

## List of motemes in Mesolithic and Early Neolithic Rock Art of the Scandinavian Peninsula

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The concept of moteme is explained in my monograph *Rock Art and the Wild Mind. Visual Imagery in Mesolithic Northern Europe* which is published by Routledge in 2018 (see Chapter 3 and especially Chapter 4).

This file contains a database of motemes registered at most panels / sites within the study area on which this work is based, i.e. the Scandinavian peninsula. The number of motemes appearing at each site is not documented, only the presence of a type of moteme (see explanation for this in book).

The following list of motemes is the foundation for Table 4.1 in *Rock Art and the Wild Mind*.

### Motemes of the Vingen Rock Art Area

Descriptions of motemes in the Vingen rock art is derived from information in the monumental work of Trond Klungseth Lødøen & Gro Mandt of 2012. This book is based on several years' of studies of the Vingen rock art, including their own new documentation and compilation of all earlier known and new finds. This updated presentation of the Vingen rock art, builds upon the works of Johannes Bøe (1932), Gustaf Hallström (1938), Per Fett (1941), documentation by Egil Bakka of the 60ties and not least on the knowledge of Helga Vingelven – in addition to the new documentation presented in the book. From the work of Bøe to Lødøen and Mandt, the number of depictions has grown from about 778, to 2195 figures. In the list of motemes, all references will be made to Lødøen & Mandt 2012 in cases where the whole of the panel is presented, if not earlier publications will be used as reference. Lødøen & Mandt 2012 provides the cumulative references of all relevant work on the documentation of Vingen.

LM = Lødøen & Mandt 2012: References to this source is to pages in this book, and includes documentation of Vingen rock art by the authors in addition to documentation by, first and foremost Egil Bakka, and furthermore by Eva and Per Fett (Fett 1941) as well as a group of earlier students and technical staff, Sigrid Gundersen, Astrid Nyland, Jan Magne Gjerde, Kjartan Gran, Kirsti Hauge Risøen, Jan Adriansen, Melanie Wrigglesworth, Kitty Getty and others.

H = Hallström 1938 (for instance H VI no. 103 refers to Hallström 1960 Vingen VI, Plate XLI, figure 103)

Bø = Bøe 1932

<b>Vingen Rock Art</b>					
<b>Panel</b>	<b>Total number of figures</b>	<b>Moteme Type</b>	<b>Comments on motifs</b>	<b>Comments on entire panel / section</b>	<b>Reference in Lødøen &amp; Mandt 2012 (including further references to Bøe 1932 and Hallström 1938)</b>
<b>Vehammaren / Hammaren</b>					
Vehammaren 1	139	Solitary big game	One solitary big game is typically of earlier age – animic / «palaeolithic»	Great panel which includes several herds and, interestingly it is like this one motif is cultivated.	LM pp. 173-180 Bø nos. 1-135 H VI nos. 1-72
		Herd of big game			
		Graphic design as body fill			
Vehammaren 2	40	Solitary big game			LM p. 180 H VI nos 73-90 Bø nos. 188-241 & figs. 21 & 22
		Herd of big game			
		Graphic design as body fill			
Vehammaren 3	3	Solitary big game		Contains riding human on deer?	LM pp. 180-181 Bø nos. 141-143
		Graphic design as body fill			
Vehammaren 4	2	Solitary big game	Nämforsen style?		LM pp. 181-182
Vehammaren 5	1	Graphic design in geometrical figure	Part of animal torso?		LM p. 182
<b>Bak Vehammaren</b>					
Bak Vehammaren 1	15	Solitary big game		Double deer head pole placed on deer's back.	LM p. 184 Bø nos. 156-163 H VI no. 97
		Herd of deer head poles			
Bak Vehammaren 2 A, B, C, D, E	13	Diverging deer / vertical axis			LM pp.185-189 Bø nos. 144-153 H VI nos. 92-95
		Graphic design as body fill			

Bak Vehammaren 3	2	Solitary big game			LM p. 189
		Graphic design, unidentified context	Described by LM as "net-figure"		
Bak Vehammaren 4	16	Solitary big game			LM pp. 189-193 Bø nos. 164-179 H VI nos. 98-99
		Diverging deer?	Not quite clear if the two deer are part of the same composition.		
		Graphic design as body fill			
Bak Vehammaren 5	2	Solitary big game	With human figure standing behind, but connection between the two figures is not clear.		LM pp. 193-195 Bø no. 185 H VI 105 (sic, number /figure non-existent in Hallström)
		Graphic design as body fill			
Bak Vehammaren 6	2	Solitary big game			LM p. 195 Bø nos. 154-155 H VI no. 96
Bak Vehammaren 7	6	Semi-herd of deer			LM pp. 195-196 Bø nos. 180-182 H VI nos. 101-102
<del>Bak Vehammaren 8</del>					
Bak Vehammaren 9	1	Solitary big game			LM p. 197
Bak Vehammaren 10	7	Solitary big game			LM pp. 197-198
		Diverging deer head poles / horizontal axis	Fig. 9.2.10d is defined as a superimposition of one deer head pole on the other		
Bak Vehammaren 11	5	Herd of big game	Bakka's (1973) Hammaren type deer		LM pp. 198-199
		Diverging big game / vertical axis			
Bak Vehammaren 12	7	Solitary big game		Bakka's (1973) Hammaren type deer as well as a Vangdal-animal. This "Vangdal-style" is also represented both in Bergbukten and in	LM pp. 199-200
		Semi-herd of big-game			
		Confrontation big game / horizontal axis			

		Confrontation human and semi-herd / horizontal axis		Kåfjord, Alta, but is not mentioned by the authors.	
Bak Vehammaren 13	6	Solitary big game			LM p. 200
		Diverging? big game and deer head pole / horizontal axis	Fragment of figurer between the "diverging" figures.		
		Graphic design, unidentified context			
Bak Vehammaren 14	42	Solitary big game	Fig. 9.2.14.b-c	Bak Vehammaren 14 contains one large panel (fig. 9.2.14.b) and one "interesting" composition (fig. 9.2.14.f)	LM pp. 201-204
		Semi-herd of big game	Fig. 9.2.14.b		
		Herd of big game	Fig. 9.2.14.b		
		Diverging big game / horizontal axis	Fig. 9.2.14.b		
		Diverging big game and semi-herd / horizontal axis	This concerns the composition in 9.2.14f. This motif includes a circle-on-a-stick-motif. Altogether this composition associates somewhat with the Ole Pedersen IX panel, Alta.		
		Diverging big game / vertical axis	Figs- 9.2.14.d-e		
		Confronting big game? / horizontal axis	Nos. 27 & 30, fig. 9.2.14b		
Graphic design as body fill					
Bak Vehammaren 15	2	Solitary big game			LM p. 204 Bø nos. 186-187
		Graphic design as body fill			
Bak Vehammaren 16	2	Solitary big game			LM. p. 204-205

		Graphic design as body fill			
Bak Vehammaren 17	4	Solitary big game			LM p. 205-206 H VI no. 104
		Graphic design as body fill			
Bak Vehammaren 18	14	Solitary big game		Panel includes a fish-like figure (no. 13) that seems to be interpreted totally differently by Bakka. This one is reminiscent of a figure in Bergbukten 4B, Alta.	LM p. 206-208
		Herd / semi-herd of big game			
		Confronting big game / horizontal axis			
		Diverging big game / vertical axis			
		Deer head pole			
Bak Vehammaren 19	1	Solitary big game			LM p. 208
Bak Vehammaren 20	3	Upside down / deer head pole			LM p. 208
Bak Vehammaren 21	5	Semi-herd of big game			LM pp. 208-210 Bø nos. 136-140 H VI no. 91
		Herd of big game			
		Graphic design as body fill			
Bak Vehammaren 22	8	Herd of deer head poles			LM pp. 208 & 210
		Diverging deer head poles / vertical axis			
Bak Vehammaren 23	1	Solitary big game			LM pp. 210-211 Bø no. 242 H VI no. 107
		Graphic design as body fill			
Bak Vehammaren 24-29	Uncertain, minimum 6, maximum 17	Deer head pole			LM pp. 211-212 Bø no. 243?, nos. 244-245

Bak Vehammaren 30	1	Solitary big game	Could be defined as an up-side-down; such a position however can only be properly defined in relation to other figures.		LM pp. 212-214
<del>Bak Vehammaren 31</del>					
<del>Bak Vehammaren 32</del>					
<b>Ved Vatnet</b>					
Ved Vatnet 1	21	Solitary big game			LM pp. 216-218 Bø nos. 465-468
		Diverging big game/ vertical axis	Nos. 17 & 18 b		
		Confrontation big game and deer head pole / horizontal axis			
		Graphic design as body fill			
Ved Vatnet 2	2	Diverging big game / horizontal axis			LM pp. 218-219
		Graphic design as body fill			
Ved Vatnet 3	18	Solitary big game	Fig. 9.3.3a	Ved Vatnet 3 includes several motifs that are not quite discernible, especially the group of deer head poles.	LM pp. 219-222 Bø nos. 343-345 H V no. 20
		Deer head pole	Fig. 9.3.3e		
		Diverging big game / vertical axis	Figs. 9.3.3.b-c		
		Diverging deer head poles/ horizontal axis	Fig. 9.3.3.f-g		
		Confrontation semi- herds of big game / horizontal axis	Fig. 9.3.3.d		
		Graphic design as body fill			
Ved Vatnet 4	1	Solitary big game			LM p. 223 Bø no. 291
Ved Vatnet 5	1	Solitary big game			LM pp. 223-224

					Bø no. 286?
<del>Ved Vatnet 6</del>					
Ved Vatnet 7	1	Deer head pole?			LM p. 225
Ved Vatnet 8		Deer head pole			LM p 225
<del>Ved Vatnet 9</del>					
<del>Ved Vatnet 10</del>					
Ved Vatnet 11	1	Deer head pole			LM p. 226
<del>Ved Vatnet 12</del>					
<del>Ved Vatnet 13</del>					
Ved Vatnet 14	4	Herd of deer head poles			LM p. 227
Ved Vatnet 15	1	Deer head pole			LM p. 227-228
Ved Vatnet 16	2	Deer head poles			LM p. 228
<del>Ved Vatnet 18</del>					
Ved Vatnet 19	1	Graphic design in geometrical figure	Fragment of "bundle" of deer head poles?		LM p. 229 Bø no. 764 H V no. 34
Ved Vatnet 20	4	Solitary big game Graphic design as body fill			LM pp. 229-230 Bø no. 766 H V no. 32
Ved Vatnet 21	3	Deer head pole			LM p. 230 Bø nos. 768-769 (268b) H V no. 28
Ved Vatnet 22	1	Solitary big game Graphic design as body fill			LM pp. 230-231 Bø no. 767 H V no. 35
Ved Vatnet 23	2	Solitary big game Deer head pole	Deer head poles, "hooks", make the building constituents of the animal.		LM p. 231 Bø no. 283 H V no. 31
Ved Vatnet 24	1	Solitary big game			LM p. 231 Bø no. 284 H V no. 30
Ved Vatnet 25	3	Up-side-down / big game and deer head pole	Probably graphic design as body fill.		LM p. 232 Bø nos. 285a-b H V no. 29

Ved Vatnet 26	1	Deer head pole			LM p. 232 Bø no. 288
<del>Ved Vatnet 27</del>					
Ved Vatnet 28	8	Herd of deer head poles	This herd is arranged in a way that it creates a pattern, if not a graphic design proper.		LM p. 233
<del>Ved Vatnet 29</del>					
<del>Ved Vatnet 30</del>					
<del>Ved Vatnet 31</del>					
Ved Vatnet 32	1	Deer head pole			LM p. 234
<b>Lyngrabben</b>					
Lyngrabben 1	4	Solitary big game			LM p. 236 Bø nos. 246-249
Lyngrabben 2	1	Solitary big game			LM p. 23 Bø no. 250 H V no. 27
Lyngrabben 3	1	Solitary big game			LM p. 237 Bø no. 251
Lyngrabben 4	4	Solitary big game			LM pp. 237-238 Bø nos. 252-255 H V nos. 25-26
		Single deer head pole			
		Semi-herd of deer head poles			
Lyngrabben 5	3	Herd of big game			LM p. 238 Bø nos. 256-258
		Graphic design as body fill			
Lyngrabben 6	2	Solitary big game			LM p. 239 Bø nos. 259 a-b H V no. 24a
		Single deer head pole			
		Graphic design as body fill			
Lyngrabben 7	15	Semi-herd of big game?		Concerning question marks: The panel is badly preserved. One can only "sense" that the motifs suggested are present.	LM pp. 239-240 Bø nos. 260-272 H V no. 24
		Herd of big game?			

		Confrontation ?/ big game and deer head pole / horizontal axis			
		Graphic design as body fill			
Lyngrabben 8	11	Solitary big game		Panel definitely contains more motifs, but due to bad preservation these are blurred, cf. fig. 9.4.8e	LM pp. 240-241 Bø nos. 274-275 H V nos. 23 & 24b
		Deer head pole			
		Graphic design as body fill			
<del>Lyngrabben 9</del>					
<b>Storåkeren</b>					
Storåkeren 1	4	Solitary big game		Panel also contains a human person with skeletal design.  Bøe's 401 and 403 might – dependent of the internal position which is not clear from the publications – be defined as diverging deer in the vertical axis.	LM p. 244 Bø nos. 401-403
		Graphic design as body fill			
Storåkeren 2	4	Deer head pole			LM p. 245
Storåkeren 3	8	Semi-herd of big game			LM p. 245 Bø nos. 463-464
		Diverging big game and deer head pole / vertical axis			
		Graphic design as body fill			
Storåkeren 4	1	Solitary big game		Panel listed by Lødøen & Mandt to contain five figure fragments. My comprehension is however of fragments of one animal figure.	LM pp. 245-246 Bø no. 347
<del>Storåkeren 5</del>					
Storåkeren 6	1	Solitary big game		The structure of this body fill seems to be built up in the same manner as in the	LM pp. 246-247
		Graphic design as body fill			

			whale from Skogerveien. Basic lines are the principal lines, here also a rudimentary life line.		
Storåkeren 7	1	Solitary big game Graphic design as body fill			LM p. 247
Storåkeren 8	3	Semi-herd of big game? Graphic design as body fill		Or, simply one animal superimposed on the other.	LM p. 247
<del>Storåkeren 9</del>					
Storåkeren 10	2	Solitary big game Graphic design as body fill			LM p. 248 Bø no. 349
Storåkeren 11	1	Deer head pole			LM p. 248 Bø no. 350
<b>Hardbakken</b>					
Hardbakken Sør (Lødden & Mandt 2012: Fig 9.6.1a)	34	Solitary big game	The big “famous” deer from Vingen is among the “solitary big game” and – even if not standing alone in the panel – represents the big single game <i>par excellence</i> .	This complex composition includes the famous deer as representing the big single game, however, linked to this motif are other motifs; simultaneously it is integrated in a semi-herd, and possibly also a confrontation.  Altogether the panel could be regarded a “herd of big game”.	LM pp. 250-254 Bø nos. 384-400 H V nos. 1-7
		Semi-herd of big game			
		Confrontation? / big game / horizontal axis	Question mark: this confrontation is between the big animal and another which is smaller are stylistically different fragments		
		Deer head poles Graphic design as body fill			
Hardbakken Sør	40	Solitary big game		Panel contains probably more types of motifs.	
		Semi-herd of big game			

(Lødøen & Mandt 2012: Fig 9.6.1b)		Herd of big game		Hardbakken sør stands in an upside-down relationship to Hardbakken Nord (cf. Lødøen and Mandt 2012: Fig. 9.6.2a pp. 256-257)	
		Graphic design as body fill			
Hardbakken Nord	133	Solitary big game		Solitary big game and semi-herd in the uppermost part of panel stand in an up-side-down relationship to the rest of the panel  Several herds of big game in this panel  Panel also contains a "skeleton-human"	LM pp. 255-266 Bø nos. 351-382
		Semi-herd of big game			
		Herd of big game			
		Confrontation big game / horizontal axis			
		Confrontation big game and human / horizontal axis	Male genitalia (figure no. 22 in Lødøen and Mandt 2012: Fig. 9.6.2d)		
		Confrontation solitary big game and herd of big game / horizontal axis			
		Confrontation big game and deer head poles / horizontal axis	Two head poles		
		Diverging big game / vertical axis			
		Graphic design as body fill			
<b>Teigen</b>					
Teigen 1	37	Herd of deer head poles			LM pp. 268-269 Bø nos. 405-436 H V no. 12
		Confrontation solitary big game and herd of deer head poles / horizontal axis			
		Confrontation single deer head pole and big game / vertical axis			

		Confrontation elk-head poles / horizontal axis			
Teigen 2	4	Confrontation? deer head pole and human person / horizontal axis		Two humans of design style linked together, in a "semi-chain". Holders of deer head poles?	LM p. 269
		Deer head pole			
Teigen 3	1	Deer head pole			LM pp. 269-270
Teigen 4	8	Deer head poles		One human of design style	LM. p. 270 Bø no. 462
		Graphic design, context unidentified			
Teigen 5	3	Solitary big game			LM pp. 271-272 Bø nos. 437-439
		Deer head pole			
Teigen 6	13	Deer head pole		Most figures are deer head poles piled together and creating a pattern / graphic design.	
		Graphic design without outline			
Teigen 7	6	Solitary big game			LM pp. 272-274 Bø nos. 440-445 H V no. 13
		Deer head pole			
		Confrontation deer head poles / horizontal axis	Poles are simultaneously in a kind of internal up-side-down position		
		Graphic design as body fill			
Teigen 8	6	Single deer head pole			LM p. 274 Bø nos. 446-447
		Herd of deer head poles?	Or semi-herd in confrontation with a third deer head pole?		
Teigen 9	11	Solitary big game		Section no. 5 (Løddøen & Mandt 2012: Fig 9.7.9) could altogether be regarded a "mixed" herd of deer and elk-head poles.	LM pp. 274-275
		Single deer head pole			
		Confrontation deer head poles / horizontal axis			
Teigen 10	6	Solitary big game			LM pp. 275-276

		Herd of deer head poles		Converging and diverging deer head poles are part of same composition, and involves three deer head poles (cf. Lødøen & Mandt 2012: Fig 9.7.10c), and probably also a fourth.	Bø nos. 448-450
		Confrontation deer head poles / horizontal axis			
		Diverging deer head poles/ horizontal axis			
Teigen 11	3	Solitary big game			LM pp. 275 & 277 Bø nos. 451-452
		Graphic design as body fill			
Teigen 12	2	Diverging deer head poles		Mark the "foot" of one of the poles; similar to big game feet in Bergbukten, Alta and in Nämforsen.	LM p. 277 Bø nos. 453-454
Teigen 13	4	Solitary big game	Probably graphic design as body fill		LM p. 278 Bø no. 469
Teigen 14	23	Solitary big game			LM p. 278-279
		Deer head poles	A great number, piled together and creating pattern, graphic design		
		Graphic design without outline			
Teigen 15	4	Solitary big game			LM p. 279-280 Bø no. 472
		Semi-herd of big game			
		Graphic design as body fill			
Teigen 16	2	Confrontation deer head poles / vertical axis		The elk heads in this panel have clearly depicted ears	LM p. 280
Teigen 17	1	Solitary big game			LM pp. 280-281

Teigen 18	2	Deer head pole			LM p. 281
Teigen 19	1	Deer head pole		Hook with ears attached.	LM p. 281
Teigen 20	3	Solitary big game			LM p. 282
		Graphic design as body fill			
Teigen 21	8	Solitary big game			LM p. 282
		Graphic design, unidentified context			
<del>Teigen 22</del>					
Teigen 23	3	Confrontation big game / horizontal axis			LM p. 283 Bø nos. 459-461
		Graphic design as body fill			
<b>Leitet</b>					
Leitet 1	16	Solitary big game			LM pp. 286-287 Bø nos. 337-341
		Deer head pole			
		Confrontation deer head poles / horizontal axis			
		Diverging? semi-herds of deer head poles / horizontal axis	Concerns nos. 1-4 in Løddøen & Mandt 2012: Fig. 9.8.1b		
		Up-side-down deer head poles			
Leitet 2	21	Deer head pole		Poor preservation, probably more motifs in this panel.	LM pp. 287-289 Bø nos. 329-336
		Diverging deer head poles / vertical axis			
		Graphic design, unidentified context			
Leitet 3	17	Herd of deer head poles		Two deer head poles are tied together (no. 1 in Løddøen & Mandt 2012: Fig. 9.8.3f)	LM pp. 289-292 Bø nos. 317-328
		Diverging deer head pole / horizontal axis			

		Upside-down deer head poles			
Leitet 4	5	Herd of deer head poles	Piled together and creating a pattern.		LM p. 292 Bø nos. 309-312
Leitet 5	35	Herd of deer head poles			LM p. 292-294 Bø nos. 293-308
Leitet 6	169	Solitary big game		An extremely complex panel that certainly includes more motifs than the ones listed. The entire panel can be regarded a huge herd of deer head poles. The panel is an example of intertwining compositions.  Example, cf. LM fig. 9.8.6c compositions nos. 93-102 and 103-110: both groups could be seen as herds, but internally they make confrontations and pairs / groups of diverging deer head poles.  Figure no. 115: "Dobbeltkrok" is reminiscent of human figures with a fish / sea mammal lower body in both the Nämforsen as well as the Alta rock art.	LM pp. 292 & 294-303 Bø nos. 276-282 H V no. 22b
		Herd of big game	Cf. LM fig. 9.8.6e-g		
		Semi-herd of deer head poles			
		Herd of deer head poles			
		Confrontation deer head poles / horizontal axis			
		Confrontation deer head pole and human with herd of deer head poles behind / horizontal axis	Cf. LM fig. 9.8.6c & f, nos. 27-31		
		Diverging deer head poles / horizontal axis			
		Up-side-down deer head poles	Cf. LM fig. 9.8.6f nos. 32 & 76		
Graphic design as body fill					
Leitet 7	3	Deer head pole		Panel contains also fragments of a human figure	LM pp. 303-304
Leitet 8	45	Herd of big game	Cf. LM fig. 9.8.8b nos. 192, 195 & 200	Similar to Leitet 6 a very complex panel.  Includes also a human of design style which is "tied" to the up-side-down big game.	LM pp. 304-307
		Single deer head pole			
		Semi-herd of deer head poles			
		Herd of deer head poles			

		Confrontation deer head poles / horizontal axis		The other two human figures, LM, fig. 9.8.8c appear along with deer head poles, but a motif is problematic to discern from this group of figures.	
		Diverging deer head poles / horizontal axis			
		Upside-down / deer head poles	Cf. LM fig. 9.8.8a nos. 176 & 177		
		Upside-down big game and herd of big game			
		Graphic design as body fill			
Leitet 9	6	Single deer head pole		Human of design style.	LM pp. 307-308
		Confrontation? Deer head pole and human person / horizontal axis	Question mark; even if the two figures are close, it is not a typical "confrontation"		
Leitet 10	26	Herd of big game		A well-known Vingen panel, containing deer with highly graphical internal markings.	LM pp. 308-311
		Diverging big game / vertical axis			
		Upside-down big game	Not quite up-side-down, but stands in a perpendicular position in relation to another deer	The human figure standing in the middle, almost in the same fashion / "attitude" as the human figures standing in the middle of the great herds in Nämforsen.	
		Graphic design as body fill		This human figure is, according to my definition a 'vulva-person'. This one has male genitalia marked as well.	
Leitet 11	1	Graphic design, unidentified context			LM. p. 311

Leitet 12	6	Solitary big game		A human probably of the male sex is also present in panel, and probably zigzag lines and other lines.	LM pp. 311-312
		Graphic design as body fill		The figure is an example <i>par excellence</i> of a body fill that has transformed from depictions of hooks that are “piled together”.	
<b>Brattebakken</b>					
Brattebakken 1	113	Solitary big game		One of Vingen’s great panels. Human figures. Vulva	LM pp. 313-318 Bø nos. 478-479
		Herd of big game	Several, and apparently belonging to different sub-phases, cf. different levels on panel.		
		Single deer head pole			
		Riding human person on deer			
		Confrontation big game / horizontal axis	This composition is also an up-side-down, cf. next line in list		
		Up-side-down / big game			
		Diverging big game / horizontal axis			
		Chain, graphic design without outline	Chain in version of <i>half-hexagon</i>		
		Graphic design as body fill			
Brattebakken 2	1	Solitary big game			LM pp. 318-319
		Graphic design as body fill			
Brattebakken 3	8	Herd of big game			LM pp. 319-320 Bø nos. 480-484
		Graphic design as body fill			

<b>Vindbakken</b>					
Vindbakken 1	8	Herd of deer head poles	"Hooks" piled together and creating a pattern.		LM p. 322
		Graphic design, context unidentified	Design is the same vulva-halibut-transformation found in North- and Mid-Norway and at Fångsjön, Sweden.		
<del>Vindbakken 2</del>					
Vindbakken 3	2	Solitary big game			LM pp. 323-324
		Chain, graphic design without outline	zigzag		
Vindbakken 4	1	Graphic design, unidentified context	Reminiscent of figures from Ausevik		LM p. 324
Vindbakken 5	3	Herd of big game			LM p. 324
		Diverging big game / horizontal axis			
Vindbakken 6	5	Herd of deer head poles	Hooks "piled together" creating pattern.		LM p. 325
		Graphic design?			
Vindbakken 7	1	Solitary big game			LM p. 325
		Graphic design as body fill	Design of same type – halibut-vulva-design – like the one known from North-Mid-Norway and from Fångsjön, Sweden		
Vindbakken 8	4	Graphic design, unidentified context			LM pp. 325-326
Vindbakken 9	5	Herd of big game			LM p. 326
		Graphic design as body fill			
<del>Vindbakken 10</del>					
Vindbakken 11	2	Semi-herd of big game			LM p. 327

		Graphic design as body fill			
Vindbakken 12	1	Solitary big game			LM pp. 327-328 Bø no. 477 H IV no. 6
		Graphic design as body fill			
<del>Vindbakken 13</del>					
Vindbakken 14	8	Solitary big game			LM p. 329
		Herd of deer head poles			
		Diverging deer head poles			
Vindbakken 15	2	Solitary big game			LM p. 329
<del>Vindbakken 16</del>					
Vindbakken 17	3	Graphic design, unidentified context			LM p. 330
Vindbakken 18	1	Graphic design, unidentified context			LM pp. 330-331
Vindbakken 19	1	Graphic design, unidentified context	Probably as body fill		LM p. 331
<del>Vindbakken 20</del>					
Vindbakken 21	1	Solitary big game			LM p. 331
		Graphic design as body fill			
Vindbakken 22	3	Up-side-down / deer head poles			LM p. 332
Vindbakken 23	3	Solitary big game		Panel also contains a human figure of design style.	LM p. 332
		Graphic design as body fill			
Vindbakken 24	1	Chain / circle	"Shaman's necklace?"	Cf. Alta rock art	LM p. 332
<del>Vindbakken 25</del>					
<del>Vindbakken 26</del>					
<del>Vindbakken 27</del>					
<del>Vindbakken 28</del>					
Vindbakken 29	1	Solitary big game			LM p. 334

Vindbakken 30	1	Deer head pole			LM pp. 334-335
Vindbakken 31	1	Deer head pole			LM pp. 334-335
Vindbakken 32	6	Solitary big game			LM pp. 335-336 Bø nos. 474-476 H IV no. 2
		Semi-herd of big game			
		Graphic design as body fill			
Vindbakken 33	6	Semi-herd of big game			LM p. 335 Bø nos. 470-471
		Graphic design as body fill			
Vindbakken 34	1	Solitary big game	fragment		LM p. 336
		Graphic design as body fill			
Vindbakken 35	4	Diverging big game / horizontal axis			LM p. 336
		Graphic design as body fill			
Vindbakken 36	2	Solitary big game?	Listed as "parallel lines" but appears to be to be fragment of an animal		LM p. 336
		Graphic design as body fill			
		Deer head pole	Standing on the back of the animal		
Vindbakken 37	1	Solitary big game	Fragment		LM p. 336 Bø no. 437
		Graphic design as body fill			
<b>Bakkane</b>					
Bakkane 1	1	Circle	Listed by LM as "oval figure". Identifying this circle is problematic due to bad preservation.		LM p. 338
Bakkane 2	23	Solitary big game		Probably more motifs present, like semi-herd and confrontation. The eventual internal relationships of figures are hard to read due	LM p. 338-340
		Semi-herd of deer head poles			

				to bad preservation and that animal figures have different styles.	
Bakkane 3 "Kålrabisteinen"	46	Herd of big game / human mix Graphic design as body fill		This well-known Vingen panel is also called "Kålrabisteinen" The largest deer on this panel is almost identical with a deer figure at Storsteinen, Alta.  With reference to the depicted "vulvas", minimum two of the human figures in this panel was interpreted by Bakka (1973: Fig. 2) to represent female persons.	LM pp. 341-342 Bø nos. 485a-c
Bakkane 4	7	?		Group of human figures of which some in vulva- style, but uncertainty amounts to their internal relationship. Obviously not a circle-motif, or a "chain" as in the Alta and Nämforsen rock art.	LM pp. 342-343 Bø nos. 491-492 H IV no. 11
Bakkane 5	3	Graphic design, unidentified context			LM p. 344
<del>Bakkane 6</del>					
Bakkane 7	3	Solitary big game Graphic design as body fill			LM p. 345 H IV no. 8
Bakkane 8	9	Solitary big game Confrontation big game / horizontal axis Confrontation deer head poles / horizontal axis Upside-down / deer head pole Graphic design as body fill			LM p. 345
<del>Bakkane 9</del>					

<del>Bakkane 10</del>					
Bakkane 11	2	Semi-herd of deer head poles			LM pp. 346-347
Bakkane 12	1	Graphic design, context unidentified			LM. p. 347
Bakkane 13	1	Graphic design, context unidentified			LM. p. 347
Bakkane 14	1	Solitary big game			LM pp. 347-348
		Graphic design as body fill			
Bakkane 15	2	Corral?	Listed by LM as "oval figure"		LM p. 348
<del>Bakkane 16</del>					
<del>Bakkane 17</del>					
<del>Bakkane 18</del>					
Bakkane 19	1	Solitary big game			LM p. 349
Bakkane 20	2	Solitary big game			LM pp. 349-350
		Graphic design as body fill	Very fragmented		
Bakkane 21	2	Graphic design, context unidentified			LM p. 350
Bakkane 22	3	Deer head pole?	Not listed as such by LM		LM p. 350
		Graphic design, context unidentified	Probably a transformation from pile of "hooks".		
Bakkane 23	2	Herd of deer head poles	No design proper, but figure is still an example of how a pile of "hooks" transforms to design.		LM p. 351
Bakkane 24	3	Solitary big game?	Fragment		
		Graphic design, unidentified context	Probably body fill		
Bakkane 25	2	Semi-herd of deer head poles			LM p. 352
<del>Bakkane 26</del>					

Bakkane 27	5	Deer head pole	One is "double"		LM pp. 352-353
		Confrontation deer head poles / horizontal			
		Graphic design, unidentified context	Probably "hooks" piled together		
Bakkane 28	8	Deer head pole		Panel, if not representing graphic design, is still an example of how a pile of "hooks" transforms to design.	LM pp. 353-354
		Semi-herd of deer head poles			
		Upside down / deer head pole			
<del>Bakkane 29</del>					
<del>Bakkane 30</del>					
Bakkane 31	1	Deer head pole			LM p. 354
Bakkane 32	1	Solitary big game	fragment		LM p. 354
		Graphic design as body fill			
Bakkane 33	3	Graphic design in geometrical figure	Actually an agglomeration of geometrical figures. Design similar to the vulva-halibut design appearing in Nordland and Mid-Norway and Fångsjön.		LM p. 355
Bakkane 34	5	Solitary big game			LM p. 355 Bø nos. 489-490
		Deer head pole			
		Confrontation? or upside-down? / deer head poles	The one deer head pole has a "circled" foot similar to what is present at deer head poles in Nämforsen and on big game in Bergbukten, Alta		
Bakkane 35	1	Solitary big game			LM p. 355 Bø no. 770
Bakkane 36	5	Solitary big game	Big game with human behind.		LM pp. 355-356 Bø no. 771
Bakkane 37	1	Solitary big game	fragment		LM p. 356

					Bø no. 488b
Bakkane 38	1	Solitary big game	Example of deer which structure is made of deer head poles.		LM p. 356 Bø no. 486
<del>Bakkane 39</del>					
<del>Bakkane 40</del>					
<del>Bakkane 41</del>					
Bakkane 42	2	Solitary big game	Confronting?		LM p. 357 Bø no. 777
		Graphic design as body fill			
<b>Urane</b>					
<del>Urane 1</del>					
Urane 2	4	Solitary big game?			LM p. 360 Bø nos. 499-500
		Graphic design as body fill			
<del>Urane 3</del>					
Urane 4	9	Herd? / semi-herd of big game		A human figure is also listed as included in this panel.	LM pp. 361-362 Bø nos. 493-494 H III no. 10
		Single deer head pole			
		Graphic design as body fill	Fragment		
Urane 5	4	Herd of big game			LM pp. 362-364 Bø nos 496-497 H III no. 11
		Graphic design as body fill			
<del>Urane 6</del>					
Urane 7		Semi-herd of big game	Fragments		LM p. 364 Bø nos. 531-532 H III no. 12
		Graphic design as body fill			
Urane 8	3	Diverging big game and semi-herd of big game / vertical axis		Panel is an example of the intimate relationship between animal bodies / body fills and deer head poles / hooks.	LM pp. 364-365
		Graphic design as body fill			
		Deer head pole	Not listed by LM, but hooks are in all		

			probably depicted "behind" the animals; presence in panel is obscure.		
<del>Urane 9</del>					
Urane 10	3	Solitary big game Graphic design as body fill			LM pp. 366-367 Bø no. 521 H III no. 15
<del>Urane 11</del>					
Urane 12	2	Diverging big game / horizontal axis Graphic design as body fill	Body fill structured out of one principal line, in this case it may be regarded a prolongation of a life line.		LM pp. 366-367 H III no. 4
<del>Urane 13</del>					
Urane 14	9			Group of humans of design style, but no clear internal relationship between them, like chain, row or circle.	LM pp. 370-371
Urane 15	7	Solitary big game Herd of big game Graphic design as body fill	Could be regarded as diverging with the herd in the vertical axis		LM pp. 371-372
Urane 16	5	Solitary big game Graphic design as body fill	Fragment		LM p. 372
Urane 17	1	Solitary big game			LM p. 372 Bø no. 501 H III no. 5
Urane 18	5	Herd? of deer head poles		Panel contains deer head poles solely, but it is hard to	LM p. 372-373 Bø nos. 502-505

		Diverging? deer head pole and semi-herd of deer head poles		define exactly which motifs are present	
<del>Urane 19</del>					
Urane 20	1	Solitary big game			LM p. 373 H III no. 8
		Graphic design as body fill			
Urane 21	1	Graphic design unidentified context			LM pp. 373-374 Bø no. 507
Urane 22	1	Deer head pole			LM p. 374
<del>Urane 23</del>					
Urane 24	8	Confrontation of semi-herds of deer head poles			LM pp. 374-375 Bø nos. 512-516 H III no. 7
Urane 25	2	Semi-herd of deer head poles			LM pp. 374-375 Bø no. 517
Urane 26	1	Solitary big game			LM p. 375
Urane 27	1	Solitary big game			LM p. 376 Bø no. 533 H III no. 16
<del>Urane 28</del>					
Urane 29	3	Semi-herd of big game			LM pp. 376-377
		Graphic design as body fill			
Urane 30	1	Solitary big game	Fragment		LM p. 377 H III no. 16a
		Graphic design as body fill	zigzag		
<del>Urane 31</del>					
<del>Urane 32</del>					
Urane 33	1	Solitary big game			LM p. 378
Urane 34	5	Herd of big game			LM pp. 378-379
Urane 35	2	Semi-herd of deer head poles			LM p. 379 Bø no. 540
Urane 36	1	Solitary big game			LM p. 379 Bø no. 538

<del>Urane 37</del>					
<del>Urane 38</del>					
<del>Urane 39</del>					
<del>Urane 40</del>					
<del>Urane 41</del>					
Urane 42	1	Graphic design, unidentified context	Probably created from "hooks" piled together		LM p. 381 Bø no. 539
Urane 43	1	Deer head pole			LM p. 381
Urane 44	1	Deer head pole			LM p. 381-382
Urane 45	1	Deer head pole			LM p. 381-382
Urane 46	1	Solitary big game	Body fill status unclear, but probably containing hooks or elements thereof.		LM p. 382
Urane 47	2	Deer head pole			LM p. 382
<del>Urane 48</del>					
<del>Urane 49</del>					
<del>Urane 50</del>					
<del>Urane 51</del>					
<del>Urane 52</del>					
Urane 53		Deer head poles?	Probably fragments of patterns made of hooks piled together.		LM p. 385
<del>Urane 54</del>					
<del>Urane 55</del>					
Urane 56	1	Solitary big game	Fragment		LM pp. 386-387
Urane 57	1	Solitary big game	Fragment		LM p. 387
Urane 58	2	Solitary big game			LM p. 387-388
		Graphic design as body fill			
Urane 59	2	Deer head pole			LM p. 388
Urane 60	1	Deer head pole			LM pp. 388-389
<del>Urane 61</del>					
<del>Urane 62</del>					
Urane 63		Deer head pole			LM p. 390 Bø no. 772

Urane 64	3	Semi-herd of deer head poles	Piled together hooks		
Urane 65	1	Deer head pole			LM p. 390
Urane 66	2	Semi-herd of deer head poles	Piled together hooks		LM p. 391 Bø no. 765 H III no. 19
Urane 67	1	Solitary big game	Fragment		LM p. 391 Bø no. 495
		Graphic design as body fill			
Urane 68	1	Deer head pole			LM p. 391 Bø no. 510
Urane 69	1	Solitary big game			LM p. 391 Bø no. 523
Urane 70	4	Deer head pole	Could also be regarded an up-side-down in relation to the confrontation scene.		LM pp. 391-392 Bø nos. 534-535
		Confrontation deer head pole and semi-herd of deer head poles / horizontal axis			
Urane 71	1	Solitary big game	Fragment		LM p. 392 Bø no. 536
		Graphic design as body fill			
Urane 72	1	Solitary big game	Fragment		LM p. 392 Bø no. 537
		Graphic design as body fill			
Urane 73	1	Single deer head pole			LM p. 392 Bø no. 542
Urane 74	1	Solitary big game	Fragment		LM pp. 392-393 Bø no. 543
Urane 75	1	Deer head pole			LM pp. 392-393 H III no. 18
<del>Urane 76</del>					
<del>Urane 77</del>					
<b>Nedste Lægda</b>					

Nedste Lægda 1	102	Solitary big game	Cf. general comment on "big game mix"	This is a huge panel of more than 100 figures mostly containing "hooks" and a few figures of big game. Central part of panel could be regarded a huge herd of deer head poles / big game mix.	LM pp. 395-398 Bø nos. 548-646 H II
		Herd of deer head poles			
		Confrontation deer head poles / horizontal axis			
		Confrontation semi-herd of deer head poles / horizontal axis			
		Confrontation big game and deer head pole / horizontal axis			
		Diverging deer head poles / horizontal axis	One composition has a big game "between" their diverging		
		Diverging deer head pole and semi-herd of deer head poles / horizontal axis			
		Upside-down / deer head pole			
Nedste Lægda 2	19	Solitary big game			LM pp. 398-400 Bø nos. 544-547
		Herd of big game			
		Up-side down / big game			
		Diverging deer head poles /vertical axis			
		Graphic design as body fill			
Nedste Lægda 3	2	Diverging big game and deer head pole / horizontal axis			LM p. 400
<b>Elva</b>					
Elva	85	Herd of big game			LM pp. 401-405

		Confrontation big game / horizontal axis		The great Elva-panel. Similar to Nedste Lægda, it could be regarded more or less a panel of one big herd of big game. Solely big game is depicted.	Bø nos. 647-724 & fig. 23&24 H Pl. XXXV-XXXVI
		Upside-down? / big game	Concerns the small figure in uppermost left part of the panel, cf. LM fig. 9.14.1a		
		Graphic design as body fill			
<b>Høla</b>					
<b>Vingeneset</b>					
Vingeneset 1	4	Solitary big game			LM p. 410-411
		Single deer head pole			
Vingeneset 2	6	Herd? of big game		Question mark due to bad preservation.	LM pp. 410-412 Bø no. 727 H VIII no. 1
		Graphic design as body fill			
Vingeneset 3	4	Solitary big game		Panel contains also unintelligible figures, of which one probably represents a vulva.	LM pp. 412-413 Bø no. 728
		Graphic design as body fill			
Vingeneset 4	11	Solitary big game?		Panel contains the new discovery of a large big game figure with graphic design internally.	LM pp. 413-416 Bø no. 729-732 H VIII no. 2
		Herd of big game			
		Graphic design as body fill			
Vingeneset 5	10	Herd of big game			LM p. 416 Bø nos. 733-738 H VIII no. 4
		Diverging big game / vertical axis			
		Graphic design as body fill			
Vingeneset 6	5	Herd of big game			LM p. 417 Bø nos. 739-742 H VIII no. 5
		Graphic design as body fill			
Vingeneset 7	1	Solitary big game	Fragment		LM pp. 417-418 Bø no. 744 H VIII no. 5a
		Graphic design as body fill			
Vingeneset 8	1	Solitary big game	Fragment		LM p. 418 Bø no. 745

Vingeneset 9	12	Solitary big game		Panel contains "obscure" hooks, behind some of the deer.	LM pp. 418-421 Bø nos. 753-758 H VIII no. 7c
		Diverging big game / horizontal axis			
		Diverging big game / vertical axis			
		Vulva			
		Graphic design as body fill			
Vingeneset 10	5	Solitary big game		A "hook" is also listed but not obvious from the publication.	LM p. 421 Bø nos. 761-763 H VIII no. 7f
		Semi-herd? of big game	LM fig. 9.16.10b		
		Graphic design as body fill			
Vingeneset 11	9	Herd of big game			LM pp. 422-423 H VIII no. 6
		Graphic design as body fill			
Vingeneset 12			Sea mammal		LM p. 424
Vingeneset 13	2	Semi-herd of big game			LM p. 424
Vingeneset 14	6	Herd of big game			LM pp. 424-425
		Graphic design as body fill			
Vingenestet 15	11	Semi-herd of big game	fragment		LM p. 426 Bø nos. 746-752 H VIII no. 7a-c
		Vulva-person	Another human figure beside the vulva-person.  "Mann und Weib" (Bøe 1932: 64)  "The rhomic figure" (Hallström 1938: 442)		
		Graphic design as body fill			
Vingeneset 16	3	Solitary big game	fragment	Human figure of design style beside animal	LM pp. 427-428

		Graphic design as body fill			Bø nos. 759-760 H VIII no. 7d
<del>Vingeneset 17</del>					
<del>Vingeneset 18</del>					
<b>Vingelven</b>					
Vingelven 1	33	Herd of big game		Panel with great herd.	LM pp. 430-432 Fett 1941: 3
		Graphic design as body fill		This panel contains elements of "obscure" deer head poles.	
<del>Vingelven 2</del>					
<b>Fura</b>					
Fura	1	Solitary big game			LM pp. 433-434 Fett 1941: 4
<b>Hennøya</b>					
Hennøya	3	Solitary big game?		Question mark due to unclear relationship with other figures.	LM p. 435 Documented by Bøe, but not given a number (cf. Bøe 1932: 70 & fig. 25 )

## Motemes of the Nämforsen Rock Art

Descriptions of motemes in the Nämforsen rock art is derived from information in Hallström 1960 and updated documentation by Larsson & Broström 2011. The list is organized plate-wise.

This list brings no information on number of figures, but total number of figures in every group is reproduced after the list of motemes (extracted from Larsson & Broström 2011).

Only parts of the Nämforsen rock art is taken into consideration, albeit including several of the large panels. The selection of panels equals what is defined to mark the oldest phase of use in Nämforsen, i.e. the Late Mesolithic and the beginning of the Early Neolithic, until ca 3 500 BC cal. In accordance to the frames set up made in Chapter 2 my definitions of rock art older than this upper time limit is partly based on conclusions achieved by Lindqvist (1994: 213-220) and systematized by Gjerde (2010b: Fig. 254) with additional considerations discussed by the author. Sub-groups

containing younger elements only are left out. Some sub-groups might contain younger elements, which are not included in list of motemes. In cases where the panel has no intelligible symbols / meanings, the sub-group is not included.

The following list uses Larsson and Broström 2011 (=LB) as main reference. For further information, see Hallström 1960: 128-332 and pl. X-XV & XIX-XX (and parts of other plates containing mostly younger elements).

<b>Nämforsen phase A and B1</b>				
<b>Plate and subgroups</b>	<b>Moteme</b>	<b>Comments on motifs</b>	<b>Comments on groups of motifs or entire subgroup</b>	<b>Reference</b>
<b>Main Group I. Laxön</b>				
A:6a	Elk head pole			LB:8
A:7	Elk head pole			LB:8
B:2	Elk head pole			LB:11
	Confrontation elk head pole / horizontal axis			
	Upside-down elk head pole			
B:3	Diverging elks / vertical axis			
	Upside-down elk			
C:1	Solitary big game		The elk-head-pole-holder is holding two poles, one in each hand.	LB:12
	Herd of big game			
	Confrontation elk / horizontal axis		Two cases of humans that are somehow "tied" to elks.	
	Confrontation elk and elk head pole-holder / horizontal axis			
	Confrontation hunting scene			
	Diverging elks / vertical axis			
	Feet circles	On "double" elk head poles.		
C:2	Solitary big game			LB: 13

	Confrontation? elk / horizontal axis	A natural crack between the elk figures.		
	Riding human on elk	Human has standing position and the person's arm is tied to a small elk.		
C:3	Solitary big game			LB:13
D:1, D:2 & D2b	Solitary big game Upside-down elk		Panel possibly contains Bronze Age depiction (the boats). The oldest chronological elements are dominating.	
D:1a	Solitary big game			LB: 14
	Elk head pole	With no holder, cf. Vingen		
D:3a	Confrontation? human and big game /horizontal axis	Hallström, p. 151: "mixture of man and animal"		LB: 16
D:10, D:11 & D:11a	Solitary big game?	Could belong to the younger elements of panel.		LB:20
	Herd of big game			
	Coral	Parts of herd coming out of coral?		
	Confrontation elk / horizontal axis			
	Chain of humans	Similar to human figures in Kåfjord and Trontveit, and could easily transform to a pattern.		
D:12 & D:13			Panel contains a seal and a "seal-human" and younger elk figures. In work with the Alta rock art similar figures have been named "fish-humans". Hallström's joke p. 157: "The mermaid"	LB: 21
D:16	Herd of big game / human mix			LB:22
D:14-15	Solitary big game		Panel (D14:15) contains several incomprehensible human figures involved in activity. An elk-human holding poles (with no elk head) in both hands also	
	Staffed elk boat			
	Herd of big game			

	Elk pole holder	Two cases of humans holding elk poles in two hands.	has an elk growing out of his / her antlers. Another "double pole" holder with no elks head is depicted. The "pregnant" person could be seen as a visual "inversion" of the elk-human, especially with regard to the bottom of the one double pole. Pair of humans carrying an animal together is similar to an Ole Pedersen-motif.	
	Diverging elk / vertical axis			
	Confrontation elk / horizontal axis			
	Feet circles	On "double" elk head poles.		
D:16a	Solitary big game			LB: 23
D:16b	Semi-herd of big game			LB: 23
	Confrontation elk and salmon / horizontal axis			
D:16c	Solitary big game			LB:24
D:17	Staffed elk boat?		Subgroup contains some geometrical figures, but incomprehensible. Elk-boat probably younger.	
	Upside-down elk-head-pole	No holders of elk head pole, cf. Vingen		
	Herd of elk-head-poles	No holders of elk head pole, cf. Vingen		
E:2	Solitary big game			LB: 27
E:3	Solitary big game			LB: 27
	Staffed elk boat			
	Upside-down / staffed elk boat			
E:3a		Fish	"Fish-human" with feet as in "seal-humans", cf. comment concerning D:12 & D13.	LB:27
F:1	Confrontation elk / horizontal axis			LB:28
F:2	Semi-herd of big game			LB:28
	Confrontation elk and upside-down human / horizontal axis			
G:1	Solitary big game		Lillforshällan	LB: 31
	Herd of big game			
	Elk boat			
	Staffed elk boat			

	Confrontation elk and elk head pole / horizontal axis			
	Confrontation elk and elk head pole-holder / horizontal axis	Cf. Bergbukten and animal is probably approached from the behind as well.		
	Confrontation elk /vertical axis			
	Confrontation elk /horizontal axis			
	Confrontation elk and elk boat / horizontal axis	Important. Boat is also to be seen as a diverging elks; both ends of boat have elk heads heading in opposite direction. One of these elks are tied to an elk by an angular line.  This also holds for the other staffed elk boats.		
	Confrontation elk and fish / horizontal axis			
	Diverging elks / vertical axis			
	Diverging elks / horizontal axis			
G:2	Solitary big game		Panel contains fish figures among the elks, and there is a fish approaching the herd from a distance.	LB: 32
	Staffed elk boat			
	Herd of big game			
	Confrontation elk / horizontal axis	The one (new documentation) is depicted with its back / neck under the nose of the other.		
	Confrontation elk boat and unidentified figure / horizontal axis			
G:3	Diverging elks and elk head poles / horizontal axis	Two of each		LB: 33
G:5	Solitary big game			LB: 34
	Herd of big game			
	Confrontation elk / horizontal axis			
<b>Main Group II. Notön</b>				
L:1	Semi-herd of big game			LB: 66
	Elk head pole	With no holders		
L:4	Solitary big game			LB: 67

	Semi-herd of big game	This definition is first and foremost concluded on basis of the impression of the panel as a whole. Strictly spoken no herd or semi-herd.	The panel's total impression is that of a herd with human mix. But whereas the humans in the other panels containing this motif, have their hands lifted upwards, in a somewhat passive / open attitude, one of the humans in this panel is combining this position with holding an elk-head-pole.	
	Elk head pole-holder			
	Confrontation elk and elk head pole-holder / horizontal axis	Elk-head pole is not directed towards the head of the animal, but held in the "wrong" hand of the human. Human has male genitals.		
	Confrontation semi-herd of elk and human / horizontal axis	Human has no gear		
	Diverging elks / horizontal axis			
L:5	Semi-herd of big game			LB: 68
	Upside-down elk			
L:10	Solitary big game			LB: 69
O:1	Solitary big game			LB: 71
P:2	Staffed elk boat		The panel as a whole could possibly be interpreted like a confrontation between the semi-herd of elks with the two elk head poles. The two boats could thus also be seen to be part of the motif's plot.	LB: 73
	Semi-herd of elk			
	Elk head pole	No holders.		
Q:1	Solitary big game		One of the great panels in Nämforsen. The humans that are mixed in the elk herd are holding their arms out from body in different "elevations" from downwards in an angle from the torso, straight out, running position, or upright, like an adorant. Kåfjord-style. One relatively small double-pole-holder (no elk-head)	LB: 74
	Herds of big game / human mix			
	Rider on elk	Two motifs, one with a circle on the torso, or "belly"		
	Confrontation elk / horizontal axis			
	Diverging elks / horizontal axis			
R:3	Solitary big game	Genuinely single elks, of the "early" style.	Panel gives associations to Alta phase 2 in Bergbukten.	LB: 76
	Elk boat	One is especially similar to the one reconstructed and exhibited in the Alta Museum.		

	Confrontation elk and elk-boat / horizontal axis	Elk may be a later superimposition.		
<b>Main Group III. Brådön</b>				
A:1	Solitary big game	Of which one is of the genuine type, but this figure is perhaps belonging to the "Alta 2-phase". (Depicted on top of panel)	This panel, which is Brådön's great panel. A:1 has similarities with Q:1	LB: 90
	Herd of big game / human mix			
	Staffed elk boat			
	Upside-down double pole-holder			
	Rider on elk	Similar to one of the two in Q:1, with circle depicted onto torso. Similarity with human figures in Vingen.		
	Confrontation elk / horizontal axis			
	Diverging elks / vertical axis			
	Feet circles	On "double" elk head poles.		
B:1	Solitary big game	Superimposed boat figure, but of the "genuine" type.	The animal to the very left, superimposing an elk's head is certainly too young, probably also the double-headed elk.	LB: 92
	Confrontation elks / horizontal axis			
	Diverging elks / horizontal axis			
	Upside-down staffed elk boat			
B:2	Staffed elk boat			LB: 92
E:2-3	Solitary big game		Several elements of the panel is judged to be of younger age than the upper time limit set for this study (ca 3 500 BC).	LB: 96
	Upside-down elk			
	Confrontation elk / horizontal axis			
	Confrontation elk and semi-herd of elks / horizontal axis	Upside down in relation to the large elk		

