



SPORTS CARD RESOURCE GUIDE

Need-to-Know Terms

Graded Card Condition Guide

Online Resource Links

Group Break Site Links

Podcast Links

KEY CARD HOBBY TERMS

Rookie Card (RC): The first nationally distributed, fully licensed base card of a player in a particular major card product. Not a parallel or insert card.

Serial-numbering: Sequentially numbered in a series of production. Usually hand-written or stamped on the front or back of the card.

Extended Rookie Card (XRC): A Rookie Card included in a supplemental or extended set. Usually released after the main base set. Popular in the 1980s and early '90s.

Autograph (AU): Signed directly on the card, on a sticker, panel or other piece built into the card. Certified authentic by the card manufacturer & included in packs/boxes.

Memorabilia (MEM/JSY): A piece of game-worn, player-worn or player-used piece of uniform or equipment built into the card.

Short Print (SP): A card produced at a lower quantity than other cards in the set.

Double Print (DP): A card that has twice the print run as other cards in the set.

KEY CARD HOBBY TERMS

Error Card (ERR): A card with a print or photo error/mistake.

Corrected Error (COR): An Error Card that has been corrected, usually creating two versions.

Base Set: Main basic set of cards from a particular product (Example: cards numbered 1-200).

Common Card: Regular card not worth much nor highly desirable.

Die-cut: Card with a special cut or trimming.

Full Bleed: A card that does not have borders (the design or photo goes all the way to the edges).

Parallel Card/Set: A special treatment to the basic set, creating a new/different set (design, numbering, die-cut, printing).

Insert: A small set of special cards in addition to the main set. Usually some theme.

Low Series: The first portion of a set or cards that were released first. Lower numbers in the set. (Example: #1-#100).

KEY CARD HOBBY TERMS

High Series: The last portion of cards released in a set. Higher numbers. (Example: #200-#300)

Hobby Product/Box: A product, box or pack produced or configured for hobby shops/distributors.

Retail Product/Box: A product, box or pack produced or configured for mass retailers (Walmart, Target...).

Redemption/Exchange Card: A card that represents another card that has not yet finished production or did not make the pack-out. Can be redeemed for the final card.

Graded: Third-party grading services closely examine a card and assign it a condition grade (usually 1-10). Cards are protected in hard plastic cases labeled with their determined grade.

PC (Player Collection): A card collection focusing on one player.

NFS (Not for Sale): Abbreviation typically used in an online post to indicate the cards posted are not for sale.

PWE: Plain White Envelope

FS/FT: For Sale or For Trade

KEY CARD HOBBY TERMS

Comps: Comparable sales or secondary market prices for certain cards. This helps determine fair prices based on current market value.

RPA: Rookie Patch Autograph - a card of a rookie featuring an autograph and patch swatch.

Collect the Rainbow: Collecting every parallel level of a particular card.

GRADING TERMS & CONDITIONS (BGS/PSA/SGC)

PRISTINE (BGS 10 or SGC 100)

GEM MINT (PSA10/BGS 9.5 or SGC 98)

MINT or MT (PSA/BGS 9 or SGC 96)

Near Mint to Mint or NM/MT (PSA/BGS 8 or SGC 88)

Near Mint or NM (PSA/BGS 7 or SGC 84)

Excellent to Mint or EX/MT (PSA/BGS 6 or SGC 80)

Excellent or EX (PSA/BGS 5 or SGC 60)

Very Good to Excellent or VG/EX (PSA/BGS 4 or SGC 50)

Very Good or VG (PSA/BGS 3 or SGC 40)

Good or GD (PSA/BGS 2 or SGC 30)

Poor or PR (PSA/BGS 1 or SGC 10)

OC: Off-center

ST: Staining

PD: Print defect

OF: Out of focus

MK: Marks

MC: Miscut

TR: Trimmed

AUTH: Authentic

SUPPLIES (Click to Shop)

Bubble Envelopes

(4x7 in)



Top Loaders



Penny Sleeves



Storage Boxes



SUPPLIES (Click to Shop)

Team Bags



One-Touch Bags



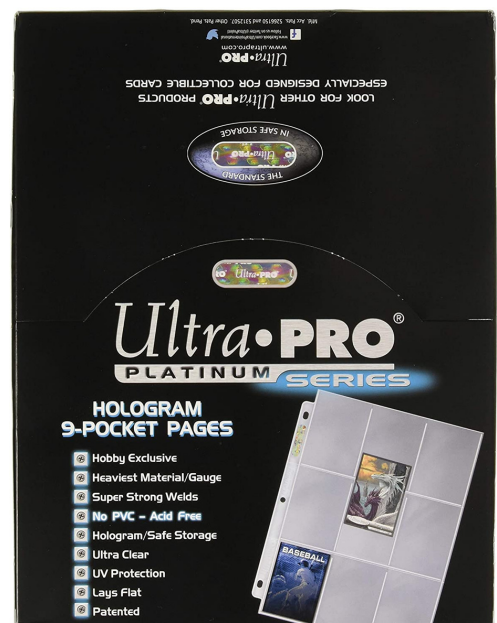
Graded Card Sleeves



Storage Cases



9-Pocket Sheets



ONLINE RESOURCES

[eBay \(Sports Cards\)](#)

[Beckett.com](#)

[PSACard.com](#)

[CardboardConnection.com](#)

[SteelCityCollectibles.com](#)

[DACardworld.com](#)

[BlowoutCards.com](#)

[OldSportsCards.com](#)

[SportsCollectorsDaily.com](#)

[Topps.com](#)

[PaniniAmerica.net](#)

[UpperDeck.com](#)

[LeafTradingCards.com](#)

[UltraPro.com](#)

[BSCWSupplies.com](#)

[National Sports Collectors Convention](#)

[130Point.com](#)

GROUP BREAK SITES

CrackinWax.com

DynastyBreaks.com

LaytonSportsCards.com

MojoBreak.com

TopCutBreaks.org

UltimateBoxBreaks.com

BomberBreaks.com

PlatinumCardBreaks.com

PODCASTS

[Dr. James Beckett: Sports Card Insights](#)

[Fat Packs Podcast](#)

[Go GTS Live!](#)

[Mojobreak Sports Card Show](#)

[BreakerCulture Podcast](#)

[Sports Card Nation](#)

[About the Cards](#)

[Wax Ecstatic](#)

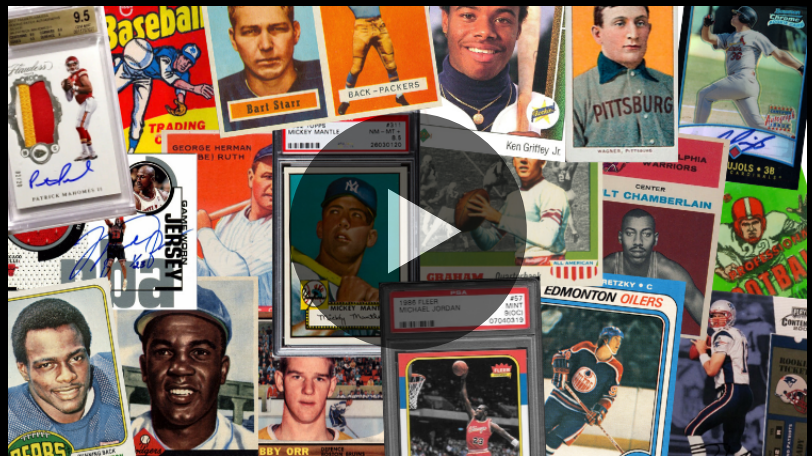
COMPLETE SPORTS CARD COLLECTING & INVESTING COURSE

Everything to need to know to get started (or restarted) collecting or investing in sports cards.

This course includes:

- 7 hours on-demand video
- 40+ video lessons
- Full lifetime access
- Access on mobile and TV
- Certificate of Completion

★★★★★ 4.8 Star Rating



WHAT YOU'LL LEARN

- Why sports cards are hot targets for investors.
- The history of sports cards and the impact of different eras.
- How and why sports cards have changed over the years.
- What you need to know to get started (or re-started) collecting cards.
- The main factors in the condition of cards and how to identify them.
- The factors that make sports cards valuable.
- Key sports card industry terms to know.
- Buying boxes, packs and single cards —what to expect.
- How grading has impacted the industry.
- What to expect when having cards graded.
- How to use sports card resources and price guides to help organize and build your collection.
- How to protect and store your cards.
- Hot hobby trends.
- Tips for buying and selling cards online.
- How to search for sports cards to buy or invest in.
- When and how to list cards for sale.

GO TO COURSE!

Take Up to 90% OFF!