
Central Gulf Coast Archaeological Society

A Chapter of the Florida Anthropological Society

www.cgcas.org



MONTHLY NEWSLETTER

July-August 2011



Editor: David Burns

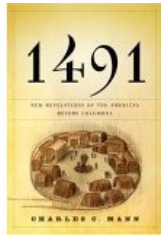
CGCAS' New Home



AWIARE's new Research Center at Weedon Island

In July, Central Gulf Coast Archaeological Society (CGCAS) moved into its new home at the Weedon Island Archaeological Research Center operated by the Alliance for Weedon Island Archeological Research and Education, Inc. (AWIARE). AWIARE has a lease agreement with Pinellas County for the archaeological research station at the Weedon Island Preserve. CGCAS will share lab space with AWIARE and is looking forward to assisting in the development of archaeological research and public education efforts over the coming months and years.

Next Book Club



The next book club meeting will be Sunday August 28th at 2 PM at the home of Bob Austin, 7224 Alafia Ridge Loop, Riverview, FL 33568. The book we will be discussing is *1491: New Revelations of the Americas' before Columbus* by Charles C. Mann. This book is divided into three parts and we will be considering Part One that is titled "Numbers from Nowhere?" This bestseller presents new insights into the history of the Pre-Columbian Americas' that we thought we already knew.

Save the Date



©Suzanne Williamson

Crystal River Archaeological State Park, 2010

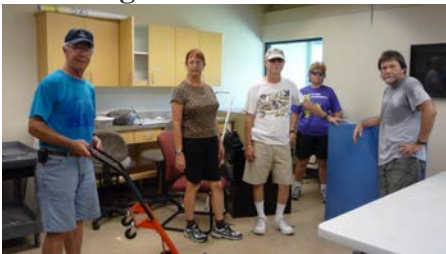
Suzanne Williamson and John Capouya will present *Shadow and Reflections: Visions of Florida's Sacred Landscapes* on October 8, 2011 at the Morean Arts Center, St. Petersburg.

This installation by photographic artist Suzanne Williamson and writer John Capouya reinvisions the past with words and images inspired by their exploration of Florida's ancient Native American mound sites. Williamson and Capouya evoke these sacred lands' disintegration and persistence, illuminating their multiple meanings for us today.

Williamson's photographs, printed on paper, metal and fabrics, will combine with Capouya's creative nonfiction, drawn from historical resources, site visits and interviews.

Suzanne and John have launched their Florida Mounds Project website: www.flmoundproject.org

Moving into Our New Home



Tom Connors, Sheila Stewart, Dave Burns, Karin Lovik, and Bob Austin contemplate moving the artifact cabinet



Marcie Connors joins in the moving of the artifact cabinet



A map cabinet arrives at its new home.(l-r) Karin Lovik, Sheila Stewart, Bob Austin, Jeff Moates, Tom Connors(blue Shirt), and Dave Burns

The research station is intended to serve as a laboratory, office, and dormitory for researchers who wish to conduct work at Weedon Island or at local Weedon Island sites. We have received a large amount of office furniture from the County, but are in need of furniture and appliances for the dorm rooms, common room, and kitchen. We also need electronics, cleaning, and yard maintenance equipment as AWIARE is responsible for maintenance of the building and grounds. Below is a list of the things we need:

- Computers
- Printers
- Small copy machine
- Flatbed scanners
- Office chairs
- Folding chairs
- Large bookshelves
- Couch
- Living room chairs
- Coffee table
- Lamps (floor and table)
- Twin beds
- Small chest of drawers
- Small dining room table & chairs
- Pots & pans
- Silverware & kitchen utensils
- Vacuum cleaner
- Lawn mower

If you have any of these items in good and working condition and would like to donate them to AWIARE, please contact Bob Austin at roc.doc@verizon.net. All donations are tax deductible. Thank you!

CELEBRATING FLORIDA!

Every 4th Thursday of the month, Artist Hermann Trappman shares his art and insights of the first Native Americans who lived in the Tampa Bay region. This program is presented at the City of Imagination - Gulfport Arts Center, 2726 54th Street S., Gulfport, FL 33707.

The next meeting is August 25, 2011 from 7-9 pm and is titled "Pinellas' Original Inhabitants". The cost is \$5 for members and \$8 for non-members. For further information contact Elizabeth Neily, President and Special Projects Chair, First Florida Frontiers at www.floridafrontier.com or by phone at 727-744-7051.

Mac Perry's Article on Plants Published in the Florida Anthropologist

Mac Perry recently had an article published in the Florida Anthropologist journal. It discusses many of the native plants the earliest Indians ate starting with their arrival in Florida 13,000 or 14,000 years ago through the Archaic period and how changing climate affected the plants that were available for gathering and consumption.

You will learn how Florida's climate ping-ponged back and forth between dry and wet, warm and cool and how the Indians altered their recipes to match these changes. You will also learn of some important food plant discoveries archaeologists have made in underwater sites around the state.

The more than 200 plants listed in the article are representative of the complete list of 612 plants found in Mac's forthcoming book *Life and Lunch in a 9th Century Indian Village*. Almost none of these plants are eaten today. Most of the foods found in grocery stores (oranges, radishes, wheat, bananas, sugar, apples, garlic, olives, cabbage, and coffee) are from Europe. Not to mention the animal products beef, pork (bacon), chicken, milk, cheese, and eggs which are from domesticated animals introduced from elsewhere.

DIGITAL ARCHAEOLOGY: Moore's Law

By Jack Harvey

Since this series on Digital Archaeology started 30 months ago, remarkable growth has occurred in electronic gadgetry. This is because of *Moore's Law*, an observation by Gordon Moore in 1965. He didn't call it that and it's certainly not a law of nature; it's simply techno-babble for the fact that the number of components in digital chips doubles every two years, while chip size stays pretty much the same. And it has been doing that for 50 years.

To see the effect of this, think of a component on a digital chip as a horseless carriage rider. Let's start with the 1885 Benz Motorwagen that carried two archaeologists to a field site. If Moore's law governed its growth, the 1887 Benz would carry 4 archaeologists. By 1889, the archaeologist count would be 8, and in 1891, 16, etc. If you carry out that growth for 50 years the 1935 horseless carriage carries 67 million archaeologists on a field trip.

But wait, there's more. While able to carry more than 33 million times as many archaeologists, the 1935 horseless carriage (now a truck) weighs only about 10 times as much as the 1885 model. The fuel consumption per hour is up only about 10 times as much. Quite an engineering feat, right?

But wait, there's more! The 1885 horseless carriage zipped along at the reckless speed of 12 miles per hour. However every couple of years, its speed increased by 25 percent: 15, 19, 23, 29 mph, etc. So by 1935, the horseless truck cruised along at over 3,000 miles an hour carrying 67 million archaeologists while using only 10 times as much fuel. How's that for solving the energy crisis?

The reason for this absurdity is there's a fundamental difference between ordinary things like onions, rocks and archaeologists, and *information* or *data*. While onions, rocks and archaeologists have size and weight, *information* apparently doesn't. Although we talk about "big ideas", we can't measure their size or put them on scales except metaphorically. Data bits are like ghosts. What does a ghost weigh?

This is why such a remarkable and sustained growth in electronic data processing has been possible. In order to handle more data, you add more components to the computer chip by making them smaller. But this step makes the cost per component plummet and also makes the computer run faster because they are closer together. To do this just requires applying more science and

engineering to the chip manufacturing process. About every two years, this work doubles the number of components and makes the computer about 25 percent faster.

There's a caveat with this industrial miracle. It only works provided you make millions of identical computer chips. The first new model chip may cost \$100 million dollars just to get the design right. The next 1000 might total another \$700 million to equip the special new factory required to make the new model. But after this \$800 million startup cost the chips are practically free. While these cheap chips are pouring out the door for a couple of years, the scientists and engineers are spending another \$800 million dollars on the next generation chip design.

During those two years about 400 million digital computers are manufactured, world-wide. The huge investment needed to get manufacturing started is spread over the huge number turned out so that the development cost per computer is about \$2. And this is why we will never have a computer specifically designed for archaeology use.

There's an App for That!®

The reason the world buys about 200 million computers a year is that there are many tens of thousands of different applications for them. Apple Computer trademarked "*There's an App for That!*" to help sell one of their computer models, the iPhone. "App" of course in techno-babble for *application software*, the incredibly detailed recipe that makes a computer do useful things.

For example, word-processing software has turned my computer into a very advanced typewriter that allows me to easily correct typos in this article without a bottle of "*Wit-Out*". It even corrects some of them automatically as I type. And the next instant, the exact same computer may be cropping, enlarging and printing digital camera photos using image-processing software and it does both jobs superbly. The computer doesn't have separate components dedicated to words or images; all it *ever* handles are numbers. The letter A may be the number 65 and pink may be three numbers: 244, 48 and 240 for red, green and blue brightness of a spot on the screen. The microscopic components on the chip don't care.

Archaeologists and anthropologists could benefit from the Moore's Law explosion now being wasted on tweets, texting caused traffic accidents, flash mobs, and other phenomena of the hand-held digital wonder-world toys. In addition to iPhones and iPads, there are Xooms, Blackberrys and a variety of smartphones. To use these, we must learn how to exploit apps. Access, Excel and iWork are decades-old mind-numbing apps we currently sometimes use. But we need simple apps like the iPhone "Keyboard" that corrects, punctuates and completes raw text as we type.

How about an app that records provenience data for every bag of material at a dig site? The app issues a unique number you write on each bag and then prompts you to enter provenience and other necessary or optional info about the material in the bag, insuring it's complete and in the same format as all other bags from the dig. Since most hand-held digital devices now include a camera and GPS receiver, it also prompts you to photograph the bag with your scribbled number and appends it with the GPS location to your keyed data for the bag, texted to a database in your lab computer. Lab analysis (species, types, count, weight) is added later, all linked by the unique number the app issued.

What's your idea for an archaeology app?

Jack Harvey may be contacted at jakharve@earthlink.net

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The Society

Central Gulf Coast Archaeological Society (CGCAS) is an association of amateur and professional archaeologists and concerned citizens dedicated to the preservation and interpretation of Florida's great cultural heritage. CGCAS is a chapter of the Florida Anthropological Society (FAS) and is a state chartered non-profit organization. All contributions are tax deductible.

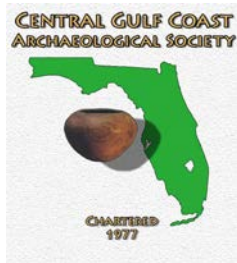
Membership

Membership is open to anyone with a sincere interest in the cultural past of Florida and who is dedicated to the understanding and preservation of that heritage

Amateurs, professionals and concerned citizens are welcomed as members. Membership is yearly and all dues are payable in January. Contact Karin Lovik, 1225 Jeffords St., Apt 225A, Clearwater, FL.

Dues

Regular	\$20.00
Student	10.00
Family	25.00
Life	150.00



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