

**The Late Woodland in the Potomac Valley**, *Richard J. Dent*. Retired American University Professor of Anthropology, Richard “Joe” Dent, is the author of *Chesapeake Prehistory: Old Traditions, New Directions* and numerous other publications on the archaeology of the Chesapeake and Middle Atlantic regions. Joe’s decades of field investigations in the Potomac Valley focus primarily on the origins of settled village life and the incorporation of horticulture into subsistence bases after AD 1200. Much of that research was done in collaboration with the ASM at major Late Woodland villages like Winslow, Hughes, Claggett Retreat, and Biggs Ford. Joe will present an overview and synthesis of this research.

**Open-Source Geographical Information Systems for Archaeology**, *Scott Strickland*. Geographical Information Systems (GIS) have increasingly become a staple in the archaeology toolkit. GIS can be used for planning, analysis, interpretation, and/or to produce simple to understand maps and graphics. Accessibility to GIS tools is made possible to everyone through open-source software solutions such as the Quantum GIS project or QGIS. In this workshop we will go over the basics of georeferencing field maps, digitizing them, and exporting a map image using this software.

**Soils, Sediments, and Landscapes in Archaeology**, *John Wab*. Investigations of soils and geomorphology are critical in archaeological surveys. Soils, sediments, and landscape are indicative of depositional environments, while soil morphology, as a reflection of pedogenesis, can be used to identify periods of landscape stability and estimate the age of landforms. In initial archaeological survey, these tools can be used to determine where cultural materials may or may not be located, where they may be deeply buried or restricted to the surface, and to evaluate the intactness of landscapes. Later in excavations soils tell the story of landscape evolution and can help reconstruct the environment that influenced the behavior of the people living in it.

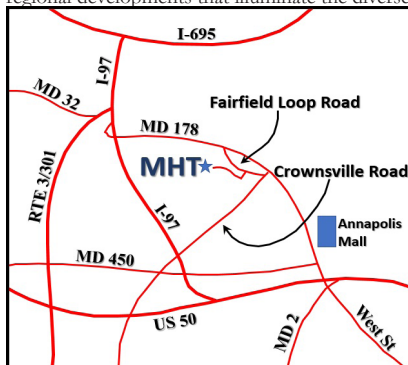
**A 3D Photogrammetry Modeling Workshop**, *Tom McLaughlin and Zachary Singer*. Learn the process of capturing and creating 3D models using digital photogrammetry. Participants will get a basic overview of how to frame photographs and use Agisoft LLC’s *Metashape* software to pull together basic models. Workshop examples will include 3D models of artifacts, archaeological features, and excavation units.

**Identifying 17th-Century Colonial Ceramics**, *Amelia Chisbalm*. European colonists imported a wide variety of pottery with them as the settlement of the Chesapeake began. The pottery found on 17th-century Maryland sites comes from all over the world. These ceramics are divided into three main types: Earthenware, Stoneware, and Porcelain, based on the firing temperature and clay type. This workshop will provide a hands-on opportunity to identify various types of 17th-century ceramic sherds found on Maryland sites.

**Atlatl Dart Throwing Workshop**, *Bob Wiest*. Before the bow and arrow was invented, many cultures throughout the world hunted with atlatls, which enabled hunters to throw darts faster and farther than by hand alone. Learn about the history of the atlatl and test your atlatl skills with hands-on dart throwing practice.

**Using the New mdFIND App and Accessing 54 Years of *Maryland Archeology* Online - a 2 Part Course**, *Matt McKnight*. Two digital tools were recently made available to members of the Archeological Society of Maryland: the mdFIND smartphone app and the complete digitized library of *Maryland Archeology*. In 2020, the ASM Board voted to approve the transition of the print journal *Maryland Archeology*, to an online digital platform. As part of that transition, MHT worked to scan all 54 years of the journal to make them available through the new system. Workshop attendees will be shown how to sign up for an account using their ASM Membership, access the site, and browse articles. mdFIND, is a crowdsourcing app that allows any member of the public to record and photograph unanticipated artifact discoveries in the field, and report those findings to the MHT Office of Archaeology. Workshop participants will be shown how to download the app to their device, collect data in the field, and submit their find to MHT for possible follow-up.

**CAT SESSION—Prehistoric Overview**, *Bob Wall and Charlie Hall*. The prehistory of Maryland is examined from its earliest Paleoindian inhabitants to the Late Woodland period agriculturalists in this required CAT Workshop. Emphasis is placed on general patterns of change in Maryland prehistory as well as specific regional developments that illuminate the diverse adaptations represented in different parts of the state.



### Directions

Follow Maryland Route 178 (Generals Highway) towards Crownsville. At the light at Crownsville Road, turn onto Crownsville Road, then make an immediate right onto Fairfield Loop Road. Take the first left, and bear right around the Children’s Center toward 100 Community Place and the MHT parking lot.

# The Maryland Historical Trust and The Archeological Society of Maryland, Inc. present

## A WORKSHOP IN ARCHAEOLOGY

Saturday, September 11th, 2021



Joe Dent recording field notes at the Late Woodland Claggett Retreat Site in 2008.

100 Community Place  
Crownsville, Maryland

MARYLAND DEPARTMENT OF PLANNING  
STATE OF MARYLAND  
mht.maryland.gov

THE MARYLAND HISTORICAL TRUST  
and  
THE ARCHEOLOGICAL SOCIETY OF MARYLAND, INC.

*30th Annual*  
**WORKSHOP IN ARCHAEOLOGY**  
**Saturday, September 11th, 2021**  
100 Community Place, Crownsville, Maryland

9:00 <b>Registration and Refreshments</b>		<i>1st Floor Lobby &amp; Main Conference Room</i>	
9:30 <b>Welcoming Remarks</b>		<i>1st Floor Main Conference Room</i>	
<b>1st FLOOR MAIN CONFERENCE ROOM</b>		<b>BASEMENT CAFETERIA</b>	
<b>3rd FLOOR MHT BOARDROOM</b>			
9:45 KEYNOTE ADDRESS: <b>The Late Woodland in the Potomac Valley</b> <i>Richard J. Dent</i>		<b>Book Sales &amp; Exhibits</b> 9:00 AM - 3:00 PM  To be Determined...	
10:45 <b>Coffee Break</b>		<b>NORTH YARD - 100 COMMUNITY PL</b>	
11:00 <b>Open-Source Geographical Information Systems (GIS) for Archaeology</b> <i>Scott Strickland</i>		11:00 <b>Soils, Sediments, and Landscapes in Archaeology</b> <i>John Wah</i>	
		11:00 <b>A 3D Photogrammetry Modeling Workshop</b> <i>Tom McLaughlin &amp; Zachary Singer</i>	
12:15 <b>Lunch</b> — The cafeteria at 100 Community Place <i>is closed</i> . Nearby restaurants are limited, so we suggest bringing a bag lunch and mingling with friends in the basement dining area or bringing a lawn chair to eat outside.			
1:30 <b>Identifying 17th-Century Colonial Ceramics</b> <i>Amelia Chisholm</i>		<b>NORTH YARD - 100 COMMUNITY PL</b>	
		1:30 <b>Atlatl Dart Throwing Workshop</b> <i>Bob Wiest</i>	
		1:30 <b>CAT Session: Prehistoric Overview - Part I†</b> <i>Bob Wall &amp; Charlie Hall</i>	
2:30 <b>Using the New mdFIND App and Accessing 54 Years of <i>Maryland Archeology Online</i> - a 2 Part Course</b> <i>Matt McKnight</i>		<b>NORTH YARD - 100 COMMUNITY PL</b>	
		2:30 <b>CAT Session: Prehistoric Overview - Part II†</b> <i>Bob Wall &amp; Charlie Hall</i>	

ADMISSION FEE (*payable at the door*): **\$7.00** General admission; **\$5.00** for ASM members and students. **Due to the evolving situation with the Covid-19 Delta variant, ASM requests that all attendees (regardless of vaccination status) wear a mask and socially distance at all times while indoors except when actively eating or drinking for the health and safety of all.**

† Certified Archeological Technician (CAT) candidates seeking credit for their program must attend both sessions; *limit 20 each session.*