goodbye	Salaam/Ma'salaama
10. Have a nice day	Yowm sayeed insha'allah

DEPARTMENT OF DEFENSE



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**SHOPPING IN EGYPT: AVOIDING SCAMS & FINDING REAL TREASURES**




## Shopping in Egypt

## Shopping in Egypt

**SHOPPING IN EGYPT: AVOIDING SCAMS AND FINDING REAL TREASURES**




**HISTORY**

Egypt has a long history of international trade and exchange. This started during the Pharaonic Period, when they were known for exporting gold, perfumes and fine woven goods. Things have not changed much: today, you can purchase beautiful jewelry, scarfs and museum quality ancient object replicas.

**SAFE SHOPPING**

Tourists can fall prey to scams with various unethical shopkeepers, as the illegal antiquities trade is thriving in Cairo, Luxor and on antiquities sites. 50% of "genuine" ancient Egyptian objects are fakes. You can never be too careful. Here are some tips to make your shopping experience a fun one. After all, Egyptians have been in the "tourist" business for thousands of years.

- It is illegal to bring anything out of Egypt that is over 100 years old. This will result in jail time. This includes old furniture, jewelry, old ancient Egyptian fakes and all other old items. If in doubt, do not purchase the item.



**It is also illegal to purchase all items from endangered species including ivory, animal skins, rare shells and coral.**


- If offered a "real" ancient object, walk away. You may be asked "do you want to see something special." If they persist, threaten a police visit.
- No "typical" tourist replicas should cost more than \$5-\$20. If the shops are passing something as "top quality", walk away.
- Paleontological materials are also illegal to purchase. Do not buy petrified wood, sharks teeth or whale bone. Do not let your guide give you samples.
- Keep your wallet in a safe place preferably in a front pocket. Keep purses strapped over your neck and shoulder in front of your body.

**LET'S MAKE A DEAL! FINDING BARGAINS.**

- Try to do most of your shopping in the tourist souk of Cairo (Khan el-Khali) and the souk in Luxor, where the best bargains are to be had.
- Buy in bulk! Go in on t-shirts, perfumes and jewelry with your friends. The Costco concept came over to the Middle East: more is less.

It is safe to buy from shops in hotels. There will be much less pressure on you. If some merchants have a long term business relationship with the hotel or base, it is generally safe to buy from them. Just don't forget to bargain!

**HOW TO BARGAIN (AND HOW TO GET THERE)**



Bargaining is part and parcel of buying goods in Egypt. A good estimate is to take 1/3 off the total price. Stick to whatever price you feel comfortable with paying. Barter with the shopkeeper-this is part of the cultural experience. Accept their offer of tea/soda. This is hospitality. Look at everything you want, but do not seem too interested. Once you have decided on what you want, ask for a price. Pay only what you feel comfortable paying.

- Take only military approved taxis.
- For the best prices on various items (i.e., t-shirts, galibeyahs, small pyramids etc), it is best to compare notes with your friends, or consult with online shopping guides, hotel staff or trusted tour guides.

**HOW TO BUY GOLD/JEWELRY**

Gold is sold in Egypt by weight, which is printed in the newspaper each day.

## Shopping in Egypt



CENTCOM Contingency  
Environmental Guidance

CENTCOM Contingency  
Environmental Guidance

Sample Pages from Chapter 6  
and Appendix K

One of the significant accomplishments of the CENTCOM Historical/Cultural Action Group (CHCAG) was the development of official guidance on cultural property protection issues for inclusion in CENTCOM's Regulation 200-2—CENTCOM CONTINGENCY ENVIRONMENTAL GUIDANCE, issued in August of 2009. For the first time, historical and cultural preservation issues were put on an equal par with other pressing environmental concerns during contingency operations in the CENTCOM AOR. Below is the regulation's Table of Contents as well as *Chapter 6—Historical and Cultural Preservation* and its accompanying Appendix containing an “historical/cultural flowchart.”

Chapter 6  
HISTORICAL AND CULTURAL PRESERVATION

6-1. SCOPE. This chapter establishes criteria to ensure the proper protection of historic and/or cultural resources within USCENTCOM AOR countries engaged in contingency operations.

6-2. BACKGROUND. Historical/cultural protection is becoming more important around the world. In 2008, the UNO ratified the 1954 Hague Convention (Protection of Cultural Property in the Event of Armed Conflict). Accordingly, USCENTCOM personnel should expect future misconduct and poor decisions involving NM natural and cultural resources to have more severe consequences.

6-3. ENVIRONMENTAL RESPONSIBILITIES. The IED will have the following procedures in place for the management of NM historical/cultural properties:

- A process to ensure each base camp Commander take into account the effect of any proposed military action on property listed on the World Heritage List (WHL) and/or on the NM equivalent of the U.S. National Register of Historic Places.
  - Proposed military actions should attempt to avoid and/or mitigate any adverse effects to such historic or cultural resources.
  - Proposed military actions include, but are not limited to, the following actions:
    - Construction
    - Demolition
    - Combat operations
    - Training
    - Land-use
  - World Heritage List (WHL). Ensure base camps have access to the WHL and/or the NM equivalent of the National Register of Historic Places to assist in historical/cultural planning and decision making.
  - Inventories. Base camps are required to do an archaeological inventory to record and report all historic and/or culturally significant locations at and near the base camp. The IED will keep a master inventory.

6-4. HISTORICAL/CULTURAL DISCOVERIES OFF BASE CAMP. Items of potential historical/cultural importance discovered off base camp will be reported to the IED. Record the location, description, and if possible pictures of the discovered items. This information will be transferred to the appropriate NM authorities if it is significant.

6-5. PROPER CONDUCT. USCENTCOM personnel (military, civilians, contractors) must not pick up or disturb artifacts found on or near ground surface without proper authorization.

- Do not alter any standing monument or building suspected to be protected cultural property.
- Do not make military use of any protected cultural property, monument, archaeological site, historic or religious building unless there exists a genuine and imperative military necessity with no feasible or logical alternative.
- Do not purchase artifacts, antiquities, or cultural heritage items without proper authorization.
- Do not dig without first determining whether the location is a protected archaeological or historical/cultural site.

6-6. TRAINING. Units involved in construction and/or ground disturbing activities will designate a historical/cultural resource manager. This individual will complete a basic archeology awareness training course.

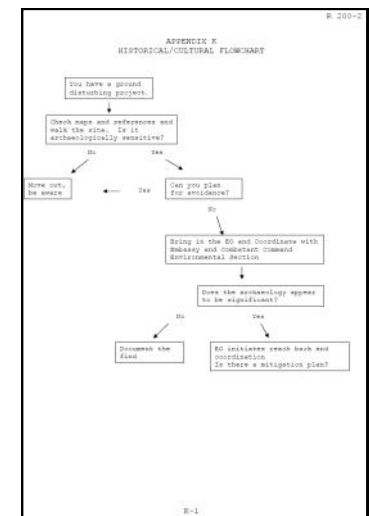
6-7. ARCHAEOLOGICAL MAPS. Each base camp is required to keep an updated map of all known or suspected archaeological and other historical/cultural resources at and near their base.

6-8. INTERIM MEASURES. Establish interim measures sufficient to protect archaeological or other historical/cultural resources until appropriate mitigation or preservation can be completed (e.g., signage, declaring the area off limits, or removal).

6-9. INFRASTRUCTURE IMPROVEMENTS. Each base camp will take into consideration the possible harm to NM relationships and the potential damage to NM historical/cultural properties during base camp infrastructure improvements, new construction, demolition and/or mitigation projects. See Appendix K: Historical/Cultural Flowchart.

6-10. HISTORICAL/CULTURAL DISCOVERIES MADE ON A BASE CAMP. Items of potential historical/cultural importance that are discovered during the course of construction and/or demolition work on a base camp will be preserved and protected. The base commander will consult with the IED and then make a decision on final disposition. If possible, include coordination with the NM authorities and do the following:

- Temporarily suspend work within a 3 meter radius of the find.
- Do not search for additional cultural material by digging or exploring within a 3 meter radius.
- Contact local or search back historical/cultural experts to determine the significance of find.
- Document the date, location, and nature of the find with GPS, photography, and notes.
- Leave the find in place if possible and protect it from damage and/or additional damage.
- Place historical/cultural materials in a protective container (bag or box) and label the container with the location, date of encounter, name of contents, and name of recorder if they must be removed.
- Report the encounter and site location through the proper chain of command. All photographs, notes, and objects must



REGULATION Number 200-2	Environmental Quality CENTCOM CONTINGENCY ENVIRONMENTAL GUIDANCE	TABLE OF CONTENTS	PAGE
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Chapter 4 - HAZARDOUS MATERIALS	4-1	Chapter 4 - HAZARDOUS MATERIALS	4-1
Chapter 5 - HAZARDOUS WASTE	5-1	Chapter 5 - HAZARDOUS WASTE	5-1
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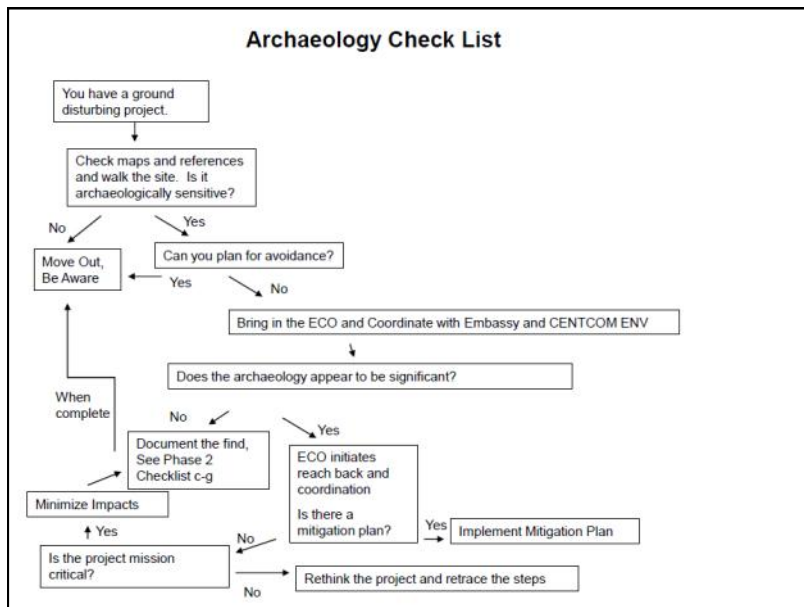
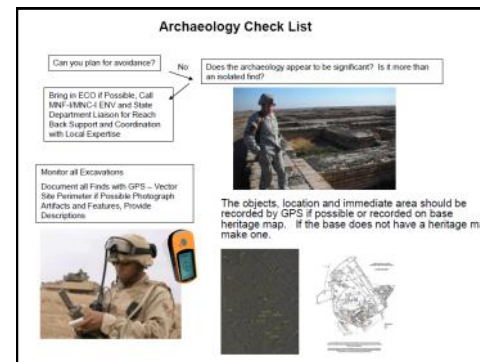
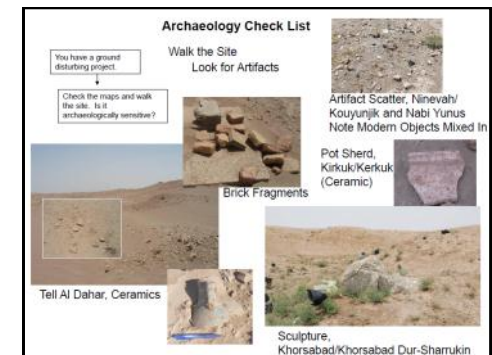
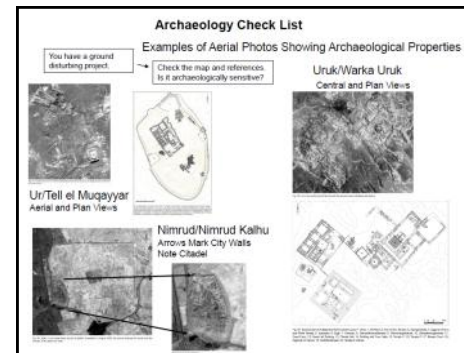
## Archaeology Check List

The “historical/cultural flowchart” that accompanied Chapter 6 in CENTCOM Regulation 200-2 (see pages 30-31), was developed by Dr. Laurie Rush to provide U.S. military personnel with a checklist of items to look for or be aware of in the context of any ground-disturbing projects. The *Archaeology Check List*, presented here with a few sample pages, is an illustrated version of the flowchart that provides more detailed guidance on this issue with concrete examples drawn directly from the CENTCOM AOR.

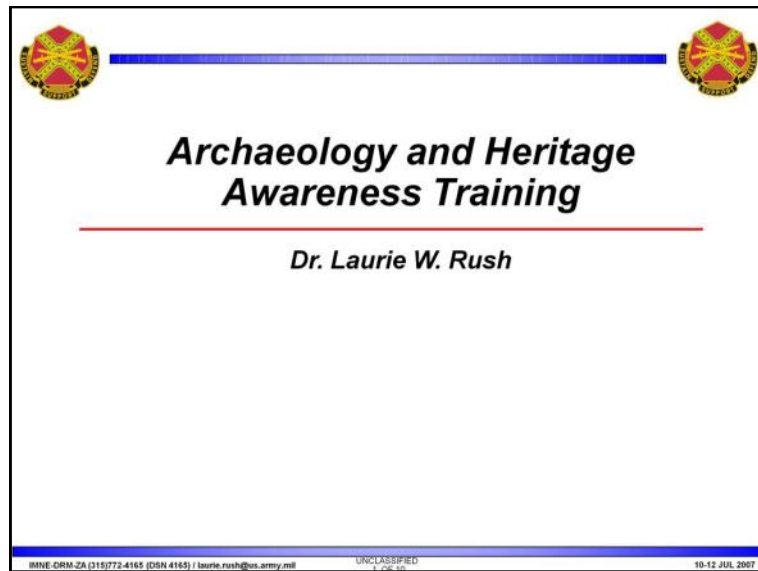


## Archaeology Check List

### Sample Pages from the Archaeology Check List



Archaeology Check List Flowchart



Title Page for Archaeology and Heritage Awareness Training Slides

The *Archaeology and Heritage Awareness Training* brief was developed by Dr. Laurie Rush and focuses on archeological sites. One of the course goals is to provide awareness for a more sophisticated understanding of the operational landscape in unfamiliar territory. Cultural heritage or property include (among others things) libraries, historic structures, sacred places, nature preserves, works of art, archaeological sites, and sites of learning. A few sample pages from this brief are presented on pages 35-37.

### Course Outline

- ◆ Introduction and Regulatory Drivers
- ◆ Need for Cultural Resources Awareness in the Global Setting—Theater and Global Examples
- ◆ Potential Impacts
- ◆ Guidelines for Response to Heritage Challenges—Getting it Right
- ◆ Resources and Training Information
- ◆ Associated Considerations



Sample Page from the Archaeology and Heritage Awareness Training Slides

# Archaeology and Heritage Awareness Training

## Sample Pages for Archaeology and Heritage Awareness Training Slides

**Heritage Awareness Training**

**NEED FOR AWARENESS**

U.S. reportedly damaged ancient Babylon  
Museum claims military caused 'substantial damage'

Experts say the military presence in Babylon did irreparable harm  
August 26, 2010 - BBC News

**Heritage Awareness Training**

**MISSION SUPPORT  
RESPECT FOR AND AWARENESS OF  
SACRED PLACES**

Afghan Cemetery

View from Mt. Nebo,  
Jordan – Spring of Moses

**Heritage Awareness Training**

**NATURAL DISASTERS AND HERITAGE**

Historic Area of L'Aquila Italy

Jacmel, Haiti

Damaged Buildings

# Archaeology and Heritage Awareness Training

## Sample Pages from the Archaeology and Heritage Awareness Training Slides

**Heritage Awareness Training**

**IMPACTS – ROTOR WASH**

**Heritage Awareness Training**

**GEOSPATIAL DATA COMMITTEE  
Geo - Rectification**

FOB Wolverine

**Heritage Awareness Training**

**SIMULATED HERITAGE SCENARIOS**

EVENT: [ ] PLACE: [ ] SUBJECT: [ ]

THEME: SACRED SITE ENGAGEMENT

TRAINING OBJECTIVE (S): Engage Attacker Who Are Using a Muslim Cemetery as a Firing Point

SCENARIO: [ ]

DESCRIPTION: [ ]

EXPECTED ACTION: [ ]

CEMML has made available a professional poster in .PDF format that can be viewed at the following URL:

<http://www.cemml.colostate.edu/culturalitems.htm>



Heritage Preservation: Military Progress in the Middle East Poster

*Heritage Preservation: Military Progress in the Middle East* is a poster presented at the 75th Annual Meeting of the Society for American Archaeology by Laurie W. Rush (U.S. Army, Fort Drum) and James A. Zeidler (Colorado State University), St. Louis, MO, 14-18 April 2010.

### Abstract

The U.S. Central Command Historical Cultural Advisory Group (CHCAG) and the Legacy Heritage Training for Deploying Personnel project have been working to improve knowledge, awareness, and planning tools for cultural property protection in the Middle East and Afghanistan. This poster illustrates educational methods, training tools, and planning assets for supporting cultural property awareness among deploying U.S. military personnel. International cooperation efforts are also discussed.

The following eight documents are brief training scenarios involving cultural heritage issues that were developed by Dr. Laurie Rush for application of Operation Bright Star joint training exercises held in Egypt in 2007. They are examples of a **MASTER SCENARIO EVENT LIST (MSEL)**, also known in DoD literature as Master Sequence of Events List or as Mission Scenario Event List. MSELs are specific, context-based training scenarios that can occur at a given time in a training exercise to illustrate a lesson or objective. In many cases, they require the presence of actual or simulated archaeological ruins or other cultural heritage properties to provide appropriate levels of training realism.

As the eight MSELs illustrated here demonstrate, the overall lesson is one of situational awareness of cultural heritage or cultural property issues. They are characterized by overarching themes, a general training objective or battle drill, a specific subject, a description of the scenario itself, an expected action or set of actions on the part of U.S. forces, and an “implementer” or trigger for that action. Six of the MSELs presented here fall under the theme of **IMPACTS TO CULTURAL PROPERTY**, while one deals with **CIVILIANS ON THE BATTLEFIELD** and the other with **SACRED SITES ENGAGEMENT**.





Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07**    **INJECT DAY:**    **INJECT TIME:**

**THEME: IMPACTS TO CULTURAL PROPERTY**

**TRAINING OBJ/BATTLE DRILL: Minimize Impacts to Cultural Property**

**SUBJECT: Proposed Western Desert Bed Down Site is an Archeological Property**

**DESCRIPTION: When unit begins to improve a bed down site they discover pieces of pottery, objects that include statuary, and old coins. They begin to notice that mud bricks are laid in linear patterns and may be parts of walls.**

**EXPECTED ACTION: Unit needs to select alternative position. If unit must bed down in the archeological site, the following precautions must be taken – unit should attempt to obtain reach back information concerning site perimeter and potential feature locations. Least important parts of the site would be locations for any necessary excavation. All perimeter improvements should be accomplished using sterile fill and Hesco type barriers.**

**MODE**    **SEND FROM:**    **SEND TO:**

**IMPLEMENTER: Damage to archeological properties offers potential PR advantage to the enemy.**



Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07**    **INJECT DAY:**    **INJECT TIME:**

**THEME: IMPACTS TO CULTURAL PROPERTY**

**TRAINING OBJ/BATTLE DRILL: Minimize Impacts to Cultural Property**

**SUBJECT: EOD Ops in Alexandria Harbor Risk Impacts to Cultural Property**

**DESCRIPTION: Planned EOD Ops in Alexandria Harbor will Occur in Direct Proximity to Underwater Statuary and Architectural Elements Dating Back to the Time of Alexander.**

**EXPECTED ACTION: Unit should consider methods of minimizing potential collateral damage to antiquities at the bottom of the harbor. Alternative locations could be considered. If location is fixed, magnitude of potential detonations could be lowered. Egyptian military could be encouraged to consider alternate locations as well.**

**MODE**    **SEND FROM:**    **SEND TO:**

**IMPLEMENTER: Sunken ships from the original construction of Alexandria contain statues and architectural elements from temples along the Nile. Alexandria Harbor is proposed as a underwater museum with tremendous tourist potential for the Egyptians. Egyptian divers may not be aware of potential collateral damage or long term effects of their actions.**



Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07**      **INJECT DAY:**      **INJECT TIME:**

**THEME: CIVILIANS ON THE BATTLEFIELD**

**TRAINING OBJ/BATTLE DRILL: Civilians on the Battlefield**

**SUBJECT: Friendship Jump Encounters School Trip to the Western Desert**

**DESCRIPTION: International School Field Trip into the Western Desert via Camel is Camping in the Drop Zone for the Proposed Friendship Jump**

**EXPECTED ACTION: Unit must alter drop to minimize effects on the camels and children. OIC should insure that Embassy is informed. OIC should be sure that parachutes and personnel have not spooked the animals. All measures should be taken to minimize any panic or disruption to the trip and the civilians.**

**MODE**    **SEND FROM:**      **SEND TO:**

**IMPLEMENTER: International school is on field trip via camel to the Western desert and is camping in the proposed drop zone. U.S. and other Nation embassy personnel have children participating in the trip. Parachutes and aircraft have potential to spook the animals.**



Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07**      **INJECT DAY:**      **INJECT TIME:**

**THEME: IMPACTS TO CULTURAL PROPERTY**

**TRAINING OBJ/BATTLE DRILL: Minimize Impacts to Cultural Property**

**SUBJECT: Roman Ruins in Vicinity of El Alamein at Risk from Maneuvers**

**DESCRIPTION: Planned Maneuvers Risk Roman Ruins near El Alamein**

**EXPECTED ACTION: Enemy takes positions in partially excavated Roman ruins near El Alamein. Exposed masonry walls and statuary offer excellent cover and concealment. Enemy is cognizant of coalition concerns about collateral damage to cultural property. Unit should consider methods of minimizing potential collateral damage to antiquities when securing the position.**

**MODE**    **SEND FROM:**      **SEND TO:**

**IMPLEMENTER: Damage to Roman Ruins offers potential PR advantage to the enemy.**



Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07** **INJECT DAY:** **INJECT TIME:**

**THEME: SACRED SITE ENGAGEMENT**

**TRAINING OBJ/BATTLE DRILL: Engage Opponent Who Is Using an Egyptian Cemetery as a Weapons Cache**

**SUBJECT: Weapons Cache in a Cultural Site**

**DESCRIPTION: Enemy is Using Tombs in an Egyptian Cemetery as a weapons cache. Enemy Personnel Include Photographers Hoping for Footage of Americans Damaging a Cemetery.**

**EXPECTED ACTION: Unit must secure the cemetery with a minimum of damage. Unit must be aware of the possibility of civilians living in the cemetery, possibly using tombs as shelter. When area is secured, initiate contact with religious or community leaders to assess any damage and plan for repairs. Unit works with local leaders to publicize use of the cemetery by insurgents for this purpose.**

**MODE SEND FROM: SEND TO:**

**IMPLEMENTER: Enemy has selected an Egyptian Cemetery with tombs that look like small domestic structures and are built of masonry or stone. The cemetery is surrounded by a masonry or stone fence that is over five feet tall. The enemy has photographers who want footage of American personnel violating and damaging a sacred place.**



Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07** **INJECT DAY:** **INJECT TIME:**

**THEME: IMPACTS TO CULTURAL PROPERTY**

**TRAINING OBJ/BATTLE DRILL: Minimize Impacts to Cultural Property**

**SUBJECT: Encounter Archeological Site When Setting Up Communications**

**DESCRIPTION: Communications specialists encounter archeological remains after selecting high ground in the vicinity of a bed down site to set up satellite communication dishes and communication towers. Excavation for anchoring the equipment has disturbed artifacts and features. Attempts to fence the site has disturbed additional material. Local civilians are expressing concern to the OIC.**

**EXPECTED ACTION: First choice would be to select an alternative position. If first choice is unrealistic, every effort should be made to minimize ground disturbance during the course of installation. Geo – textiles, hesko structures, and sand bags with clean fill all offer alternatives for protecting buried deposits and for minimizing excavation for equipment stabilization and fencing. Any artifacts completely excavated from the ground need to be turned over to the OIC who may need to reach back for further instructions including the possibility of contacting embassy personnel.**

**MODE SEND FROM: SEND TO:**

**IMPLEMENTER: Protest from local civilians could result in significant delays in making the communications equipment secure and operational.**



Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07** **INJECT DAY:** **INJECT TIME:**

**THEME: IMPACTS TO CULTURAL PROPERTY**

**TRAINING OBJ/BATTLE DRILL: Managing Illegal Activity Encountered on the Battlefield**

**SUBJECT: U.S. Personnel Surprise Looters at an Egyptian Archaeological Site**

**DESCRIPTION: During the course of maneuvers in the Western Desert, U.S. personnel encounter a small number of individuals with a vehicle digging and stealing objects from an ancient Roman archaeological site. Looters begin to fire on U.S. personnel.**

**EXPECTED ACTION: ROE first. When threat to personnel is past, unit needs to secure the site. U.S. personnel need to expect personnel hazards in looted areas which are prone to cave in and collapse. Unit needs to GPS, record and photograph condition of site at the point when it was secured. Any artifacts recovered during the action need to be turned into the OIC for repatriation to the proper authorities. OIC needs to report situation with expectation of embassy involvement.**

**MODE SEND FROM: SEND TO:**

**IMPLEMENTER: Detailed documentation is critical so that U.S. personnel will not be held responsible for site damage or theft of antiquities.**



Master Scenario Event List

**UNCLAS** **POC: Dr. Rush**  
**EVENT: Bright Star 07** **INJECT DAY:** **INJECT TIME:**

**THEME: IMPACTS TO CULTURAL PROPERTY**

**TRAINING OBJ/BATTLE DRILL: Potential Threat to Coptic Christian Church**

**SUBJECT: Attackers Threaten to Bomb a Coptic Christian Church**

**DESCRIPTION: During the course of maneuvers, an informant approaches the U.S. military to share knowledge of a threatened bombing of a Coptic Christian Church.**

**EXPECTED ACTION: ROE first. EOD team**

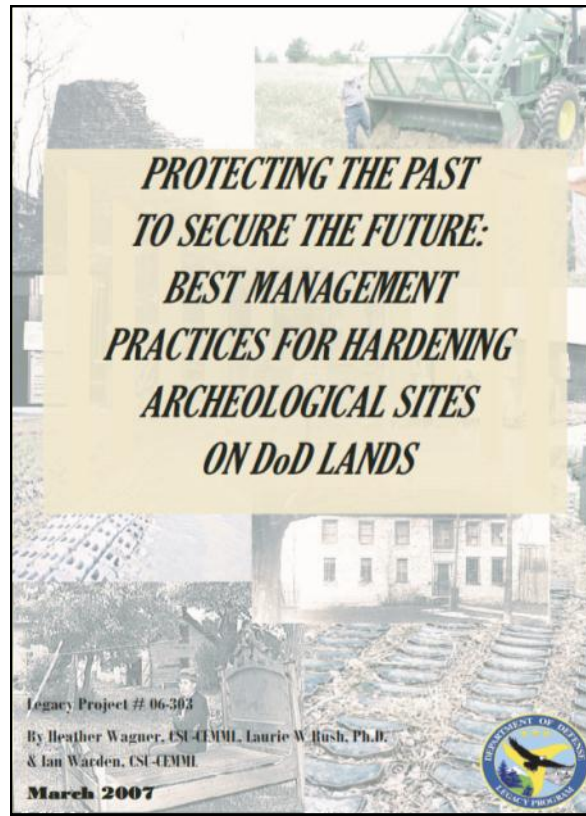
**MODE SEND FROM: SEND TO:**

**IMPLEMENTER: Detailed documentation is critical so that U.S. personnel will not be held responsible for site damage or theft of antiquities.**





Also available is the pamphlet, ***Protecting the Past to Secure the Future: Best Management Practices for Hardening Archeological Sites on DoD Lands***, written by Heather Wagner (CEMML-CSU), Laurie Rush, and Ian Warden (CEMML-CSU) and published in March 2007.



Cover of "Protecting the Past to Secure the Future"



This fifty-two page pamphlet was sponsored by the DoD Legacy Resource Management Program in association with the Cultural Resources Program of the Environmental Division in the Directorate of Public Works, and the Integrated Training Area Management (ITAM) Program in the Directorate of Plans, Training, Mobilization and Security, Fort Drum, New York. It provides step-by-step procedures for reinforcing or "hardening" historic building foundations and basements for use in military training exercises.

***Protecting the Past*** provides a range of information including:

- ◆ Site Selection Considerations
- ◆ Working Productively in a Regulatory Environment
- ◆ Cultural Resources Objectives
- ◆ Getting Materials and Supplies
- ◆ Training Asset Potential
- ◆ Logistical Considerations
- ◆ Treatment Options

***A How-To Video about management practices for hardening archaeological sites on DoD Lands is also available on request.***

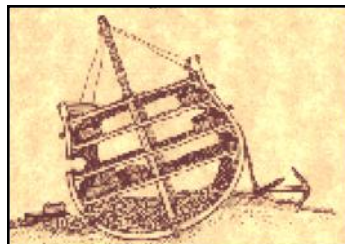
Submerged Cultural Heritage Training



Title Page of Submerged Heritage Training Slides

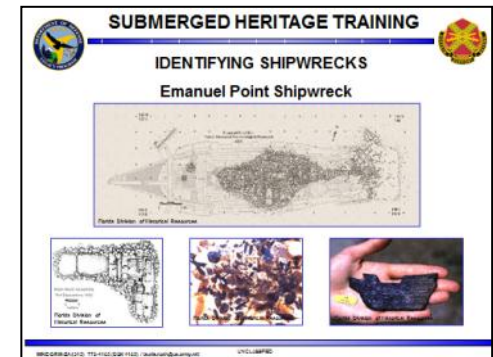
The *Submerged Cultural Heritage Training*, developed by Benjamin Ford of Indiana University of Pennsylvania, is composed of 31 slides. The training is accompanied by the author's notes and focuses on the following issues:

- ◆ The importance of submerged cultural heritage
- ◆ The laws governing submerged archaeological sites
- ◆ Why raising artifacts is a bad idea
- ◆ How to identify shipwreck sites
- ◆ Considering non-shipwreck sites.
- ◆ Resources for further information



Submerged Cultural Heritage Training

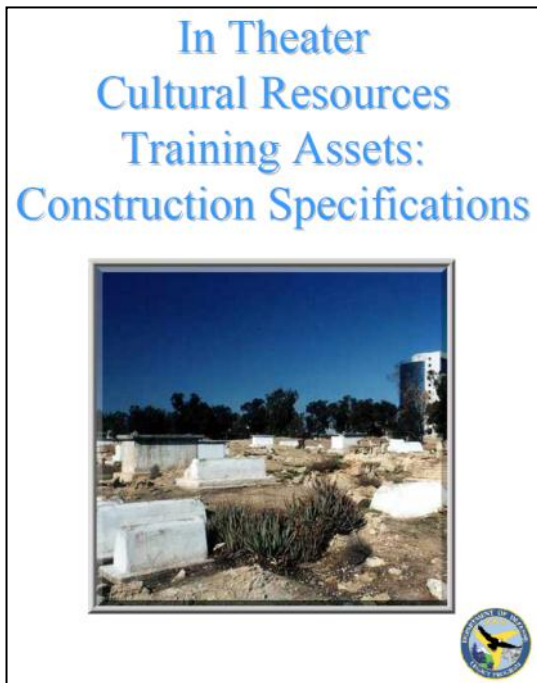
Sample Pages from the Submerged Cultural Heritage Training Slides





*In-Theater Cultural Resources Training Assets: Construction Specifications* was developed by Dr. Laurie Rush, Cultural Resources Program Manager at Fort Drum, New York.

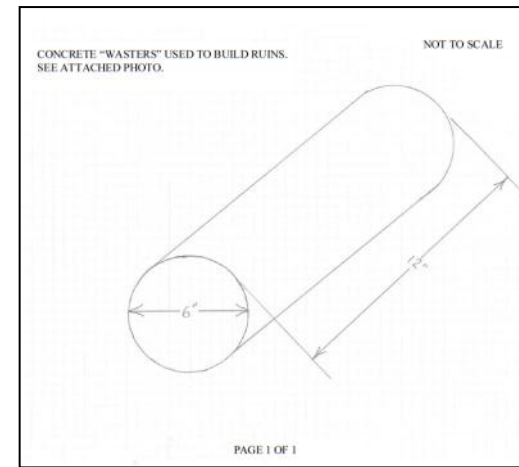
Consideration for the preservation of archaeological sites and cultural properties in military theaters of operation is becoming increasingly essential to the mission. This 17-page document offers quick solutions for construction of training assets that replicate a variety of cultural properties that personnel may encounter overseas. These assets have been integrated into Fort Drum training and trainers have found them extremely useful.



Cover of "In Theater Cultural Resources Training Assets"



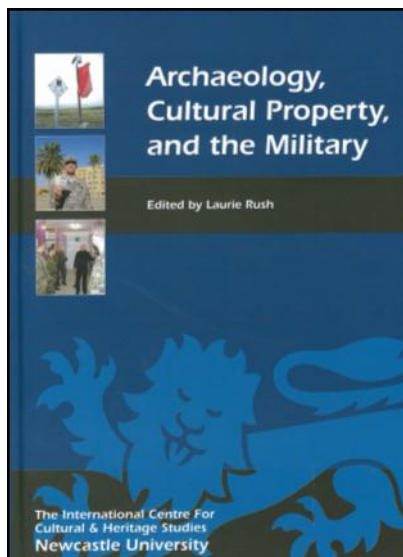
**Sample Pages from  
"In Theater Cultural Resources Training Assets"**



PAINTED CEMETERY MARKERS WITH IMITATION OF STONE CONE MOSAIC TOWER IN BACKGROUND.

***Archaeology, Cultural Property, and the Military***, edited by Dr. Laurie Rush, Cultural Resources Program Manager at Fort Drum, New York, presents the proceedings of several papers presented at the 2008 World Archaeological Congress held in Dublin, Ireland.

Various international conventions have suggested, with differing levels of emphasis, the requirement for armed forces preparing for conflict to make provision for the identification and protection of the cultural heritage that may be at risk. The experience of the recent, and continuing, conflict in Iraq, from the looting of the Iraq National Museum to the damage to archaeological sites caused by both Iraqi and coalition forces, has served to underline the fact that these responsibilities are not high on the agendas of military planners.



**Cover of *Archaeology, Cultural Property, and the Military***

However, since the invasion, cultural property officers, academics, and military archaeologists have been working together to address this problem. Their goals include: changing military policy, provision and effective use of planning information, and improving archaeological awareness amongst the personnel involved.

Drawing on major contributions from seven armed forces, amongst others, this book aims to set out the obligations to protect cultural heritage under international Conventions; provide a series of case studies of current military practice; and outline the current efforts to enhance this. It will be a vital benchmark for the future development of training and raising of awareness within other armed forces.

CONTRIBUTORS: Patty Gerstenblith, Krysia Spirydowicz, Julian Radcliffe, Corine Wegener, Joris Kila, Martin Brown, James Zeidler, Laurie Rush, Paul R. Green, Darrell C. Pinckney, Diane C. Siebrandt, Hugo Clarke, Friedrich Schipper, Franz Schuller, Karl von Habsburg-Lothringen, Holger Eichberger, Erich Frank, Norbert Furstenhofer, Stephan Zellmeyer, Sarah Parcak

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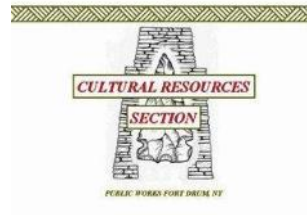


**James A. Zeidler, Ph.D., RPA**

Senior Research Scientist  
Associate Director for Cultural Resources  
Center for Environmental Management of Military Lands  
Campus Delivery 1490, Colorado State University  
Fort Collins, CO 80523-1490  
Phone: 970-491-3741  
Fax: 970-491-2713  
Cell: 970-222-6504  
Email: [james.zeidler@colostate.edu](mailto:james.zeidler@colostate.edu)

**Laurie W. Rush, Ph.D., RPA**

Cultural Resources Program Manager  
Environmental Division  
Public Works (IMNE-DRM-PWE)  
10th MTN (LI) & Fort Drum  
85 First Street West  
Fort Drum, NY 13602-5097  
Phone: 315-772-4165  
Fax: 315-772-2150  
Cell: 315-783-9894  
Email: [laurie.rush@us.army.mil](mailto:laurie.rush@us.army.mil)



**CENTER FOR ENVIRONMENTAL  
MANAGEMENT OF MILITARY LANDS**