



Crash Convention

CRASH is an acronym designed to show two-suited hands, somewhat akin to DONT.

The basic acronym uses this approach:

C = Color 1st step

RA= Rank 2nd step

SH= SHape 3rd step

The system is usually used against the Precision bidder's strong 1C opener (as opposed to a simpler gadget like Mathe). Unfortunately, after Kit Woolsey and Steve Robinson invented CRASH, creative Bridge players have developed several different codes associated with the system. The variance is in how to use the steps. Here are the different treatments:

The original CRASH system:

1D = Color (black/red)

1H = Rank (minor/major)

1N = Shape (rounded/pointed)

1S is natural

Double = good strength

2any = one suited hand

The British vesion of CRASH goes:

1H = Color (black/red)

1S = Rank (minor/major)

1N = Shape (rounded/pointed)

Double = Transfer to Hearts

1D = Transfer to Clubs

In Amalya Kearsse's Modern Bridge Conventions, the basic CRASH steps follow Woolsey/Robinson:

1D = Color (black/red)

1H = Rank (minor/major)

1N = Shape (rounded/pointed)

Kearsse goes on to describe a CRASH variation:

Double = Color (black/red)

1N = Rank (minor/major)

1D = Shape (rounded/pointed)

Kearsse also defines Super CRASH, but I won't cover it unless you need me to cover it, too.

The Granoveter's define the steps:

IN DIRECT SEAT:

Double = Color (black/red)

1D = Rank (minor/major)

1N = Shape (rounded/pointed)

1H/1S are natural

AFTER RESPONDER IS WEAK (1C-1D):

Double = Color (black/red)

1N = Rank (minor/major)

2C = Shape (rounded/pointed)

1H/1S are natural

While not in common use, CRASH can also be used in directseat over RHO's 1NT opener:

2C = Color (black/red)

2D = Rank (minor/major)

2N = Shape (rounded/pointed)

And if a passed hand or in passout seat (LHO's 1NT):

Double = Shape (rounded/pointed)

On each of the above, the responder to CRASH should bid their longer suit of the appropriate category (color, rank, shape). CRASH bidder will correct if responder picks the wrong suit.

As expected, Hardy took a more complex approach, employing a transfer approach on some bids.

Direct seat:

Double = Color (black/red)

1D = Transfer to Hearts (lead through strong hand)

1H = Transfer to Spades (lead through strong hand)

1S = Rank (minor/major)

1N = Shape (rounded/pointed)

2C = 3 suited hand

2D/H = natural

2S = transfer to 3C

2N = Minors and game interest

1 Spade and Major rebid = very good one suiter

Hardy after (1C-1D):

Double = Color (black/red)

1H = natural (strong hand leads)

1S = natural (strong hand leads)

1N = Rank (minor/major)

2C = Shape (rounded/pointed)

2D = 3 suited hand

2H/S = natural

2N = Minors and game interest