

## **Glossary of terms used in Scouting**

**Altar Fire** - A fireplace made from half an oil drum on four legs, usually standing about 2ft off the ground. Used when the Campsite does not allow a Fire Pit to be dug but still allows wood fires.

**ABSL** - Assistant Beaver Scout Leader.

**ACSL** - Assistant Cub Scout Leader.

**ADC** - Assistant District Commissioner.

**AESL** - Assistant Explorer Scout Leader.

**Akela** - Leaders in the Cub Scout Pack use names drawn from Rudyard Kipling's Jungle Book. The CSL is called 'Akela' and the Assistant Leaders use the names of other characters: Baloo, Hathi, Kaa, Rikki etc.

**ASL** - Assistant Scout Leader.

**Bedtime** - An instruction by Scout Leaders which tell each Patrol to go into their tents and make as much noise as possible for at least four hours whilst everyone else tries to get to Sleep. Also an opportunity to wind up Scout Leaders by trying to get out of the tent without being caught, and to play games like Caterpillar Wars.

**Beaver Colony** - A Beaver Scout Section that may be divided into small groups called Lodges. Beavers are aged 6 - 8.

**Billy** - a small catering utensil, with a handle on top, used for cooking quantities for 1-3 people. See also Nest of Billies.

**BSL** - Beaver Scout Leader.

**Camp Fire** - on large Scout Campsites, a weekly gathering of all Campers round a large fire, where songs and Skits may be performed.

**Camp Fire Blanket** - A dying tradition, though normally still found amongst Scout Leaders. An old blanket with a hole in the middle that is worn to the Camp Fire that has Scout badges from all over the world sewn on to it. New badges are obtained by swapping duplicates with other interested Leaders, in a similar way to football cards and Pogs.

**Caterpillar Wars** - A game played by Scouts in their tents after 'lights out' where everyone crawls into their sleeping bags, holds them tight around their necks and shuffle round on their knees attempting to barge everyone else over. Normally harmless but collisions with tent poles can cause injury.

**Chemi-Khazi** - Colloquialism for Elsan - derived from the suicidal nature of those who attempt to use them. Sometimes alternatively spelt 'khemi-khazi'.

**Chopping area** - a roped off area for safety where all wood collected from the Wood pile or elsewhere are chopped up, by axe or saw, and stored ready for putting on to a wood fire.

**Coolbox** - An item that is designed to keep perishable food cool for extended periods of time using ice packs, but normally fails after a day or so. Potentially wildlife-proof. Normally kept in Store Tents except when in use.

**CSL** - Cub Scout Leader

**Cub Pack** - A Cub Scout Section that will be divided into groups called Sixes, each lead by a Sixer. Cubs are aged 8 - 10

**District** - Provides support to, and promotes co-operation between Groups within a geographic area. The District will be lead by a District Commissioner 'DC' . The District Commissioner is supported by a team of Assistant District Commissioners 'ADC'. These will each have specific responsibilities and thus hold appointments such as Assistant District Commissioner (Cub Scouts) ' ADC (CS).

**DC** - District Commissioner.

**Dixie** - a large catering utensil, like a bucket, with a handle on top, used for cooking large quantities of an item.

**Elsan** - A bucket with a seat, used as a chemical toilet on Campsites without flush toilets. The contents of the bucket should be emptied regularly into a suitable place. The threat of cleaning it also often prevents bad behavior. Also sometimes known as a Chemi-Khazi.

**Embers** - the best thing to cook on if using a wood fire. When the flames have died down and the part-burnt wood glows orange or white, it is the most efficient heat to cook on.

**ESL** - Explorer Scout Leader.

**Explorer Unit** - An Explorer Scout Unit is managed by the District. Members are aged 14 - 18.

**Fire** - A wonderful thing for Scouts to play with.

**Farmers Field** - A camping area which has been allocated to you by a farmer, if you do not want to pay for a permanent Scout Campsite. Normally on a steep slope, uneven, overgrown and full of cowpats.

**Fire Pit** - A hole dug in the ground enabling you to have a wood fire, as placing the fire directly on the ground would burn up the turf. When a fire pit is not allowed, you may still be able to use an Altar Fire.

**Free Time** - An opportunity to go to the Tuck Shop and stuff yourself with as many sweets as you can buy.

**Frying Pan** - Something used for cooking food, which enables you to reduce the portions served by making half of the contents stick to the 'non-stick' surface that was scratched off years ago. Also useful as a racket for makeshift games of Tennis.

**Girl Guides** - Occasionally seen sharing Scout Campsites. Usually all females. Easily identified by the blue 'Camp Uniform' they are forced to wear at all times, or yellow waterproof coats and green wellies whenever a slight shower appears.

**Group** - The local unit of Scouting that will consist of one or more sections normally led by a Group Scout Leader 'GSL'.

**GSL** - Group Scout Leader

**Hay Box** - A large box filled with hay that you place food that you have started to cook in, then leave while you go and do a activity. When you come back hopefully you will find it's finished cooking. Can also be used to keep frozen food cold.

**Hedge** - a good place to find Kindling for getting a wood fire going.

**Helper** - Helpers usually provide general help to a section on a regular basis.

**Hike Camp** - A walk from A to B lasting several days, when all participants carry all the equipment they need in Rucksacks on their backs.

**Hike Tent** - Lightweight tent, used for Hike Camping. Rolls up very small and enables it to be carried by one person in their Rucksack. Normally sleeps two or three.

**Hot Water** - Available from the showers on most permanent Campsites before 5.30am.

**Hygiene** - Something that normally goes completely out the window when Scouts cook.

**Inspection** - An opportunity for Scouts to find everything that they've lost since the last time the tent was turned out.

**Kindling** - Small, thin, dead wood used as a starter for getting a wood fire going.

**Leader** - Those adults who hold a Warrant. The warrant is the appointment card that is given to those who accept the appointment as a uniformed Leader. Such appointments are made by the Scout District.

**Lights Out** - See Bedtime.

Marquee - Large tent, often used as a dining or meeting tent on Scout Camps.

**Mess Tent** - Name given to a tent specifically used as a 'store tent' for food or equipment. Name derived from normal condition after several days.

**Mess Tin** - Army style lightweight cooking containers that can also be used as plates.

**Nest of Billies** - A collection of small Billies, usually of decreasing size which fit inside each other rather like Russian Dolls. Small sets also available to fit inside a rucksack and are therefore useful for hike Camps, although their size usually only means they are suitable for one person's portion.

**Network** - This is a County coordinated network for Members aged 18 - 25 years.

**Mud Oven** - A camp oven made using metal boxes covered in mud with the fire underneath, very efficient

**Nice Day** - It's going to rain in about 15 minutes.

**Non-Stick** - A joke by Frying-Pan manufacturers that normally lasts for one use from new. Normally scratched off by a Scout the first opportunity they have to Wash Up.

**Patrol Tent** - Large, cumbersome green ridge tent, the 'traditional' Scouting tent. Comes designed to sleep 4, 6, 8 or 10 people but commonly utilized for more.

**Pegs** - Comes as a set designed to be sufficient to erect a tent, but commonly at least three short.

**Pitch** - On large Scout Campsites, the field(s) will normally be divided up into a number of small areas, one of which will be allocated to your group. These are called Pitches, and have absolutely nothing to do with football (although of course there may be one elsewhere which is not used for camping on).

**Pocket Money** - Something that usually runs out on the second or third day of a Scout Camp, often spent at the Tuck Shop.

**Portion** - About half of what the manufacturer thinks you should be able to eat in one go of a particular item.

**Program** - a meticulously arranged plan for what activities will happen at particular times each day on Scout Camps, which usually goes to pot by the second day.

**Rest Period** - An opportunity to run round and be as energetic as possible. Often also includes a visit to the Tuck Shop.

**Rucksack** - A special bag carried on a frame on a person's back, used for carrying everything required on a Hike Camp. Usually weighs slightly more than a person can comfortably carry when full, and has at least one hard object poking into somewhere painful.

**Scout Troop** - A Scout Section that will be made up of a number of Patrols each lead by a Patrol Leader. Scouts are aged 10 - 14.

**Scouter** - See Leader

**Shower** - Voodoo magic to be kept away from.

**Skills Instructors** - Provide more specialised support to units e.g. able to take Scouts Climbing or Kayaking.

**Skip** - In many Scout troops the Scout Leader is called 'Skip'

**Skit** - A short sketch or drama performed at a Camp Fire.

**SL** - Scout Leader.

**Sleep** - Something rarely experienced on Scout Camp, especially as a Leader. See also Bedtime.

**Stay in your tent** - An instruction to Scouts at Bedtime telling them to try and escape from the tent at any time when they think Leaders are not looking, and run around and cause chaos.

**Store Tent** - A place for storing food during the week's camp, which gives a centralized location for all the local wildlife to come and eat during the night, especially items in packets not stored in coolboxes.

**String Trail** - A game played where blindfold participants feel their way along a long line of string tied at various heights between trees and anything else that can be found. A good way of developing trust in the person in front. Works well at night.

**Soap** - Sorry? What's that got to do with Scout Camps?

**Tap** - A device used for getting water from the Mains into your water carrier. Usually at the opposite end of the campsite from your pitch.

**Tide Paste** - A stodgy paste of cheap washing powder mixed with water, or washing-up liquid, smeared thickly on the bottom of Billies or a Frying Pan. This prevents black smoke from the fire getting to the bottom of the pan, although the heat can still get through to cook food. When washed up, the paste comes off and it means that a lot of effort can be saved scrubbing the bottom of pans.

**Tilley** - Type of lantern that uses paraffin or petrol and that normally Scouts try to light in the pitch black after spending 10 minutes trying to find some matches.

**Tin Opener** - A device that rarely does what it's expected to do, especially if from the QM's stock rather than new.

**Toilet Tent** - A tall square tent used to give a little privacy when using an Elsan. Although the smallest tent on most Camps, usually takes the longest to put up.

**Tuck Shop** - A small shop selling sweets and canned drinks on most permanent Campsites. A good pocket money disposal point.

**Tuck Shop's Open** - A sure fire way of either gathering all scouts in one place, i.e. the tuck shop, or a guaranteed method of clearing the campsite of any scout with a

sweet tooth. Just clear all exits and stand back before telling them that the shop is open or you might just get trampled in the ensuing stampede.

**Water Carrier** - A plastic container used for getting water from the tap to your pitch. Normally comes in 5 gallon sizes, and can give considerable entertainment by sending your two smallest Scouts to fill it and watch them trying to get it back to your pitch.

**Washing Up** - A Scout Camp favorite. Usually involves the whole Patrol relaxing and watching the youngest Scout trying to chip burnt food off of the bottom of a Frying Pan, Billy or Dixie, or scratching the Non-Stick Surface off of a new pan.

**Weather** - An unpredictable external influence that can cause havoc with your program. See also Nice Day.

**Wide Game** - A Scout Camp favorite. A general term given to a game played over a large area of rough terrain, often at night, of which there are many versions. Usually involves getting from one place to another to capture something without being caught, and at least one Scout ending up in a stream or bog, or injured in some way.

**Wood Pile (1)** - Most permanent Scout Campsites have an area with lots of wood for taking back to your Pitch and breaking up. Usually consists of broken pallets or off cuts from timber yards, which is refilled regularly by donors.

**Wood Pile (2)** - A small version on your own pitch of Wood Pile (1), where once wood has been taken to your chopping area and cut up, it is graded into several different sizes from kindling up to larger pieces, so when your fire needs building up you can easily add wood from the right size.

**ZZZZZZ** - The sound of a leader, usually within an hour or two of camp breaking up.