

HKUST Bridge Team

Natural: 5-card major & prepared club

Date of issue: Dec 20, 1996

Opening 1♣

- 13-21 HCPs; or
- 2+ cards ♣

Responses:

- 1♦/1♥/1♠ 6+ HCPs & 4+ cards in bided suit
- 1NT 6-9 HCPs, no 4+ cards Major
- 2♣ 10-12 HCPs, Invitation, 5+ cards ♣ & no 4+ cards Major; or
6-9 HCPs, 6+ cards ♣
- 2♦/2♥/2♠ Jump Shift: 13+ HCPs, Game Forcing, 5+ cards in bided suit
- 2NT 10-11 HCPs, balanced hand, invite to 3NT
- 3♣ 13+ HCPs, Game Forcing, 5+ cards ♣ & no 4+ cards Major

Subsequent Auctions:

- New suit 4+ cards in bided suit
- 1♣-1♦/1♥/1♠-1NT 12-15 HCPs, balanced hand
- 1♣-1♥-1NT-2NT 10-12 HCPs, invitation with 4+ cards ♥ (similar for ♠)
- 1♣-1♥-1NT-3♥ 10-12 HCPs, forcing with 5+ cards ♥ (similar for ♠)
- 1♣-1♥/1♠/1NT-2♦ 16-18 HCPs, reverse, at least 5-4 in ♣-♦, if not 4-4-4-1
- 1♣-1♠/1NT-2♥ 16-18 HCPs, reverse, at least 5-4 in ♣-♥, if not 4-4-4-1
- 1♣-1♦/1♥/1♠-2NT 19-21 HCPs, balanced hand,
or singleton in responder suit,
may have 4 cards in responder suit
- 1♣-1♥(1♠)-3♥(3♠) 16-18 HCPs, Invitation to 4♥(4♠) with 4 cards support
- 1♣-1♥-3♠/4♦ **Splinter:** 16+ HCPs or 16 HCP good suit quality
Game Forcing & 4 cards support
& singleton or void in bided suit
- 1♣-1♠-4♦/4♥ **Splinter:** Game Forcing & 4 cards support
& singleton or void in bided suit
- New suit after Splinter Cue-bids, no wastage in splinter suit, Slam Trial
- 1♣-1♥(1♠)-4♥(4♠) 18-20 HCPs, Game Forcing & 4 cards support but no singleton or void

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Natural: 5-card major & prepared club

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Opening 1♦

- 13-21 HCPs; or
- 4+ cards ♦

Responses:

- 1♥/1♠ 6+ HCPs & 4+ cards in bided suit
- 1NT 6-9 HCPs, no 4+ cards Major
- 2♣ 10+ HCPs, 5+ cards ♣, forcing to 2NT, promise 1 more bid
- 2♦ 6-9 HCPs, Invitation with singleton & 4+ cards ♦ & no 4+ cards Major
- 2♥/2♠/3♣ Jump Shift: 13+ HCPs, Game Forcing, 5+ cards in bided suit
- 2NT 10-11 HCPs, balanced hand, invite to 3NT
- 3♦ 13+ HCPs, Game Forcing, 4+ cards ♦ & no 4+ cards Major

Subsequent Auctions:

- New suit 4+ cards in bided suit
- 1♦-1♥/1♠-1NT 12-15 HCPs, balanced hand
- 1♦-1♥-1NT-3♥ 10-12 HCPs, Forcing with 5+ cards ♥ (similar for ♠)
- 1♦-1♠/1NT-2♥ 16-18 HCPs, reverse, at least 5-4 in ♦-♥, if not 4-4-4-1
- 1♦-1NT-2♠ 16-18 HCPs, reverse, at least 5-4 in ♦-♠, if not 4-4-4-1
- 1♦-1♥/1♠/1NT-3♣ 16-18 HCPs, at least 5-4 in ♦-♣, if not 4-4-4-1
- 1♦-1♥/1♠-2NT 19-21 HCPs, balanced hand,
or singleton in responder suit,
may have 4 cards in responder suit
- 1♦-1♥(1♠)-3♥(3♠) invitation to 4♥(4♠) with 16-18 HCPs & 4 cards support
- 1♦-1♥-3♠/4♣ **Splinter:** 16+ HCPs, or 16 HCPs with good suit quality,
Game Forcing & 4 cards support
& singleton or void in bided suit
- 1♦-1♠-4♣/4♥ **Splinter:** Game Forcing & 4 cards support
& singleton or void in bided suit
- New suit after Splinter Cue-bids, no wastage in splinter suit, Slam Trial
- 1♦-1♥(1♠)-4♥(4♠) Stop bid, Game Forcing & 4 cards support but no singleton or void

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Natural: 5-card major & prepared club

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Opening 1♥

- either a) 13-21 HCPs; or
b) 11-12 HCPs with 3+ controls & no wastage in shortness; or
- 5+ cards ♥

Responses:

- 1♠ 6+ HCPs & 4+ cards ♠
- 1NT 6-9 HCPs
- 2♣ 10+ HCPs, promise 1 more bid, either 5+ cards ♣ OR
no 4+ cards ♠ nor 5+ cards side suit, **relay** with 0+ cards ♣
Remark: (*need alert*) relay only when support in ♥ and 10+ HCPs
- 2♦ 10+ HCPs, 5+ cards ♦, promise 1 more bid
- 2♥ 6-9 HCPs with 3+ cards support in ♥
- 2♠/3♣/3♦ Jump Shift: 13+ HCPs, Game Forcing, 5+ cards in bided suit
- 3♥ 10-11 HCPs with 4+ cards support with honour in ♥, invitation to 4♥
- 2NT 10-11 HCPs, balanced hand, invite to 3NT
- 3♠/4♣/4♦ Double Jump Shift: **Splinter**: 4+ cards ♥ support & 13+ HCPs plus
singleton or void in bided suit, Slam Trial
- 4♥ Stop bid, 10- HCPs with 4+ cards ♥ support, shaped with shortness

Subsequent Auctions:

- New suit 4+ cards
- 1♥-2♣/♦-2♥ 13-15 HCPs, 6+ cards ♥
- 1♥-1NT-2♠ 16-18 HCPs, reverse, at least 5-4 in ♥-♠
- 1♥-1NT-3♥ 16-18 HCPs, Forcing with 6+ cards ♥
- Single raise with 3+ cards support, 4+ cards if support ♣
(raise in partner suit) e.g. 1♥-2♦-3♦
- Lowest available NT 5-3-3-2 and min. e.g. 1♥-2♣/♦-2NT
- Jump shift 16-18 HCPs, at least 4+ cards in bided suit
- Double raise Invitation; e.g. 1♥-1♠-3♠
- 1♥-1♠-4♣/4♦ **Splinter**: Game Forcing with 4+ cards ♠ support &
singleton or void in bided suit, Slam Trial
- New suit after Splinter Cue-bids, no wastage in splinter suit, Slam Trial

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Opening 1♠

- either
 - a) 13-21 HCPs; or
 - b) 11-12 HCPs with 3+ controls & no wastage in shortness; or
- 5+ cards ♠

Responses:

- 1NT 6-9 HCPs
- 2♣ 10+ HCPs, promise 1 more bid, either 3+ cards ♣ OR
- 2♦/2♥ 10+ HCPs, 5+ cards in bided suit, forcing to 2NT, promise 1 more bid
- 2♠ 6-9 HCPs with 3+ cards support in ♠
- 3♣/3♦/3♥ Jump Shift: 13+ HCPs, Game Forcing, 5+ cards in bided suit
- 3♠ 10-11 HCPs with 4+ cards support in ♠, invitation to 4♠
- 2NT 10-11 HCPs, balanced hand, invite to 3NT
- 4♣/4♦/4♥ Double Jump Shift: **Splinter**: 4+ cards ♠ support & 13+ HCPs plus singleton or void in bided suit, Slam Trial
- 4♠ Stop bid, 10- HCPs with 4+ cards ♠ support, shaped with shortness

Subsequent Auctions:

- New suit 4+ cards
- 1♠-1NT-3♠ 16-18 HCPs, Forcing with 6+ cards ♠
- Single raise 13-15 HCPs, with 3+ cards support, 4+ cards if support ♣
- Lowest available NT 5-3-3-2 and min.
- Jump shift 16-18 HCPs, at least 4+ cards in bided suit; e.g. 1♥-1NT-3♥
- Double raise Invitation
- 1♠-2♥-4♣/4♦ **Splinter**: Game Forcing with 4+ cards ♥ support & singleton or void in bided suit, Slam Trial
- New suit after Splinter Cue-bids, no wastage in splinter suit, Slam Trial

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Opening 1NT**Conditions:**

- 15-18 HCPs
- balanced hand (means no singleton)
- may have 5 cards Major, 5-3-3-2
- may have 6 cards minor. 6-3-2-2

Responses:

- 2♣ 7+ HCPs, Major Stayman, have 4 cards Major
- 2♦/2♥ 0+ HCPs, Forcing, Jacoby transfers, 5+ cards ♥/♠ respectively
- 2♠ 16+ HCPs, Minor Stayman, 5-4 Minor, Game Forcing, Slam Trial
- 2NT 7-8 HCPs, Invitation to 3NT
- 3♣/3♦ 9-15 HCPs, with 6+ cards in good quality e.g. at least 3 consecutive honours
- 3NT 9+ HCPs, Closing bid
- 4♣ 15+ HCPs, Roman Gerber
- 4NT 15-17 HCPs, invite to 6NT
- 5NT 18+ HCPs, invite to 6NT or 7NT

Subsequent Auctions:

- Major Stayman:

1NT-2♣-2NT	Max with 4-4 in Majors
1NT-2♣-2♦-2♥/2♠	7-8 HCPs, Stop with 5-4 in Majors, 5+ cards in bided suit
1NT-2♣-2♦-2NT	With only 4 cards in Major
1NT-2♣-2♦-3♥/3♠	9+ HCPs, Game Forcing with 5-4 in Majors, 5+ cards in bided suit
1NT-2♣-2♥/2♠-3♣	5+ cards ♣, 4 cards in partner major
1NT-2♣-2♥/2♠-2NT	7-8 HCPs, no 4 cards in partner major
1NT-2♣-2♥/2♠-3NT	9-14 HCPs, no 4 cards in partner major
1NT-2♣-2♥/2♠-3♦	5+ cards ♦, 4 cards in partner major
1NT-2♣-2♥-3♠/4♣/4♦	Splinter ON after Major Stayman,
1NT-2♣-2♠-4♣/4♦/4♥	Splinter ON after Major Stayman,
1NT-2♣-2♥/2♠-4NT	15+ HCPs, no 4 cards in partner major, Roman Gerber
1NT-2♣-2♥/2♠-5NT	18+ HCPs, Invite to 6NT or 7NT
- Minor Stayman

1NT-2♠-2NT	No 4+ cards minors
1NT-2♠-3♣/3♦	4+ cards in bided suit
1NT-2♠-3♣-3♦/3♥/3♠	fit in ♣, cue bid in bided suit
1NT-2♠-3♦-3♥/3♠/4♣	fit in ♦, cue bid in bided suit

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• Major Transfers

1NT-2♦-2♥-3NT	9 HCPs, Invitation for 3NT/4♥ with exactly 5 cards ♥
1NT-2♦-2♥-3♥	Invitation for 4♥ with 6+ cards ♥ (similar for ♠)
1NT-2♦-2♥-3♥-3NT	7-8 HCPs, 2+ cards ♥ (similar for ♠)
1NT-2♦-2♥-3♥-3NT-4♥	7-8 HCPs, 6+ cards ♥ (similar for ♠)
1NT-2♦-2♥-3♥-4♥	7-8 HCPs, 3+ cards ♥ (similar for ♥)
1NT-2♦-2♥-2♠	Showing at least 5-5 Majors, Invitational
1NT-2♥-2♠-3♥	9+ HCPs, Showing at least 5-5 Majors, Game Forcing (5-4 majors, use Stayman)
1NT-2♦-2♥-3♣/3♦	4+ cards 2 nd suit
1NT-2♦-2♥-4♣/4♦	9+ HCPs, 6+ cards ♥ and cue bid in bided suit;

- Super Transfers - bid new suit when transfers, showing max. with support (4+ cards or 3 cards with honour) and cue bids in bided suit
 - a) 1NT2♦-2♠/3♣/3♦
then responder if no slam interest, could sign off by 3♥ or 4♥
if slam interest, then cue-bids
 - b) 1NT-2♥-3♣/3♦/3♥
then responder if no slam interest, could sign off by 3♠ or 4♠
if slam interest, then cue-bids

When 1NT is being interfered

1. by *double* (in most conventions, double shows one suiter)

- Pass 0-6 HCPs
- New suit non-forcing

2♣/2♦/2♥/2♠	7-8 HCPs, 5+ cards in bided suit
2NT	7-8 HCPs, balanced hand
- ReDouble 9+ HCPs, promise 3NT
 - After ReDouble, double to interfere bid by balancing position is penalty
 - After ReDouble, double to interfere bid immediately by the following position is take-out; pass is waiting for penalty by balancing position

2. by DONT/Brozel/Capp/... (showing two suiters)

- Pass 0-6 HCPs
- Double negative double, shows 7+ HCPs,,
no 5+ cards or poor suit quality; or bidding suit = opponent suit
- New Suit 7+ HCPs, 5+ cards in bided suit

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Overcalling 1NT

- 15-18 HCPs, balanced hand, just like opening 1NT

Responses:

- **No Stayman nor Transfers** ((1♥)-1NT-(Pass)-2♥ means ♥ support and Stayman)
- Cue-bid opponent suit is One-round-force, take-out like Stayman, promise can stand at least 2-level Major

Opening 2♣

- with at least 8 winning tricks AND 6+ controls
- either
 - a) strong with at least 5-5 two suiters;
e.g. AKxxx
AKxxx or
 - b) one solid suiter hand, any distribution, e.g. AKQxxxx or AKJ10xxxx
- control asking bid
- **forcing to 3 level Major**

Responses:

Note: K = 1 control

- 2♦ 0-1 control A = 2 control
- 2♥ 2 controls
- 2♠ 3 controls ,
- and so on...

Subsequent Auctions:

- Support with 3 cards
- Bid new suit with 5+ cards
- Jump to game with excellent trumps support (like 5+ cards)
- 2♣-2♦-2♥(2♠)-3♥(3♠) is weaker than 2♣-2♦-2♥(2♠)-4♥(4♠)

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Opening 2♦

- either a) 6-12 HCPs & 6+ cards ♥ (i.e. normal weak 2♥ opening); or
b) 22+ HCPs, balanced hand

Responses:

- 2♥ Non-forcing
- 2♠ 5+ cards ♠, forcing one round
- 2NT Blue-Asking

Subsequent Auctions:

- 2♦-2NT- 3♣ weak HCPs, weak suit quality (no two of AKQ)
- 3♦ weak HCPs, strong suit quality (two of AKQ)
- 3♥ strong HCPs, weak suit quality
- 3♠ strong HCPs, strong suit quality
- 3NT strong HCPs, suit headed by AKQ
- 2♦-2♠-3♠ 3+ cards support in ♠
- 2♦-2♥-3♣/3♦ 2nd suit with 4+ cards (most likely 5 cards) plus weak 2♥ hand
- 2♦-2♥-2NT 22-24 HCPs, balanced hand, subsequent development is the exactly same as 2NT opening
- 2♦-2♥-3NT 25-26 HCPs, balanced hand
- 2♦-4♥ Stop bid

Opening 2♥

- Flannery
 - 11-15 HCPs, 5+ cards ♥ AND 4 cards ♠

Responses:

- 2♠ Stop bid
- 2NT 10+ HCPs; ask singleton, have ♥ support
- 3NT 10+ HCPs, no ♥ support

Subsequent Auctions:

- 2♥-2NT- 3♣/♦ singleton on ♣/♦
- 3♥ 11-12 HCPs, 2-2 in ♣&♦, invitation
- 3♠ 14-15 HCPs, 2-2 in ♣&♦, invitation
- 3NT 14-15 HCPs, 2-2 in ♣&♦, with honours in BOTH ♣&♦
- 4♣/4♦ void on ♣/♦

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Opening 2♠

- 8-11 HCPs
- 6+ cards ♠

Responses:

- 2NT 13+ HCPs, Blue-Asking
- 3♣/3♦/3♥ 5+ cards ♥, forcing one round
- 3♠ 13+ HCPs (except 2♠-(X)-3♠ pre-emptive)

Subsequent Auctions:

- 2♠-2NT- 3♣ weak HCPs, weak suit quality (no two of AKQ)
- 3♦ weak HCPs, strong suit quality (two of AKQ)
- 3♥ strong HCPs, weak suit quality
- 3♠ strong HCPs, strong suit quality
- 3NT strong HCPs, suit headed by AKQ
- 2♠-3♥-4♥ 3+ cards support in ♥

Opening 2NT

- 20-21 HCPs
- balanced hand (means no singleton)
- may have 5 cards Major
- may have 6 cards minor

Responses:

- 3♣ Major Stayman
- 3♦/3♥ Jacoby transfers, 5+ cards ♥/♠ respectively
- 3♠ Minor Stayman, Game Forcing, Slam Trial
- 3NT Closing bid
- 4♣ Roman Gerber
- 4NT invite to 6NT
- 5NT invite to 6NT or 7NT

Subsequent Auctions:

- They are more or less the same as the subsequent auctions after Stayman/Transfers oppose to 1NT opening

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Opening 3♣/3♦

- 8-11 HCPs
- 7+ cards with good suit quality

Responses:

- 3♥/3♠ 13+ HCPs, Forcing one round, Game Forcing, 5+ cards in bided suit

Subsequent Auctions:

- raise in Majors 3+ cards support in ♥/♠
- 3NT no support in Majors

Opening 3♥/3♠

- 8-11 HCPs
- 7+ cards
- should have good suit quality

Responses:

- 3-level unbided Major 13+ HCPs, 5+ cards, forcing one round

Subsequent Auctions:

- raise in Majors 3+ cards support in ♥/♠
- 3NT no support in Majors

Opening 3NT (for reference only!!)

- Kenta 3NT
 - AKQxxxx in Major
K
- Gambling 3NT
 - AKQxxxx in Minor, max 1 more K in other side suit
 - Defence: Play Ace as soon as possible

Competitive Bidding

If opponent double (for takeout),

- redouble showing 10+ HCPs, not guaranteeing fit or misfit
- jump raise is pre-emptive (e.g. 1♥-X-3♥)
- jump shift is pre-emptive with 6+ cards (e.g. 1♥-X-3♣/♦)
- after redouble, double opponent suit should be penalty

If opponent overcall in 1-level,

- any 2-level bid is forcing, 10+ HCPs & 5+ cards, guarantee at least one more bid (e.g. 1♦-(1♥)-2♣)
- negative doubles always show 4 cards in other Major (*but not a must*) (e.g. 1♦-(1♠)-X)
 - 6-9 HCPs, 4 card major or 10+ HCPs, balanced hand
- 1NT does not guarantee stoppers in opponent suit, only showing 6-9 HCPs
- 1♣/1♦-(1♥)-1♠ is forcing, showing 5+ cards ♠, 6+ HCPs, (if opponent do not overcall, 4+ cards ♠)

If opponent overcall in 2-level, or pre-empt in 2-level,

- any 2-level bid is non-forcing, 7-10 HCPs & 5+ cards in bided suit (e.g. 1♠-(2D)-2♥/2♠)
- any 3-level bid is forcing, 11+ HCPs & 5+ cards (e.g. 1♠-(2♦)-3♥)
- stronger hand please use *negative doubles* first (e.g. 1♦-(2♣)-X, 1♦-(2H)-X)
 - 7-10 HCPs, unbided 4+ cards major, or 10+ HCPs, Game Forcing

If your partner overcall with 1♦,

- 4+ cards in bided suit (e.g. (1♣)-1♦)
- good suit quality and most likely 10+ HCPs
- double when 13+ HCPs, with 3+ cards in unbided suit (even have 4 cards ♦)

If your partner overcall with 1 Major,

- 10+ HCPs, 4+ cards in bided suit (e.g. (1♣/1♦)-1♠)
- take-out double when holding more than opening hand with 3+ cards in unbided suit

If your partner overcall at 2-level,

- 5+ cards in bided suit
- 10+ HCPs
- double when holding more than opening hand with 3+ cards in unbided suit
- double weak 2 opening 16+ HCPs, Forcing
- (1♠)-Pass-(2♣)-New suit 13 HCPs

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Remarks

- Responder new suit is always one round forcing if partner has not limited bid NT
 - 1♥-1♠-2♥-3♣/3♦ is forcing
 - 1♦-1♠-1NT-2♣ is not forcing since partner has limited bid 1NT
- Opener new suit is non-forcing
 - 1♥-1♠-2♣ could be passed out
- 4th suit is Game Forcing, bid NT if you have stoppers in that suit
 - 1♠-2♦-2♥-3♣ is Game Forcing, bid 3NT if stoppers in ♣
- Jump shift shows Game Forcing, most likely 6+ cards semi-solid in bided suit; If only 5 cards, then should have support in partner opening bided suit
- Reverse bid is always one round forcing
- If Stayman is being doubled (lead-directing), pass showing no 4+ cards Major
- If Transfers is being doubled (lead-directing), pass showing no support in partner suit;
 - redoubles showing guards (or values) in opponent suit;
 - bid as usual showing support in partner suit
 - e.g. 1NT-2♥-(X) No ♠
 - e.g. 1NT-2♥-(X)-XX Have ♥

Leads

- Top of sequence
- Top of internal sequence (i.e. T from QT9xx / KT9xx, J from KJTxx / AJTxx, etc.)
- Lowest from 3 cards with Honor (Note : Axx, Kxx)
- Top of nothing
- 4th best from long suit
- Lowest from 3 small cards when count is important (e.g. partner bided suit)

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Cardings

- Standard cardings, Hi implies encourage & Low implies discourage
- Playing sequence, Hi-Low implies even no. of cards in that suit, Low-Hi implies odd no. of cards vice versa for playing trump

Roman Blackwood (use RKCB when agreed suit, see below)

- 5♣ 0 or 3 Aces
- 5♦ 1 or 4 Aces
- 5♥ 2 matching Aces (same colour or same rank)
- 5♠ 2 non-matching Aces (none of above)
- 6-level suit 2 Aces & void in bided suit

Roman Gerber (only when oppose to 1NT/2NT openings)

- 4♦ 0 or 3 Aces
- 4♥ 1 or 4 Aces
- 4♠ 2 matching Aces (same colour or same rank)
- 4NT 2 non-matching Aces (none of above)

Disco Cue-bids

- Directly cue-bids in opponent bided suit
- e.g. (1♦/1♥/1♠)-2♦/2♥/2♠ implies 19+ HCPs

Brozel (when vs strong 1NT Opening (15-18))

- Good suit quality
 - Non-Vul : 10+ HCPs
 - Vul : 13+ HCPs
- double 1 suiter, partner is forced to bid 2♣
- 2♣ ♣ + ♥, at least 5-4
- 2♦ ♦ + ♥, at least 5-4
- 2♥ ♥ + ♠, at least 5-4
- 2♠ ♠ + 1 Minor, at least 5-4
- 2NT two Minors, at least 5-4, unusual 2NT

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Roman Key-Card Blackwood (RKCB)

- Used *only* when **agreed suit** (directly raise or Splinter) or **transfer+cuebids**.
- Otherwise, still use Roman Blackwood.

There are totally 5 key-cards in every hand, four Aces + trump King.

Responses to RKCB 4NT,

5♣	0 or 3 key-cards
5♦	1 or 4 key-cards
5♥	2 or 5 key-cards without trump Queen
5♠	2 or 5 key-cards with trump Queen

Normally, you should better have *at least 2 key-cards* when you are going to use RKCB.

After 5♣/5♦ response, if your partner is going to stop at 5 level, you should raise to 6 level if you are holding extra values, i.e. 3/4 key-cards.

e.g.	4NT	5♣
	5♠ (stop bid)	6♠ (if 3 key-cards instead)

If partner wants to ask whether you have got the trump Queen after you responded 5♣/5♦, he could relay by *raising 1 rank suit*. Then *the lowest available suit* response denying the trump Queen while *the second lowest available suit* response guaranteeing the trump Queen.

e.g.	if ♠ is agreed suit,	4NT	5♣ ¹
		5♦ ²	5♥ ³

¹ if this bid will not be misunderstood as 0 key-card, then

² is used to ask whether if you have got trump Queen

³ denying trump Queen

e.g.	if ♥ is agreed suit,	4NT	5♦
		5♥ ⁴	

⁴ this one depends, may be a stop bid or a trump Queen asking bid;

if your previous bids indicate you have got a very strong hand, this is going to ask the trump Queen; otherwise, this is a stop bid

Could use 5♠ to ask for trump Queen in this case!!

After RKCB, 5NT is used to ask *the lowest rank side King*. (only bid 5NT when having ALL key cards and want to have grand slam trial) Same after the trump Queen asking. Rebid agreed suit if no side King or the rank of the King is higher than the rank of agreed suit

e.g.	if ♠ is agreed suit,	4NT	5♥
		5NT	6♦ ⁵

⁵ guaranteeing ♦K and denying ♣K

e.g.	if ♠ is agreed suit,	4NT	5♣
		5♦ ²	5♠ ⁶
		5NT	6♥ ⁷

⁶ guaranteeing trump Queen

⁷ guaranteeing ♥K and denying ♣K & ♦K at the same time

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After responding the lowest rank side King, if you want to know if your partner also has King of another suit, you can bid that particular suit.

e.g. if ♠ is agreed suit, 4NT 5♣
 5NT 6♣
 6♦⁸

⁸ ask if you have ♦King

response 6♠ if no ♦King, otherwise response 7♠