PARTNER OPENED ONE OF A SUIT - EARLY STAGES

Broadly speaking a total of twenty five points will be sufficient to make 'a game' and score the game bonus.

Partner might have as many as nineteen points.

It follows that you must find a bid if you have as many as six points.

With 6 or more points you will make a bid;

with 10 to 12 points you will force the bidding to 2NT or three of a suit;

with 13 or more points you will force the bidding to game level.

But you don't have to get there with your first bid.

To change suit at the one-level you might have as few as 5 points;

to change suit at the two-level you should have 'rule of fourteen' (at least ten points and a four-card suit or nine points and a five-card suit).

These bids are unconditionally forcing and can be made on much stronger hands.

A response of two hearts to partner's one spade opening requires at least a five-card suit.

Partner opened one of a major

With four-card support raise partner's suit:-

to the two-level with 6 to 9 points;
to the three-level with 10 to 12 points;
to the four-level with 13 or more points.

Other support bids will be introduced at an improvers' level.

With less than four-card support:-

change suit if possible;
raise partner's suit to the two-level with three-card support and 6 to 9 points.

With 6 to 9 points and neither of the above

bid 1NT.

Partner opened one of a minor

Change suit if possible.

failing that, and with a hand suitable for no trumps:-

bid 1NT with 6 to 9 points;
bid 2NT with 10 to 12 points;
bid 3NT with 13 or more points.

otherwise raise partner's suit with at least four-card support:-

to the two-level with 6 to 9 points;
to the three-level with 10 to 12 points.