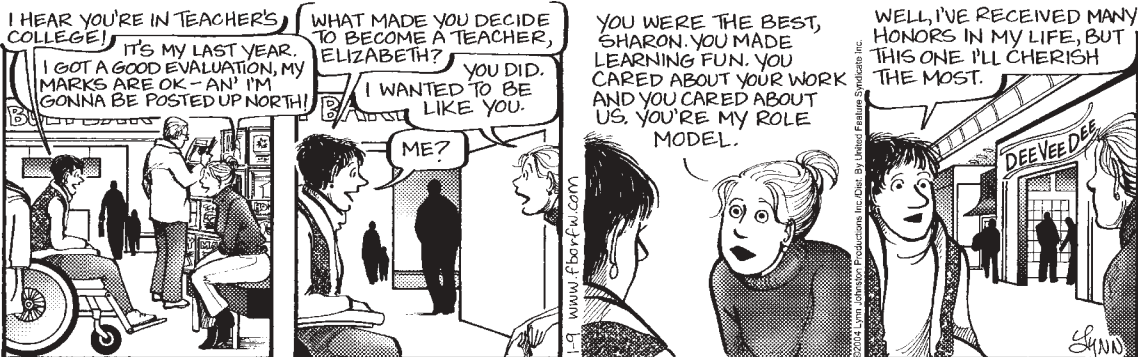


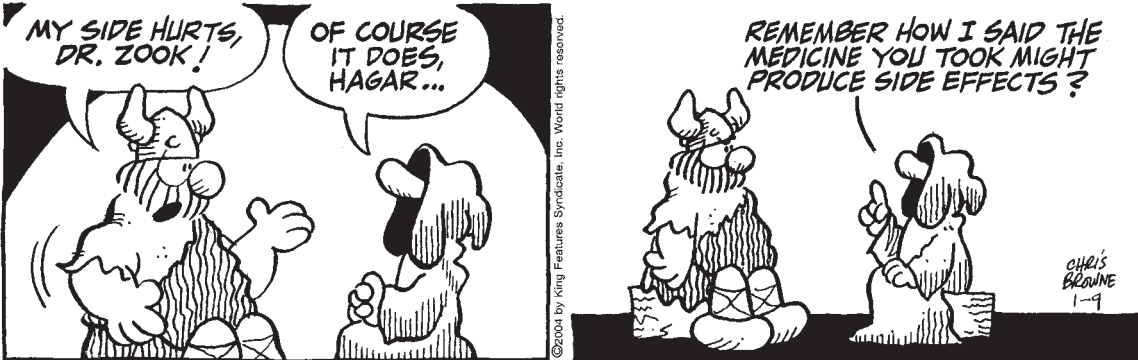
For Better or Worse • Lynn Johnston



Garfield • Jim Davis



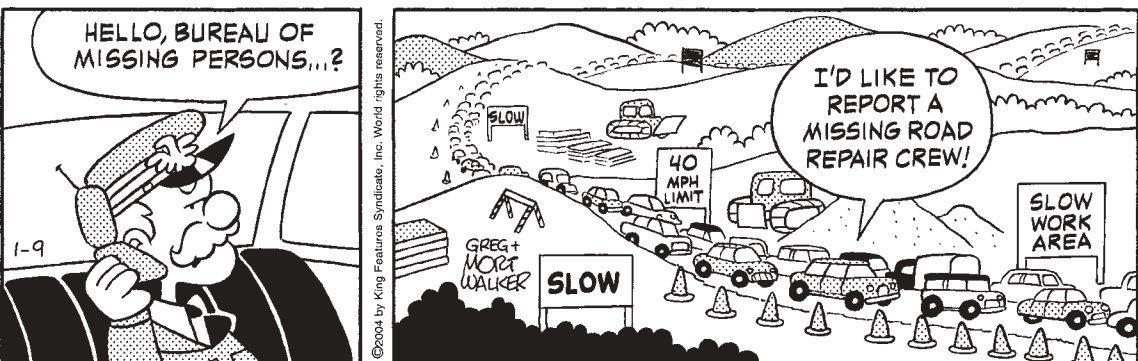
Hagar the Horrible • Chris Browne



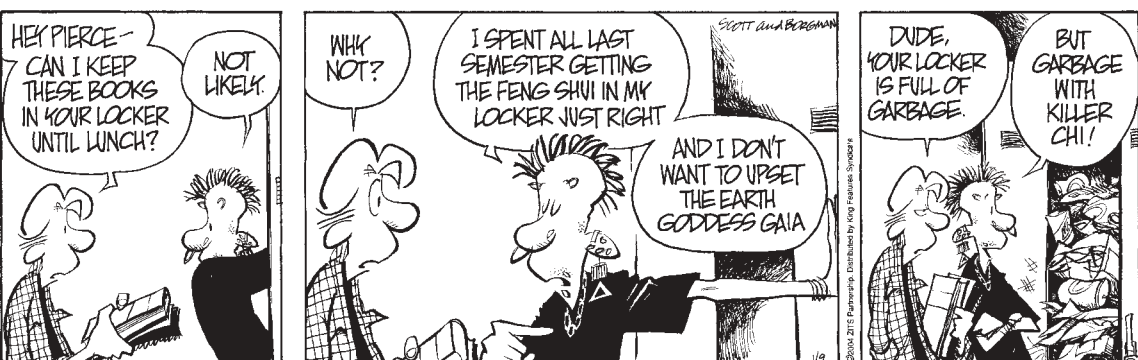
Blondie • Chic Young



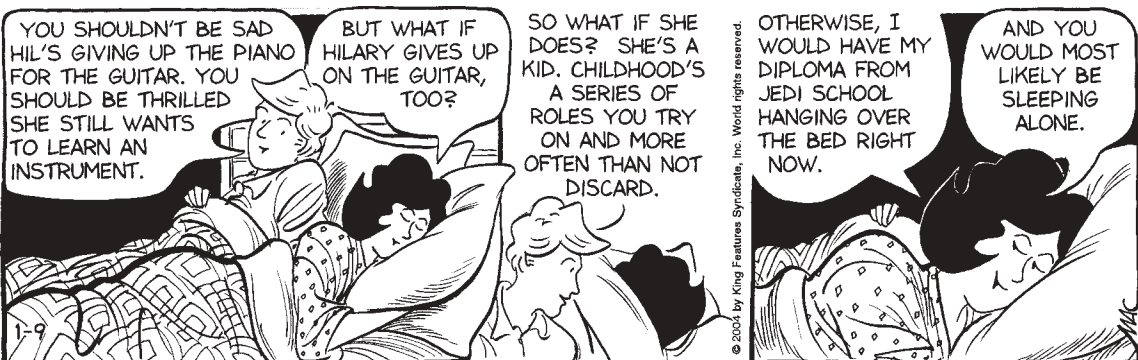
Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Sally Forth • Greg Howard



Cryptoquip

QP CDETA G TQLB TCVRB
PV LQHGEU Q RTXQLICBS
BUU, IDP G SGSE'P MQEP
PV MAGRH GP.
Yesterday's Cryptoquip: WHEN A PERSON GOES TO A VOTING BOOTH, I SUPPOSE HE WILL BE USING LEVER-AGE.
Today's Cryptoquip Clue: B equals E

GSDI N LDQF XNPP BZF
BRDV UIXR N KNQKDQVSRE,
GUPP SD QDHDULD N HZX
NKRLD XSD QDVX?
Yesterday's Cryptoquip: AT LUNCH I CAME CLOSE TO MAKING A SCRAMBLED EGG, BUT I DIDN'T WANT TO WHISK IT.
Today's Cryptoquip Clue: K equals B

Crossword

ACROSS

1 Confound
6 Gregory Hines specialty
9 "Great Expectations" lad
12 Fable tag
13 Milwaukee product
14 Nest egg acronym
15 Bog materials
16 Comic strip
18 Makes meringue
20 Quest
21 Actor McBride
23 Moray
24 Impertinent
25 Graham Greene's "Travels With My —"
27 Irascible
29 Be sorry for
31 Three-hankie movie
35 Leilani's "Later!"

37 Latvia's capital
38 Hardly snug
41 Ms. Thurman
43 Intimidate
44 Tangelo
45 Pawn capturer, often
47 Copied sketch
49 Lum-moxes
52 Longing
53 Ever-green
54 Big name in talk
55 Blazed a trail
56 Piggpen
57 Unkempt, as a garden

DOWN

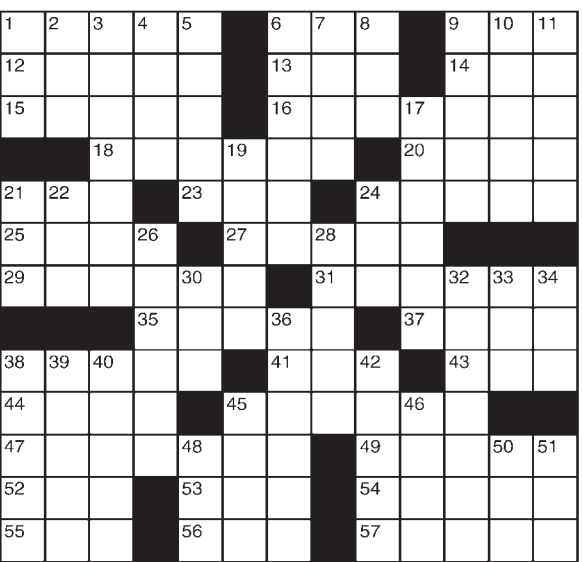
1 Pump up the volume
2 The buck stops here
3 Carica-ture, e.g.
4 Plaster-er's backing
5 Borden mascot
6 Thwart the ball-carrier
7 "Sad to say, ..."
8 Apiece
9 Reverent
10 "Reversal of Fortune" star
11 — raid

17 "Casey at the Bat" poet
19 Vigorous debate
21 Train component
22 Shade
24 Sault-Marie link
26 Dire
28 Pundit
30 TV
32 Tarzan portrayer
33 Illustration
34 Diva's problem
36 Famished
38 Kind of alcohol or nitrite
39 Match
40 Parotid, for one
42 Radiant
45 Contract into wrinkles
46 Clinton's hometown
48 Conditions
50 Young Mr. Lincoln
51 Reticent

Solution time: 25 mins.

P	A	L	S	M	A	D	A	C	T	S
R	I	O	T	A	L	A	S	U	R	E
O	D	O	R	I	I	I	S	L	U	E
D	E	M	E	A	N	S	P	I	D	E
A	D	D	O	S	E					
R	I	C	K	R	E	A	L	I	S	T
E	M	O	A	M	U	A	W	E		
F	A	R	R	A	G	U	T	S	C	O
N	U	N				O	N	E		
A	L	I	B	I	S	B	O	N	M	O
L	O	C	I	U	T	A	I	O	T	A
A	C	H	E	R	A	H	O	T	I	C
S	H	E	S			F	U	N	R	E

Yesterday's answer 1-9



ACROSS

1 Measured in 3-D
6 Type of heel
11 Neighbor of Arizona
12 Obscur-ing
14 Big-enough fish
15 Pass
16 Zsa Zsa's sis
17 Time period
19 Wrestling victory
20 Nasty stinger
22 Poorly
23 Strike repeated-ly
24 "A gentle thing," said Coleridge
26 Ripens
28 "Go, team!"
30 Dot follower, often
31 Stuff you haven't done yet
35 Memor-able time

39 Eve's grandson
40 City legislator (Abbr.)
42 Unfailing
43 In olden days
44 Gators' kin
46 1773 castoff
47 Copies, for short
49 Climactic move
51 Record jacket
52 Uncere-moniously curt
53 "As You Like It" setting
54 One of V-8's eight

DOWN

1 Contem-porary
2 Mis-giving
3 Cyndi Lauper's "She —"
4 Raises one's hackles
5 Wrist bones
6 Defeat decisively
7 Dosage, maybe
8 Mrs. McKinley
9 Smoked salmon
10 Store grain
11 Distorts
13 Fellows

18 Freddy's street
21 Fringe benefits
23 High heels, often
25 One of the gang
27 Place-kicker's pride
29 Lose melliflu-ence
31 Storybook trio
32 Ms. Lansbury
33 Barrel-smith
34 Day- — colors
36 Product
37 Heebie-jeebies
38 "Damn Yankees" song
41 1983 movie featuring Mr. T
44 Inlet
45 "Quien —?"
48 Vine target
50 Ante-

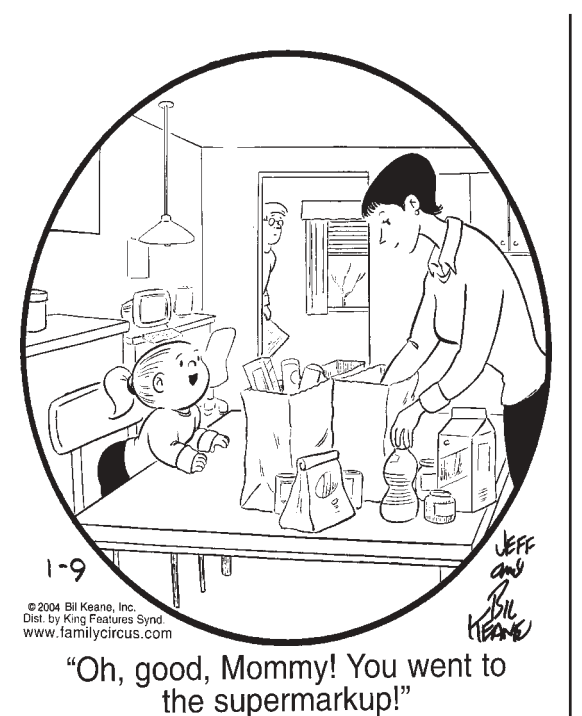
Solution time: 27 mins.

A	D	D	L	E	T	A	P	P	I	P
M	O	R	A	L	A	L	E	T	R	A
P	E	A	T	S	C	A	R	T	O	N
W	H	I	S	K	S			H	U	N
C	H	I		E	E	L	S	A	S	S
A	U	N	T		T	E	S	T		
R	E	G	R	E	T		W	E	E	P
A	L	O	H	A		R	I	G	A	
B	A	G	G	Y		U	M	A		C
U	G	L	I		K	N	I	G	H	T
T	R	A	C	I	N	G		L	O	U
Y	E	N		F	I	R		O	P	R
L	E	D		S	T	Y		W	E	E

Yesterday's answer 1-10



Family Circus • Bill Keane



Bridge — Bidding quiz

You deal and open One Club. Partner raises to Two Clubs. What would you bid now with each of the following four hands?

1. [S] AJ73 [H] K95 [D] AQ [C] 10853
2. [S] KQ9 [H] AQ [D] A107 [C] KJ832
3. [S] AJ6 [H] 10 [D] K95 [C] AQ9652
4. [S] AQJ [H] KQ8 [D] A [C] KJ7643

1. Pass. Partner's two-club response, indicating six to 10 points, makes it clear that there is no game. There is consequently no point in bidding two notrump, which would be construed by partner as a game try showing upward of 16 points. Partner has furthermore denied possession of four spades, so there is no point in bidding that suit. The only logical choice is to pass and settle for a partscore in clubs. To bid again would express game aspirations that are not justified.

2. Three notrump. With a balanced hand, every suit stopped and at least 26 points in the combined hands, three notrump is the standout choice. It would be wrong to bid only two notrump, which partner might pass. At the same time, a slam is out of the question once partner has limited his hand to six to 10 points with his two-club response.

3. Three clubs. Although you have only 14 high-card points facing six to 10, the possibility of game should not be dismissed. After partner's raise, you should re-evaluate your hand on the basis of playing tricks, rather than points, for both notrump and suit purposes. It is certainly not difficult to see your hand contributing seven or eight tricks toward a notrump game.

In effect, three clubs tells partner game is possible if he has better than minimum values for his raise. Partner will pass three clubs more often than not, but rarely will anything be lost by trying for game.

4. Four notrump. A slam is decidedly possible, and the key to whether it can be made lies in the number of aces partner has. This is a classic case for Blackwood.

You plan to pass a five-club response indicating no aces, and to bid six clubs if partner bids five diamonds (one ace). Opposite one ace, the slam might be laydown or depend on a finesse. If partner bids five hearts, showing two aces, six clubs is virtually assured, but you will not venture any further, since partner cannot also have the king of spades for his two-club bid.

South dealer. Both sides vulnerable.

NORTH
♦ K Q 7 4
♥ 6 2
♦ A K J 4
♣ 7 4 2

WEST
♦ —
♥ A Q 10 9 4
♦ 10 9
♣ J 9 8 6 5 3

EAST
♦ J 10 9 8 5 3 2
♥ 8 7 5 3
♦ 6 5
♣ —

SOUTH
♦ A 6
♥ K J
♦ Q 8 7 3 2
♣ A K Q 10

The bidding:
South 1 ♦
1 ♠
3 ♣
6 NT
Opening lead — ten of diamonds.

Basic Card-Reading

Most declarers find it difficult to look 10 or more tricks ahead — even though in some deals it is relatively easy to do.

For example, take this case where South got to six notrump and West led a diamond. (Had West chosen a heart or club lead, he would have presented South with his 12th trick then and there.)

Declarer won the diamond with dummy's king and played a club to the ace at trick two, on which East showed out.

This totally unexpected development enabled South to project with certainty that he would make the contract.

True, he had to look far, far ahead to make this projection, but South realized he had West in a bind from which there was no escape.

Declarer first cashed the ace of diamonds and A-K-Q of spades, learning in the process that West had started with no spades, two diamonds and six clubs, which in turn meant he had precisely five hearts. South then cashed three more diamonds, producing this four-card position:

North [H] 62 [C] 74
West [H] A [C] J96
East Immaterial
South [H] K [C] K Q 10

South now led the king of hearts to West's ace, forcing him to return a club into the K-Q-10.

In a sense, South was lucky he chose to bid six notrump rather than six diamonds, which would have gone down four after a normal club lead by West, followed by normal defense.

