

The “Crash Convention”

In the game of contract Bridge, the “**CRASH**” (an acronym for **C**olor-**R**ank-**S**Hape) **Convention** is a defensive convention used against a strong, “**1C**,” “**Precision**” opening. It denotes a two-suited hand of the same **C**olor (**black or red**), one of the same **R**ank (**Major or Minor**), one of the same **S**Hape (**pointed or rounded**), or, alternatively, a natural one-suited hand in (**Hearts or Spades**).

Overcaller’s (“Intervenor’s”) interference “C-RA-SH Convention” bids in the direct (2nd) seat over a “1C,” “Precision” opening bid

“**Double**” = Two suits of the same **C**olor; i.e. either **Black** (C/S) or **Red** (D/H)

“**1D**” = Two suits of the same **R**ank; i.e. either **Majors** (H/S) or **Minors** (C/D)

1H/1S/2C/2D = All natural promising a single suit comprised of 5-cards longer at favorable vulnerability and 6-cards or longer at unfavorable vulnerability.

1-NT = Two suits of the **S**Hape; i.e. either **Rounded** (C/H) or **Pointed** (D/S)

Following the two-suited overcalls, the “**Advancer**” will bid taking into account that out of the two possible two-suited hands held by the “**Intervenor**,” the likely holding is in the “**Advancer's**” shortest suits.

The responses are therefore convertible. For instance, following a **CRASH** “**Double**,” an “**Advancer**,” holding ♠ 1075 ♥ Q9842 ♦ KJ6 ♣ K3 will start from the assumption that “**Intervenor**” holds length in the black suits in which the “**Advancer's**” maximum length is three cards, rather than in the red suits in which his maximum length is five cards. The “**Advancer**” will, therefore, bid **2S**, his best black suit. The “**Intervenor**” will “*pass*” holding the black suits, or bid **3D** holding the red suits. In case of the latter, the “**Advancer**” will correct to **3H** since that is his best red suit.

Overcaller’s (“Intervenor’s”) interference “C-RA-SH Convention” bids in the (4th) seat over a “1D,” “Precision” response:

“**Double**” = Two suits of the same **C**olor; i.e. either **Black** (C/S) or **Red** (D/H)

1H/1S/2C/2D = All natural promising a single suit comprised of 5-cards longer at favorable vulnerability and 6-cards or longer at unfavorable vulnerability.

“**1-NT**” = Two suits of the same **R**ank; i.e. either **Majors** (H/S) or **Minors** (C/D)

“**2C**” = Two suits of the same **S**Hape; i.e. either **Rounded** (C/H) or **Pointed** (D/S)

The “Crash” Convention - Altered Version

The central feature of the “**Precision**” system of bidding in Bridge is that a bid of “**1C**” is used to open any hand with 16 or more high card points (HCP’s), regardless of distribution. Many different systems can be utilized by an Opponent to overcall against such a strong opening bids similar as in the case against any standard strong No-Trump opening bid. Examples of these are the **Brozel**, **Cappelletti**, **Twerb**, and **DONT** conventions, to name just a few.

Many bridge Players, however, who use any of the aforementioned conventions, use, in addition, a specialized convention called “**CRASH**” in the singular instance against a Precision 1-Club strong opening bid by an Opponent. The acronym “**C R A S H**” refers to a hand with a two-suited shape, a shape consisting of three different varieties, these being distinguished by either, **C**olor, **R**Ank, or **S**Hape.

The “**Crash**” Convention is devised as a means of entering the auction with weak two-suited holdings after a “**Precision**” artificial 1 Club opening by an Opponent. The concept is effective in that the overcall of the Intervenor interferes with the line of communication between Opener and Opener’s Partner and, at the same time, does not identify the intended two suits, because they are first identified with the re-bid of the Intervenor. Responder to the Intervenor, the “**Advancer**,” can usually deduce which of the two-suited couplets the Intervenor holds by that which the Responder, himself/herself holds.

The two-suited holding of the Intervenor generally consists of at least nine cards in both suits represented. The bids representing the potential overcalls after the opposing side bids an artificial, strong, “**Precision**” “**1C**” are as follows:

“**Double**”: Promises a two-suited holding of the same **C**olor: either Red or Black, unspecified.

1D: Promises a two-suited holding of the same **R**Ank: either, (1) both Major suits or (2) both Minor suits, unspecified.

1H: This overcall is **natural** and promises a one-suited holding with at least a 5-card Heart suit at favorable vulnerability and a 6-card suit at non-favorable vulnerability.

1S: This overcall is **natural** and promises a one-suited holding with at least a 5-card Spade suit at favorable vulnerability and a 6-card suit at non-favorable vulnerability.

1-NT: Promises a two-suited holding of the same **S**Hape: either, (1) Rounded, Hearts and Clubs, or (2) Pointed, Spades and Diamonds.

2C: This overcall is **natural** and promises a one-suited holding with at least a 5-card Club suit at favorable vulnerability, and a 6-card suit at non-favorable vulnerability.

2D: This overcall is **natural** and promises a one-suited holding with at least a 5-card Diamond suit at favorable vulnerability and a 6-card suit at non-favorable vulnerability.