PARTNER OPENED 1NT - IMPROVERS' METHODS

Any improving partnership should adopt four-card Stayman and basic red-suit transfers at an early stage.

In the following 2♣ is played as 'promissory' - the hand will always contain at least one four-card major.

Red-suit transfers are included, forcing for one-round and promising at least five cards in the linked major.
Recommended is that these should be extended to four-suit transfers in which 2♠ is a transfer to clubs and 3♣ is a transfer to diamonds but note that this is far from a universal extension.

BUT

note that it is almost always correct to transfer to a five-card major (whatever the strength),
and that it is hardly ever correct to transfer to a five-card or even a six-card minor on a weak hand.

Weak hands

This covers any hand of 0 to 10 points, except a ten-point hand with a good six-card major which can be treated as invitational.

Your sole aim is to locate the best escape.			**Your rebid**
5-4 in the majors	0 - 10	Bid 2♣	Pass partner's major or bid your five-card suit over 2♦.
5-card major	0 - 10	Transfer	Pass.
Poor 7-card minor	0 - 10	Transfer	Pass
Weak - short clubs	0 - 10	Bid 2♣	Pass any response.

Invitational or better

In general this covers any hand of eleven or more points.

Partner has 12 to 14 - your targets are 25 points for a game contract and an eight-card fit for a major suit contract.				
Balanced hand - no 4-card major	11 - 12	Bid 2NT (invitational)	total 23 to 26	Partner will pass or raise to 3NT.
	13+	Bid 3NT	total at least 25	
Four-card major	11 - 12	Bid 2♣	Rebid 2NT or raise your major suit to the three-level.	
	13+	Bid 2♣	Rebid 3NT or raise your major suit to the four-level.	
Five-card major - balanced	11 - 12	Transfer	Rebid 2NT	
	13+	Transfer	Rebid 3NT	
5 - 4 in the majors	11-12	Bid 2♣	Raise partner's major to 3, or rebid 3 of your 5-card suit.	
	13+	Transfer to 5-card suit	Rebid your 4-card suit - forcing.	
5-card major - 4-card minor	11 - 12	Bid 2♣	Rebid three of your major - non-forcing.	
	13+	Transfer	Rebid your second four-card suit - forcing.	
Six-card major	10 - 11	Transfer	Raise to the three-level (invitational).	
	12+	Transfer	Raise to the four-level.	
Five-card minor	11,12	Bid 2NT (invitational)	Ignore the minor suit.	
	13+	Bid 3NT	Ignore the minor suit.	
5-card minor and 4-card major	13+	Transfer to minor	Rebid the major - forcing.	
Long strong minor		Bid 3NT		