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GLOSSARY OF OUTDOOR RECREATION TERMS

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ADVENTURE TRAIL PLEASURE DRIVING CASUAL CAMPING BIKE PATH
SUPPORT FACILITIES CAVER VEHICLE RECREATION ACTIVITY HOUR
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INTER TRACK MARKER COMMUNITY PARK
AND SCENIC RIVER SYSTEMS CAMPING
C AREA RECREATION ROGAINING TRAIL

**RECREATION RESEARCH
WORKING GROUP SEPT. 1981**

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compiled by B. Boden & P. Hewett on
behalf of the Recreation Research
Working Group

GLOSSARY OF OUTDOOR RECREATION TERMS

COMPILED BY

DR B. BODEN & MR P. HEWETT

ON BEHALF OF

THE RECREATION RESEARCH WORKING GROUP

SEPTEMBER, 1981

Dear Recreation Working Group Member

Nearly 4 years have elapsed since the Recreation Working Group first decided at its 1978 meeting in Newcastle to prepare a comprehensive glossary of terms relating to outdoor recreation. During this period, several draft lists were drawn up and these were subsequently circulated to the membership for comment and revision.

This document represents the outcome of our deliberations. There has by no means been total agreement on the terms to be included, nor has it been possible, due to state and regional differences, to obtain unanimous agreement on the meaning of other terms. We have, however, attempted to achieve a concensus of opinion on the selection and definition of terms which appear in the final list.

In summary, the glossary is seen as an interim document which should be periodically reviewed and updated by the Working Group. We would like to thank all Group members who have contributed their time and comments in helping to prepare this initial version.

PETER HEWETT
BOB BODEN

13 January 1982

GLOSSARY OF TERMS

ACTIVE RECREATION:	Recreation that involves a considerable input of human or mechanical energy.
ACTIVITY DAY:	Twelve activity hours which may be aggregated continuously, intermittently or simultaneously by one or more persons.
ACTIVITY HOUR:	An accumulation of 60 minutes by one or more persons attributable to a specific recreation activity.
ADVENTURE TRAIL:	A self-guiding trail designed so as to appeal to the imagination of the user and which provides various opportunities to try out certain physical skills such as jumping, climbing and balancing. Commonly such trails are built around, through or over features in the landscape through which they traverse.
ALL TERRAIN VEHICLE: (ATV)	Vehicle designed for use where there are no roads or tracks and capable of travelling over a variety of land and water surfaces.
AMENITY:	An abstract concept expressing those natural or man-made qualities of the environment from which man derives pleasure, enrichment and satisfaction.
AXLE COUNTER:	Various devices that count the axles, usually mechanically, of vehicles that pass a recording station.
BACKPACKING:	See LIGHTWEIGHT CAMPING.
BARBECUE:	Outdoor recreation activity involving cooking of food for pleasure and consumption on site. Food generally contains meats which are cooked over a heat source derived from wood, L.P. gas, charcoal or kerosene.
BIKE PATH:	A separate trail for use of bicycles. (Bicycle trail and bikeway often used synonymously).
BOREHOLE TOILET:	Various pits used in association with a field or temporary toilet.

BRAILLE TRAIL:	A nature trail designed specifically for use and enjoyment by the blind (refer to SENSE AND FEEL TRAIL).
BUSHWALKING:	Walking on marked or unmarked tracks through forest and scrubland with or without overnight camping.
BUSHWALKING TRACK:	A marked track through forest or scrubland.
CAMP:	<p>n. a place of temporary accommodation for persons remaining outside of permanent habitations for periods of one night or longer.</p> <p>v.i. to remain outside of permanent habitations for periods of one night or longer.</p>
CAMPING:	Overnight stops in campgrounds, caravan parks or tent campsites.
CAMPING AND CARAVAN SITE:	<p>Land on which tents or caravans are stationed for the purposes of human habitation either permanently or temporarily; any land used in conjunction with this.</p> <ul style="list-style-type: none">• Transit site: a staging point on a through route where mobile campers can stay overnight but will not normally stay longer than one night;• Touring site: a short stay site used primarily by mobile campers which, because of location in an area attractive to visitors, serves more than just a transit purpose;• Holiday site: a site where mobile campers spend all or most of their main holiday period;• Static caravan holiday site: a holiday site occupied mainly by caravans sited there for the whole season, or longer, and let to holidaymakers by the week or used as a second home.
<u>NOTE:</u>	(a), (b) and (c) all involve mobile campers and may be separate sites or distinct parts of the same site. The definitions therefore refer to the kind of use rather than the type of site.
CAMPGROUND:	An area of land designated and developed for camping.

CARRYING CAPACITY: The level of use at a given level of management which a natural or man-made resource can sustain without an unacceptable degree of deterioration occurring to the character and quality of the resource or of the product of the use of that resource.

- Recreation carrying capacity: the level of recreation use an area can sustain without an unacceptable degree of deterioration occurring to the character and quality of the resource or of the recreation experience.
- Physical capacity: the maximum level of recreation use, in terms of numbers (of people, cars, boats, etc.) and activities that can be accommodated for the purpose(s) for which a particular facility was designed or issued. For example, the physical capacity of a car park can be said to be reached when all available parking spaces are in use. The term is normally applied to man-made facilities such as lavatories and restaurants, but it is also applied, for example, to lakes used for sailing or water skiing.
- Ecological capacity: the maximum level of recreation use, in terms of numbers and activities that can be accommodated before a decline in ecological value occurs as assessed from an ecological viewpoint.
- Economic capacity: the maximum level of recreation use, in terms of numbers and activities that can be accommodated in an area which is also used for some non-recreation activity, before damage to that activity becomes economically unacceptable from the management viewpoint. The term can, for example, be applied to reservoirs used for boating and also for water supply, and to woodlands used for timber production and also for recreation.
- Perceptual capacity: the maximum level of recreation use, in terms of numbers and activities, above which there is a decline in the recreation experience from the point of view of the recreation participant. Different users could have a different view of the perceptual capacity of the same area according to their activity.

CASUAL CAMPING:

See WILD CAMPING.

CAVER:

A person who visits and explores caves (speleologist).

CHEMICAL TOILET:	A flushing toilet that uses a chemical (usually acetone) to control contamination.
COMMERCIAL RECREATION:	Recreation conducted by a business enterprise for profit and open to the public on a fee or charge basis.
COMMUNITY PARK:	An area whose purpose is to provide recreation opportunities for two or more neighbourhoods.
COMMUNITY RECREATION:	Recreation services and facilities provided for residents within a common geographical area encompassing two or more neighbourhoods.
CYCLING:	Recreation activity based on a human-powered cycle.
DAY USE:	Use of an area for a period of one day or less.
DAY USE AREA:	An area developed for recreation in which overnight use is not allowed.
DAY USE ZONE:	That area generally within a 80-100 kilometre or a one-hour travel radius of a designated place.
DEMAND:	See RECREATION DEMAND.
DIRECTORY SIGN:	A notice board, usually with a map, directing visitors to recreation facilities.
DISPERSED RECREATION:	Recreation that stresses low user density or a large number of people dispersed over a large recreation zone.
DRY SEPTIC TOILET:	A low water use septic system that is pumped out of a holding tank.
ENDURO:	A long distance competitive motorcycle event on low quality tracks and difficult terrain.
ENDURO BIKE:	Motorcycle designed for enduro events.

ENVIRONMENTAL CORRIDOR:	Any linear natural and scenic area which links other recreation areas.
ENVIRONMENTAL EDUCATION:	The process of teaching and developing an understanding of the environment and man's relationship to it.
ENVIRONMENTAL STUDY CENTRE:	A locality or facility where environmental interpretation is available for students and schools (see FIELD STUDY CENTRE).
EQUESTRIAN:	A horse rider in any style of riding activity.
EXTENSIVE RECREATION:	Activities that are usually dispersed over a large area and require few or no facilities (refer to DISPERSED RECREATION).
FIELD STUDY CENTRE:	A locality or facility where environmental interpretation is available for students or schools (see ENVIRONMENTAL STUDY CENTRE).
FITNESS TRAIL:	A marked trail for jogging or running along which a number of designated stops and facilities are included where prescribed physical exercises are carried out.
FOREST RECREATION:	Recreation based on the forest resource for its full enjoyment.
FUN BIKE:	A small, slow motorcycle of 2 or 3 low profile tyres and small motor.
GUIDED TRAIL:	Specifically designed or existing route marked with descriptive signs or numbered posts at points of interest, which may be used in conjunction with written explanatory material.
HISTORIC SITE:	A building, locality or site that is believed to possess historic value to either the European or Aboriginal population.

HOLIDAY:	Any period of one or more nights, up to a maximum of three months, spent away from home for any purpose other than business travel.
HORSE TRAIL:	A trail or path specifically designated and developed for horse-back riding.
HUNTING:	The attempt by shooting, trapping, snaring, etc., to catch endemic or feral animals.
INFORMATION BOARD:	A signpost providing directional or educational information to recreationists.
INSTANT CAPACITY: (Carrying capacity)	The number of people that a recreation facility or area can reasonably accommodate at one time; some researchers refer to this as PAOT (persons at one time) or OTU (one time use).
INTENSIVE RECREATION:	Activities that are or can be enjoyed in a limited amount of space; a relatively high concentration of participants or spectators often are present.
INTERPRETATION:	The process of developing a visitor's interest in, and enjoyment and understanding of, an area, or part of an area, by describing and explaining its characteristics and their inter-relationships.
INTERPRETIVE DEVICE:	Any installation designed to convey descriptive and educational information.
LANDSCAPE:	The total aesthetic effect of features of a particular environment.
LEISURE:	Leisure is the time available to the individual when the disciplines or work, sleep and other basic needs have been met.
LIGHTWEIGHT CAMPING:	A non-motorised recreational excursion involving an overnight stop for which the participant carries all food and shelter requirements. Where such an excursion is on foot, this activity is commonly referred to as backpacking.

MINI-BIKE:	See FUN-BIKE.
MINI-PARK:	A relatively small recreation area in a densely populated or highly developed section of the community.
MULTIPLE USE:	The planned shared use of a facility or area by several different activities and interests.
NATIONAL PARK:	Area of National and/or State significance that has special scenic, historical or scientific importance set aside and maintained by Governments. Such areas, which are generally conserved in such a manner that they will be unimpaired for use by future generations, are generally available for nature-oriented outdoor recreation and study.
NATIONAL WILD & SCENIC RIVER SYSTEMS:	Rivers and their immediate environments which possess outstanding scenic, recreational, geologic, fish and wildlife, historic, cultural and other similar values, and are preserved in a free flowing condition.
	Recreation: rivers or sections of rivers readily accessible by road or railroad, that may have some development along their shoreline and that may have undergone some impoundment or diversion in the past.
	Scenic: rivers or sections of rivers free of impoundments, with shoreline or watersheds still largely undeveloped, but accessible in places by roads.
	Wild: rivers or sections of rivers free of impoundments and generally inaccessible except by trails, with watersheds or shorelines essentially primitive and waters unpolluted.
NATURAL AREA:	An ecosystem protected from human influence.
NATURE TRAIL:	A marked interpretive track with an educational basis and usually less than 5 kilometres in length.
NEIGHBOURHOOD PARK:	An area whose purpose is to provide outdoor recreation opportunities within walking distance of residents in the service area.

OFF-ROAD VEHICLE:	Motorised vehicle primarily designed for use off established roadways.
OFF-ROADING:	Vehicle recreation in which vehicles are used for cross-country activity some or all of the time.
OPEN SPACE:	Undeveloped or predominantly undeveloped land having potential use for recreation and conservation purposes.
ORIENTEERING:	A non-vehicular recreational activity of Scandinavian origin in which participants attempt to navigate either along tracks or through the bush to designated check points on a given course. Orienteering can be a highly competitive sport for the individual or a recreational activity involving a group of friends or the family strolling together (also known as "Cunning Running").
OUTDOOR EDUCATION:	The learning experience based on direct involvement with environmental processes in the field.
OUTDOOR RECREATION:	Recreation which must be pursued out of doors.
OUTDOOR RECREATION RESOURCES:	Land and water areas and associated developments which provide opportunities for outdoor recreation.
PARK SPECTRUM:	A continuum of parks ranging from highly developed city type parks to natural untouched areas (refer also to RECREATION OPPORTUNITY SPECTRUM).
PASSIVE RECREATION:	Recreation acts that embody a relatively small input of human or mechanical energy.
PICNIC AREA:	A site developed (or undeveloped) for day visitor use, usually less than 10 hectares and commonly provided with barbecues and site furniture.
PICNIC GROUND:	See PICNIC AREA.

PICNIC SITE: An area of land, generally less than 10 hectares which includes a place for picnicking in attractive surroundings.

- Transit picnic site (roadside stop) which is used primarily by motorists and holiday makers on a long journey for a short break of half-an-hour or so, at the roadside or close to the road, for rest or refreshment. It may be combined with other services for which the motorist breaks his journey, e.g. toilets, petrol filling stations, and cafes;
- Recreation picnic site which is used mainly by holiday visitors or day trippers from towns within easy motoring distance. It is a place to go and settle for perhaps a few hours, as a destination rather than a place of transit. Most recreation picnic sites form part of a larger recreation area, e.g. national park, regional park, common, meadow, beach or historic house and grounds open to the public.

PLEASURE DRIVING: Leisure travel in private motor vehicles, undertaken for the enjoyment derived from driving and sightseeing en route.

PRIMITIVE AREA: See WILDERNESS AREA.

RECREATION: Any pursuit engaged in during leisure time, other than pursuits to which people are normally 'highly committed'.

- Recreation day: a period of 12 hours occupied primarily in recreation either by one individual or a number of individuals, e.g. 4 people for 3 hours each.
- Recreation facility: natural or man-made recreation resources whose potential for a particular recreation use has been realised by 'development' or other means or man-made developments provided explicitly for recreation use.
- Recreation trip: a statistical measure of recreation journeys, defined as being a journey for recreation purposes involving one or more modes of travel, away from and back to home (or some other base) and which may include visits to one or a number of recreation facilities.

RECREATION ACTIVITIES: The kinds of recreation in which individuals participate.

RECREATION ACTIVITY HOUR:	An accumulation of 60 minutes by one or more persons attributable to a specific recreation activity.
RECREATION DATA BANK:	A store of data on file, card or computer and capable of rapid access.
RECREATION DEMAND:	The desire or need of the public to pursue forest-based recreation activities, regardless of whether or not this desire-need is expressed in terms of actual use.
RECREATION DESIGN LOAD:	The desired maximum number of people during a specific time period for which a recreation area is planned and developed based on considerations such as carrying capacity of the site.
RECREATION DEVELOPMENT:	Any kind of facility or improved area used for recreation.
RECREATION FACILITIES:	Developments provided for use, accommodation and convenience of visitors to a recreation area.
RECREATION INVENTORY:	A catalogue or record of areas identifying, tabulating and listing land and water resources and facilities and equipment for recreation.
RECREATION LAND CLASSIFICATION SYSTEM:	The systematic grouping or classification of recreation lands by factors such as natural characteristics, intensity of development or types of use.
RECREATION MASTER PLAN:	A long-term guide for the future selection, development and management of recreation facilities and services at a given area.
RECREATION PLANNING:	The intelligent allocation of recreation resources in providing satisfactory recreation facilities and areas to meet present and future needs of the population. Such planning helps to determine types, quantity, location and timing of recreational development.

RECREATION RESOURCES: Land and water areas and associated facilities, people, organisations and financial support that provide opportunities for outdoor recreation.

RECREATION SITE: A specific tract of land or water within a recreation area used for particular recreation activities.

RECREATION SUPPLY: The quantity of outdoor recreation available for use at a given time based on resources and facilities capability.

RECREATION USE: Present or projected use of a recreation area or facility expressed in terms of visits, visitor hours, visitor days, activity hours or activity days.

RECREATION VISIT: The entry of one person into a recreation area or site to carry on one or more recreation activities.

RECREATIONAL EXPERIENCE: Those values which people derive from a recreational opportunity setting when they participate in some form of recreational activity. The array of possible recreational experiences is almost unlimited, but can be said to form a continuum ranging from resource oriented to use oriented.

RECREATIONAL OPPORTUNITY SETTING: The combination of social, physical, biological and managerial conditions that give value to a place. Thus, a recreational opportunity setting includes those qualities provided by nature (vegetation, landscape, topography, scenery), those qualities associated with recreational use (use levels, types of use), and those conditions provided by management (developments, roads, regulations etc). By combining variations in these qualities and conditions, management can provide a variety of opportunities for recreationists.

RECREATIONAL OPPORTUNITY SPECTRUM: The range of recreational experiences which could be demanded by a potential user clientele, if a full array of recreational opportunity settings are available through time.

REGIONAL PARK: A recreational area of regional significance which may be managed by one or more local authorities and/or State Governments.

RESOURCE CAPABILITY: The inherent ability of a resource to sustain a certain form of recreational use (refer to CARRYING CAPACITY).

REST AREA: See WAYSIDE.

ROCK HUNTER: A person who searches streams and rocky areas for attractive rocks or gemstones (also referred to as a fossicker).

ROGAINING: Similar in concept to orienteering, rogaining is a competitive 24 hour cross-country navigation exercise which relies on the skills of navigation, planning and fitness. (Also known as "the spartan sport for the smart in thought").

SAFARI (TOUR): A vehicle oriented activity that seeks little known areas in difficult geographic or climatic conditions and uses four or six wheel drive vehicles.

SCENIC DRIVE: A road designed or converted primarily for pleasure travel with associated recreation facilities.

SCENIC EASEMENT: The right to control use of land, including airspace above it, for the purpose of protecting natural qualities; normally such controls do not affect any regular, non-destructive use exercised prior to acquisition of the easement.

SCENIC RIVER: A river and its immediate environment which possess outstanding scenic, recreational, geologic, fish and wildlife, historic, cultural and other similar values, and is preserved in a free flowing condition (see NATIONAL WILD & SCENIC RIVERS SYSTEM).

SCENIC ROUTE: Any road or combination of roads identified (by signs or on maps etc.) for its scenic value.

SCENIC TRAIL: A walking trail or pathway identified (by signs or maps etc.) for its scenic value.

SELF-GUIDING TOUR:	A marked road tour for automobile or omnibus, used with a printed guide or brochure.
SELF-GUIDING TRAIL:	A track or trail along which the intended direction of travel is clearly indicated to the user by some form of marking.
SENSE AND FEEL TRAIL:	A trail designed specifically to increase the awareness of the senses other than sight. Such trails can serve a dual purpose of catering for the blind as well as the general public.
SEPTIC TOILET:	A flushing toilet with bacteriolytic tank and drained by seepage.
SUPPORT FACILITIES:	Those facilities that are not themselves used for recreation but are, nevertheless, required for public recreation use or management of an area, such as service buildings, access roads, parking areas, water systems and toilet facilities.
TENT CAMPSITE:	A campground from which vehicles, trailers and caravans are excluded.
TOURISM:	Travel away from the home environment in leisure time in order to discover and enjoy different environments and the facilities for recreation which they afford, and is defined to include a stay away from home of one night or more; a service industry for recreation.
TOURIST NODES:	Areas of existing or potential tourist development.
TRACK/TRAIL:	A defined pathway with or without markers which has either been designed and constructed or formed through customary use.
TRACK MARKER:	A device or symbol used to demarcate the route of a track or trail. Typically such markers are made of lightweight metal and are triangular in shape.
TRAFFIC COUNTER:	A device for counting movement of vehicles past a given point. (See AXLE COUNTER).
TRAIL BIKE:	A motorcycle usually of lightweight and high ground clearance suited for use in rough terrain on roads or off roads.

TRIAL BIKE:	A highly specialised lightweight motorcycle used for competitive riding in very steep or difficult terrain.
VEHICLE RECREATION:	Recreation in which vehicle use is the main object of the activity.
VISITOR:	One who enters a recreation area for enjoyment of the opportunities provided.
VISITOR DAY:	The presence of an individual on the site during all or any part of a 24-hour period measured from midnight to midnight.
VISITOR HOUR:	The aggregation of time spent by persons making a recreation visit to a recreation resource or facility, into units of 60 minutes length.
VISITOR SURVEY:	A survey by interview, questionnaire or observation of visitors to forest recreation areas.
VISUAL CORRIDOR:	Land adjacent to or within eyesight of a riverway, trail, highway or other route of travel.
WAYSIDE:	Relatively small areas along highways or roads providing opportunity for travellers to relax, enjoy scenic views, read historical markers, eat, etc.
WILD AREAS:	See WILDERNESS AREA.
WILD CAMPING:	Camping in remote areas with no facilities and away from settlements or campgrounds.
WILD RIVER:	A river or section of river free of impoundments and generally inaccessible except by trails, with watersheds or shorelines essentially primitive and waters unpolluted (see NATIONAL WILD & SCENIC RIVERS SYSTEM).
WILDERNESS AREA:	Undeveloped land retaining its primaeval character and influence, of sufficient size to make practicable its protection and management in an unimpaired condition.