FINDS TABLE DEFINITIONS

March, 2018

The following definitions will be used in determining FOM categories and point levels:

ANTIQUE: Anything 100 or more years old

COIN: Excepting those in the "Private Tokens" section, an object listed in Yeoman's *A Guide Book of United States Coins* (Red Book), or any of the Krause *Standard Catalog of World Coins* references.

Holed coins, except those mounted as jewelry or with jewelry findings attached, should be entered as coins. Coins used in jewelry, as described above, must be entered in the jewelry category.

Obvious contemporary counterfeits, designed to pass as real, should be entered as Relics at the age level of the genuine article, whereas more modern replicas/copies are Relics at the L1 level.

EXCEPTIONAL VALUE: Applies to a coin with a "red book" value of \$1000 or more in its lowest grade.

HOLE: A single dug area, containing a target or targets, and no more than 12 inches in diameter.

JEWELRY: An object that is ornamental beyond utility, *and* is worn or carried by a person *and* would have been purchased in a jewelry store or as a premium *and* has a relative value that is determined, primarily, by its preciousness.

In addition to common jewelry types, this category includes watches, watch fobs, penknives, key chains, cufflinks, tie tacks/bars, hairpins, stickpins, pill boxes, chatelaine pieces (e.g. attachable pens, seals, perfumes, scissors, match safes. coin holders, etc.), dress clips, ornate or precious compacts, rosaries, etc. It does not include buckles, even those of precious metal or jeweled, as these are relics.

Military or uniform items, such as medals, decorations and pins should be entered in the Relic category.

KEY DATE: A coin valued at least 100 times the lowest value of its type, grades being the same.

PRECIOUS STONE: Includes Diamond, Emerald, Ruby & Sapphire.

RELIC: An object that is not categorized as a Coin or Jewelry. Level value is primarily determined by age.

STONE: A precious or non-precious stone as defined elsewhere.

NON-PRECIOUS STONE: Includes natural, non-precious stones, CZs, Moissanite, "paste," glass, etc.

SPILL: Four or more coins, found in the same hole, having been lost at the same time. A pre-1900 (L4) spill must contain at least 4 pre-1900 coins.

TOKEN: An object listed in Rulau's *United States Tokens*, Cross's *Canadian Colonial Tokens* or similar *token* reference. Included are Hard Times tokens, merchant store cards, trade tokens Civil War and Gay Nineties tokens; private or bank-issued circulating tokens not otherwise listed in a coin reference, gaming/arcade pieces, "slugs," etc. All of the above should be entered in the Relic category.

A counter-stamped coin or maverick may be entered as a coin or token, at the discretion of the entrant.

UNDECORATED BUTTON: A button with no engraving, markings or protrusions on the top surface.