



EHAA Sixtheme

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SYSTEM FEATURES

EHAA (Every Hand An Adventure) is not exactly a System but an aggressive bidding style, sometimes dangerous but often amusing: almost always you bid with or without HCP.

The idea is to bid normally with 12⁺ HCP and to use the weak two bids with less (we take a risk, but they have to start at high level and often to guess to choose right).

Six are the main features (so we call our version EHAA Sixtheme)

- 2♦♥♠ opening bid -> 5⁺ cards 6-11
- 1NT opening bid -> balanced 9-11
- 2NT jump rebid -> balanced 16-17
- 2NT opening bid -> 18-19 balanced (5♥♠ possible)
- 2♣ opening bid -> ANY SHAPE 20+ or 4- losers
- Overall Ehaa style

2♦♥♠ Opening Bid

Weak (6-11 HCP) 5 cards⁺ but with two restrictions :

=> **7 losers** vul vs not vul **8 losers** equal vulnerability **9 losers** not vul vs vul

=> In first or second seat a side four card major suit is not permitted.

RESPONDING TO 2♦♥♠

3,4,5 opening suit *Preemptive (Total Tricks Law)*

2NT 14+ HCP and 2+ cards support -> relay

2,3 new suit 14+ HCP and 5+ cards -> asking-bid in the suit

Exception Op.bid 2♠ => 2NT and 3♥ inverted 2NT with 5+♥ and 3♥ 2+ cards support ♠

REBIDDING AFTER 2♦♥♠ OPENING BIDS NEW SUIT RESPONSE

General rule

Opener			Responder
2♦♥♠			2,3 New Suit
1 st step	min	no Fit	
2 nd step	Max	no Fit	
3 rd step	min	with Fit	
4 th step	Max	2 cards Fit	
5 th step.	Max	3+ cards Fit	

But in case of both majors ♥♠ the steps are more detailed

2♥			2♠
2NT	min	no Fit	
3♣	Max	no Fit	
3♦	min	with Fit	
3♥	Max	with 6♥ <i>no 2♠</i>	
3♠	Max	with Fit 3 ⁺	
3NT	Max	with 6♥ 2♠ <i>choose 3NT-4♥-4♠</i>	

2♠		2NT (=♥)
3♣	min no Fit	
3♦	max no Fit	
3♥	min with Fit	
3♠	max 6♠ no 2♥	
3NT	max 6♠ 2♥ choose 3NT-4♥-4♠	
4♣♦♥	max with fit ♣ ♦ cue-bid	

REBIDDING AFTER 2♦♥♠ OPENING BID AND 2,3 NEW SUIT RESPONSE OVERCALLED

pass=1st step double=2nd step 1st step= 3rd step and so on

REBIDDING AFTER 2♦♥♠ OPENING BID AND 2+ cards support RESPONSE

2♦♥		2NT- 3♥
minimum	(6-8) 3 opening bid	
maximum	(9-11) 3 new suit with 4+ cards 3NT with no side suit 4♥♠ with 6+ cards	

REBIDDING AFTER 2♦♥♠ OP. BID AND 2+ cards support RESPONSE OVERCALLED

Opener	Responder	Overcall
2♦♥♠	2NT-3♥	Suit or double
minimum	(6-8) PASS	
maximum	(9-11) 3 new suit with 4+ cards 3NT with stopper 3 open suit without stopper 4♥♠ with 6+ cards	

1NT OPENING BID

Balanced: 4333- 4432 - 5♣332

Vulnerable or not vulnerable, in first, second or third seat, BUT not in fourth (obviously)

RESPONSES

2♣	Stayman 14-15 invitational or 16+ GF
2♦♥♠	stop
2NT	Asking 3♣
3♣♦♥♠	6+ cards Invitational

1NT	2♣
?	

2♦	NO ♥♠	
2♥	4 cards	
2♠	4 cards	
2NT	Min 4♥-4♠	
3♣	Max 4♥-4♠	3♣ cards
3♦	Max 4♥-4♠	3♦ cards

1NT	2NT
3♣	?

Pass 6+ cards ♣
 3♦ 5-5 ♣♦ FM Slam interest
 3♥ 5-5 ♥♠ Invitational
 3♠ 5-5 ♥♠ FM
 3NT 5-5 ♣♦ pass or correct

RESPONSES after DOUBLE

1NT	Double	?	
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Redouble Asking 2♣ then
 pass 5+♣
 2♦ 5♦ - 5♥ or 5♦-5♠ (**Similar DONT**)
 2♥ 5-5 ♥♠ pass or correct

Other As without double

1NT	Double	pass	pass
?			

2♣ 5 cards
 Redouble pass or correct

1NT	pass	pass	DOUBLE
pass	pass	?	

Redouble Asking 2♣
 2♣♦♥ **Similar DONT** min 4-4

2NT JUMP REBID

REBID by RESPONDER

Since a 2NT rebid by opener shows less HCP than in standard methods, it's necessary to have some gadget to sign-off in a suit.

We use the Wolff convention: responder bids 3♣, forcing Opener to rebid 3♦, to stop in three of a suit (or at 4♣ if opening bid was 1♣).

Any bid by responder different from 3♣ is natural and game forcing.

When the opening bid is 1♣, if the responder bids 3♣ and then 3NT is mild slam interest.

1♣	1♦
2NT	3♣

opener must bid 3♦ to stop at 3♦ or 4♣

1♣	1♥
2NT	3♣

opener must bid 3♦ to stop at 3♦, 3♥ or 4♣

But:

1♣	1♥
2NT	3♣
3♦	3♠

Game Forcing with 4-4 ♥♠

1♣	1♠
2NT	3♣
3♦	3♥

5-5 ♥♠ weak, asking opener to choose

2NT OPENING BID

As a standard 2NT (possible 5 major), but with 18-19.

Responder may use Puppet Stayman to find the five-three or four-four fit in ♥♠

2♣ OPENING BID

20+ HCP or 4 losers, any shape (the only strong bid in the system)

RESPONSES

- 2♦ 0-4 HCP Any shape
- 2♥ 5-8 HCP Any shape Game Forcing
- 2♠ 9+ HCP Any shape Game Forcing - Slam interest
- 3♣♦♥♠ 5+ cards suit with AK, AQ or KQ no more

After overcall: Pass= 0-4 Double or Redouble 5-8 1stStep= 9+

2♣	2♦	
2♥♠		5+cards 20-22 or 4 Losers not forcing
2NT		Balanced 20-22 possible 5 major -
3♣♦♥♠		5cards 23+ or 3 Losers game forcing

EHAA OVERCALL

- 1 Suit** To overcall at one level is equivalent to open
The responses are the same after 1Suit opening bid.
- 2 Suit** without Jump Natural : 10-15 6(5 good) cards
with Jump Exactly as an EHAA two opening bid
- DOUBLE** Natural, but without Suit biddable at one level.
- 1NT** Natural 15-17 balanced with Stopper

TWO SUITER

- (1♣) 2♣ Landy ♥♠ (5-4) weak 6-11
- (1♦) 2♦ Landy ♥♠ (5-4) weak 6-11
- (1♥) 2♥ 5♠-5 min **6 losers** vul vs not vul **7 losers** equal vul **8 losers** not vul vs vul
- (1♠) 2♠ 5♥-5 min “
- (1 Suit) 2NT 5-5 ♣-♦ “

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Reference

Every Hand An Adventure, by Eric Landau and Randall Baron

http://www.blakjak.demon.co.uk/ehaa_faq.htm

<http://www.abo.fi/~jboling/bridge/ehaap.pdf>