## Common Bridge Acronyms

1. ACBL American Contract Bridge League a governing body for organized bridge in America.
2. DEPO Double Even Pass Odd, a method for showing aces (or key cards) after interference over Blackwood (or key-card Blackwood).
3. DOPE Double 0dd Pass Even, a method for showing aces (or key cards) after interference over Blackwood (or key-card Blackwood).
4. DOPI Double 0 Pass 1, a method for showing aces (or key cards) after interference over Blackwood (or key-card Blackwood).
5. HCP Common abbreviation for high-card points; 4-3-2-1-points for $A, K, Q \& J$, resp.
6. GNT Grand National Teams, a bridge team championship qualifying tournament which is held by District 12 with winners moving on to a national tournament
7. IMPs Bridge scored by International Match Points.
8. Kos A form of tournament in which the winners of matches progress to the next round
9. LHO Left-hand opponent; the player to one's left
10. MPs Match Points which is the most common form of pairs scoring or Master Points which are points awarded by ACBL or other bridge organizations for success in bridge games
11. MUD Middle-Up-Down; the lead of the middle card from three low cards.
12. NAP North American Open Pairs, a bridge championship qualifying tournament which is held by District 12 with winners moving on to a national tournament
13. NT No trump
14. RHO Right-hand opponent; the player to one's right.
15. RKCB Key-Card Blackwood.
16. RONF Raise Only Non-Force. [Usually applied as a summary of methods for responding to a weak twobid.]
17. SAYC Standard American Yellow Card, the system defined by the current set of listings on a form of convention card identified by its color.
18. STAC Sectional Tournaments at Clubs which provide bridge players with the opportunity to win Silver Points at their local clubs.
19. VP Victory points.
20. 99er A bridge game where all players must have fewer than 100 master points.
21. 199er A bridge game where all players must have fewer than 200 master points.
22. 299er A bridge game where all players must have fewer than 200 master points.
