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Newsletter of the Archeological Society of Maryland, Inc.

www.marylandarcheology.org

Field Session: Looking for a few good sites

By Charlie Hall

Maryland's Chief Terrestrial Archeologist

The Maryland Historical Trust Office of Archeology is looking for a few good sites to consider, and possibly test, this fall as a part of our search for next spring's Field Session. Finding a good site for the Field Session can be tricky because so many factors must be satisfied.

- 1. There must be a **good reason** to investigate the site. This always will include the potential to address interesting research questions. It also can include looming or potential threats to the site.
- 2. There must be a willing landowner. Hosting a Field Session is a big deal. In addition to losing the use of site for the duration of the session, and possibly beyond, a landowner can count on 20 to 50 people digging holes and creating large piles of backdirt on his property for 10 consecutive days. Then there are the cars and the parking, the porta-potties and the tents.
- 3. There must be a willing professional archeologist to direct the excavations, conduct the analysis of recovered artifacts and produce a report. This year, as in most past years, a grant from the MHT to the ASM provides some funding for the work, but not enough to fully compensate a professional for all the time she or he undoubtedly will need to allocate to the effort.
- 4. There's the matter of **logistics**. There must be reasonably easy access to the site, which must also be a place with reasonably safe conditions. There must be a place close by for parking lots of cars. There must be sufficient space at the site for all of our volunteers to work and to set up a field lab.

Minor, but not inconsequential, considerations include the proximity of places to eat and sleep, the region of the state and the period of Maryland's past represented by the site.

If you choose to weigh in with your favorite site (and please do!), we will give your site(s) serious and thorough consideration and also will keep them in mind for future field and research possibilities. Please contact me at chall@mdp.state.md.us or 410-514-7665.

There also is an opportunity to get involved directly in the selection and logistics process. ASM's Field Session Committee, which works with the Trust on Field Session operations, is looking for some new members. If you think you might be interested in planning one of ASM's major events, contact John Newton at jdnewton@MTmail.biz

Upcoming events

November 3: Maryland Indian Day. Cedarville.

November 8-12: ESAF meeting. Fitchburg, Massachusetts.

December 2: ASM board meeting, Crownsville. 10 a.m. All are welcome to attend.

January 10-14: Society for Historical Archeology meeting, Williamsburg, Va. For information, 301-990-2454 or hqcs.ncg

March 15-18: MAAC meeting, Virginia Beach, Virginia.

Volunteer opportunities

The following volunteer opportunities are open to CAT program participants and other ASM members: Montgomery County lab, field work Wednesdays, 9:30 to 2:30. Call 301-840-5848 or contact james.sorensen@mncppc-mc.org or heather.bouslog@mncppc-mc.org. CAT opportunity.

ASM field session collection: Volunteers are needed to work on up-grading collections associated with previous field sessions. Currently, the collection from the Rosenstock Site, a key Late Woodland Montgomery Complex area, is being upgraded. The lab in Crownsville is open Tuesdays from 9:30 until 4. For additional information contact Louise Akerson rakerson@comcast.net or Charlie Hall hall@mdp.state.md.us.

The Lost Towns Project of Anne Arundel County. 410-222-7441.

Mount Calvert. Lab work and field work. 301-627-1286.

Jefferson Patterson Park invites volunteers to take part in its various activities, including archeology, historical research and artifact conservation. This year's public archeology program runs until July 8, with digging on Fridays and Saturdays and lab work Tuesdays, Wednesdays and Thursdays. Contact Ed Chaney at 410-586-8554 or echaney@mdp.state.md.us

The Archaeological Institute of America provides an online listing of fieldwork opportunities worldwide, Call up www.archaeological.org/fieldwork/ to get started. Remember to add the extra A in archaeological.

CAT corner

For updates and information on other CAT activities check the ASM website.

Special fieldwork opportunity: Richard Ervin of SHA is working on the Broad Creek Cemetery, a 17th through 19th Century cemetery on Kent Island. On occasion and on very short notice, it is necessary for him to conduct emergency excavations in preparation for new interments. Contact him at 410-545-2878 (days), 410-643-7128 (evenings) or by email at rervin@sha.state.md.us

FRANK AND ERNEST BOB THAVES







(Left) Silas Hurry delivers the keynote speech at the Annual meeting as program host Stephen Israel listens. (Right) Marye winner Jim Gibb (with beard) and newest CAT graduate Dan Coates (right) join a discussion.

From St. Mary's City to the Civil War

Some 60 people gathered at the Oregon Ridge Nature Center for this year's annual meeting and to hear talks focusing mostly on Maryland's early settlements and settlers.

The seven speeches began with Silas Hurry delivering the keynote talk on "The First Chapels of St. Mary's City." He explained why he thinks archeology is telling him that two buildings occupied the site under investigation.

Travis Shaw spoke about the work done in Harford County on the Old Baltimore site, now part of the Aberdeen Proving Grounds and Don Creveling brought listeners up to date on the new exhibit at Mount Calvert in Prince George's County, the site of several ASM field schools a few years ago. Going back to southern Maryland, Jessie L. Grow told of the results of a public archeology program at Jefferson Patterson Park at the Smith's St. Leonard's site.

A Howard County site involved a lot of archival researching to find out the story of the Longwood house from the 18th to the 21st centuries. Lee Preston gave the presentation. Vivien Eicke of Montgomery County told about the Mid-Potomac Chapter's work on a Civil War site along the Potomac at Blockhouse Point. Concluding the session, Central Chapter's Stephen Israel reported on a Carroll County search of the Clarke farm for the Indian Town site.

Results of this year's ASM election were announced. Succeeding Carol Ebright as president is John Fiveash. Jim Gibb moves to the vice presidency and the other officers stay the same: Membership secretary Belinda Urquiza, Secretary Kathy Steuer and Treasurer Sean Sweeney.

The new at-large board will consist of Claude Bowen, John Newton, Beth Ragan, Kathy Rigby, Annetta Schott and Jim Sorensen.

At the meeting, Don Coates became the sixth person to graduate the CAT program and Jim Gibb was given the Society's highest honor, the William B. Marye award for contributions to Maryland archeology.

Jim Gibb wins the 2006 Marye Award

This year's William B. Marye Award for outstanding contributions to Maryland archeology was presented to Jim Gibb. In reading the citation, Nancy Geasey explained why Gibb was chosen for the honor. This is a condensation of her remarks:

Jim is a tireless worker on behalf of archeology and has made many contributions to the Archeological Society of Maryland. First of all, he successfully got the Certified Archeological Technician program started after nearly five years of planning and procrastinating among the professional archeological community. After heading that program for nearly five years, he turned it over to Chris Davenport, with more than 50 participants and five individuals who had completed the program.

Continued on next

He continues to be active with ASM and is now an at-large member of the Board of Trustees, serves as ASM's grants administrator and is running for vice president. (Jim was elected vice president and gave up his grants duties.)

During 2005 and up until its passage this July, Jim came to Frederick City at least six times in support of an archeological ordinance as part of the Land Management Code. He was particularly helpful in answering questions of the aldermen and planning staff who have little or no experience with archeology. He could assure them that this procedure works because he had been the city archeologist for Annapolis. When it looked like the effort would go down to defeat because of a disagreement over the wording of the ordinance, Jim convened a meeting between the local professional community and the avocational archeologists who had started the effort years ago and came up with a stronger ordinance, which was passed by the Board of Aldermen. He is now pushing the local community to get similar legislation passed for Frederick County.

All of the above is in addition to conducting a contract archeology business which keeps him busy in Southern Maryland. While coming to Frederick on a frequent basis, he also managed to complete and publish 12 Phase I, one Phase II and two Phase III reports during 2005. He continues to give presentations at ASM chapter meetings across the state, for the State Humanities Council and at professional meetings here and abroad.

Jim, who lives outside Annapolis, has worked on all kinds of sites, from a Paleoindian site in Maryland to an early 20" Century copper smelting site and miners' camp in southern Arizona.

He earned his Ph.D. and M.A. degrees in anthropology from Binghamton University and has studied at Johns Hopkins and Anne Arundel Community College, where he occasionally teaches history and computer-aided design and drafting. He also taught a course on the archeology of Maryland at Harford Community College.

He organized a symposium on November 8, 2003, on "The Future of Maryland's Past," which challenged Maryland archeologists to build understanding "of cultural and historical phenomena that extend beyond the particular site currently under study." He advocates more direction in archeological research, more attention to the histories of other groups in Maryland and sharing that information with them, and finally to prioritizing what should and can be preserved as we continue to need more land for this generation's needs.

In 2001 he edited "A Layperson's Guide to Historical Archaeology in Maryland," which became a special publication of ASM. The Lost Towns Project staff wrote the book for those who wanted to know more about archeological techniques, why archeologists asked for specific tasks done in certain ways and what the staff was going to do with all those little bits of brick.

Jim has also written a historical play based on his knowledge of the early Annapolis area.

Dr. James G. Gibb is receiving the 2006 Marye award for his enthusiasm and untiring efforts in promoting Maryland archeology and for his support of the avocational archeologist.

Book review: Finally, King Tut's tomb is found

Tomb of the Golden Bird, by Elizabeth Peters, William Morrow, 381 pages, \$26

Like a good archeological discovery, Amelia Peabody keeps getting better with age. Here it is 1922 already and she has been digging in the Egyptian wastes since 1884, nearly 40 years, and she shows no signs of slowing down. But she has aged. When she first met Radcliffe Emerson way back in 1884, she was a young single woman. Then they had a child. And now they are grandparents of a pair of entertaining twins.

Amelia and Emerson have spent their lives fighting off all sorts of miscreants and villains as they move from area to area trying to find time to uncover traces of Egypt's pharoic past. World War I did interrupt them briefly, but mainly because their son, Romses, was called on to support the British effort.

Now it is 1922 and history trivialists know what happened that year: King Tut's tomb finally was found. And by Howard Carter, not by the Emersons. No problem. Elizabeth Peter's latest contribution to the Amelia Peabody story reveals the unheralded role the Emersons played in the discovery and in the preservation of its finds. And it all sounds so plausible.

One might think that with the 18th book in the series, the author might be getting tired of the characters and that it would show in the writing. Not so. That is, if she is getting tired and longs to return to some of her other characters, it doesn't show. In fact, she seems even more at ease than usual in telling the story.

-- Reviewed by Myron Beckenstein

Wildfires are uncovering sites, artifacts

By Allison Hoffman

Associated Press, October 12, 2006

DESCANSO, Calif. -- An oak tree was still burning nearby when Margaret Hangan made her way across a wildfire-scorched landscape and spotted to her delight a set of flat-topped granite boulders that served as kitchen counters in an ancient village 2,000 years ago.

In the rocks were manmade oval depressions in which acorns were ground into flour.

"This place was happening," said Hangan, a U.S. Forest Service archeologist. "They had water, food, grass for baskets - everything they needed."

For all the damage they do, wildfires can be a boon to archeologists, laying bare the traces of long-gone civilizations.

Around the country, government archeologists often move in to see what has been exposed after the flames have burned away the underbrush; sometimes they accompany firefighters while a blaze is still raging to make sure artifacts are not damaged.

"Fires are a double-edged sword," said Richard Fitzgerald, an archeologist for California state parks. "They can be very destructive, but after a big fire you can find new sites, even in areas that have been surveyed before."

During a gargantuan fire that burned for nearly a month this fall in the Los Padres National Forest north of Los Angeles, fire crews found an abandoned gold mining camp and an adobe homestead from the 1800s. After a smaller fire there in June, they discovered a cave with rock art and a site with unusual beads made from freshwater shells.

David Jurney, an archeologist in the Ozark-St. Francis National Forest in Arkansas, estimated his teams make four times as many finds during post-fire surveys than they do digging through overgrown stretches of forest.

Most finds are small, rock flakes left behind by hunters sharpening arrowheads, or piles of rich brown earth, called midden, that remain from prehistoric kitchen scraps.

In rare instances, fires unveil large structures. Archeologists discovered fortress-like stone walls after a 2003 fire ravaged Cuyamaca State Park northeast of San Diego.

During fires, archeologists sometimes move with firefighters to help prevent damage to already recorded sites. Bulldozers are often directed to work around settlements and helicopter pilots are warned against dropping fire retardant on rocks with ancient drawings on them.

"The No. 1 goal is to put the fire out, but there's flexibility in how that's done," said Paul Claeyssens, a Forest Service archeologist in Oregon.

Fire crews working near known archeological sites can also set backfires that can burn away fuel at lower temperatures than wildfires, which can get so hot that rocks simply explode, obliterating traces of ancient settlements.

Hangan knew that there were boulders once used by the ancient Kumeyaay Indians in the Cleveland National Forest near Descanso, just outside San Diego. After a fire in the forest last summer, Hangan was relieved to find the rocks intact. She also discovered that the collection of boulders was more extensive than she realized - indicating a settlement large enough to support as many as five extended families instead of two or three.

Because many sites contain Indian artifacts or burial grounds, trained tribe members often join professional archeologists for post-fire hunts. For example, Frank Brown, a Kumeyaay cultural expert and firefighter, accompanied Hangan.

After fires reveal artifacts, archeologists must protect them from looters. Pottery, arrowheads and other items have turned up for sale over the Internet after wildfires, even though removing artifacts from public property is prohibited under federal law.

Often, archeologists recommend closing burned-over areas to the public until new grass begins to screen the exposed sites again.

"It's a delicate balance," Hangan said. "The public has a right to see what belongs to it, but we have to protect it, too."

DC museum defies the professionals

By Huan Hsu

Condensed from the Washington City Paper, Oct. 13, 2006

The entire collection of the Palisades Museum of Prehistory, if sold on the open market, would fetch about \$50. And the museum itself appears to have been built for not a whole lot more.

The structure is a triumph of DIY. Most of the building materials, from the pallet-board walls to the roofing trusses to the decorative flourishes, are recycled or reclaimed. Inside, artifacts—stone tools, pottery sherds and projectile points, along with a smattering of Civil War objects—are displayed under fluorescent light in scavenged cases. New finds are spread out next to the sink, waiting to be washed and scrubbed.

The museum began in 2003, when Doug Dupin lost his job as a cartographer when a contract dissolved. Pissed off, homebound and with plenty of idle time (aside from caring for his infant son, Max), Dupin decided to build a detached wine cellar on the edge of his backyard, and, like Edmond Dantès in The Count of Monte Cristo, found salvation by shoveling dirt.

Having done some archeological work in Hawaii after college and mindful of his neighborhood's history, Dupin first dug a few test holes to see what might turn up. Most of it was just clay fill, but after five feet, he began to hit old bottles and bicycle parts, then dog tags from the 1930s, then Civil War materials, pottery sherds, and a stone projectile point. The Holmes point dates back to about 2000 B.C.

"I was pretty surprised," he says. "I thought, 'Oh my God; I'm going to find millions of these things.' I didn't find millions, but I found a lot."

For the next six months, Dupin lived out a young boy's dream—he dug a giant hole in his yard. He carved out the entire 15-foot-by-15-foot-by-7-foot-deep foundation by hand, sifting and screening the last 2 feet—450 cubic feet of soil—for objects. "I'm sort of an explorer at heart, and below us is sort of the last frontier," he says. "I was probably born 300 years too late. I would have been on one of those sailing ships, I think."

Dupin has since dug at five different houses in his neighborhood, finding artifacts at each one, and cases construction sites for potential excavation. There's a big one in Georgetown down by the new Swedish Embassy that he's trying to get into. Part of what compels him to dig is a curiosity about the natural world, part of it is assembling narratives from what he finds, and the rest is enjoying the solitude.

The Palisades area, with its proximity to the Potomac and the various creeks that fed into it, was more than just a pleasant spot for ancient Washingtonians; it was critical to their survival. Just when they had depleted their winter stores and before the berries appeared or cultivated crops could be harvested, they received tens of thousands of pounds of protein in the form of schools of fish so thick that 17th Century explorer John Smith tried to catch them with frying pans.

Professional archeologists have an uneasy relationship with their amateur counterparts. The experts' interests lie in the amount of information they can glean from an excavation; amateur diggers, they fear, are only interested in the monetary or aesthetic value of what they dig up: taking the flashy object, such as an immaculate Clovis point, and leaving the flake debris in the dirt leaves an incomplete site, which leads to an incomplete interpretation. Dupin, while respectful of academic archeology, takes a more utilitarian approach to his excavations: "If it's going to be lost forever, what's it matter anyway?" he says. "I've never understood not wanting to dig."

That kind of talk sends chills down professional archeologists' spines. In archeology, you only get one shot to get information out of a site. Once the original context is disturbed, there's no chance to apply new techniques or technologies.

To protect their own archeological gold mines, researchers tend to keep their maps very general and site locations imprecise when they publish their reports. The versions tagged for wide distribution will sometimes even have the maps excised.

But a treasure map is exactly what Dupin thinks will raise public awareness of prehistoric archeology. He aims to create an online database that would mark the address of each site that has produced artifacts, accompanied by photographs and provenances of the most significant objects.

"[Dupin's] map is going to give every professional archeologist a heart attack," says Michael Katherine Haynie, a former NPS archeologist (and Palisades native). "You're opening the door to all sorts of looters and wackos

with malicious intents, and besides them, hobbyists who think they're doing a favor but can't do advanced lab techniques."

Haynie recalls a mentor who worked on 17th Century tiles in England. When he found one face down, he had to wait three days before he could turn it over because he had to first document everything about its context. "It takes a lot of self-restraint not to just flip the tile over," she says. "Archeology isn't just about taking [an artifact] out and putting it into a museum. It's about the story of how you found it, how you take it out."

Dupin confesses that when digging his museum's foundation, he paid little attention to the context of the artifacts he found. He keeps better track of it these days, but he still doesn't understand the fear of providing the public with too much information.

"I think they overplay it," he says. "Like all the other government out there, they want to keep things a little bit farther away from the public. It's easier for them when they're out of scrutiny. If nobody knows about it, then they don't have to put it up on display. And that's just a bureaucratic hassle for them."

In early October, Dupin finally gets a break. He's been given permission to dig to his heart's content for the next week in Palisades Playground, a 14-acre city holding a few blocks from his house on Sherier Place NW. He's had his eye on the park ever since he learned that the city was planning on putting in a soccer field. To make room for it, crews have cleared a large swath of trees and are now digging up the earth as much as a dozen feet deep, to level the surface.

Giddy over what a dozen extra hands might be able to produce, Dupin puts out a call for volunteers, wraps up some artifacts in cloth to show people what to look for, and throws a screen and a tape measure on his bike trailer. ("To at least give the appearance that I know what I'm doing," he explains.)

"This is going to be great," he crows. "If we have a week, we'll get 10 times the stuff that archeologists get. The problem is they have to abide by protocol. They don't half-ass. They have to set up their grid and everything. We'll do the best we can, but we're more like salvage archeologists."

Large Aztec idol uncovered in Mexico City

By Gunther Hamm

Condensed from Reuters news service, Oct. 13, 2006

Mexican archeologists unveiled the largest Aztec idol ever discovered Friday and said it could be a door to a hidden chamber at a ruined temple under the heart of Mexico City.

The Aztecs, a warlike and deeply religious people who built numerous monumental works, ruled an empire stretching from the Gulf of Mexico to the Pacific Ocean and encompassing much of modern-day central Mexico.

The 12.4 ton stone slab, 46 feet in surface area, was partially uncovered this month at the main Templo Mayor on the edge of the capital's central Zocalo square. Excavators have been astonished by the size of the piece and its elaborate engraving of the earth god Tlaltecuhtli.

Asked Friday if it was the most important Aztec piece found, anthropologist Alvaro Barrera said: "For its size, yes, for the importance ... we have to wait to see what we discover and its context."

When it was discovered, officials said the monolith and an adjacent 15th Century altar comprised the most significant Aztec find in decades.

Last year scientists found a 2,600-year-old, 30-ton idol in Tamtoc, San Luis Potosi, belonging to an older culture.

"These two finds, Tamtoc and this stone, on a national level are the most important ever. We still haven't completely uncovered it, but we are getting very excited," said Alberto Diez, a member of the archeological team.

The scientists believe the monolith could cover the entrance to a chamber and may soon announce more finds.

"Most likely we will find an enormous offering below it. If there is a chamber, we will find a series of impressive offerings," Diez said.

Spanish conquistadors destroyed the temple when they razed the city in the 1520s and used its stones to help build their own capital. Now the site is surrounded by Spanish colonial buildings like Mexico City's cathedral and the historical National Palace as well as convenience stores and fast-food restaurants.

ASM makes donation toward reproduction of 1607 ship

Acting after a vote from the board of trustees, ASM has sent a donation to the Maine's First Ship project. Actually, it is more than Maine's first ship, it is British America's first ship, constructed in 1607-8 at Jamestown's neglected sister settlement, the Popham Colony. The northern attempt at colonization landed at the mouth of Maine's Kennebeck River and settlers quickly got to work building the boat Virginia.

Whereas the Jamestown colonists died by the scores, only one Popham colonist was known to have died. But he was the leader of the colony and his death, combined with several other factors, led to the colony being abandoned after 15 months. One of the ships the settlers used for the voyage home was the Virginia, proving the worth of their product. The ship continued to be used, including probable resupply voyages to Jamestown.

A group of enthusiasts, many of whom were involved in the recent archeological dig that rediscovered the Popham site, Fort St. George, resolved to build a ship as close to the Virginia's specifications as possible. The goal is to raise \$900,000 for the project.

Information on the ship or contributions can be sent to Maine's First Ship, PO Box 358, Phippsburg, Maine 04562.

Chapter notes

Anne Arundel

The Chapter meets five times a year in February, April, June, September, and November at the All Hallows Parish Brick Church at the Parish Hall near London Town, at 7 p.m. Contact Mechelle Kerns-Nocerito at AAChapASM@hotmail.com or visit the chapter website www.marylandarcheology.org/aacashome.php

November 4: The Anne Arundel Chapter is going to Jamestown to visit both the NPS site and the APVA location. A tour will be provided by Andrew Veech, archeologist for Jamestown NPS. Travel arrangements are in the works. There will be some entry fee related cost TBA. This trip is open to all ASM members. Contact Mechelle Kerns-Nocerito at above email or 410-49-5187 for more information.

November 14: Wayne Clark of the Maryland Historical Trust will talk on the importance of Selby Bay Complex for understanding Eastern U.S. cultural history, trade, exchange, migration, language and the Algonquian cultures of the Chesapeake Bay as first documented by Captain John Smith in 1608.

Central

Central Chapter has no formal meetings planned. But if someone has a site he wants investigated, contact the Maryland Historical Trust or Central Chapter President Stephen Israel at 410-945-5514 or ssisrael@abs.net

Mid-Potomac

The chapter meets the third Thursday of the month at 7:30 p.m. at Needwood Mansion. Dinner at a local restaurant is at 6. Monthly lab nights are the first Thursday of the month, from 7 to 9 at Needwood Mansion. Contact james.sorensen@mncppc-mc.org or heather.bouslog@mncppc-mc.org, or call 301-840-5848. Chapter website: www.mid-potomacarchaeology.org

Monocacy

The chapter meets in the Community Room of the C. Burr Artz Library, 110 East Patrick Street, Frederick on the second Wednesday of the month at 7 p.m. Contact Jeremy Lazelle at 301-845-9855 or <u>jlazelle@msn.com</u>. Chapter website: <u>www.digfrederick.bravehost.com</u>.

November 8: Joy Beasley, Cultural Resource Program Manager, Monocacy National Battlefield, U.S. National Park Service, will speak about recent excavations at the site of the Middle Ford Ferry Tavern, a mid-18th Century tavern associated with a ferry carrying the Georgetown Road over the Monocacy River.

December 13: Mike Johnson, Fairfax County Archeologist, will speak about the archeology program in Fairfax County, Virginia, and about the search for Clovis and pre-Clovis in the Nottoway River Valley.

Northern Chesapeake

Meetings are the second Wednesday of the month. Contact Dan Coates at dancoates@comcast.net

Southern

Contact Kate Dinnel for information at katesilas@chesapeake.net or 410-586-8538.

Upper Patuxent

Programs are the second Monday of each month at 7:30 p.m. at Mt. Ida, near the court house in Ellicott City. Some months, potluck suppers are held at 6:30. Otherwise, dinner is available at the Tiber River Tavern in Ellicott City. Either car pool from Mt. Ida at 5:55 or meet at the tavern. For information on the chapter, contact Lee Preston at 443-745-1202 or roseannlee@earthlink.com

November 13: Bob Wall, "The Barton Site." (Pot Luck Supper)

December (No Meeting)

January 8, 2007: "Archeology Lab: Mt. Pleasant" (there are many artifacts from Mt. Pleasant that need to be cleaned and articulated. There will be plenty of bottles, plates etc. to piece together.

February 12: Matt Croson on "Archeology and CSI: Time is the Only Difference."

March 12: Michael Olmert, University of Maryland, "Outbuildings: Architecture and Culture in the 18th Century Anglo-Tidewater Backyard." (Pot Luck Supper)

April 9: Bob O'Brien, "A Travelogue of Hawaii".

May 14: Program to be announced. (Pot Luck Supper)

Western Maryland

Programs are the fourth Friday of the month, at 7:30 p.m. in the LaVale Library, unless noted. Contact Ed Hanna, 301-777-1380. Chapter email: wmdasm@yahoo.com Website: www.geocities.com/wmdasm

ASM license plates still available

Have you seen the special ASM license plates and wished you too could have a set? Wish no more, they are still being offered to ASM members. Here's how to get yours:

- --- Write to Tyler Bastian, 13047 Penn Shop Road, Mt. Airy, MD, 21771-4565, asking for MVA form VR-124, or get one from your MVA office.
- --- Send the completed form to Tyler, enclosing two checks. One should be made out to the MVA for \$25 (its fee for the organizational plate) and one to ASM for \$10. Tyler then will sign the form on behalf of ASM and send it to the MVA. Your plates will be ready in a few weeks.

When you pick up your new plates, you must turn in your current plates, if you have any. The ASM plates will arrive with a new registration form and new stickers (with the old expiration date). Renewals are handed by MVA in the same way and at the same cost as standard plates.

The \$25 MVA cost is a one-time charge and the check to ASM is tax-deductible.

If you have any questions, contact Tyler at 301-829-1172 or contact Mary Beard, MVA Title Correspondence Unit, 410-787-2968.

The Archeological Society of Maryland Inc. is a statewide nonprofit organization devoted to the study and conservation of Maryland archeology.

ASM. Inc members receive the monthly newsletter ASM Ink, the biannual journal MARYLAND ARCHEOLOGY, reduced admission to ASM events and a 10% discount on items sold by the Society. Contact Membership Secretary Belinda Urquiza for membership rates. For publication sales, contact Dan Coates at ASM Publications, 716 Country Club Rd., Havre de Grace, MD 21078-2104 or 410-273-9619 or dancoates@comcast.net.

Submissions welcome. Please send to Myron Beckenstein, 6817 Pineway, University Park, MD 20782, 301-864-5289 or myronbeck@verizon.net

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