

Online Chat abbreviations by Dwingo

=): A smiley face turned sideways.

=(: A sad face turned sideways.

121: one to one

AFAIK: as far as I know

AFK: away from keyboard

ASAP: as soon as possible

A/S/L?: age, sex, location

B4: before

B4N: bye for now

BAK: back at the keyboard

BBN: bye bye now

BFN: bye for now

BRB: be right back

BTW: by the way

CU: see you

CUL or CUL8ER: see you later

CUZ: because

F2F: face to face

FAQ: frequently asked question(s)

FC fingers crossed

FWIW: for what it's worth

FYI: for your information

GA: go ahead

GTG: Got to Go.

IAC: in any case

IC: I see

IDK: I don't know

IIRC: if I remember correctly

ILU: I love you

IM: instant message

IMHO: in my humble opinion

IMing: chatting with someone online

IMNSHO: in my not so humble opinion

IMO: in my opinion

JK: just kidding

K: okay

KIT: keep in touch

LOL: 1. Laughing out loud. 2. Little Old Lady.

L8R: later

M/F: male or female

MSG: message

N/P: no problem

OIC: oh I see

OMG: oh my god

OTOH: on the other hand

PLZ: please

PM: private message

ROFL: rolling on the floor laughing

SUP or WU: what's up

THX: Thanks

TX: Thanks.

TU: thank you

UW: you're welcome

WB: welcome back

WTG: Way to go!

WYSIWYG: what you see is what you get

Online Bridge abbreviations

2/1 : 1. Two-over-one response (e.g. 1H : 2C). 2. Abbreviation for the 2/1 Game Force bidding system, in which a two-over-one response (with the exception of responses to 1NT) is forcing to game. Some 2/1 players, though, use a few exceptions to the game-forcing policy.)

3rd/5th -- Third and fifth leads.

0314: Roman Key Card Blackwood 0314. (In response to a 4NT key card ask, 5C shows 0 or 3 key cards and 5D shows 1 or 4.)

1430: Roman Key Card Blackwood 1430. (In response to a 4NT key card ask, 5C shows 1 or 4 key cards and 5D shows 0 or 3.)

4SF / FSF: Fourth Suit Forcing.

AC: Appeals committee

ACBL: American Contract Bridge League

Acot: a popular British system based on simple, natural bidding, four-card majors, weak or split notrump openings.

Acot two-bid: a strong (forcing) opening bid suggesting distributional strength

Adv: Advanced.

Advanced: In reference to a player who frequently plays in regional or national tournaments and is comfortable with advanced playing techniques such as endplays, mandatory falsecards and basic types of squeezes.

AI: Authorised information

BAL: Balanced hand

BBO : Bridge Base Online - Online Bridge Gaming site

Beg: Beginner.

Beginner: Player who has just taken up the game.

BIT: Break in Tempo

BLML: Bridge-laws mailing list

Capp: Cappelletti. A convention played over Opponents 1NT opening.

CC: Convention Card.

CHO: Centre Hand Opponent [ie partner]

CoC: Conditions of contest

CPU: Concealed partnership understanding

CTD: Chief Tournament director

DONT: A convention played over Opponents 1NT opening. Abbreviation for "Disturb Opponent's NT opening"

EBL: Acronym for European Bridge League (federation).

Exp: 1. Expert. 2. Experienced.

Expert: Player who has represented his country in an international event, or won a national event, or has frequently won regional events.

Friends List: List of friends whose whereabouts are tracked by the Game server.

F2F: Face-to-face [to distinguish from Online bridge]

FSF/ 4SF : 4th suit forcing to Game

GCC: General Convention Chart [ACBL]

GF: Game Force

GL: Good luck.

GLP: Good luck, partner.

HUM: Highly Unusual Method

Int: Intermediate.

Intermediate: Frequent club player who has developed, and is familiar with, a personal convention card.

Inv: Invitational hand.

Invm: Inverted minors.

J2N: Jacoby 2NT.

JXF: Jacoby transfers.

LA: Logical alternative

Leb: Lebensohl.

LHO: Left Hand Opponent

LOTT: Law of Total Tricks.

m: minor as in 3m = 3 of a minor

M: Major as in 3M = 3 of a Major

MSS: Minor Suit Stayman.

NegX: Negative Double.

NF: Non Forcing

NH: Nice Hand

Nov: Novice.

Novice: Player who has recently learned to play bridge and may have played in a few duplicates. Familiar with basic concepts such as Stayman, Blackwood, cue bids and finessing.

NMF : New minor force. After the auction 1m - 1M: 1NT - 2nm (new minor) is either invitational or forcing to game, depending on bidding methods.

NPP: No problem, Partner

NTO: Nice Try, Opponent

NTP: Nice Try, Partner

O/E: Odd/Even Discards. a defensive signaling method in which odd-numbered cards (the three, the five, etc.) are encouraging, the even-numbered ones are discouraging and may have suit-preference implications.

Opp: Opponent.

Opps: Opponents.

Pd: Partner.

Pard: Partner.

Re: Rehi.

Rehi: Hello again. (Used when a player loses his connection to a table and rejoins.)

RespX: Responsive Double.

Rev: Reverse as in Reverse Bergen, Reverse Drury

RGB: rec.games.bridge [newsgroup]

RHO: Right Hand Opponent

RKC: Roman Key Card Blackwood.

RONF: Raise Only Non Force. [Usage: Usually applied as a summary of methods for responding to a weak two-bid.]

SAYC: Standard American Yellow Card (Bidding System).

SJS: Strong Jump Shifts.

SO: Sponsoring organisation

Spec: 1. Spectate; kibitz. 2. One who spectates; kibitzer.

Spl: Splinters.

Stats: Player information sheet (or Players profile giving information on what system they play).

Std : Standard, as in Standard form of carding as opposed to UDCA carding (Upside down carding for count & attitude)

SupX: Support Double.

TD: Tournament director

TXF: Texas transfers.

TU: Thank you.

TUP: Thank you, partner.

TY: Thank you.

TYP: Thank you, partner.

UI: Unauthorized Information. Knowledge that a player is not entitled to use (as, for example, that

obtained through partner's uneven tempo).

U2N: Unusual 2NT.

UDCA: Upside Down Count and Attitude. As opposed to Std. carding (High for encouragement & Even cards & low for discouragement & odd no. of cards)

Ur: Your.

WD: Well done.

WDO: Well Done, Opponents

WDP: Well done, partner.

WJO: Weak Jump Overcall.

WJS: Weak Jump Shift.

WPP: Well played partner

WJS: Weak Jump Shifts.

WBF: World Bridge Federation

WBFLC: WBF Laws Committee

Xfer: Transfer

ZO: Zonal organisation

ZT: Zero Tolerance [for unacceptable behaviour]