



## Glossary

**Aftercare** - Emotional and physical care after a scene. Usually in reference to a top taking care of a bottom but sometimes the reverse. Aftercare often includes touching base with a play partner the next day.

**Age Play** - an interaction where one adult takes an older role and another adult takes a younger role with a large age gap between. Does not usually include or imply aspects of incest, but rather the nurturing relationship of parent/child or teacher/student. This role play may be a sexualized relationship or it may not.

**Bondage** – Any type of restraint, can include anything from fuzzy handcuffs to rope ties.

**Bottom** – Person receiving the action in a scene. May or may not take on a submissive role.

**BDSM** – Bondage & Discipline, Dominance & Submission, Sadism & Masochism.

**Collar** - A collar is often used to indicate some form of committed relationship, usually in a D/s or M/s relationship. In some cases it is analogous to a wedding ring.

**Consent** –Knowing **WHO** will be involved, **WHAT** you will be doing, **WHERE** it's okay to touch and not touch, **WHEN** there's a health issue or risk of injury, **WHY** you are doing this together, **HOW** you can stop what's happening.

**Contract** - A written agreement between the dominant & submissive, agreed to after negotiation by the dominant and the sub, outlining the structure, guidelines, rules and boundaries of the relationship. It is not legally binding.

**Dominant** – A person who has (negotiated) authority over a submissive in a scene or relationship.

**Drop** - Also called sub-drop or top-drop. A state of physical or emotional exhaustion after a scene experienced by both tops and bottoms. Most common after particularly intense scenes (even if the scene was thoroughly enjoyed). Drop can include: sadness, remorse or guilt, physical shaking or chills, crying, and simple but profound exhaustion.

**Dungeon** – A semi-public play space where BDSM play can take place.

**Dungeon Monitor** – Sometimes referred to as a DM, a person who supervises the interactions between participants at a play party or dungeons to enforce house rules. Trained in first aid and safe play, they can interrupt a scene if they see something dangerous.

**Edge Play** – Play that has a higher level of risk like play piercing.

**Fetishes** – Sexual interest in non-sexual objects like feet or latex clothing.

**FetLife** – Similar to Facebook for the kink community, this website provides ways to meet other people in the scene, to find out about educational offerings, and access support through discussion boards of like-minded people. [www.fetlife.com](http://www.fetlife.com)

**Genderqueer** - A catch-all category for gender identities that are not exclusively masculine or feminine.

**Hard Limit** - Boundaries set on behaviors, words and interactions that are non-negotiable.

**Impact Play** – Using hands or other implement like canes or floggers to impact the body.

**Kink** – An umbrella term for BDSM activity that can also include activities like fetishes, cross dressing, role play and consensual exhibitionism/voyeurism.

**Lifestyle** – Can refer to the kink subculture or the swinger subculture.

**Master/slave** - A consensual, negotiated non-egalitarian relationship dynamic. It is important to know what this means to each of the participants.

**Negotiation** – Process of discussing and agreeing upon potential BDSM play as equals before entering into a scene. See also: Consent.

**Pansexual** – A person who may feel attraction to individuals at any point on the gender identity spectrum and anywhere on the sexual orientation spectrum.

**Play** – A session of BDSM activities, typically defined within a period of time. Also referred to as a scene.

**RACK** – An acronym for Risk Aware Consensual Kink.

**Role play** – Taking on roles for a period of time, could be something like student/teacher or French maid.

**Safe Call** - A safety protocol used when meeting a new play partner privately for the first time. It usually involves a phone call at a pre-arranged time to a pre-arranged person to let them know that everything is fine. If the call is not made, or if pre-arranged codes are not exchanged, the police are contacted.

**Safeword** - An agreed upon word that they can use to stop an activity at any time. Common safewords include “safeword” as well as a traffic light system where “**red**” means stop, “**yellow**” means slow/need a break, “**green**” means more/harder. A safe signal is used when someone is gagged or may have trouble communicating verbally, such as dropping a set of keys.

**Scene** - 1. A session of BDSM activities, typically defined within a period of time. 2. The kink subculture.

**Sensation Play** – Manipulating sensations, either adding in a sensual way or depriving of them.

**Soft Limit** - A limit which can be more flexible than a hard limit and may be acceptable given a relationship or the context in a scene.

**SSC** – An acronym for Safe, Sane, and Consensual.

**Sub-space** - a trance-like state induced by the body’s endorphins. They are released in response to pain, pleasure, or other intense sensations.

**Submissive** – Person who accepts the dominance or power that is consensually exerted over them by their partner.

**Switch** - A person who can take on both the top/bottom and dominant/submissive roles at different times or with different people.

**Top** – Person doing the action in a scene. May or may not also take a Dominant role.

**Vanilla** – A descriptive term used to describe activity that does not fall within the BDSM spectrum.

## References

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