

Contract 3NT -----lead the 2 spades

(declarer)	(dummy)
AQ3	K76
AJ2	1094
10943	AJ32
A43	Q87

Trick 1 : win with the Ace spades ✓  
Trick 2 : lead the 10 diamonds for a finesse.{{ the 10 loses to the Q }}. ×  
Trick 3 : the opponents lead another spade -which we win with the Queen. ✓ ✓  
Trick 4 : lead the 9 diamonds for a finesse -which we win. ✓  
Trick 5 : lead the 3 diamonds for a finesse of the Jack -which we win. ✓  
Trick 5 : lead the 4 diamonds to the Ace -which we win. ✓  
Trick 6 : lead the 10 hearts for a finesse.{{ the 10 loses to the K }}. ×  
Trick 7 : the opponents lead another spade -which we win with the King. ✓  
Trick 8 : lead the 4 hearts to the Jack for a finesse-which we win. ✓  
Trick 9 : lead the Ace hearts which we win ✓  
Trick 10 : lead the Ace clubs which we win ✓

So far we have taken 9 tricks and in truth that is likely to be our lot !  
{ We still can try for a club trick at Trick 11 and lead the 3 to the Queen clubs but  
we have probably run out of time to take 10 tricks. Still , we have made our contract.}

-----  
Here is one more 3NT hand to plan the play for. Contract 3NT -----lead the Q clubs

(declarer)	(dummy)	
A876	KJ3	2 x spade tricks
KJ2	A98	2 x heart trick
Q765	KJ42	0 x diamond tricks
AK	876	2 x club tricks

Spades ? A876 -----KJ3 There is a finesse here which might work. Also the suit may break 3--3. There are *possibilities* of 4 tricks in this suit.

Hearts ? KJ2 -----A98 There is a finesse here which might work. We *may* take 3 tricks.

Diamonds? Q765 -----KJ42 As soon as the Ace of diamonds has been forced out there is a definite likelihood of 3 Diamond tricks.

Clubs ? AK ----- 876 No possibility of extra club tricks.

And now it is time to marshal the evidence and decide on the best order of play.  
We started with 6 tricks and have a number of ways to try to increase that number.  
It is always correct to play on the suit that gives the most extra tricks with the least risk.  
Spades on a very lucky day might make us two extra tricks ( to go with the A + K we started with).  
Hearts may provide 1 extra trick (to go with the A + K we started with).  
Diamonds however offer us three extra tricks { 3 more than the zero we started with).  
It is Diamonds that must be played first. Playing diamonds will result in 9 tricks. {There is an outside chance ( if the opponents lose their way ) that we might yet make overtricks in Hrts or Spades but the diamonds must be played first to guarantee our contract }.

