Answers play hands

1) play low 2)play high (last chance to make even one trick) ok 2udo

3) play Q 4) play 4 …. Now you will definitely make 1 trick in time

5) play 2 (yes 3uwandsee) 6)play Q

7)play K …you have the K + Q opposite each other so there is no doubt a trick will be made eventually. It would be nice to make 2 tricks though. Playing the K gives u the best chance of that

8) play the 2. 9)play the 3

10)play low. Well you would like to make more than just the Ace wouldn't you ?
Ths is the only way that might happen.

11) a safe switch is called for methinks. A spade.
"That's a trump though Sire.!" "Glory be so it is . Tis safe too I'll wager "

12) The 8 diamonds. Its safe and it's a putting the frightners on switch.
Theres nothing else remotely safe either.

13) Making 4 tricks from clubs would give us the contract so that's the suit to think about. Doesn't seem too difficult …after all you do have the A + K + Q + 10 !! Still there s a skill in how you play this too. Preserving the tenace would be a good idea.
So; 1st) Ace cl 2) Q clubs) and then …if necessary finesse the 10.

This is the layout you are catering for :

6
K1032 ----------AQ54
J987

14) responder. There 4Sp bid was unnecessary ,3Sp would have been forcing (POFA) And would have left more space.

And as there is space here too I will give a better auction

1H----------2D (10+pts)
2S(reverse 15+pts) ----------3S (agreeing spades and forcing)
4D (lowest cuebid ie no club control) ----------4Sp. (enough already)