

FINCH CLINCH

Any totally unexpected, weird, “non-system” bid made higher than 4♣s, is **Finch Clinch**.

How often have you had a problem including/showing a void suit when considering a slam, and have to settle for game, and very often making 6 or even 7?

The reason for this is, so often you don't know if one of your partner's Aces is the ace of your void suit (therefore of limited value), or if it's a more important Ace (like the Ace of the suit that they bid)! Similarly is one of the kings your partner holds, the king of your void suit, or a more valuable king?

Showing voids safely makes Finch Clinch the ultimate addition to Finch Cinch.

All you have to do, if you have a void suit, and think a slam might be on, is bid 4 of your void suit (except if ♣s, then bid 4NT), and your partner will show his Keycards, excluding your void suit Ace, and likewise also omit your void suit King if next you ask about his Kings!

Example 1♦ – 3♦ – 4♥, says, (OK ♦s are Trumps), but I have a void in ♥s, so please tell me your KeyCard count EXCLUDING ♥s (my void suit), using the normal step system (4♠=0or3, 4NT=1or4, 5♣=2-Q♦, 5♦=0Kings, 5♥=K♣, 5♠=K♠ and 5NT=K♣+K♠), and if a King 'ask' is subsequently instigated, now also EXCLUDING the K♥ (0, lower, higher or both – as there are only 2 Kings left).

An even more unexpected example, 1NT – 2♣ – 2♥ – 4♠, (says ♥s are trumps) and I have ♠ void, so please tell me your Ace count EXCLUDING ♠s (my void suit), using the normal step system (4NT=0or3, 5♣=1or4, 5♦=2-Q♥, 5♥=0Kings, 5♠=K♣, 5NT=K♦ and 6♣=K♣+K♦), and if a King 'ask' is subsequently instigated, now also EXCLUDING the K♠ (0, lower, higher or both).

1♠ – 4♥, means love your ♠s, have a void in ♥s, if your Aces include the A♠ we could be in 7♠!