

## Glossary

<b>BOLTWOOD:</b>	Various species of wood, usually hardwood, bucked into short lengths (usually 4') commonly a high grade of wood used for a specified market, (i.e., dowels, spools, clothespins, etc.).
<b>BUCK:</b>	To cut a tree that has been felled, limbed, and topped into 4' or other specific merchantable length by a hand logger.
<b>BUNCH TREE-LENGTH WOOD:</b>	Piling or rough stacking by use of a skidder or tractor blade (wood may or may not be scaled).
<b>BUTT DIAMETER:</b>	The diameter of the severed stem butt, measured outside the bark, the short way through the center, disregarding crevices and cracks.
<b>BUTT MEASURE:</b>	The lineal measure of the butt end of tree-length wood, without subsequent conversion to volume by a means.
<b>CHIPBOARD:</b>	A unit of measure equal to the volume of sawdust, chips, bark or shavings that are contained in 128 cubic feet.
<b>CHIPWOOD:</b>	Wood used for biomass fuel at wood fired electrical generation facilities. Also called hog fuel.
<b>FELL:</b>	To sever from the stump by use of a chain saw or mechanical means.
<b>GROSS SCALE:</b>	The full measurement of wood in any production form, measured without regard to any scaling defects. Payment for harvesting wood is based on gross scale.
<b>HAND BUNCH 4' WOOD:</b>	To throw, line-up, or assemble sticks or bolts in an irregular pile manually (not for scaling at this time) i.e., may precede mechanical loading direct to trucks.
<b>HARDWOOD:</b>	Deciduous trees (shed their leaves).
<b>LIMB:</b>	To remove limbs from the bole of a tree to the specified top diameter.
<b>LOG-LENGTH:</b>	The specified merchantable length that a tree must be bucked into once it has been felled, limbed, and topped.
<b>MBF:</b>	An abbreviation for '1000 board feet'. Stumpage and lumber prices are listed in \$/MBF or \$/BF. \$300/MBF is equal to \$0.30/BF.
<b>PILE:</b>	To arrange in an orderly and dimensional fashion to facilitate scaling and loading.
<b>PULPWOOD:</b>	Wood cut primarily to be made into pulp, which is used to make paper.