



a



b



c



d

Figure 1. Pompeii: a. spindles found in room 2, Casa del Fabbro (Pompeii inv. no. 5234A-B); b. furniture legs from room 36, Casa del Menandro (Pompeii inv. no. 4915); c. bone beads from a necklace from above room 7, Casa del Fabbro (Pompeii inv. no. 5333C-I); d. bone and glass discs from upper levels in House I 10, 2-3 (Pompeii inv. no. 5077A-D). (Photographs by J. Agee).



Figure 2. Map showing locations of Vetera I, Oberstimm, and Ellingen (adapted by Patrick Faulkner).

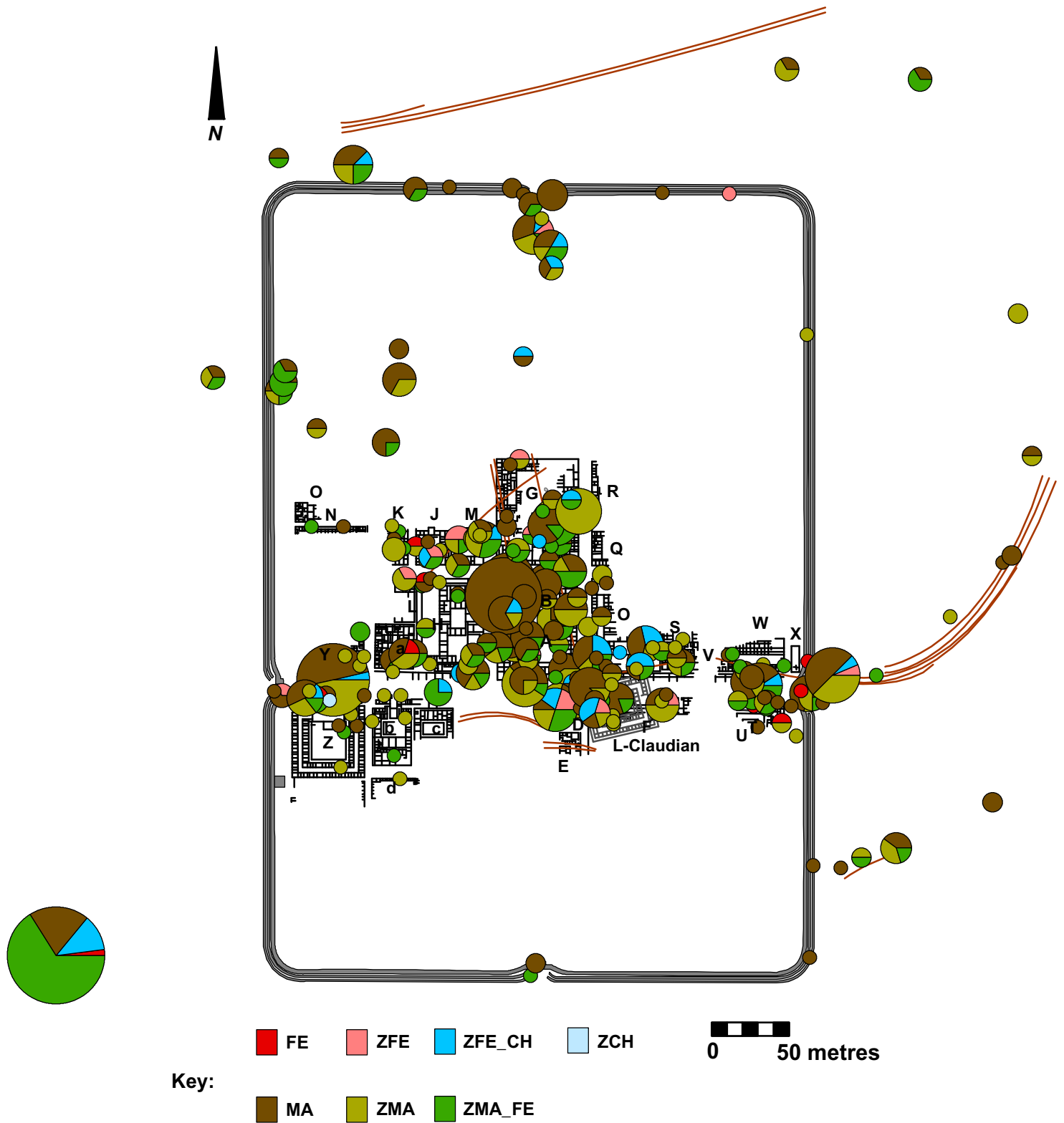


Figure 3. Vetera I: the distribution of all possible gendered activities and gendered dress items, by gender (FE = female, ZFE = female?, ZFE_CH = female?/child?, ZCH = child?, MA = male, ZMA = male?, ZMA_FE = male?/female?) (adapted and drawn by Patrick Faulkner).

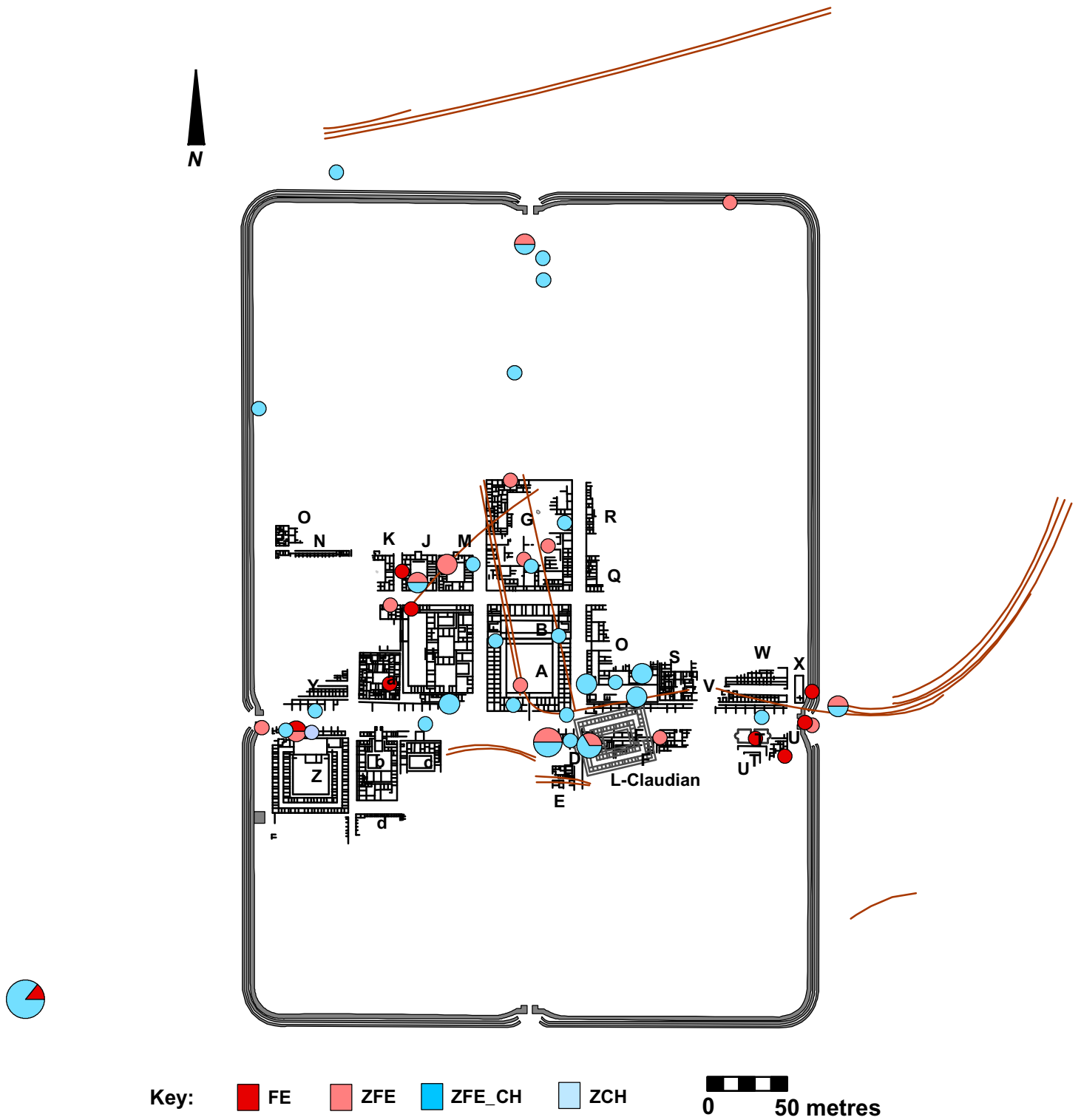


Figure 4. Vetera I: the distribution of all possible female- and child-related items, by gender (FE = female, ZFE = female?, ZFE_CH = female?/child?, ZCH = child?) (adapted and drawn by Patrick Faulkner).

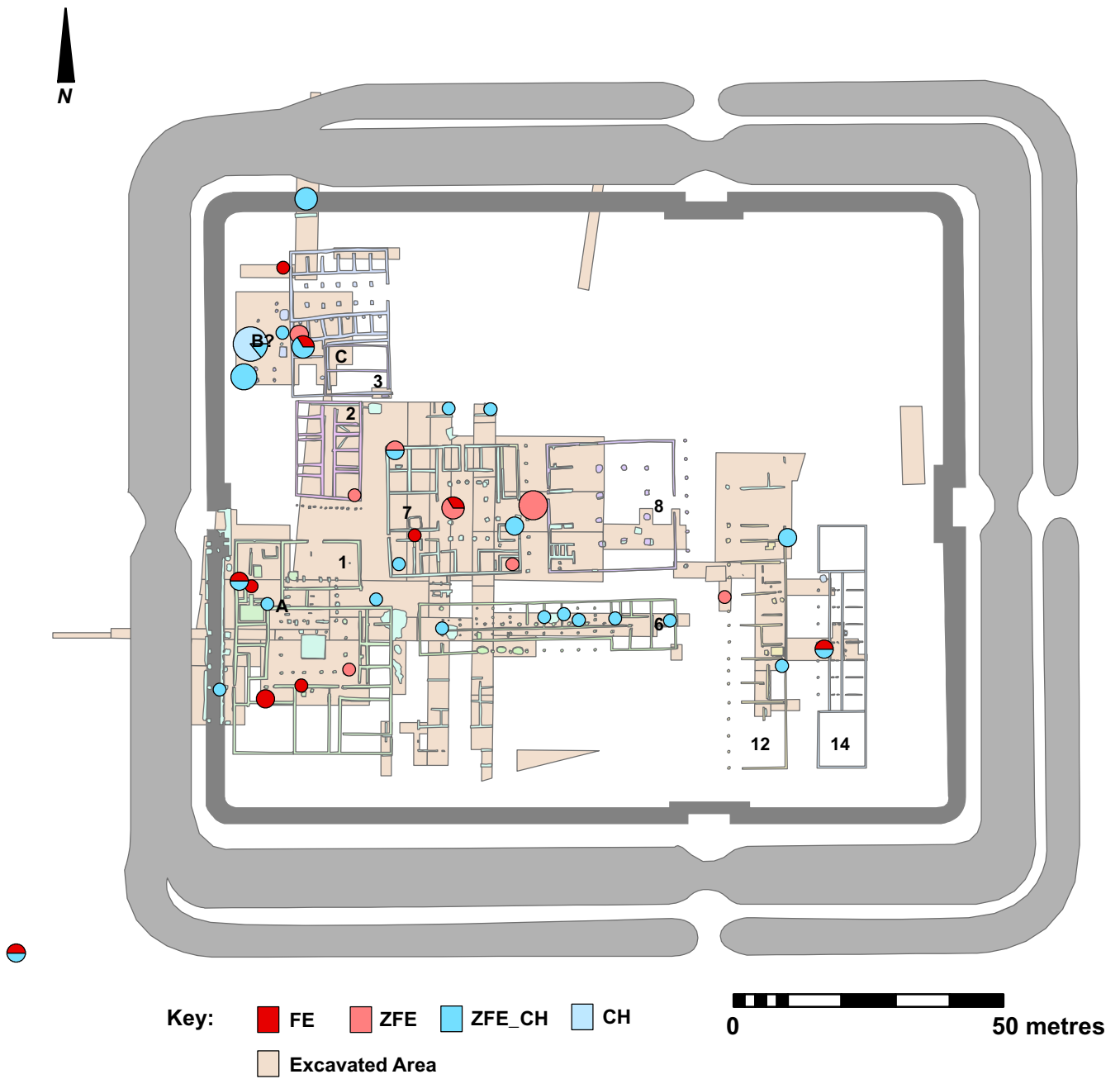


Figure 5. Oberstimm: the distribution of all possible female- and child-related items, by gender (FE = female, ZFE = female?, ZFE_CH = female?/child?, CH = child) (adapted and drawn by Patrick Faulkner).

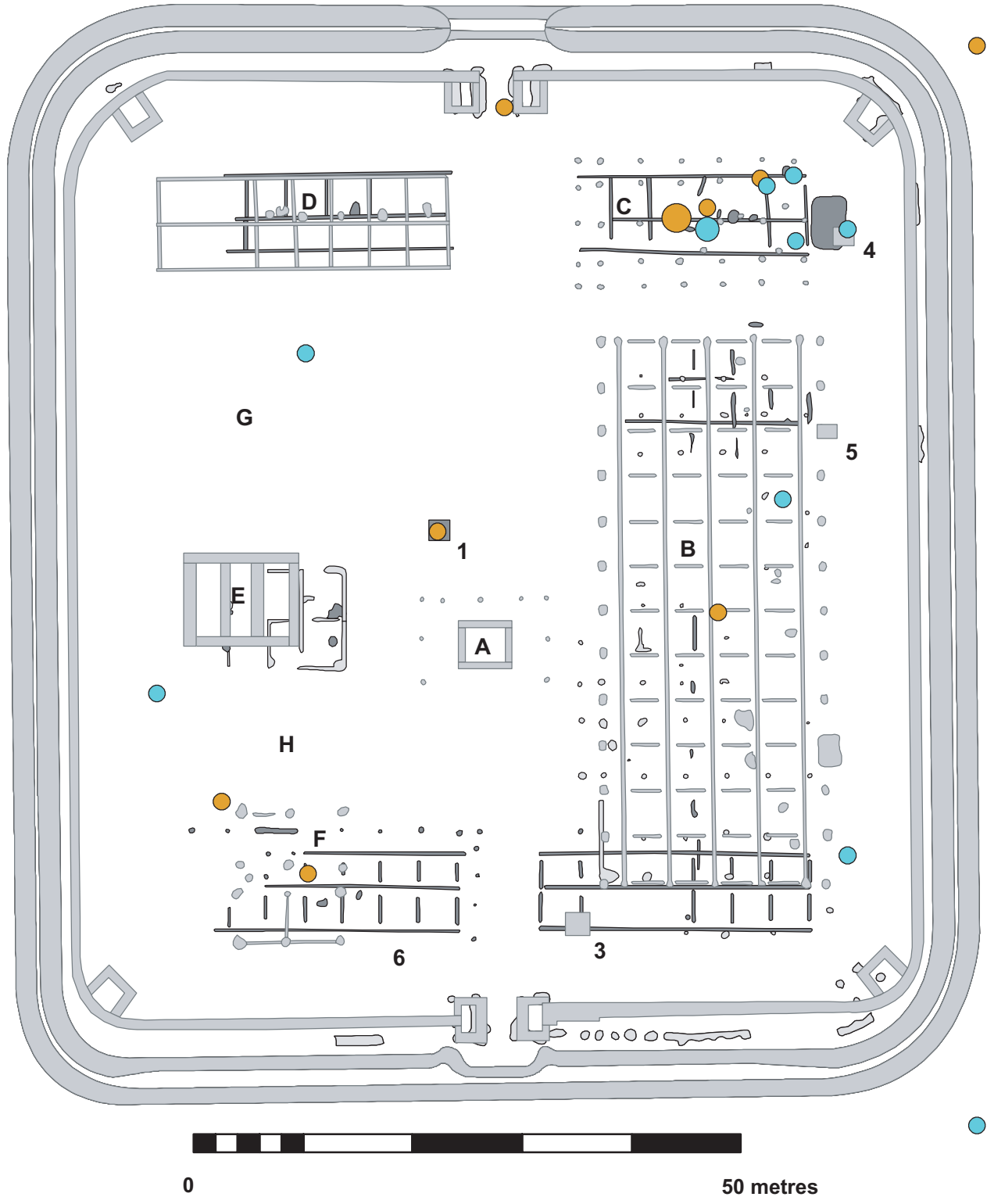


Figure 6. Ellingen: the distribution of adult and perinatal skeletal remains (adapted and drawn by Patrick Faulkner).

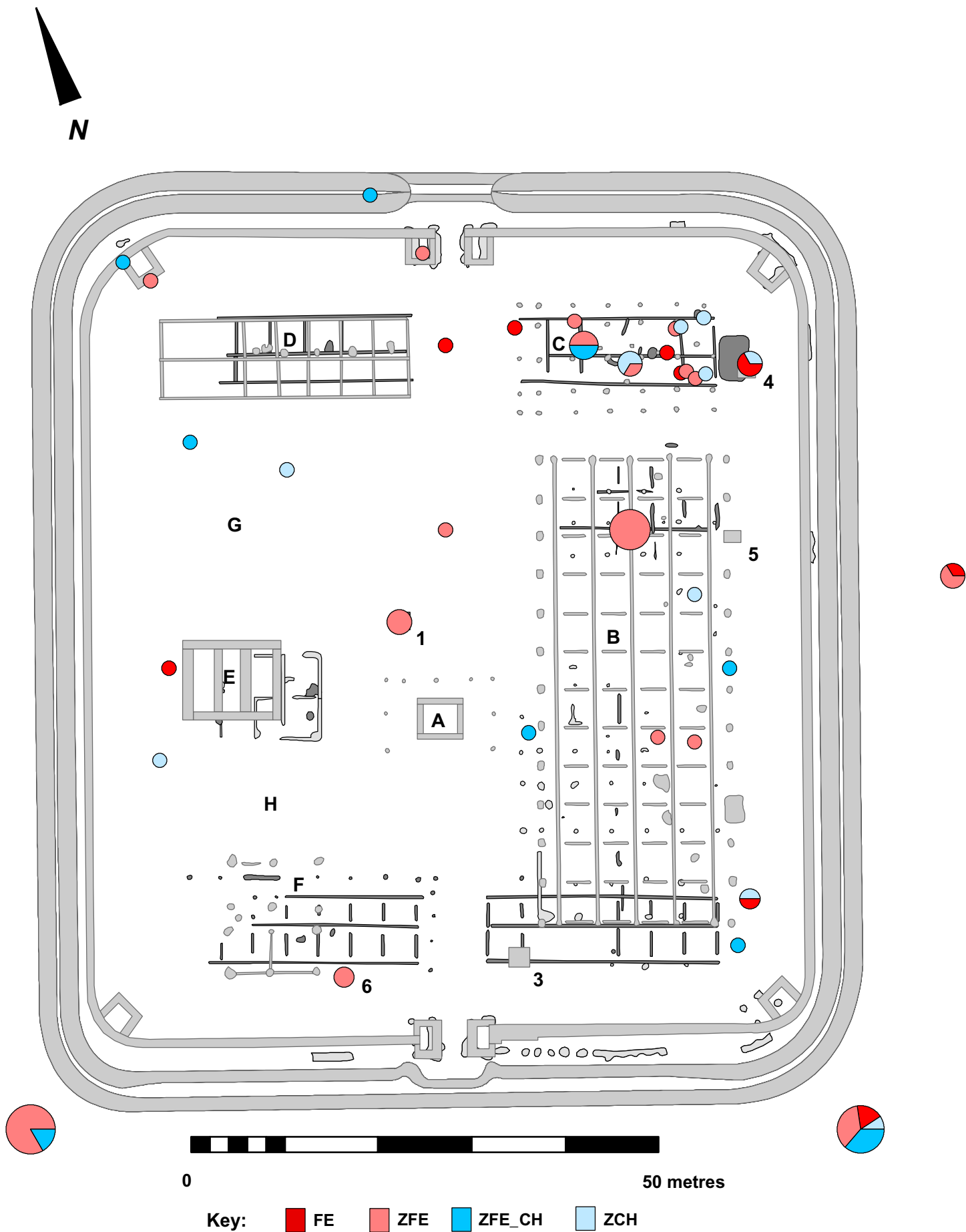


Figure 7. Ellingen: the distribution of all possible female- and child-related items, by gender (FE = female, ZFE = female?, ZFE_CH = female?/child?, ZCH = child?) (adapted and drawn by Patrick Faulkner).

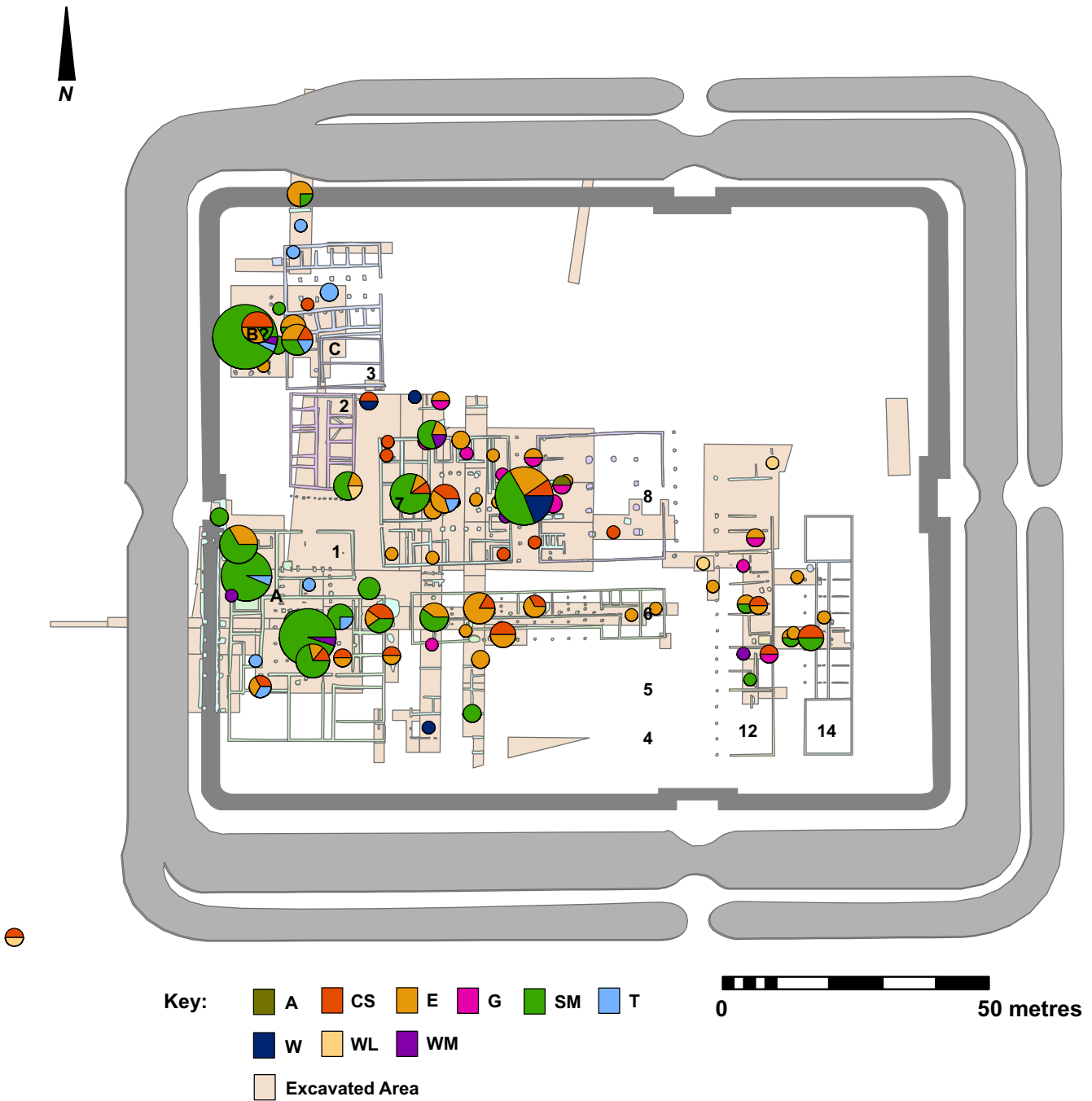


Figure 8. Oberstimm: the distribution of gendered activities, by activity (A = Agricultural, CS = Cutting and sharpening, E = Combat equipment, G = Gaming, SM = Stone and metalworking, T = Toilet, W = Writing, WL = Wood- and leatherworking, WM = Weighing and measuring) (adapted and drawn by Patrick Faulkner).

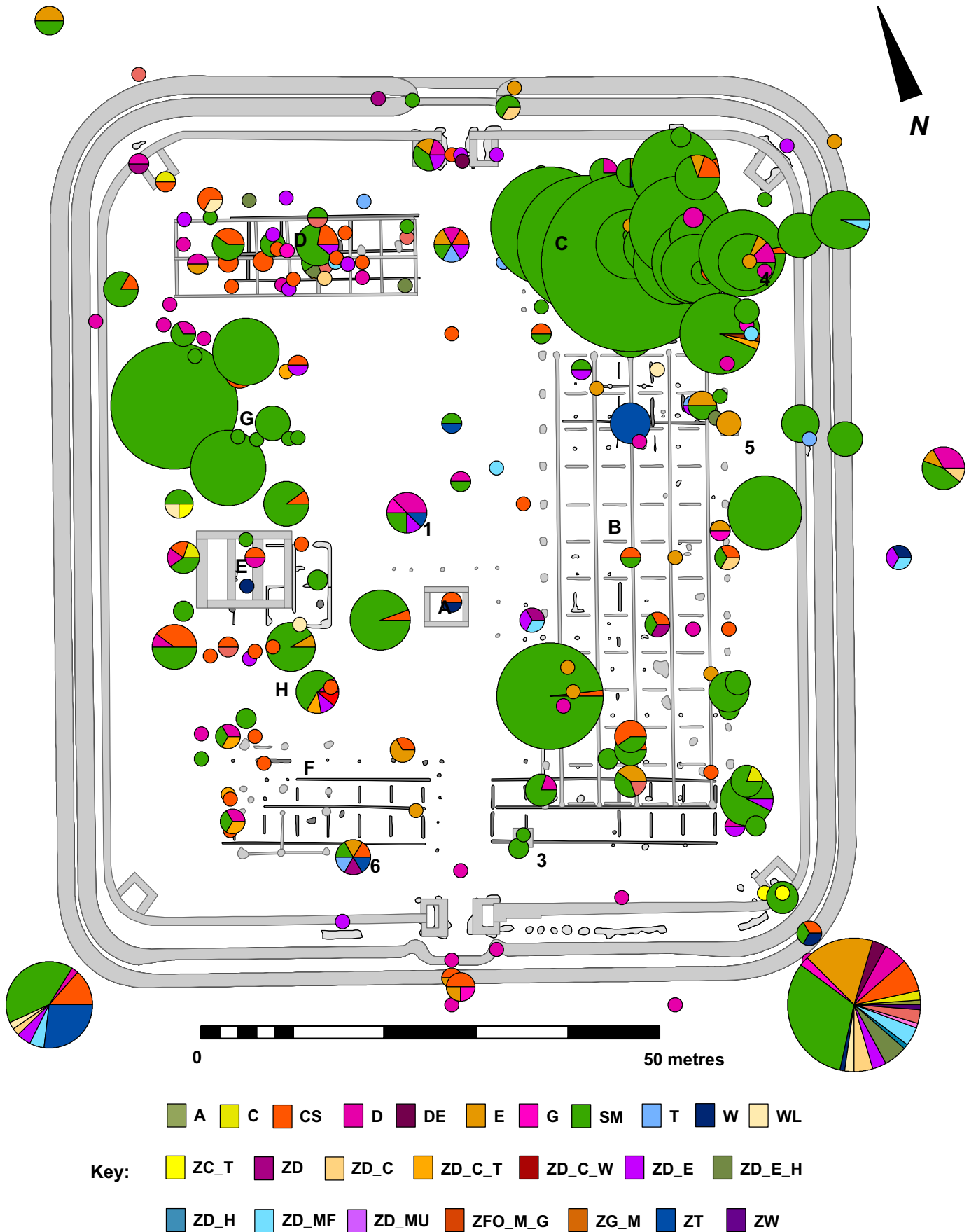


Figure 9. Ellingen: the distribution of all possible gendered activities and gendered dress items, by activity (A = Agricultural, C = Cloth production, CS = Cutting and sharpening, D = Dress, DE = Dress-Combat equipment, E = Combat equipment, G = Gaming, SM = Stone and metalworking, T = Toilet, W = Writing, WL = Wood- and leatherworking, ZC_T = Dress?/Cloth production?/Toilet?, ZD = Dress?, ZD_C = Dress?/Cloth production?, ZD_C_T = Dress?/Cloth production?/Toilet?, ZD_C_W = Dress?/Cloth production?/Writing?, ZD_E = Dress?/Combat equipment?, ZD_E_H = Dress?/Combat equipment?/Horse equipment?, ZD_H = Dress?/Horse equipment?, ZD_MF = Dress?/Miscellaneous fittings?, ZD_MU = Dress?/Music?, ZFO_M_G = Food?/Miscellaneous?/Gaming?, ZG_M = Gaming?/Miscellaneous?, ZT = Toilet?, ZW = Writing?) (adapted and drawn by Patrick Faulkner).