

2021 Arkansas ArcheOlympics Rulebook



Welcome to the 6th Annual Arkansas ArcheOlympics!

Participate in fun archeological themed games that challenge you to learn about survival methods in prehistory, the techniques professional archeologists employ, and cultures of the past in Arkansas and around the world. Brought to you by the Arkansas Archeological Survey, this event is free and open to the public. Form a team and join in the fun or come join us to cheer on our archeoletes!

Location

Arkansas Archeological Survey, Toltec Station
Toltec Mounds Archeological State Park
490 Toltec Mounds Rd
Scott, AR 72142

Time **10am to 3pm, October 16, 2021**
(Bring a Lunch!)

Teams

Teams must consist of 4-6 archeoletes. Participation is open to everyone *except* professional archeologists.

Register your team by October 8

To register go to: <https://archeology.uark.edu/archeolympics-2021/>

2021 ArcheOlympic Committee Contact Information
Primary Contact: Michelle Rathgaber
(mmrathga@uark.edu)

The Games

Atlatl and Spear

Accurately throw spears at a target and throw spears the greatest distance to flex your prehistoric hunting skills. (see page 3 for more details)

What? Where? When?

This map and quiz event showcases your knowledge of famous world archeological sites. (see page 4)

Excavation to Curation Race

Navigate obstacles and challenges to bring your team victory! Complete a madcap multi-leg journey that represents the stages of the archeological process from field to lab. (see page 7)



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SURVEY**

Arkansas ArcheOlympics

General Rules and Information

- Teams must consist of at least 4 and not more than 6 players. If you have many people who want to participate, form multiple teams.
- Archeletes can NOT be professional archeologists. Sorry colleagues - you can be coaches but not ringers! Professional archeologists, if you are not serving as a coach, please contact us about serving as an event judge.
- There is no minimum (or maximum!) age requirement, but all minor children must have a parent or legal guardian with them during competition.
- Archeletes are banned from having digital devices (or study aids!) on their person during competition. You may leave devices in vehicles, or with friends, but not have them on you or use them during competitions. Getting caught competing with any digital device will result in immediate disqualification of the entire team.
- Calls of “time” must be strictly obeyed. Attempts to run over will result in disqualification.
- Archeletes may use any style of atlatl they like, but spears will be provided so that they are standardized (5ft spears made by the Thunderbird company). Archeletes may not use their own spears.
- Audiences and coaches are strictly prohibited from advising the competitors during competition. Conferring with audience or coach during competition will result in disqualification.
- Please arrive no later than 9:45 to get your team checked in. Competitions will start promptly at 10:00 am.
- Please bring your own lunch and snacks. There is no local food vendor near Toltec and food will not be provided on site. Depending on the number of participating teams there may not be time for an official lunch break.
- All competitions will end at 2:30 – at which point there will be an awards ceremony.
- *In the event of a tie in any event or for the overall gold, the ArcheOlympics Committee reserves the right to announce tie-breaker event(s) the day-of.*



Arkansas ArcheOlympics

Atlatl and Spear

This competition consists of two types of throws, distance and accuracy. Each archeotele will have a chance to throw two spears at a target. If the spear hits, you get 5 points. Throws will take place from 10 meters from the target.

Each archeotele will then throw two spears for distance. The farthest throw will count and points will be awarded based on the number of teams playing with the farthest throw being given the most points and the shortest the least.

Scores will be tallied by an official scorekeeper at each throw. The event judge makes the final ruling regarding the point value of each throw.



“Misfire” rule; If an archeotele misfires (spear slips from atlatl notch before throw is complete) and the spear lands less than 2 meters from the throw line, the archeotele may re-throw that spear. Judges will be final arbiters on whether a throw is a misfire or not.

All team members may play, but only the top three individual scores from each team in each throw category will be combined for the team score.

(If registration exceeds expectations; the ArcheOlympics committee reserves the right to split the Atlatl and Spear competition into “flights” so that at the end of the day, the top scorers from each flight will compete for 1st, 2nd, and 3rd place.)

For more information about atlatl and spear:
http://waa.basketmakeratlatl.com/?page_id=177
<http://basketmakeratlatl.com>
<http://www.thudscave.com/npaa/designs/>
<http://www.thunderbirdatlatl.com/>
(for simplicity's sake the “Ozark Bluffdweller” design is recommended)

Arkansas ArcheOlympics

What? Where? When?

This competition tests archeologists knowledge about geography and human history worldwide! Teams will take turns identifying significant global archaeological sites and locating them on a map. While all archeological sites or locales* are important, some become especially renowned for their age, others for their centrality to some aspect of understanding human history, or they may even be most famous for what they contributed to the history of archaeological research! The ArcheOlympics committee has chosen a list of sites drawn primarily, but not exclusively, from sites recognized as having global cultural heritage importance by UNESCO.



How to play

This event is played as a team. On their turn, each team will be shown 1-2 images** that depict something iconic about the site or locale (for example, a plan map of a site, an artifact, or photograph of the site). The team will have no more than 2 minutes to choose the name of the site from a set of pre-made tiles and place it on the correct (pre-set) location on a large wall map.

If enough time remains, teams can score additional points if they correctly answer a multiple choice question about the time period,*** cultural phase, or significance of the site.

Each team only has 2 minutes to play each turn and must decide how to use that time.

Scoring

Each team will be shown up to 2 images. If a team chooses to place a tile from only the first image, selecting the correct site name is worth 3 points, and placing the tile on the right location on the map is worth an additional 3 points. If your team does not feel confident to identify the site from one image, you can request a second one by clearly verbally notifying the judges. After seeing a second image, identifying the right site name and correctly placing the tile on the map score 2 points each. Teams choosing to play after only a single image will NOT get a chance to request a second one! Keep in mind that time is of the essence!

After placing a tile, if a team still has time left they may call for a third slide which will contain a multiple choice question about that site. Correctly answering this question within the 2 minute time period will earn an additional 2 points.

The maximum number of points possible per turn is 8 points.

The number of rounds will depend on the number of teams but all teams will have an equal number of rounds. The list of sites and locales that will be used in this game is provided below.

Notes and Hints

*Some of these consist not of a single site, but a locale that has a concentration of related critically important sites. An example would be Chaco Canyon. This UNESCO World Heritage Site and US National Park has hundreds of individual sites. We may use a map of a particularly famous site within Chaco Canyon, like Pueblo Bonito, or an image of an iconic or typical piece of material culture.

**All images used for this game will be drawn from official websites of either the agency that manages the site or locale, the site or locale page on the UNESCO website, or publicly available journal articles and/or university/researcher websites. We caution competitors about relying on solely "crowd sourced" websites like Wikipedia or Pinterest. Double check information on non-academic websites by seeking out academic sources! The list provided includes the official name of a site or locale as well as what name we will use on the official game tiles in bold font [i.e. Chaco Canyon (Pueblo Bonito)]

***Time Periods in the multiple-choice questions will be expressed as years before present or "bp"

The Sites and Archaeological Locales

Below is a list of 45 sites that you need to know for the What? Where? When? event. The names listed are the official titles given by UNESCSCO or other managing organization (for example the US National Park system). The words in bold will be written on the game tile. Where a bolded name is listed in parentheses, that name is not in the official title of the cultural property, but we have chosen to use it because it is a more commonly used name or for clarity.

Acropolis of Athens

Land of Frankincense (**Al Baleed**)

Angkor

Aksum

Cahokia Mounds State Historic Site

Archaeological Site of **Carthage**

Neolithic Site of **Catalhöyük**

Chaco Canyon National Historical Park (Pueblo Bonito)
Pre-Hispanic City of **Chichen-Itza**
Maya Site of **Copan**
Denisova Cave
Old Towns of Djenné (**Djenné-Djeno**)
Rapa Nui National Park
Great Zimbabwe National Monument
Historic **Jamestowne**
Kakadu National Park
Kujataa
L'Anse aux Meadows National Historic site
Prehistoric Sites and Decorated caves of the Vézère Valley (**Lascaux cave**)
Historic Sanctuary of **Machu Picchu**
Mesa Verde National Park
Archaeological Ruins at **Moenjodaro**
Petroglyph Complexes at the Mongolian Altai (**Upper Tsagaan Gol**)
Historic Centre of Oaxaca and Archaeological Site of **Monte Alban**
Nan Madol; Ceremonial Centre of Eastern Micronesia
Geoglyphs Of **Nasca**
Brú na Bóinne Complex (**Newgrange**)
Ozette Archaeological Site
Site of **Palmyra**
Petra
Archaeological Areas of **Pompei**, Herculaneum and Torre Annunziata
Poverty Point State Historic Site
Memphis and its Necropolis (**Giza**)
Spiro Mounds Archaeological Center
Castillo De Marcos National Monument
Stonehenge, Avebury and Associated Sites
Sutton Hoo
Pre-Hispanic City of **Teotihuacan**
Mausoleum of the First Qin Emperor
Tikal National Park
Tiwanaku: Spiritual and Political Centre of the Tiwanaku Culture
Toltec Mounds Archaeological State Park
Golden Mountains of Altai (**Ukok Plateau**)
Ur
Group of Monuments at Hampi (**Vijayanagara**)

To prepare for this event, visit:
<http://whc.unesco.org/en/list/>
<https://www.nps.gov/archeology/>
<https://www.thoughtco.com/archaeology-4133504>

Arkansas ArcheOlympics

Excavation to Curation Race

The object of this obstacle and challenge course is to complete the race circuit in the shortest possible time. Each leg of the race will simulate a part of the archeological process from fieldwork through lab work. Each race section will have its own challenge. In some parts of the race course you will navigate physical challenges, in others you will need knowledge of Arkansas archeology to succeed.

How to play

Each team must choose 2 or 3 archeletes to run the course. Each player will run the course individually. Each player's score will be the time it takes to complete the course plus time penalties for certain mistakes made along the way.

The final shape and length of the course will not be revealed until Game Day. All players and the audience will be introduced to the course and its challenges together before any runs begin.



Scoring

The main basis for the score will be the elapsed time recorded from leaving the starting line to crossing the finish line. An official timekeeper will be designated who will keep time with the same device for all players. Archeletes who incorrectly answer a question posed to them about Arkansas archeology will be assessed a time penalty that will be added to their raw score. Time penalties will also be added based on the unsuccessful navigation of particular hazards and challenges they will encounter on the course. Time penalties will be standardized for each hazard or question.

The final, adjusted time scores for the fastest two runners for each team will be added together to make the team score. Individual medals will also be awarded.

What to study

Know the main chronological phases of Arkansas prehistory

<http://archeology.uark.edu/indiansofarkansas/index.html?pageName=Academic%20Perspectives>

Study the artifacts from the Arkansas Archeological Survey's Artifact of the Month series

<https://archeology.uark.edu/artifacts/>