

EHAA

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The Purpose of this document is to make available as much information as one wants to read to familiarize oneself with a new (new to us) system that has appeared at the club and Trail sectional. It is the system Trevor and Richmond use. You may stop reading after this first page.

Although one, playing against EHAA for the first few times, may think that EHAA stands for “Every Hand is absolutely annoying,” it actually stands for “every hand is an adventure.”

The principle of the system is to pre-empt the auction on almost every hand, getting into the auction right away and then getting out quickly. “get in quick, get out quick”

Wikipedia says this about EHAA:

“After an EHAA two-bid, delicate game bidding is not possible; this is one of the disadvantages of the system. If responder holds 12 or 13 points, he cannot safely raise, though game might be possible if opener has a maximum. Lowering the point range for a raise could solve this difficulty, at the considerably greater expense of risk when opener has a bad minimum.”

Summary

- It is a four-card system which means if you have a major fit, you will likely not have a 4-1, 4-0 or 5-0 split if they have the first chance to open.
- Opening Points (12-14) does not allow one to enter the auction that an EHAA bidder has opened. With the correct shape, one can enter the auction. Balancing bids (in the passout seat) can have as low as 9 Points with the correct shape.
- Their 2♣, 2♦, 2♥ and 2♠ openings are an Adventurous Weak Two with 6-12 HCP's and could be five to the 6.
 - A 2NT overcall over these weak two's, in any seat, shows 15-18 balanced hand with likely two stoppers.
- Patience is necessary.
 - One must realize, that staying out of the auctions with points but with the wrong shape, especially when they are vulnerable, and letting them play will often get them into trouble. With values and shortness in their suit, double and partner should leave it in with a good four-cards in opponent's suit.
 - Because of their system not requiring any suit quality for a two bid, as a defender, the partner may make a terrible lead.
 - With a weak No Trump, the opponents may be in the wrong contract. Same with EHAA.
 - Their system pays off when the opponents get into the wrong auction and get doubled.

Synopsis of Their EHAA System:

It is a four-card major system

1♣

16+ HCP any Distribution

Suggested Defense Against 1♣.

- Shape Not Points is important
- Having an opening is not necessary, but an opening does not permit one to get into the auction unless one has a good suit one wants led.
- Passing with an opening is often good bridge when an opponent shows 16+.

- **Defense against 1♣ Method #1-The Simple Defense**

In direct seat of the 1♣ opener only

Natural at the one-level

1♦ Good ♦ suit wanting a ♦ lead

1♥ Good ♥ suit wanting a ♥ lead

1♠ Good ♠ suit wanting a ♠ lead

2♣ Good ♣ suit wanting a ♣ lead

Dbl is the majors

1NT is the minors

Defense against 1♣ Method #2-DONT

In direct seat of the 1♣ opener only

Natural at the one-level

Dbl Good ♣ suit wanting a ♣ lead
1♦ Good ♦ suit wanting a ♦ lead
1♥ Good ♥ suit wanting a ♥ lead
1♠` Good ♠ suit wanting a ♠ lead

DONT at the two-level

2♣ ♣'s + higher
2♦ ♦'s + higher
2♥ Majors
2♠ 6+ ♠'s

1NT is a balanced 16+ hand.

- **Defense against 1♣ Method #3-Exclusion and DONT**

In direct seat of the 1♣ opener only

Exclusion at the one-level

Dbl a takeout double to ♦'s, ♥'s and ♠'s (excluding ♣'s)
1♦ a takeout double to ♣'s, ♥'s and ♠'s (excluding ♦'s)
1♥ a takeout double to ♣'s, ♦'s and ♠'s (excluding ♥'s)
1♠` a takeout double to ♣'s, ♦'s and ♥'s (excluding ♠'s)

DONT at the two-level

2♣ ♣'s + higher
2♦ ♦'s + higher
2♥ ♥'s + ♠'s (Majors)
2♠ ♠'s
3♣ ♣'s (losers permitting)
3♦ ♦'s (losers permitting)
3♥ ♥'s (losers permitting)

1NT is a balanced 16+ hand.

- **Defense against 1♣ Method #4-CRASH**

1♣ Dbl Two suits of the same Colour (♣'s and ♠'s OR ♦'s and ♥'s)
1♦ Two suits of the same Rank (♣'s and ♦'s OR ♥'s and ♠'s)
1♥ Natural
1♠ Natural
1NT Two suits of the same Shape (pointed: ♦'s and ♠'s)
(rounded: ♣'s and ♥'s)

2♣ and up Natural

After two-suited bids(CRASH), partner bids the first suit up the line in which he has three or more cards.

1♦

13-15 points

The only time one opens 1♦ with a four-card major is if ♦'s are 5+

1♥

13-15 points

4+ ♥'s

With 4-4 in the majors, they will open 1♥

With 5-5 in the majors, they will open 1♠

1♠

13-15 points

4+ ♠'s

1NT

10-12

Possible off shape

2♣, 2♦, 2♥, 2♠

6-12 HCP's

Any 5+ card Suit

Responses

- Forcing Bids
 - Jump
 - 2N asks for feature
 - Feature is only shown with 9-12, not 6-8.
 - Either:
 - Invitational 12 -16
 - Forcing 16+ with distribution
- Non Forcing
 - New suit that is not a jump
 - Raise of partner's suit is nonforcing
 - RONF 3 card support
 - 2♥ 3♥
 - 2♥ 4♥ with support and 7 points go to 4♥

2NT

13-15 HCP's

Ten cards in the minors

6-4 or 5-5 or better

3♣ and higher

Under development

References:

I have compiled this document using discussions and email with Richmond and reading of <http://en.wikipedia.org/wiki/EHAA> and <http://bridge.wikidot.com/ehaa>.