

FIELD SCHOOL ARCHEOLYMPIC RULES AND REGULATIONS

INDIVIDUAL EVENTS

****A tie for first place in any individual event will be resolved by a tie breaker round (or rounds).****

Individual Atlatl Accuracy (All Ages)

2 CATEGORIES: Skilled and Novice

(PARTICIPANTS MAY SIGN UP FOR ONLY SKILLED OR NOVICE FROM ABOVE CATEGORY)

Novice: A 5 ring target will be used for accuracy. Each contestant will throw three darts at a distance of 10 meters. Scoring will be as follows: Sticks or bounces off outer ring of target = 1 point, then each inner ring is worth 1 more point with the bullseye worth 5 points. Maximum score is 15 points. Darts that hit on the line will be scored the higher point value.

Skilled: A five ring target will be used for accuracy. Each contestant will throw three darts at a distance of 15 meters. Scoring will be as follows: Sticks or bounces off outer ring of target = 1 point. Each inner ring is worth 1 more point. Sticks or bounces off bulls-eye ring = 5 points. Maximum of 15 points. Darts that hit on the line between target areas are scored for the higher point value. Contestants can use their own atlatl and darts or they will be provided. We encourage bringing your own if you have them.

Individual Rabbit Stick (By Age Group)

Rabbit Sticks will be provided.

3 CATEGORIES: Adult: ages 13-49, 50 and up. Youth: ages 12 and under

Participants must use the rabbit sticks provided at field school. Each participant will throw three times at stationary targets from a distance of 25 feet; each valid hit is 1 point for a maximum score of 3 points. The targets will be standard size volleyballs set just above ground level on a cone. To be scored, a frontal hit must knock the target off the cone; "back hits" are void.

Friction Fire Starting

Friction Fire-starting Race using a Bow Drill (All Ages Compete)

Competitors must create their tinder bundles and ready all gear prior to the event start time. At the command "READY" competitors must have their hearth-boards, spindles, bow and tinder-bundles sitting on the ground in front of them and place both hands on the ground. When the judges see that all competitors are ready, the command "START" will be given and timing begins. The first competitor to achieve a viable flame wins.

TEAM EVENTS

A tie for first place in any team event will be resolved by a tie-breaker round (or rounds).

Team Atlatl (All Ages)

Teams (4 people, any combination of ages/skill level) will throw a total of 5 darts from a distance of 10 meters at a 5 ring target. Throws will be scored the same as in the Individual Atlatl category above. 4 person team: three people throw 1 dart, one person throws 2 darts.

1x1 m Unit Layout

Three or 4 person teams layout a 1x1m unit that is strung with nails on the corners. Field School will stake 1 beginning nail that will be designated the SW corner for each unit. Winners will be based on speed with a tolerance on each side no more than 1 centimeter. Teams will supply all but the corner

nails including compass for direction.

EQUIPMENT REGULATIONS

Atlats: Atlats may be made of natural materials such as wood or modern materials such as fiberglass and aluminum.

.Darts: Darts may be made of natural or modern materials. May not be tipped with flaked stone, razor, or other hunting points (for safety). Round metal target points are acceptable. Points do not need to be sharp.

Rabbit sticks

Participants must use the supplied rabbit sticks.

Friction Fire Starting

PARTICIPANTS MUST SUPPLY THEIR OWN BOW OR HAND DRILLS AND HEARTH AND TINDER/ KINDLING. If contestants do not bring their own materials there should be time at Field School to procure them. All materials must be natural that would have been available to ancient people, but are not limited to resources that are Native to Texas or the Americas. No dryer-lint tinder! Wooden dowel spindles and board hearth are accepted. String and cord for bows are accepted.