

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 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 = A natural Heart or Spade suit

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 = A natural Heart or Spade suit

“**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)