SYSTEM SUMMARY - IMPROVERS

Partner opened 1NT

Extend limit raises to include slam-tries

19 or 20 points	might total 33 points - bid 4NT - partner will pass or bid 6NT;
21 or 22 points	at least 33 points (small slam) - not 37 points (grand slam) - bid 6NT (to play);
23 or 24 points	might have 37 points total - bid 5NT - partner will bid 6NT or 7NT;
25 or more points	at least 37 points total. - bid 7NT.

Introduce 2♣ - Stayman - four-card promissory

The hand will be either balanced and invitational+ (eleven or more points),
or weak garbage (e.g. 5-4 in the majors).

Introduce transfers - 2♦ and 2♥

promising at least a five-card suit - might be weak or strong.
(I also like to introduce simple minor suit transfers (2♠ = clubs and 3♣ = diamonds) for uniformity, but this is not standard - note that it is usually wrong to escape to a six-card minor at the three-level.)

Partner opened 2NT

Extend limit raises to include slam-tries

11 or 12 points - might total 33 points - bid 4NT - partner will pass or bid 6NT;
13 or 14 points - at least 33 points - not 37 points - bid 6NT (to play);
15 or 16 points - might total 37 points - bid 5NT - partner will bid 6NT or 7NT;
17 or more points - at least 37 points total - bid 7NT.

Introduce 3♣ - Stayman - four-card promissory

Introduce transfers

3♦ and 3♥ - promising a five card suit
3♠ - five spades and four hearts forcing.

Partner opened with a preemptive bid (2♦, 2♥, 2♠ or three of a suit)

With less than enough for game raise immediately to the level of the fit (e.g. nine-card fit - raise to the three-level);
a new suit is natural and forcing (never try to rescue partner).

Partner opened one of a major suit (hearts or spades)

Introduce Jacoby 2NT

game-forcing, agreeing partner's major with at least four-card support.
Immediate raise to game is weak with five-card or more support.

Introduce splinter raises

four-card support - game-forcing - void or singleton in bid suit.

Continuing auction

Fourth suit forcing - game-forcing above the one-level - not just for fourth suit stops.

Strong reverses - 16+ points and shape appropriate (always primarily to show shape - not a way of showing strength.)

Defence

Signal

to help partner - particularly on his opening lead - 'High encouraging, low discouraging'.