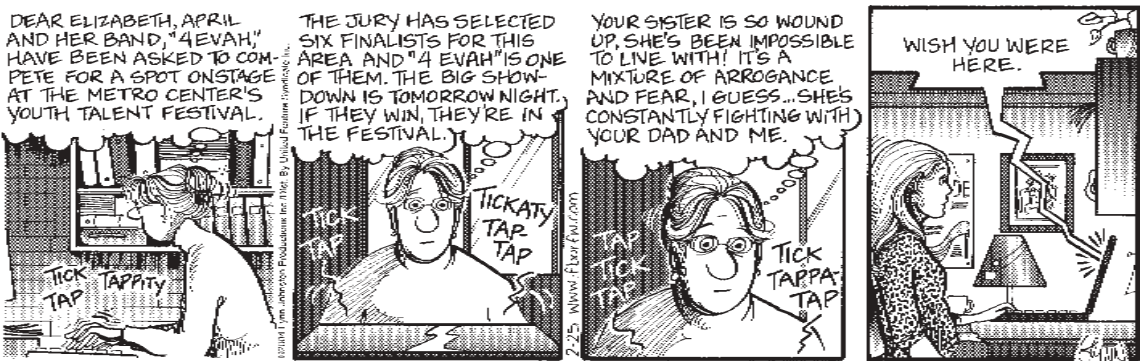


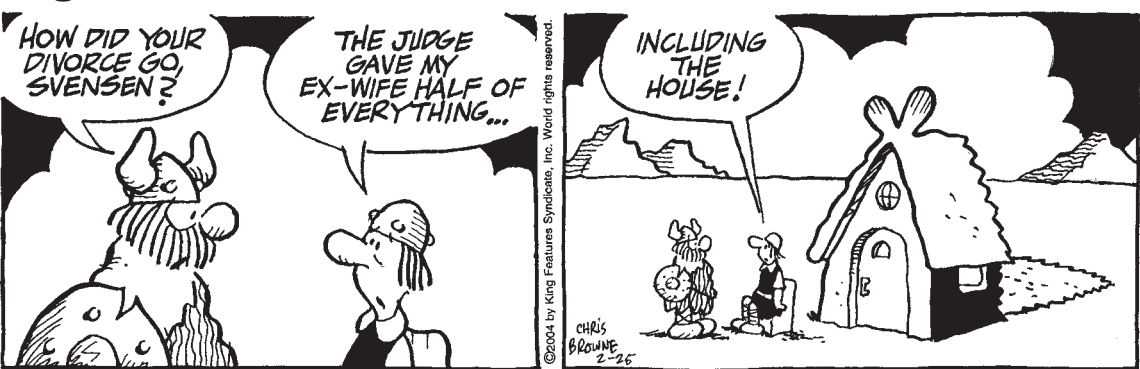
For Better or Worse • Lynn Johnston



Garfield • Jim Davis



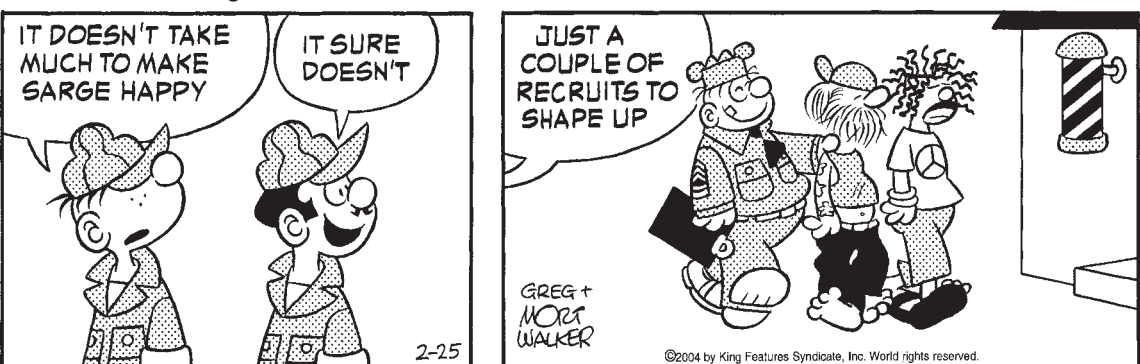
Hagar the Horrible • Chris Browne



Blondie • Chic Young



Beetle Bailey • Mort Walker



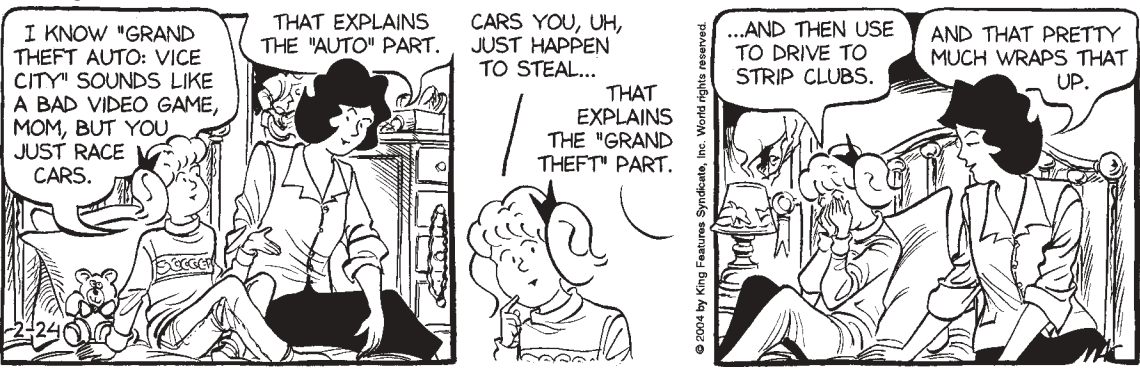
Zits • Jim Borgman & Jerry Scott



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

ENJV CBRO EBOS

YRTJOZUYBO UY X NXOW

MXYSAXYMJO, U YRTTBYJ

CBR'ZJ HJJV JA-HBYYJW.

Yesterday's Cryptoquip: IF YOU'RE NERVOUS OF GETTING ON A HORSE, YOU MIGHT HAVE SOME MOUNTING TENSION.

Today's Cryptoquip Clue: Y equals S

FP IWX VUY UZ CDOSCKCTI

KFZYTCHH ACUHO WP

AXSYCZ, F JXCHH FO

KFJVO AC UZ WDIKWSWZ.

Yesterday's Cryptoquip: WHEN YOUR WORK SUPERVISOR IS A HARD TASKMASTER, I SUPPOSE YOU'VE BEEN EM-BOSSSED.

Today's Cryptoquip Clue: W equals O

Crossword

ACROSS
1 Prop for Sherlock
5 Talk-show host Kelly
9 Reactions of astonishment
12 Source
13 Exam format
14 Bottom line
15 Alert
17 Attempt
18 Paradise
19 Resort lake
21 Mortals, in Puck's assessment
24 Portend
25 Grecian vessels
26 Supplemental data
30 Hood's handgun
31 Lent a hand
32 Judge Lance
33 Deprived of stability
35 Hosiery mishap

DOWN
1 Expert
2 Charged bit

Solution time: 21 mins.
ETUIT SOD COBB
MASSACRE AXLE
PINAFORN NEON
BAT PRANCE
USHER DEED
SOIL PINBALL
AUFARNES LOAF
PINHEAD LOCO
EACH PIKER
DANUBE KEG
UNIT PINWHEEL
ANTE TRISTATE
LEAR SET STAG

ACROSS
36 Tolkien's tree creatures
37 Boom times
38 Page of music
40 Pond — gold
42 Acapulco
43 Healing
48 Kitten's comment
49 Farewell
50 Eastern potentate
51 Skillet
52 Instrument of Marxism?
53 Red rock

DOWN
3 Cauldron
4 Mertz and Merman
5 Garment for 32-Across
6 Persia, now
7 Crony
8 Sans omission
9 Flying
10 Medal earner
11 Eyelid affliction
16 Mag. staffers
20 Com-mo-tion abbr.
21 Potentially poisonous puffer
22 Algerian seaport

ACROSS
23 Enjoying the nightlife
24 Evidenced a pinprick
26 Newton's contents?
27 Venerator's verse
28 Hexagonal state
29 1990s milk-cap fad toys
31 Ohio college
34 Passbook abbr.
35 Boil somewhat
37 Shade
38 Ostentation
39 Geometry answer
40 Walk of Fame symbol
41 Hew
44 Actress Vardalos
45 Ostrich's cousin
46 Penpoint
47 Desiccate

DOWN
11 Expert
2 Charged bit

Solution time: 21 mins.
ETUIT SOD COBB
MASSACRE AXLE
PINAFORN NEON
BAT PRANCE
USHER DEED
SOIL PINBALL
AUFARNES LOAF
PINHEAD LOCO
EACH PIKER
DANUBE KEG
UNIT PINWHEEL
ANTE TRISTATE
LEAR SET STAG

ACROSS
1 "CSI" concern
4 D-Day beach
8 Indulge in mockery
12 Aries
13 Iditarod terminus
14 Oren-burg's river
15 Intention
16 Irreversible occurrence
18 Rodeo ride
20 Tavern
21 Pitcher Hersher
24 ... and part of his equipment
28 Flatter lavishly
32 Stretched (out)
33 Inseparable
34 AA candidates
36 Playwright Levin
37 Motherless one?

DOWN
1 Uninteresting
2 Neat rival
3 Bullets
4 Loosen a lightbulb
5 Pinnacle
6 Chartres chum
7 Succor
8 Hodge-podge
9 Onassis, familiarly
10 One of the gang
11 Wapiti
17 Yank
19 Part of NIMBY
22 Pennsylvania port
23 They're good for a breather

ACROSS
1 "CSI" concern
4 D-Day beach
8 Indulge in mockery
12 Aries
13 Iditarod terminus
14 Oren-burg's river
15 Intention
16 Irreversible occurrence
18 Rodeo ride
20 Tavern
21 Pitcher Hersher
24 ... and part of his equipment
28 Flatter lavishly
32 Stretched (out)
33 Inseparable
34 AA candidates
36 Playwright Levin
37 Motherless one?

DOWN
1 Uninteresting
2 Neat rival
3 Bullets
4 Loosen a lightbulb
5 Pinnacle
6 Chartres chum
7 Succor
8 Hodge-podge
9 Onassis, familiarly
10 One of the gang
11 Wapiti
17 Yank
19 Part of NIMBY
22 Pennsylvania port
23 They're good for a breather

Bridge

East dealer.
Neither side vulnerable.
NORTH
♠ 8 4 3 2
♥ 9 4
♦ K Q 8
♣ A Q 5 3

WEST
♠ Q 7 6
♥ 8 7 5 3 2
♦ 7 5
♣ 10 7 6

EAST
♠ A K 10 9
♥ K Q 10 6
♦ 6 4 2
♣ J 4

SOUTH
♠ J 5
♥ A J
♦ A J 10 9 3
♣ K 9 8 2

The bidding:
East 1 ♠
South 2 ♦
West Pass
North 3 ♦

Opening lead — six of spades.

An Elegant Swindle

Part of declarer's skill consists of playing his cards in a manner that increases the chances of the opponents making a mistake. Consider this deal where South performed a neat swindle to bring in a five-diamond contract that seemed to have no chance.

East won the spade lead with the king, cashed the ace and, realizing that declarer had no more spades, shifted to the king of hearts. This was a wise decision, since without the shift South would have made the rest of the tricks on a squeeze.

Declarer took the ace, led the nine of clubs to the queen and ruffed a spade. These were the first two steps in a scheme designed to do East out of his apparently certain heart trick.

South then ran his remaining trumps, discarding a heart from dummy, cashed the king of clubs, on which he played dummy's five, and led the eight of clubs to the ace. This was now the two-card position:

North
[S] 8 [C] 3
West
[H] 8 7
East
[S] 10 [H] Q
South
[H] J
[C] 2

The three of clubs was then played, and East had to discard. He realized from the fall of West's ten on the preceding trick that declarer had the missing club, but he hadn't followed the play closely enough to know the size of the club South had left.

So, acting under the delusion that South would have to win the club in his hand, East discarded the ten of spades, sat back and waited to score his heart trick. He's still waiting!

South dealer.
North-South vulnerable.

NORTH
♠ 7 5 4
♥ A K Q
♦ A J 10 2
♣ 9 7 4

WEST
♠ 10 6 2
♥ 8 6
♦ Q 4
♣ A K Q

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

SOUTH
♠ A K Q 9 8
♥ 10 4 3
♦ K 5
♣ J 6 2

The bidding:
South 1 ♠
West 2 ♣
North Pass
East Pass

Opening lead — king of clubs.

Score One for the Defense

Nobody rings a bell to tell you when a crucial point in the play has been reached. You're expected to recognize such situations when they arise; if you don't, a golden opportunity might pass you by. Furthermore, there is the added risk that an irate partner might have a few choice words for you when the deal is over. Consider this case where West is defending against four spades. He cashes the K-A-Q of clubs, East following suit to the first club and then discarding a low heart and a low diamond on the next two clubs. What should West play next?

Actually, there is only one correct play — another club! This allows East to trump with the jack, which in turn causes South to lose a trump trick and go down one. Not many players would continue with a club at trick four. This is because such a play runs counter to standard procedure, which holds that one should avoid giving declarer a ruff-and-discard. But this generally wise rule has its exceptions, just as any other general rule has its exceptions.

In the present case, it should not be difficult for West to realize, given South's opening bid and dummy's hand, that there is no chance of stopping the contract unless his side can score a trump trick. His best prospect, therefore, is to hope that East has the jack, queen or king of spades.

Accordingly, West leads a fourth round of clubs, praying that East will be able to play one of those three cards on the trick. If East has none of them, the contract cannot be defeated, and West will at least get an A for effort.

Family Circus • Bill Keane

