

Strata.	Prevailing Remains.	Formations.
Shelly limestone	Productæ, spiriferæ, &c.	{ Silurian system
Mountain limestone ...	Corals and shells.....	{ Carboniferous system
Encrinital marble	Lily-shaped animals and shells	—
Muscle-band.....	Fresh-water muscles	—
Ironstone nodules	Trilobites, insects, and shells	—
Lias-shales and clays ...	Pentacrinites, reptiles, fishes	Lias
Limestone	Terebratulæ, and other shells	—
Lias conglomerates.....	Fishes, shells, corals	—
Gryphite limestone.....	Shells, principally gryphites.....	—
Shelly limestone	Terebratulæ, and other shells	{ Inferior oolite
Stonesfield slate	Shells, reptiles, fishes, insects	Oolite
Pappenheim schist	Crustacea, reptiles, fish, insects....	—
Bath-stone.....	{ Shells, corals, crinoidea, reptiles, } fishes	—
Ammonite limestone ...	Cephalopoda, principally ammonites	—
Coral-rag	Corals, shells, echini, ammonites...	—
Bradford limestone.....	Crinoidea, shells, corals, cephalopoda	—
Portland oolite.....	Ammonites, trigoniæ, and other shells	—
Purbeck and Sussex marble	{ Fresh-water shells, crustacea, reptiles, fishes	Wealden
Wealden limestone	{ Cyclades, and other fresh-water shells, crustacea, reptiles, fishes...}	—
Tilgate grit (some beds)	Reptiles, fishes, fresh-water shells ...	—
Faringdon gravel	Sponges, corals, echini, and shells ...	{ Shanklin sand
Jasper and chert	Shells	—
Green sand	Fibrous zoophytes	—
Chalk	Corals, radiaria, echini, shells, fishes	Chalk
Maestricht limestone ...	{ Corals, shells, ammonites, belemnites, } and other cephalopoda—reptiles ...	—
Hippurite limestone ...	Shells, principally hippurites	—
Hard chalk (some beds)	Echini and belemnites	—
Flints	{ Sponges, and other fibrous zoophytes Infusoria, and spines of zoophytes ... Echini, shells, corals, crinoidea	—
Limestone	Fresh-water shells	Tertiary
Nummulite rock	Nummulites.....	—
Septaria	Nautili, turritellæ, and other shells	—
Calcaire grossier	Shells and corals	—
Gypseous limestone.....	{ Mammalia, (palaotheria, &c.) birds, } reptiles, fishes	—
Silicious limestone	Shells	—