PARTNER OPENED 2NT - IMPROVERS' METHODS

This sheet assumes that your opening 2NT is made on a range of 20 to 22 points.
Similar methods will apply facing either a different range or an artificial strong balanced sequence such as 2♣, 2♦, 2NT, with the points suitably adjusted.

Any improving partnership should adopt Stayman and basic red-suit transfers at an early stage.
Responder will start with a 3♦ or 3♥ transfer on all hands containing a five-card major.
Responder will start with 3♣ (Stayman) on almost all hands with a four-card major and 4+ points.

Weak hands

This covers any hand of 0 to 2 points, and may also include three-point hands.
Note that the only weak (non-game-forcing) actions available are 'Pass' and 'Transfer then pass'.

Your sole aim is to locate the best escape.			**Your rebid**
No five-card major	0 - 3	Pass	Total usually less than 25.
5-card major	0 - 3	Transfer	Pass.

Invitational or better

In general this covers any hand of four or more points.
Your targets are:-

25 points for a game-contract;
33 points for a small slam;
37 points for a grand slam;
together with at least an eight-card fit for a suit contract.

			Your rebid
Balanced hand - no 4-card major	4 - 10	Bid 3NT	total 24 to 32.
	11 - 12	Bid 4NT	Quantitative - partner will pass or bid 6NT.
	13 - 14	Bid 6NT	Partner will pass.
	15 - 16	Bid 5NT	Partner will bid 6NT or 7NT.
	17+	Bid 7NT	
Four-card major	4 - 10	Bid 3♣	Raise your major suit to game or rebid 3NT.
	11+	Bid 3♣	Cue-bid a control in a new suit if a fit is located; rebid 4NT (or higher) (quantitative as above) otherwise.
Five-card major - balanced	4+	Transfer	Rebid 3NT (or higher) (quantitative as above).
Five-card major - unbalanced	4+	Transfer	Rebid in your second four-card suit (forcing), or rebid 3NT.
Five hearts and five spades		Transfer to spades	Rebid 4♥.
Five hearts and four spades		Transfer to hearts	Rebid 3♠ (forcing).
Five spades and four hearts		Bid 3♣	Raise a major or rebid 3♠ over 3♦ (forcing).
Six-card major	4 - 10	Transfer	Raise to game.
	11+	Transfer	Raise to the five-, six-, or seven-level.
Five-card minor	4-10	Bid 3NT	Ignore the minor suit.
	11+	4NT, 5NT, 6NT,7NT	Quantitative raises as above - ignore the minor suit.
Long minor	4+	Bid as no trumps, or bid five of the minor to play, or four of the minor as a slam-try.	

Note that a transfer followed by a jump to 4NT or similar is quantitative and the suit has not been set.

Various further extensions are possible without entering the world of the tournament expert.
Particularly recommended is 'Five-card Stayman'.