

Suppose you were the defender in this situation.
 Contract 4sp and you lead the Ace Hrts. Declarer drops the Q as before.

{you} 76 <u>A</u> K76 KQ76 654	{dummy} AQ92 J4 <u>2</u> 54 AJ97	{declarer} <u>Q</u>
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Now perhaps you don't like the idea of this particular declarer pulling the wool over your eyes so you play the K. BUT !!!! if this is the full deal { below } declarer ruffs your K (and subsequently makes 12 tricks).

{you} 76 AK76 KQ76 654	{dummy} AQ92 J42 54 AJ97	{declarer} KJ10843 Q A8 KQ102
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Perhaps you feel the world is against you and there is nothing that you can do if the declarer is this tricky ? Well one thing you can do is join them { cf if you can't beat 'em etc etc }. You too will become a tricky declarer { and certainly a declarer its difficult to play against if you steel yourself to dropping Q's + J's on defender's leads.}

765 ----- ----- <u>Q</u> 8	765 ----- ----- <u>J</u> 8
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.....
 or what about dropping the Hon on the *second round* ?

76 <u>5</u> ---- ---- J8 <u>3</u>	76 ----- ----- <u>J</u> 8
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a naive defender might just think you have run out of the suit mightn't they ?