

Arkansas ArcheOlympics Rulebook



Welcome to the Annual Arkansas ArcheOlympics!

Participate in fun archeological themed games that challenge you to learn about survival methods through history, 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 to join in the fun or come join us to cheer on our archeoletes!

Time

11am to 3pm
October 10, 2026
Lunch provided by
Arkansas Archeological Society

Location

Arkansas Archeological Survey,
WRI Station
1 Rockefeller Drive
Morrilton, AR 72110

Teams

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

Games

Atlatl and Spear

Accurately throw spears at a target and throw spears the greatest distance to flex your hunting skills.

Excavation to Curation Race

Navigate obstacles and challenges to bring your team to victory! Complete a multi-leg journey that represents the stages of the archeological process from field to curation.

ArcheoTrivia

This year's Family Feud style game will quiz you on polls conducted on Society members at the AAS Annual Meeting. "Survey Says!"

2026 ArcheOlympic Committee Contact Information

Primary contact: Michelle Rathgaber
(mmrathga@uark.edu)

Register your team by October 5

To register go to: <https://bit.ly/3Bhz3AN>



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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.
- Archeoles can NOT be professional archeologists. Professional archeologists, please contact us about serving as an event judge.
- There is no minimum (or maximum!) age requirement, but all children under 18 must have a parent or legal guardian with them during competition.
- Digital devices (or study aids!) are banned during competition. 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.
- Archeoles may use any style of atlatl they like, but spears will be provided so that they are standardized. Archeoles may not use their own spears.
- Audiences and coaches are strictly prohibited from advising the competitors during competition. Conferring with the audience or your team coach during competition will result in disqualification.
- Please arrive no later than 10:45 am and no earlier than 10:15 am to get your team checked in. Competitions will start promptly at 11:00 am.
- The Arkansas Archeological Society will be providing lunch! Lunch will be grilled burgers and hotdogs (including vegan/vegetarian if indicated on registration form), chips, cookies, and soda/water. **Please bring a water bottle** to stay hydrated during the games!
- All competitions will end at 2:30 pm– 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 do a coin flip tie-breaker.

Arkansas ArcheOlympics

Atlatl and Spear

This competition consists of two types of throws, distance and accuracy.

Distance:

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.

Accuracy:

Each archeolete will have a chance to throw two spears at a target. If the spear hits the target, you get 5 points. Throws will take place from 10 meters from the target.

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

Scores will be tallied by an official score-keeper for each throw. The event judge makes the final ruling regarding the point value of each throw.

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. There are two sets of prizes in this competition (distance and accuracy).

Atlatl and spears will be provided at the event and our spears must be used to throw, but archeoletes may choose to use their own atlatl.



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)

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Archeo Trivia

This competition tests archeoletes' knowledge of Arkansas archeology, world archeology, and archeological methods, ethics, and law, Family Feud style.



How to play:

Two teams will compete against each other. At the beginning of each round each team will send one player to the front. A question will be asked and the first to ring in will get a chance to answer. If that answer is not the #1 poll answer the other player will get a chance to give an answer. The team with the highest placed answer will decide if they want to play or pass. The team that plays will go player by player until they have cleared the board of all answers. If they get 3 wrong the other team gets a chance to get one correct answer and steal all of the points.

Tips:

- The answers will be based on the answers to questions given by Arkansas Archeological Society members at the AAS's Annual Meeting in Fort Smith, Sept 25-27.
- If you attend the meeting you'll get a heads up on the questions.
- Questions will be randomly chosen for each set of teams on the day of the event. Some may be asked during more than one head-to-head competition, so do not talk about the answers after you play.
- Watch Family Feud to get a handle on the game format.
- Answers based on the poll will be listed in order of how many people selected that answer.

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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 publication. Each race section will have its own challenge, some that you will complete as a team, some individually. In some parts of the course, you will navigate physical challenges, in others you will need knowledge of Arkansas archeology to succeed.

How to play:

Each team will run the course once as a team (although some sections will be completed by individuals) and the score will be based on the time from start to finish plus penalties for certain mistakes along the way.

The final layout 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 have to continue to answer until a correct response is given.

What to study:

-Know the main chronological phases of Arkansas history

<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/>

-Know how to lay out a 1 m x 1 m unit as a team.

-Understand how to draw conclusions about the time period during which a site was occupied based on artifacts and features excavated from the site.

