PARTNER OPENED ONE OF A SUIT - IMPROVERS METHODS

This method incorporates a Jacoby 2NT game-forcing raise of a major suit and splinter raises.
Evaluation of unbalanced hands with a known fit is extended to include 'the losing trick count'.
There is also a modification to the recommendation relating to a simple change of suit response.

Partner opened one of a major

You have four-card support

	0 - 4		Pass	
	5 - 9		raise to two	
	10 - 12	or eight-loser	raise to three	Invitational
	13+	or 7-loser or better - no shortage	bid 2NT (Jacoby)	Artificial game-force
		7-loser or better with void or singleton	double-jump in short suit	Splinter
		5-card fit - weak	raise to four	Preemptive

You have three-card support

	0 - 5	Pass	
	6 - (9)	Bid a four-card spade suit over 1♥	
		Otherwise raise to two.	or bid 1NT if totally suitable.
	(9) +	Change suit as below - show your support later. *	

You have less than three-card support

	0 - 5	Pass	
	6 - (9)	Change suit at the one-level *	bid 1NT if no alternative.
	(9)+	Change suit *	

Partner opened one of a minor

You have four-card support

	0 - 4		Pass	
	5 - (9)		Bid a new suit at the one-level *	
			or raise to the two-level.	
	(9)-12	or eight-loser	Change suit - if available; * or raise to three.	
	13+		Change suit - if available; *	
		7-loser or better with void or singleton	double-jump in short suit	Splinter
		7-loser or better with void or singleton	raise to four or five.	

You have less than four-card support

	0 - 5	Pass	
	6 - (9)	Change suit at the one-level *	bid 1NT if no alternative.
	(9)+	Change suit *	or bid 2NT
	13+	Change suit *	or bid 3NT or higher

*** Bidding a new suit**

You will normally hold 6+ points to introduce a new suit at the one-level;
you will normally hold 'rule of fourteen' to introduce a new suit at the two-level - that is ten points and a four-card suit or nine points and a five-card suit.
With a choice of suit bids available:-

choose your longer suit if you have one, but prefer a four-card major at the one-level to a five-card major unless you hold game-going values (13+).
with two-four-card suits bid the lower-ranking first;
with two five-card suits bid the higher-ranking first.