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Baseball price guide 2015

Acetate – a transparent plastic often used as a special set of cards and cases. Automatic - The abbreviated word for the sign. Sign (AU) – Means that the card/memorabilia has been personally signed by the player. B: Basics – See Common. CCG – stands for Beckett Common Card Grading. Beckett's subdivision offers them the cheapest option of card grading with loss of quality. Cards scored 10 by the BCCG do not necessarily get the same grade 10 by the normal Beckett grading service. It is considered one of the four largest rating companies. Beckett – a well-known publisher of sports card price guides and graders. The first Beckett Price Guide was published in 1979. Beckett's guide is the most popular and most respected price guide on the market. Most collectors base their card value from the latest version of these books. (See Book value and BGS.) *BGS also includes two subdivisions of BGS, including BCCG and BVG. BGS – Stands for Beckett Grading Service, Professional Grading Card Service, Part of the Big 4. Big Four – The Big Four refers to the four largest, most collected and respected grading services of today's sports cards. Beware of other grading companies and cards scored by companies that are not part of the Big 4. The Big 4 consists of BEGS*, GAI, PSA and SGC. Each scoring company can be found in this article. BIN (bin price) – The abbreviation for buying now.eBay is almost exclusive, but if paid, it is the price that automatically receives the item and cancels the auction or bid for the same item. The BIN price must be at least 20% higher than the auction price. You can see bin steel. It is a fraudulent term that convinces you that the price of the bin is a steal. Often, sellers can list much higher prices for similar cards. However, there is no way to check the sales price or date of these similar cards unless you pay for the service. Blaster boxes - Blaster boxes usually refer to boxes of cards that can be purchased at retail stores such as Walmart or Target. For about \$20, there are eight packs of cards inside. Blaster boxes usually come with either bonus packs or packs with special colored cards that are only available in blaster boxes. Booklet – a type of card that folds and opens to make a booklet. Booklets are always a hit. After opening the booklet, one side usually displays the sign of one or more players, and the other player, memorabilia used in the game, or both. Book value (BV) – also known as the price of a book or book. The price or amount that a price guide like Beckett is listed as a specific card. In many cases, most dealers and some collectors sell cards at this price. Bowman – a famous card manufacturer that began production in 1948 and stopped in 1955. Tops, who owns Bowman, brought them back.And keep them going. Bowman is often considered the true/best rookie card of most players, especially modern players, but vintage cards are also highly sought after. Bowman also produces other sets: Bowman Chrome, Platinum and Sterling. Bowman Chrome is the most collected and sought after of modern Bowman products. Box break – Most collectors can't afford to buy a box of cards themselves. Instead, you can participate in a box break, split the cost of the box with other collectors, and assign specific teams and departments. A box of cards opens and the contents are split between the people who bought it for a break. If one person buys for an NFL break and another get the Patriots while they're getting the Colts, every card for a Patriots player goes to the person who has the Patriots, and every Colts card goes to someone with the Colts, regardless of how good, valuable, unusual or poor the Colts card is. A case break is a large box break in which multiple boxes are broken. BVG – Short for Beckett Vintage Grading, a division of Beckett Grading Services specializing in vintage and old sports cards. To use BVG, the card must have been printed before 1981. Those printed after 1981 can be graded in BGS or BCCG. C: Cello Pack – Card-wrapped form wrapped in transparent packaging, like cellophane. Cello packs with star players visible on the front in particular are collectible and carry a premium above the price of a single card. Certificate of Authenticity (COA) – also known as Letter of Authenticity (LOA) – a statement guaranteeing the validity of an item as authentic, a game used, and/or an item sign is genuine. The COA is usually printed on paper or thin cardboard and contains promises for the authenticity of items signed by certifiers, companies, or signature witnesses. Sometimes they come with a public article as well. Don't buy an item without a COA unless you trust the story of a seller who can trust how to get the product and its reputation. Checklist (CL) – A list of cards in one set or series. Checklists are found in books and price guides, but this term is often used for checklist cards that are often included in sports card sets. These are intended as an aid for collectors and include a small box that can be checked when the card is obtained. Because of this, many vintage checklists are of great value if you can't find the markings. Common – also known as base - terms used to describe cards that are not newcomers, half stars, superstars, inserts, die-cut, signed, numbered, or memorabilia cards. These are the cheapest cards in the set and the easiest and least desirable cards to obtain. There is nothing special about the card to make it stand out. Cut signature (cut, cut– Signed cards that do not have a sign on the card are cut from something else. Cut signatures are commonly cut from items already signed by players, such as separate cards, publication covers, photos, letters, checks and notebooks. Cut signings are often used to provide signatures for players who cannot pass afterwards and sign cards directly (e.m. Babe Ruth). Cut signatures are much rarer than regular autographed cards. D: Dealer – a person who buys and sells goods professionally for profit. Dealers are usually very knowledgeable about their products and most of their items have legitimate COA.Die-Cut. Instead of the usual rectangular shapes like most cards, these will have curves and unusual shapes. Die cutting can collapse or remove one or more parts of a card. After removing or properly collapsing, the rest of the card can often stand up, reveal another hidden card, or change the appearance of the card to a different image. Din – A term used to describe a damaged corner of a card. In general, ding can drop cards or cause incorrect handling. Cards with din (or din corners) are greatly rounded down from the same card. E: eBay – one of the largest marketplaces for buying and selling sports cards/memorabilia. Like most places, you may find a big deal or be burned if you are not careful. If you are hesitant to do business with them, check the user's feedback. eBay 1/1 (1 on eBay 1) – a structured term used to deceive buyers and help sellers get a view. This idea is a unique kind of item because the idea is that if the card is numbered (i.e. 21/99), no other card can be printed on 21/99. Don't be fooled. There are 99 parts of that card. Don't buy from sellers who promote their products as eBay 1/1. See true 1/1. Error Card (ERR) – A card that contains a mistake or error. The error card may have an incorrect photo spelling, incorrect name, or incorrect statistics. Error cards are worth more money only if mistakes are corrected by the manufacturer, which rarely happens. Events worn: When worn by events, it's a confusing term that can mislead some collectors. Most GU cards and memorabilia are games worn or used, meaning that players actually wore them in professional games in their respective sports. However, some cards include wearing events, so players actually wore it, but they didn't necessarily play the game. Event-worn jerseys often come from draft nights, awards ceremonies, or photo shoots. Worn events are less desirable than the games worn. EX – stands for Excellent. refers to a condition.See Grades. EX-MT – short for excellence - mint refers to the state of the card. Grades. F: Facsimile Signature - Also known as facsimile sign. Stamped or printed reproductions of signs displayed on baseball cards, photos, souvenir baseballs, bats, gloves, or products approved by note players. A facsimile sign is not a real sign, but a copy of the sign. Factory set – the entire set of cards packaged by the manufacturer for sale to the public. These sets typically include separate boxes with security seals or inner packing to secure the cards and commemorative cards dedicated to the factory set. Factory sets are generally worth more than completing the same set by hand through different packs. Foil – Foil embossed stamps on cards can cover the entire card or part of it. FS – an abbreviation that means sales. Most commonly found on Twitter. FT – an abbreviation that means trade. Most commonly found on Twitter. FS/FT – The card means that it is both a sale or a deal, depending on what you offer the seller, most commonly found on Twitter. G: GAI – stands for Global Certification, a professional grading company, part of a Big Four game used card (GU) - cards that have part of the game used memorabilia embedded in cards such as jerseys, bats, sticks, equipment, or balls. These are often thicker than regular problem cards. GEM Mint - the best grade a card can get. It means almost perfect condition. See grades below. Grade – Description of the status of the sports card or sports memorabilia. The higher the grade, the more desirable, consequently, the more valuable the item. Almost all valuable sports cards are scored using a 10-point grading scale established by professional sports authenticators (PSA). However, BGS and GAI use half grades (9, 9.5, 10) and PSA only use integers from 1 to 10. The SGC uses a scale of 100 instead of 10, but a multiple from 10 to 100. (80 by SGC is similar to grade 8 by another rating company) SGC also uses half grades (80, 85, 90). Grading usually goes to poor/fair (1), good (2), very good (3), very good (4), excellent (5), excellent/near mint (6), near mint (7), mint/mint (8), mint (9) and GEM mint (10). Gemmint is virtually the perfect card, as if it were off the card-making

press. H: High-end – short for high-end product - High-end is a slang term used to describe very expensive cards, sets, or packs. Often, high-end cards feature some of the largest names in the sport, such as Babe Ruth, Michael Jordan, Joe Montana and Wayne Gretzky. These cards feature very large or colorful patches, signs, ultra-low numbering, or combinations. High-end end packs/sets cost more than \$100 per pack, some for \$1,200. All cards in these packs will be autographed,Or both. High Series - High series, known as high number series or high number, high series include baseball cards from the last series distributed for sets in certain years. They were often released after the baseball season, when interest in baseball had faded. Therefore, these cards were often printed or distributed in smaller quantities than those in the previous series. Compared to low series cards, high series are quite valuable. Hits – slang terms for cards, boxes, breaks, auctions, or other forms of card purchase or acquisition that have drawn value from packs. This term is generally limited to autographed and game-use cards, but can also be used to describe rookies, inserts, die-cuts, numbering, or other cards that are not common or base cards. Hobby – A slang term for collecting sports cards and memorabilia. I: In Games (ITG) - Games is a card manufacturer that specializes in hockey cards. They focused on patches and GU cards, providing prospect cards and signing autographs for most players in the minor league hockey league. Insert – A word that describes a card added to a regular pack to increase sales. Inserts appear significantly differently and stand out from the usual set of cards. They usually highlight a group of star players or positions. Inserts can only be found randomly in a pack or purchased from a person who finds them. The best way to determine if there is an insert is to look at the back of the card where the set number is (often in the upper left or right corner). A regular card is a number (i.e. 213). An insert contains one or two characters followed by a dash and a low number (often 25 or less) or an initial of the player. For example, the insert set number reads GB-6 or is for Derek Jeter GB - DJ. J: Jersey Card – A card with game pieces, patches, or snatches using a jersey embedded in the card. See Game Used Cards. JSA – Short for James Spence certification. JSA is the most reputable and largest certification company in the world. Most collectors trust and look for COA or LOA from JSA when handling memorabilia. K: Key card - the most expensive, desirable or important card in the set. L: Low end – short on low-end products – Short-ended products are the cheapest offerings the sports card and memorabilia market has to offer. The odds of finding something of value are slim to everyone because you get what you pay for. These may be card corruption, low grade, little-known player signs, or a lack of COA. M: Memorabilia Card - See cards in game. Mid-end – short on mid-end products – Mid-end products are significantly more expensive than low-end but much cheaper than high-end. The probability and success rate of finding something of value is also in the middle of the low end and high end. Mid-end product quality may be semi-starOr a star player with minor but noticeable damage. Mini - small card. A mini card is an exact replica of a regular sports card. They are only printed with smaller dimensions. They are harder to find than their normal size correspondence, but they will have the same printing and markings on regular cards. Mint (MT) - one of the best grades and conditions a card can get. See Grades. Multiplayer cards – A single card depicting two or more players on the same or different teams. Very rarely, but they can be from two different sports too. However, these are not team cards that represent the entire team or the whole team. Mylar – a type of plastic in which many card holders, cases, penny sleeves, top loaders, plastic sheets, and other protective devices are made. N: National – also known as National. Stands for National Sports Collector Convention. This is the largest and most attended sports memorabilia show held annually in different parts of the United States. NM – short near mint. Grades. NM-MT – mint mint near short. Grades. Notch – A card grading term used to describe indentation along the edge of a card, and may involve a rubber band wrapped around the stack of cards. Under no circumstances should a rubber band be used to keep the cards together. Notches reduce the value and potential grade of the card. Numbered (#, #d, #ed) – Numbering refers to the card company that serially numbers the card. Often they do this with inserts, game use cards, autographed cards, or other high-end cards. They usually stamp minutes on cards with gold or silver foil. The number at the top is the number in the print, and the number below is the number that exists and is printed in the world. For example, a card numbered 67/99 means that there are 99 to 67 cards that may have been produced. Numbered cards are rare and collect very much. The rarest thing you can have means it is the only one in the world. O: Oddball – Objects that are not normally affiliated with a sport or athlete have their similarity, image, name, or sign. Examples include sign beer cans, Wheaties boxes, other foods with player similarities or images on them, or sports cards issued by fast food chains or non-sports related companies. Off-center – The most commonly used term on cards. This means that the normal image or text on the card is not completely centered from the edge. A fully centered card can be 50/50 from the edge, and an off-center card can be 30/70. O-Pee-Chee – a division of an upper deck company located in Canada that manufactures hockey cards. But in the 60s and early 70s, O-Pee-Chee was a company of its own, producing cards for all sports focused on hockey. Vintage O Peachy is rare and desirable. P: Pack - Group of cards sealed by the manufacturerRetail sales. Most packs contain 9 cards, some with 1 card and 32 higher cards. Pack Surveyer - The name given to a rogue person who spends an unusual time in the card aisle or in a box of cards passing through the pack. They may squeeze the pack. Open them slightly to look inside or weigh the pack by hand or on a digital scale. They only care about themselves because they are looking for a pack with hits and leave nothing for honest collectors. GU cards are usually heavier than non-GU cards, so by weighing packs, pack searchers buy heavier packs believing the probability of a hit is greater. Panini – Panini is one of the largest card manufacturers in the world. They offer products for all sports and different sets, ranging from low to high-end quality. Panini is known for some of the luxury high-end products, patch cards and World Cup stickers. Parallel – A card who has a similar design to a common opponent but offers distinguishable quality. Most commons have white or gray borders, and parallel lines may provide different colors, such as green, purple, and yellow. See Refractors and Rainbows. Patch – A term used to describe a GU card that contains a real jersey. Patches are likely to contain three or more colors. The more colors, the higher the value. Penny Sleeve - Penny sleeve refers to a soft plastic sleeve that is placed on top of the card to protect it from din and notches. A pack of 100 is usually \$1.00, so it's a name. Often, the card enters the penny sleeve and then the top loader. See top loader. Postwar – refers to any card produced or manufactured after The Second World War. Pre-war – Cards produced or manufactured before World War II. Printed Edition - The printed plate is a soft metal plate of approximately the same size as the card used to manufacture the card. A plate that stamps stock to create other cards. Card companies may insert printed versions as a form of hit and come as autographed, relic, and/or newcomers. The printed version is always 1/1 and really has a stamp on the back as one of the kinds of collected items. Each card has four printed versions, each representing a different color: black, cyan, magenta, and yellow. The printed version is washed white with shades of each color on the face and the image is negative/spare of the card on which it was made. Print editions are easier to find than true 1/1, but they are still very rare. They are almost always collected less than real cards. The approximate odds are 1 in 3,000 packs, depending on the brand. See true 1/1. PRISM – A shiny or bright design that refracts or disperses light. See Refractive Index. Prospect Card – A Prospect card is usually the first card made by a player. It is sometimes seen as a rookie card, but players usuallyStill in minor league systems and colleges. Bowman has little monopoly in this market, and ITG has similar control over hockey prospect leagues. PSA – Short for Professional Sports Authenticator. PSA was the first widely accepted scoring service and set the standard for the graded card industry. Today, they are arguably the largest and most respected grading service available for sports cards and memorabilia. PSA/DNA - PSA offers a unique authentication service called PSA/DNA. It is jsa's main competitor and most collectors trust or demand COA from PSA/DNA. Pull – A slang term/synonym for a hit. A pull usually refers to a card of value found in a pack of factory-sealed cards and drawn from that pack. See hits. Puzzle Card – A sports card with part of the image on the back, which, when correctly combined with other puzzle cards, will form the finished image. Puzzle cards were also an early form of inserts in the 80s, puzzle pieces designed to punch out and create huge puzzles for players. Q: R: Rack packs – Packs designed for retail sales and packs that hang from store displays and racks. In the 80s, clear packs usually contained three card panels, with superstars on the front. Today, this could refer to a jumbo pack with 32 or 64 cards, or a pack of cards containing three sealed card packs and a bonus retail-only pack. Rainbow – short to complete the rainbow - most sets feature refractors to collect along with a common base card. Completing the rainbow means that all available refractors are collecting as well as the same players and cards in common. Most rainbows have 8-10 cards, some can be as low as four. Some refractors are numbered 1/1, /5, or /10, which becomes more hard to find as the number decreases. See Refractive Index. Rare – A card or set of cards with very limited availability. Remember that rare is a subjective term that is frequently used indiscriminately for the value of hype. For example, most cards numbered from 99 are not considered uncommon for most collectors and dealers. Raw – Ungraded cards. Relics – See game usage cards. But relics don't necessarily have to refer to jersey cards. It may also be part of a stick, bat, ball, or other jersey/uniform equipment or accessories. Redemption/Redemption Card – A program/card that allows collectors to redeem codes online and redeem hit or high-end cards. Often, this is printed on regular card stock and features the player's name, sport, and something that makes the card special (autographed, patched). Part of this is to protect these cards from damage through the shipping, handling, and packaging selection process. Another is for security, not only to thwart pack searchers, but also to prevent people from buyingPack and leave the little ones for honest buyers. Refraction – A card with a chrome reflection service. Refractors look the same as their common base opponents, except that their borders feature different colors. Refractors are rarer than commons and have a variety of colors. The refractor can be numbered, signed, GU, or any combination of the three. Refractors build up rainbows. Re-print – A card that is a duplicate of the original, usually more expensive card or set. Rookie Card (RC) - A rookie card is a card created by that player during his or her first year at the major league level. The rookie card will be donated to the front with the word RC or rookie. Players can have one or more rookie cards depending on how good he is, the demands, the debut and the access the card company has to him. Some collectors consider prospect card rookies, so even though the card doesn't have an RC logo, it's a rookie card. See true rookie cards. S: SASE – Self-address, stamped envelope acronym. See through the email sign. SGC – Stands for Sports Card Guarantee Corporation, part of the Big 4 Professional Sports Card Grading Company. They are the only grading company in the big four that uses a scale of 10-100 instead of 1-10. But they increase my multiples of 5 and 10 between 10 and 100. Short print (SP) – A card that prints with fewer numbers than other cards in the same set. In general, a short print will print half of the other cards. All numbered cards are short printed, but short publications do not need to be numbered. For example, Topps Heritage short prints all cards with 425 or more set numbers into one in three packs. However, these cards are not numbered. See Numbering and Variations. Slaved – A slang term that describes the card being graded or graded. See Grades. Slab – A slang term for the card grading process. See Grades. Stock – The cardboard or paper on which the card is printed. Superfracta - Often considered one of the rarest and hardest cards to get in a hobby, superfracta is a type of numbered and short printed 1/1 refractor that makes the only one or true 1/1 in the world. Superfractors are almost always printed with gold borders and prisms. Not all card companies produce sets of superfractas. Superfractors are needed to complete rainbows and are the most difficult and expensive to acquire. The approximate odds are 1 in 30,000 packs of cards, depending on the card company. Do your best. See true 1/1. Super Short Print (SSP) – Super Short Print is a short print that is very rare or difficult to find/pull. Typically, if the SSP is numbered, some collectors will be higher at /25, but the number below will not exceed /10. See short print and true 1/1. T: T-206 (Tobacco)– The first sports card ever produced. It consists of about 500 small cards issued in various cigarette packs from 1909 to 1912. The set includes dozens of cards depicting the Hall of Famer of the day. The 1909 T-206 Honus Wagner is the world's most valuable baseball card. T.C.G. – Short for Topps Chewing Gum Company, is the technical name for tops. All Topps cards have T.C.G. somewhere in fine print on it. See Topps. Through mail sign (TTM) – any sign obtained through email. The most common way is to have two cards of players, handwritten notes asking for autographs, explain how much you admire them, address that player at his home stadium and include SASE. The success rate varies from person to person and player to player, but a common rule of thumb is that the more famous or collectable a player is, the harder it is to get tm autos. Top loader - the most common case/card protector. This is a hard plastic case made from mylar that protects the card from scratches, dins, notches, bends, creases, drops, liquids, and almost other dangers. Often, the card is put in a penny sleeve and then in a top loader. You may need to tape the open end to prevent the card from sliding out. Topps – the manufacturer of the most famous sports cards. They are best known for their 1952 Topps set and postwar cards. Today, Topps still dominates the market, using Topps Chrome, Topps Finals and Bowman products. Topps do not print regular or consistent basketball or hockey cards today where they are leaders in baseball or soccer cards. True 1/1 – True 1/1 is a card with a 1/1 number or a collectible card, which is the only version or printout that exists. There can be no more than one true 1/1 version. A true 1/1 doesn't necessarily have to include the material or signs used in the game, and it doesn't have to be just for star players. A true one-in-one is the rarest of cards to search for or collect. However, not every true 1/1 is necessarily a superfractor or print version, but not all superfractors and print versions are true 1/1. A true one-in-one is something that doesn't actually exist to refer to or compare them for price, so it's hard to assess their value. It eventually comes down with the seller willing to accept and the buyer willing to pay or trade. However, whether a player's fame or card contains other collectible attributes (such as a sign) usually increases the price. TV – An abbreviation of trade value. The value of the card you want to meet when trading cards. For example, if someone wants to trade a card on a \$20 TV, they expect the card they receive on the deal to be worth at least \$20. TVs are usually higher than the \$10-\$20 sale price in most cases, but can be twice as high as the sale price. Most commonly used on Twitter. U:Deck - Upper Deck is one of the largest card manufacturers, second only to Topps. They broke the tops monopoly on the postwar card in 1989 and are widely known for producing Ken Griffey Jr.'s rookie card the same year. Today, the upper deck offers cards for all sports, mainly focusing on all sports, except baseball. They have an exclusive deal to become the only provider of autographed cards from Michael Jordan, Tiger Woods and Wayne Gretzky. V: Variation – Variation (VAR) – A different card than the more common opponent in any set. The variation started out as an error card modified by the manufacturer, but other variations may be as simple as a change in color on the background of the card. No day, most variation cards are done intentionally. The most common variations may be candid images of players instead of action shots, uniform changes such as throwbacks or retro uniforms, or base cards may feature players in attack, but variations can characterize players in defense. Many variation cards are very rare and invaluable, whether the variation was made incorrectly or intentionally. Variations are rarely numbered, but are some of the rarest forms of short prints, and most variations are ultra-short prints. VG - See short, scoring for very good. VG-EX – very good for short - excellent, see scoring. Vintage – A term that usually indicates that an item was published or produced well in time. Elderly or old origin. Most vintage cards and memorabilia were used or produced before 1980. Cards and memorabilia made after 1981 are seen as modern. W: X: Y: Z: Z:

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