



INDIRA GANDHI NATIONAL CENTRE FOR THE ARTS

Janpath, New Delhi -110 001, www.ignca.gov.in

Documentation format for Archaeological / Heritage Sites / Monuments

Serial No.: RJ/Udp-276

SECTION I : IDENTIFICATION

1. Name

Present : Swarup Bihari Jee Ka Mandir
 Past :
 Other Name (if any):

2. Location

LONGITUDE 75°31' E

LATITUDE 27° 42' N

Address

Sadar Bazaar ,Bhindar.

: **Village (village code)** Bhindar
Post: Bhindar **District:** Udaipur
State: Rajasthan **PIN:** 313802

Approach

: The Mandir is situated at Bhindar in Udaipur District. It is 70km away from Udaipur bus stand. It is well connected by regular bus services.

3. Property Type

Buildings

- Palace
- Fort
- Citadel
- Govt. building
- Railway station
- Defence building
- Industrial building
- Other public buildings
- Residential building

Religious structures

- Temple
- Mosque
- Minar
- Church
- Monastery
- Stupa
- Tomb, Mausoleum

Other Structures

- Wall
- Gateway
- Pillar
- Others (specify)

Engineering structure

- Bridge
- Tunnel
- Other engineering structure

Open space and related structures

- Public square
- Park or garden
- Graveyard
- Baolis, Well
- Tank
- Cave

Note: It is a small temple having foliated arch opening. The arch has medallions on the spandrel. The door-lintel and dwar-shakas have symmetric floral designs. The main shrine is lavishly decorated with multiple designs and patterns.

4. Property Use

ABANDONED/ IN USE : ✓

Present : Religious
Past : Religious

5. Age (Source)

PERIOD : 18th Century AD
YEARS :

Precise date of Construction :
Completion :
Subsequent changes :
Destruction / Demolition :

6. Ownership / Level of Protection

SINGLE / MULTIPLE :

Public : Archaeological Survey of
India / State Archaeology
Department / Any Other (Please
specify)
Private :
Any other (Please specify) :
Name :
Address :
Phone :

7. Association

- **WITH EVENTS**
 - In History** :
 - In Rituals** :
 - In Building Construction** :
 - Any other (specify)** :
- **WITH PERSONS**
 - Patron** :
 - Architect / Engineer** :
 - Any other (specify)** :

8. Statement of Significance

<input checked="" type="checkbox"/>	Architectural	Arch has medallions on the spandrel.
<input type="checkbox"/>	Archaeological	
<input type="checkbox"/>	Historical	
<input type="checkbox"/>	Religious	
<input type="checkbox"/>	Any other (specify)	:

SECTION II: DESCRIPTION

9. Physical Description and Decorative Features

- **Context**
Urban / Rural Setting
Surroundings

* **Drawings** (Attach extra sheet if necessary)
Rural settings

Stand in Isolation
Integral part of a Landscape / Street / Complex

- **Quantification**

Area Dimension (L x B x H) : (m / cm/ feet / inch)

Number of Blocks : 01

Number of Storys : 01

- **Spatial Organization**

Orientation : The Temple is oriented East/West and the faces the East.

Plan :

Allocation of Spaces :

ARCHITECTURAL STYLE

- **Ornamentation**

Exteriors : The entrance to the main shrine is through lavishly ornamented door.

Interiors : Embellished interior.

Movable Collections : Ritual objects.

Any Other (specify) :

10. Construction Technology

Structural System : Indo- Persian

Building Techniques : Arcuate system

Material of Construction : Brick, stone.

11. Condition Assessment

In General

Good/ Fair

- Sign of Deterioration
- Serious Deterioration
- Danger of Disappearance

In Brief (Attach extra sheet if necessary):

Blackening, stains, discoloration etc.

12. Threats to the Property

- | | |
|-------------------------------------|-----------------|
| <input checked="" type="checkbox"/> | Natural |
| <input type="checkbox"/> | Negligence |
| <input type="checkbox"/> | Vandalism |
| <input type="checkbox"/> | Urban Pressures |

SECTION III: REFERENCES

13. Reference Sources (published and unpublished textual details)

14. Photographs

(Attach list as in page 6, in case of multiple photographs)

Photo Reference

CAPTION

15. Audio / Video

(related to rituals / performance / festivals etc.)

Reference

DESCRIPTION

16. Maps/Plans/Drawings

17. Listers

NAME

NAME

18. Reviewers

NAME

NAME

COMMENTS

COMMENTS