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Unreviewed Mixed Matters Article:

Crossing Borders and Eras: the adventures and experiences of three Romanian Archaeology Students in two European Archaeological Open-Air Museums: preHistorisch Dorp (NL) and Butser Ancient Farm (UK)

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Author(s): Maria-Cristina Ciobanu ¹ ✉, Adina Amăriuței ¹, Analisa Ariton ¹

¹ Faculty of History, "Alexandru Ioan Cuza" University of Iași, Romania



In this article, we share our enriching experiences during internships at two prominent Archaeological Open-Air Museums in Europe: preHistorisch Dorp in the Netherlands and

Butser Ancient Farm in the UK. Motivated by our passion for experimental archaeology, we embarked on this journey to contribute to the development of this field in Romania. At preHistorisch Dorp, we immersed ourselves in various historical periods, participating in activities ranging from exploring exhibits to restoring Roman walls. Our hands-on tasks, including working with clay, allowed us to connect with the museum's history and engage with visitors. Accommodated within the museum, we explored not only the exhibits but also the surrounding areas, fostering an informal and enjoyable atmosphere. The adventure continued at Butser Ancient Farm in the UK, where we were exposed to diverse activities aligned with the museum's focus on experimental archaeology. From administering medicine to animals to participating in house dismantling and bronze casting, we gained practical insights into ancient technologies and agricultural practices. We also experienced the educational aspect of the museum by interacting with school groups. Our article concludes with our expression of eagerness to contribute to the establishment of an Open-Air Museum/Experimental Archaeology Park in Romania. The immersive experiences at preHistorisch Dorp and Butser Ancient Farm not only deepened our understanding of experimental archaeology and museum education but also inspired us to bring these best practices to our home country. The journey, funded by the Erasmus+ program, expanded our academic horizons and laid the foundation for future collaborations and knowledge sharing.



The experiences, living history, and storytelling that unfolded almost daily, along with discussions on experimental archaeology, ignited within us a desire for an Open-Air Museum/Experimental Archaeology Park in Romania.

Introduction: How we got there?

This paper provides a brief overview of our experiences during internships conducted in July and September 2023 within two renowned Archaeological Open-Air Museums. Our shared passion for experimental archaeology led us on this adventure, driven by a desire to contribute to the proper development of this field in our country, where it is not as popular among archaeologists as it should be. What better places to learn by doing and draw inspiration than these two Museums?

The first, preHistorisch Dorp, is located in Eindhoven, province of North Brabant, the Netherlands, and the second, Butser Ancient Farm, is situated near Portsmouth, Hampshire, southern England. Both museums have a significant history,

serving as examples of good practices in the realm of experimental archaeology and museum practice. This endeavour was made possible by the convergence of certain circumstances. Firstly, our prior acquaintance with experimental archaeology motivated us to choose archaeological parks. Since 2020, in addition to participating in archaeological excavations, we have been involved in various archaeological experiments related to prehistoric pottery under the coordination of Dr. Felix-Adrian Tencariu, an archaeologist and Senior Researcher at the University of Iași, Romania. These experiments include activities such as forming and

decorating pottery, kiln building, and firing. Some of our experiments were presented at the last two editions of the EAC conference and subsequently published (for example, Tencariu, et al., 2021; Ciobanu, and Tencariu, 2022). Secondly, the opportunity for internships was supported by the EU programme Erasmus+, which covered our travel, accommodation, and subsistence costs. Lastly, but not least, our recent affiliation with EXARC as individual members granted us easier access to a vast network of archaeological open-air museums¹.

The preHistorisch Dorp

PreHistorisch Dorp, first founded in the 1980s, emerged from the collaborative efforts of archaeologists, historians, and enthusiasts with a shared vision of creating an immersive prehistoric experience. With different time periods on display through the archaeological reconstruction of buildings, the museum aimed to bridge the gap between academic knowledge and public understanding (See Figure 1 – all the photographs presented in the text belong to the authors, being taken and proposed for publication with the consent of the staff of the two museums).

Beginning with the 1970s, in various locations in the Netherlands, open-air centres dedicated to education about the relationship between the natural environment and prehistoric humans were established (Paardekooper, 2012, p.127). The museum, PreHistorisch Huis, was born in 1982, and its construction was in Genneper Parken under the leadership of Anneke Boonstra. Soon, it was followed by the foundation of the Iron Age settlement of Eversham, in collaboration with the "Foundation Prehistoric Open-Air Museum" - Stichting PreHistorisch Openluchtmuseum Eindhoven (SPHE), nowadays known as Historisch OpenluchtMuseum Eindhoven (HOME), serving as a showcase depicting the potential appearance of a settlement from the Iron Age. The construction of the houses was meticulously based on findings from archaeological excavations in Oss-Ussen (Noord Brabant/NL) (Boonstra and Paardekooper, 2001, p.89). In 2002, the museum expanded its space by adding a section dedicated to the Medieval period in Eindhoven. Unfortunately, in 2003, the museum suffered losses, including an Iron Age farm and a caretaker's house, in a fire. In 2006, both structures were rebuilt. The reconstructed farm is now known as Runderhoeve. In 2016, the museum returned to its roots with the formation of a team specializing in historical construction and the adoption of a clearly recognized name, preHistorisch Dorp (<https://preHistorischdorp.nl/en/organisation>). Today, the preHistorisch Dorp is an open-air museum encompassing six distinct historical periods. It begins with the era when humans were still hunter-gatherers, progressing through the period of the first farmers, the specific Roman era of the region, the Viking and Frankish periods, the era of trade, and culminating with the period of cities and the 80 Years' War.

Our experience at the Dorp took place between July 16-30, 2023. We thank Dr Yvonne Lammers-Keijsers, the manager of the preHistorisch Dorp and Joost Botteram, chief of the technical department of the Museum (our mentor during the internship) for the pleasant stay and shared knowledge. during our internship. At that time, Yvonne was in the middle of an

interesting experiment, namely “Two Months in the Middle Ages” - residing in the medieval artisans’ house at the preHistorisch Dorp for two months – cook, clean, eat, and sleep there (<https://preHistorischdorp.nl/en/two-months-in-the-middle-ages>).

The first day was dedicated to settling in and exploring the park, as we did not receive specific information from our guide, Joost. He encouraged us to discover and imagine for ourselves what the museum had to offer (See Figure 2).

From the very first contact, we must confess, a sense of nostalgia crept in, knowing we would miss this place once we left. The following day, Joost systematically introduced us to the park, guiding us through its exhibits from the earliest period on display (See Figure 3) to the most recent. We explored not only the areas dedicated to children but also those designed for adults, gaining a deeper understanding of the respective historical periods. Additionally, we were introduced to activities that showcased the museum staff's expertise in crafting and maintaining various constructions, such as making wooden nails. Gradually, our role shifted from mere visitors to interns/volunteers as we received information and training on the tasks we would be undertaking in the museum.

Our main task at the museum was to restore the walls of a building inspired by the local Roman period (See Figure 4) More precisely, we worked with a mixture of sandy clay, lime, water and horse urine, a recipe close to what Romans might have use. (See Figure 5). As Romanians with a strong connection to the countryside, our background played to our advantage in this case. The less favourable socio-economic circumstances often faced in Romania meant that even today, in rural areas, many houses are still constructed using the wattle and daub technique, and are periodically maintained by the families living there. Therefore, even as young individuals, we were not unfamiliar with repairing clay walls, either through practice or observing our grandparents do it. After just a few discussions with Joost, we quickly became proficient in working with clay, and upon completion of the project, the museum staff affectionately dubbed us 'the clay girls' (See Figure 6).

After the first day of work, during which we gained insights into the materials we would be working with (slightly different from the common clay we were accustomed to), we had the opportunity to participate in a workshop dedicated to clay, organised within the museum (See Figure 7).

Here, we learned about the techniques that people in the Middle Ages used to build their houses, and we were introduced to new methods for constructing modern houses using eco-friendly materials. We participated in this workshop alongside some of the employees and other volunteers. By the end of the mobility, the 'clay girls' had completed their work, finishing the repair of a house's walls from the Roman area of the park with a new layer of plaster (See Figure 8).

While engaging in this activity during working hours, we also had interactions with the visiting public. When you sit and work on the walls of a house in a highly visited museum, you inevitably get dirty and attract the attention of those around you. Thus, both adults and children would constantly approach us and ask questions: 'What are you doing there?', 'Can I put my hands on it too?', 'What is that?', 'Why are you doing this?', 'What does that contain?', 'Where are you from?', 'You came here all the way from Romania?! It's a long way from home!'. We also encountered our share of borderline politically incorrect questions, such as 'Can you girls do this?' or 'How come you girls like this?', but they were ingenuously addressed, so no offense was taken. If the activity we carried out at the museum was inherently satisfying, the conversations with the visitors made everything we did there even more pleasant.

Another benefit of being accommodated within the museum was the freedom to walk around. After working hours, we enjoyed exploring the park repeatedly. One interesting way to do this was through games with other volunteers staying in the park. You will never fully appreciate the perspective the hunter-gatherer area offers until you play hide and seek here (See Figure 9).

Overall, it's worth mentioning the informal attitude and appreciation of the Museum staff and other volunteers toward us and the activities we undertook, which enhanced our enjoyment of our stay. Do not imagine that we were confined to the Museum the entire time, we had ample opportunities to explore the country as well, including Eindhoven, Amsterdam, Utrecht, Delft, Rotterdam, and The Hague (See Figure 10). The experience surprised us, sometimes in a pleasant way and occasionally not so much, but the positive aspects far outweighed the negative ones, and we relished everything the country had to offer. Instead of a definitive conclusion, we can only express our eagerness to return to the Netherlands, especially to the Dorp, as it exemplifies best practices within archaeological open-air museums.

Butser Ancient Farm

Butser Ancient Farm, an archaeological open-air museum located in Hampshire, England, was established in 1972 by Peter J. Reynolds as a research project to explore and recreate various aspects of ancient farming and rural life in British Iron Age. The site focuses on experimental archaeology, a field that involves reconstructing and testing ancient technologies, agricultural practices, and building methods to gain a deeper understanding of past societies. Like PreHistorisch Dorp, Butser Ancient Farm aims to provide visitors with a hands-on experience of ancient agricultural and domestic activities (Page, 2011).

Over time, Butser Ancient Farm has occupied three locations. The first location, from which it draws its name, is Little Butser, a northern hill of Butser Hill in Hampshire; the first site was dedicated to experimental archaeological research. The second site developed on the southern slopes of Butser Hill, on Hillhampton Down, in 1976. The purpose of this second

location was to serve as an open-air museum accessible to the public and available as an educational resource for schoolchildren. Named Butser Ancient Farm Demonstration Area (BAFDA), it is mostly considered a separate entity from the first site at Little Butser, aimed to convey archaeological information to the public in an accessible manner. However, both sites shared similar infrastructure, including animal pens and an enclosure where structures based on specific archaeological data were constructed (Reynolds 1999, pp.124-125).

These two sites, built for both the practice of experimental archaeology and the popularization of science, enjoyed a successful trajectory for an extended period. However, as things did not go as the park authorities wished, unforeseen challenges emerged. In this instance, the unforeseen factor was the Hampshire County Council, which envisioned a prehistoric Disneyland rather than an archaeological research park with activities based on the principles of experimental archaeology. Consequently, in 1990, following some minor conflicts, Butser Ancient Farm was asked to vacate the land it had occupied since 1972 and 1976 (Reynolds 1999, pp.126-127).

As every cloud has a silver lining, in the early months of 1991, both sites were vacated, and the new museum, as an independent organization, was developed at Bascomb Copse near Chalton. This location provided us with the opportunity to undertake an internship through the Erasmus+ program.

Our adventure in this new country began on the 6th of September, after two bustling days in London. For those who haven't visited Butser, we must confess that the moment we laid eyes on this fairy-tale setting, we were speechless. Perhaps our luck was the favourable weather, with everything lush and green, the sun in the sky intensifying every colour, and the hazelnut and blackthorn alley leading to the park, adorned with ripe fruits—a truly fabulous sight. The first contact with the museum's courtyard was even more enchanting: beautiful houses dedicated to pre- and historical periods, elegantly spaced, and wide alleys. In other words, it was love at first sight (See Figure 11).

Our guide, tutor, and close friend at the museum was Thérèse²—a wonderful human being who was very considerate of us (See Figure 12). After our initial introduction, she took us on a tour of the park (See Figure 13), starting, naturally, in the Mesolithic area. Here, we explored artistically adorned and somewhat speculative constructions. Adjacent to these 'tents,' we encountered an experimental reconstruction of a Neolithic rectangular house, meticulously designed and constructed based on archaeological evidence. This impressive structure greeted visitors at the park's entrance. Our journey continued through the Bronze Age, where we admired a charming little house, and then onto the expansive area dedicated to the Celts. Here, numerous constructions, including one still in progress, featured engaging and educational setups designed for children. Progressing further, we explored the Roman Villa

before concluding our tour with two Saxon dwellings. One of these dwellings was meticulously reconstructed using archaeological findings from a hill near Butser.

During the internship, we had the opportunity to observe and take part in several diverse activities, all of which aligned with the specific focus of the Museum. For instance, our initial task involved administering medicine to the sheep and goats in the park, as well as relocating some of them from one enclosure to another. Subsequently, we assisted in dismantling a house from the Mesolithic area (See Figure 14), followed by moving all the leftover vegetable materials (reed, wood) to be used as fuel for the burning of a Viking boat on the day of the Equinox (regrettably, our stay concluded before that event).

A highly interesting aspect of this activity involved observing the 'archaeological traces' left or produced during the house dismantling. This provided us with first-hand experience and the potential to apply that knowledge in future archaeological digs. In this case, as you may already imagine, although a visible difference could be seen between the construction area and the clear spaces next to it, over time, these ephemeral features will fade away, leaving almost no archaeological traces.

Another intriguing aspect of this construction was the space designated for flint knapping (See Figure 15). After a few years of use, a substantial deposit of flakes and debris accumulated, requiring considerable time to gather. In the end, we collected no less than four wheelbarrow loads of flint chips. This is a true representation of what a flint workshop looks like.

A constant activity that we particularly enjoyed during this internship was feeding the animals (See Figure 15), which we did twice every day, in the morning and at noon. Another task that took us three days in a row to complete was restoring a portion of the wattle fence in the sheep enclosure (See Figure 17). We had the opportunity to observe a small experiment conducted by a volunteer, which involved firing a few ceramic figurines at a very low temperature, using just a little sawdust (See Figure 18). The result was only a slight change in the colour of the still unfired clay.

Additionally, we were actively involved in the final stages of assembling a mosaic in the area of the Roman villa (See Figure 19). The fascinating aspect of this mosaic was that the pieces used to compose the model are from an original mosaic dating back to the Roman period. Discovered by an archaeologist, these pieces were stored in their garage for a while before making their way to Butser to fulfil their initial purpose, for which they were originally cut into square and rectangular shapes.

One day, our primary activity involved throwing pottery on a replica of a Roman wheel (See Figure 20). We learned to make pots, albeit small and somewhat clumsy. Despite the modest

size and occasional imperfections, the process was incredibly enjoyable, filled with fun and a bit of dirt.

Our favourite activity during our time here was smelting copper, making, and casting bronze with Thérèse. Initially, we learned all the necessary steps theoretically, from the materials used to the combinations needed to obtain a specific type of metal. Subsequently, we put the information into practice (See Figure 21). We began by breaking pieces of coal into a suitable medium size to facilitate the heating process. We observed industrial copper melting down and added tin to create bronze. After this demonstration, we delved into more intricate processes, learning step by step. These were skills we hoped to replicate in our experimental camps in Iași.

For instance, we took a piece of malachite, crushed it with a stone in a hollow wooden log (See Figure 22), and weighed it. We then placed it in a ceramic crucible, covered it with a lid, and positioned it inside the clay furnace. We filled the oven with charcoal, completely covering the crucible. The furnace, already preheated from the bronze-making process, took no more than 20 minutes to melt the malachite. Using a wooden model of an axe, we created a mould in the sand (See Figure 23) and poured the melted metal into it. Despite an initial unsuccessful attempt, during which we weighed the copper (turning out to be about 70 g of copper for 200 g of malachite), we re-melted it and poured it again.

In the end, we obtained a small axe that we are very proud of (See Figure 24). Despite its imperfections, we thoroughly enjoyed the process, acquired new skills, and are eager to share our knowledge with all our colleagues back home.

We have encountered numerous new experiences at Butser, each with its own unique story. Allow us to share just one more before we conclude. On our last day at the park, we engaged in activities familiar to the dedicated staff and volunteers, a routine they follow Monday through Friday, while we had been enjoying the aforementioned activities.

That includes attending, guiding, and teaching the visitors. A significant source of income for this park comes from school trips, where children learn about past customs and techniques through hands-on and practical activities. To gain a comprehensive Open-Air Museum work experience, we split up and, together with the coordinators from Butser, attended school groups (See Figure 25). By the end of this day, despite most of the activities taking place in the rain, we gained a profound understanding of what it means to work with visitors, especially in teaching children new and engaging things. We recognized the tremendous effort made by the staff to ensure the Museum's continuity into the future.

On this final day at Butser, the weather seemed to be in tune with our feelings, as it rained bitterly and coldly all day (See Figure 26). Both Butser and the Dorp provided us with opportunities to learn new things, presenting challenges every day. More importantly, these

experiences will remain forever in our hearts, as will the people here (See Figure 27), all of whom were eager to share their knowledge and teach us something new through the daily activities they carried out.

Conclusion

The experiences, living history, and storytelling that unfolded almost daily, along with discussions on experimental archaeology, ignited within us a desire for an Open-Air Museum/Experimental Archaeology Park in Romania. Such a space would allow us to transform our ideas into reality, a space where students, archaeologists, or passionate amateurs could gather, communicate, and collaborate in various experimental processes, all sharing a common goal – learning and exchanging knowledge about the past. During this experience, we also seized the opportunity to gather valuable information. We learned about various organisational matters, financing, and more, with the hope that someday Romania might boast its own equivalent of Butser or Dorp (or perhaps both).

In conclusion, we had the privilege of visiting two extraordinary museums in two beautiful countries, both at the forefront of development and placing a high value on culture and education. Additionally, we had the opportunity to explore London (as well as Amsterdam, Rotterdam, and others), truly a city of immense possibilities. London is vast and bustling, yet undeniably beautiful (See Figure 27), offering new experiences at every turn, albeit with its share of challenges.

All in all, we believe this encapsulates a true Erasmus+ experience – having days dedicated to the work or study you came for, and also having the opportunity to explore the city of your internship and its surroundings. To comprehend people in their entirety, it's essential to experience the comfort (or inconvenience) that the country provides.

Our journey through the preHistorisch Dorp in the Netherlands and Butser Ancient Farm in the UK has been an enriching adventure, bridging borders and eras. The immersive experiences, from restoring Roman walls to smelting copper and engaging with visitors, have deepened our understanding of experimental archaeology and museum education. As we return with memories of clay-stained hands, bronze-cast achievements, and the warmth of cultural exchange, we eagerly anticipate contributing to the development of archaeological open-air museums in Romania, inspired by the best practices witnessed in the Netherlands and the UK. Our Erasmus+ journey has expanded our academic horizons and has planted seeds for future collaborations and knowledge sharing.

- 1 We extend our gratitude to Dr. Roeland Paardekooper, who graciously facilitated our internships by reaching out to dozens of institutional members of EXARC to inquire if they were interested in hosting volunteers. We received numerous affirmative responses (thank you, everyone!), allowing us the luxury of having options.
- 2 Thérèse Kearns, Experimental Archaeologist of the Butser team. Thank you for everything, Thérèse!

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archaeological open-air museum

 **Country** Romania
the Netherlands
United Kingdom

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| Corresponding Author

Maria-Cristina Ciobanu

Faculty of History

“Alexandru Ioan Cuza” University of Iași

Romania

E-mail Contact

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FIG 1. PREHISTORISCH DORP. PHOTO BY AUTHORS



FIG 2. OUR FAVOURITE PLACE FOR ENJOYING HOT CHOCOLATE. THE VIEW TOWARDS THE LAKE NEAR THE MUSEUM. PHOTO BY AUTHORS



FIG 3. VIEW OVER A "PREHISTORIC" AREA OF THE MUSEUM. PHOTO BY AUTHORS



FIG 4. WALLS OF THE ROMAN BUILDING BEFORE REPAIRING. PHOTO BY AUTHORS



FIG 5. WORK IN PROGRESS. PHOTO BY AUTHORS



FIG 6. THE "CLAY GIRLS" HAVING FUN AT WORK. PHOTO BY AUTHORS



FIG 7. CLAY WORKSHOP. PHOTO BY AUTHORS



FIG 8. WALL OF THE ROMAN BUILDING AFTER THE "THE CLAY GIRLS". PHOTO BY AUTHORS



FIG 9. "HIDE AND SEEK IN THE HUNTER-GATHERER AREA". PHOTO BY AUTHORS



FIG 10. THE 'CLAY GIRLS' IN ROTTERDAM AND IN AMSTERDAM. PHOTO BY AUTHORS



FIG 11. BUTSER ANCIENT FARM. PHOTO BY AUTHORS



FIG 12. THE ROMANIAN TEAM WITH THÉRÈSE, IN OUR LAST DAY OF BUTSER. PHOTO BY AUTHORS



FIG 13. FIRST ENCOUNTER WITH BUTSER AND ITS 'FRIGHTENING' ANIMALS. PHOTO BY AUTHORS



FIG 14. THE MESOLITHIC HUT BEING DISMANTLED. PHOTO BY AUTHORS



FIG 15. CLEANING THE AREA DEDICATED TO FLINT KNAPPING. PHOTO BY AUTHORS



FIG 16. ON OUR WAY TO FEED THE ANIMALS. PHOTO BY AUTHORS.



FIG 17. FIGURING OUT THE FENCE. PHOTO BY AUTHORS



FIG 18. EXPERIMENT ON FIRING CERAMIC FIGURINES. PHOTO BY AUTHORS



FIG 19. THE MOSAIC NEXT THE ROMAN VILLA IN THE MAKING. PHOTO BY AUTHORS



FIG 20. ADINA AND ANALISA, THROWING POTTERY LIKE ROMANS. PHOTO BY AUTHORS



FIG 21. CRISTINA, MESMERIZED BY THE METALLURGICAL PROCESS. PHOTO BY AUTHORS



FIG 22. CRUSHING MALACHITE. PHOTO BY AUTHORS

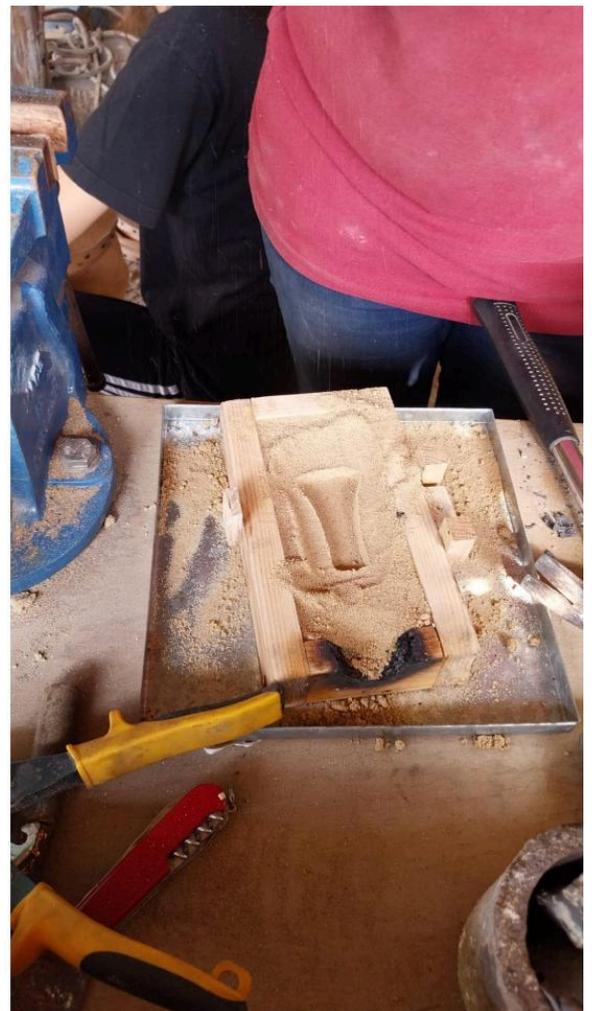


FIG 23. MAKING A MOULD IN THE SAND. PHOTO BY AUTHORS



FIG 24. FIRST ATTEMPT (NOT AN AXE) AND THE SECOND (ALMOST AN AXE). PHOTO BY AUTHORS



FIG 25. A BUSY DAY AT BUTSER. PHOTO BY AUTHORS



FIG 26. CERTAINLY, NOT LOCALS. THEY ARE WEARING RAINCOATS. PHOTO BY AUTHORS



FIG 27. THE ROMANIAN TEAM AND THE AMAZING STAFF OF BUTSER ANCIENT FARM. PHOTO BY AUTHORS



FIG 28. VISITING LONDON. PHOTO BY AUTHORS