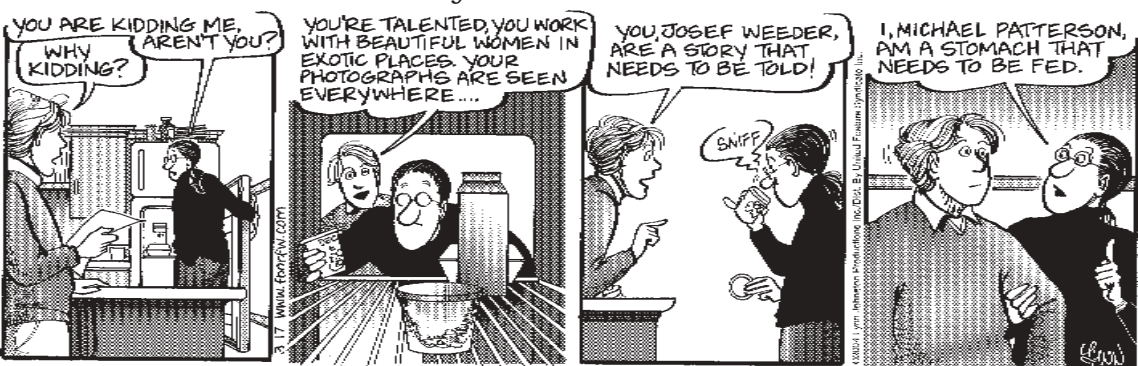


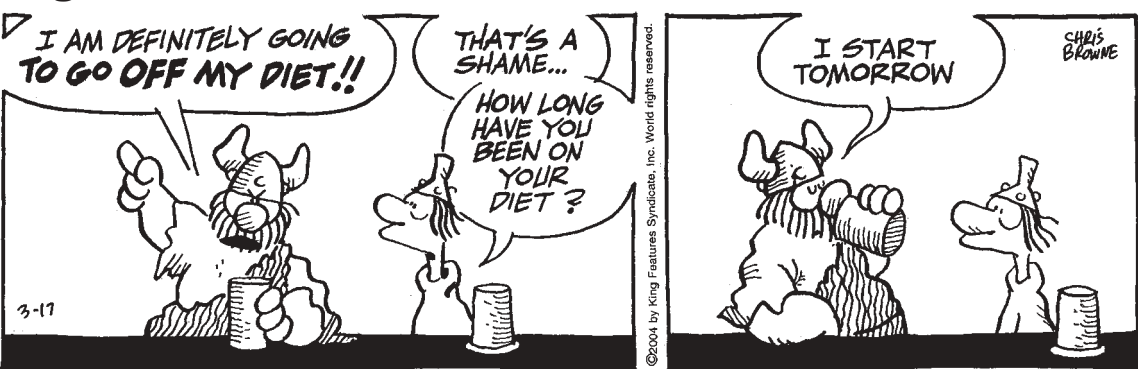
For Better or Worse • Lynn Johnston



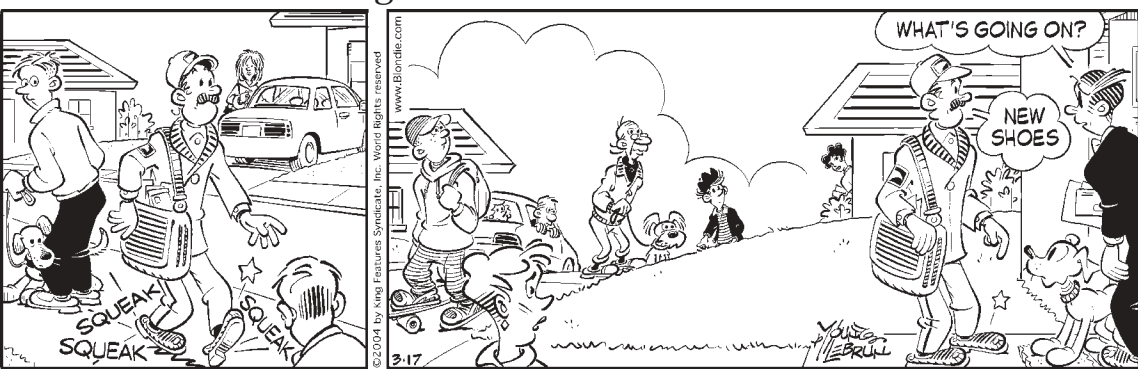
Garfield • Jim Davis



Hagar the Horrible • Chris Browne



Blondie • Chic Young



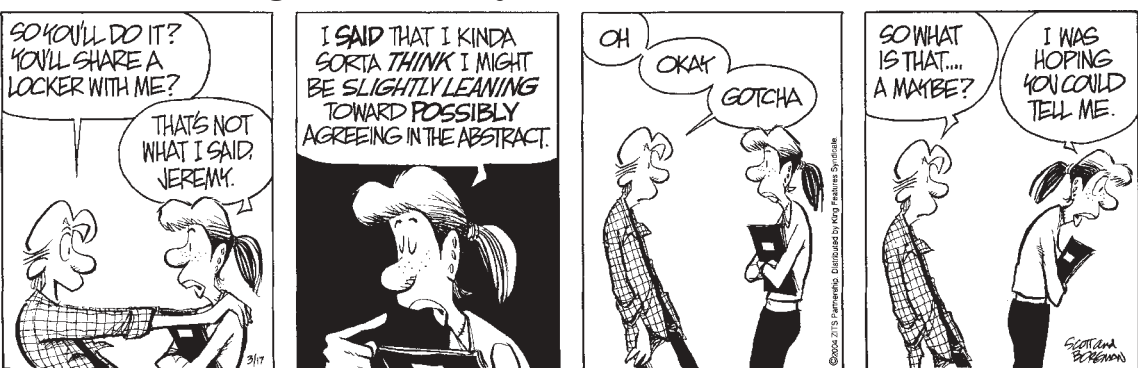
Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

V EVEOJFZZIN ZUVZ'J
HVFK LFNZPVCCO WR
AII JURPCK VKLINZFJI

"HIWWO ARN ORPN ZRZJ!"
Yesterday's Cryptoquip: I RECKON A BEE
HELPING OUT ANOTHER BEE COULD BE
CONSIDERED A BACKUP STINGER.
Today's Cryptoquip Clue: Z equals T

KLDHVFL C UHSL TNUC'F
FRNQ FVDR H SLPT
KHE PLSCLQ, C FVGGNFL

C GHMMLE H KLHP.
Yesterday's Cryptoquip: A BABYSITTER
THAT'S PAID VIRTUALLY NO FEE SHOULD
ADVERTISE "PENNY FOR YOUR TOTS!"
Today's Cryptoquip Clue: G equals P

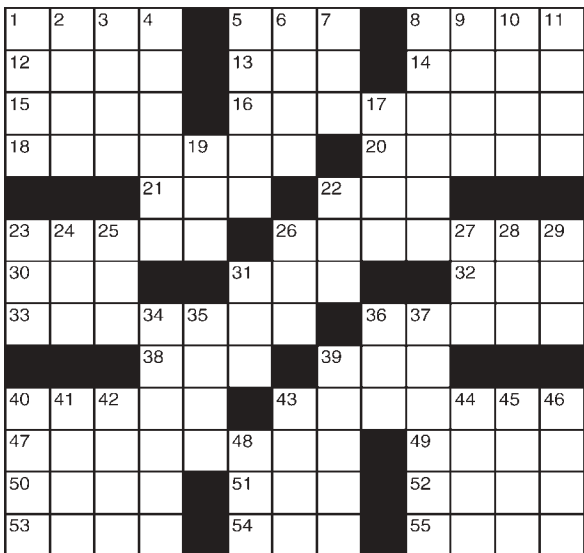
Crossword

- ACROSS**
- 1 Indulge in mockery
 - 5 Piercing tool
 - 8 Huguenot descendant
 - 12 Physical
 - 13 Macabre author
 - 14 Gymnast
 - 15 Other-wise
 - 16 Request with a list of signatures
 - 18 Long-winged seabirds
 - 20 Specter
 - 21 Festive
 - 22 One of Marilyn's husbands
 - 23 Change
 - 26 Turn to stone
 - 30 Zodiac symbol
 - 31 Bran source
 - 32 Sandra or Ruby
 - 33 Loud fireworks
- DOWN**
- 1 4WD vehicle
 - 2 Wheel-base terminus
 - 3 History
 - 4 Come out
 - 5 Put to use
 - 6 Travails
 - 7 Permit
 - 8 Annoy
 - 9 Hodge-podge
 - 10 Holly-wood clashers
 - 11 Dennis Miller specialty
 - 17 "— Rhythm"
 - 19 Listening device
- 36** Unhappy look
- 38** Sinister
- 39** Compete
- 40** Oriental
- 43** Zoo activity
- 47** Argue over trifles
- 49** Sarah McLach-lan song
- 50** Post-Christmas event
- 51** Carte lead-in
- 52** Retained
- 53** Right angles
- 54** Two, in Tijuana
- 55** Relaxa-tion

Solution time: 21 mins.

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

Yesterday's answer 3-16

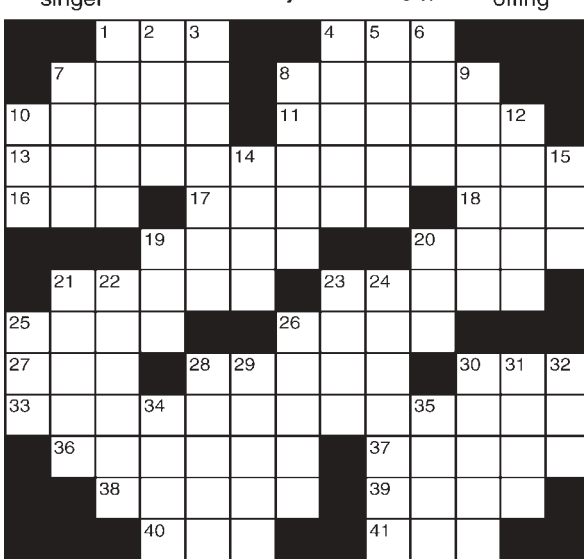


- ACROSS**
- 1 Ewe said it
 - 4 Rather's employer
 - 7 Body powder
 - 8 Bite
 - 10 Joustier's uniform
 - 11 Fascination
 - 13 The ques-tion?
 - 16 Start of the XVlth century
 - 17 Waits awhile
 - 18 Hounds' quarry
 - 19 Frilly, in a way
 - 20 "— Misbe-havin' "
 - 21 Fabric
 - 23 Johnny Mathis classic
 - 25 Wax
 - 26 "Get the Party Started" singer
- DOWN**
- 1 Felix
 - 2 Lotion
 - 3 Tumbler
 - 4 Actress
 - 5 Leaves in a hurry
 - 6 Dirty stuff
 - 7 Walked hard (on)
 - 8 Trick-or-treaters' booty
 - 9 Black-ink entry
 - 10 Cash dis-penser, for short
- 12** Heavy wood
- 14** Affluent
- 15** Addnl. ph.
- 19** Despon-dent
- 20** Have an inquiring mind
- 21** Law-breaker
- 22** Hit high in the air
- 23** Catcher's need
- 24** Member of the loop
- 25** London hrs.
- 26** Football tactics
- 28** Pinnacles
- 29** Idaho's capital
- 30** Expendi-ture
- 31** Ex-Gls
- 32** Com-motion
- 34** Messes up
- 35** In the offing

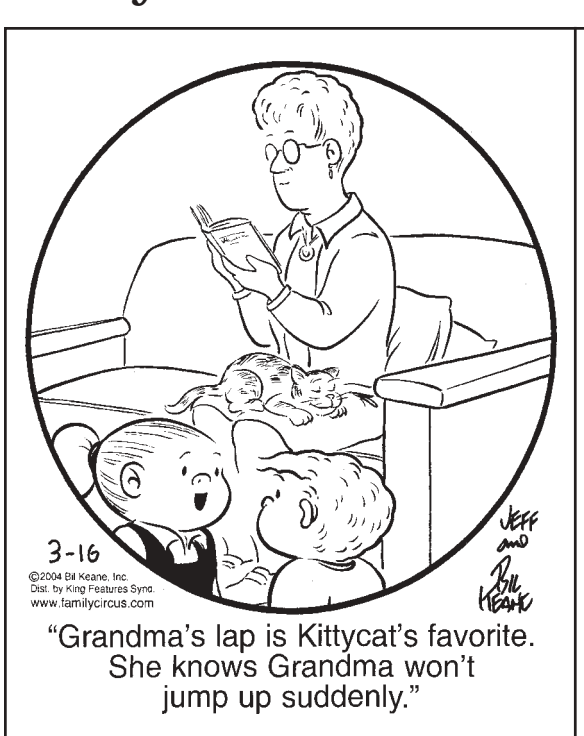
Solution time: 21 mins.

J	A	P	E		A	W	L		B	O	E	R
E	X	A	M		P	O	E		O	L	G	A
E	L	S	E		P	E	T	I	T	I	O	N
P	E	T	R	E	L	S		G	H	O	S	T
					G	A	Y		J	O	E	
A	L	T	E	R		P	E	T	R	I	F	I
L	E	O			O	A	T			D	E	E
P	E	T	A	R	D	S		F	R	O	W	N
					B	A	D		V	I	E	
A	S	I	A	N		P	E	T	T	I	N	G
P	E	T	T	I		F	O	G		A	D	I
S	A	L	E		A	L	A		K	E	P	T
E	L	L	S		D	O	S		E	A	S	E

Yesterday's answer 3-17



Family Circus • Bill Keane



Bridge

East dealer.
East-West vulnerable.

NORTH

♠ 9 3 2
♥ 10 8 5 4
♦ A 9 6
♣ A 7 3

WEST

♠ Q J 10 8 6
♥ K 6 2
♦ Q 10 7
♣ 9 4

EAST

♠ 5
♥ J 9 7 3
♦ 8 4 3 2
♣ J 10 8 5

SOUTH

♠ A K 7 4
♥ A Q
♦ K J 5
♣ K Q 6 2

The bidding:
East Pass South 2 NT West Pass North 3 NT
Opening lead — queen of spades.

Artistic Manipulation

Assume you're in three notrump and West leads the queen of spades. You count your winners and find you have eight of them — two spades, a heart, two diamonds and three clubs.

Your chance of scoring a ninth trick is excellent, since the opposing clubs might be divided 3-3, or a heart or diamond finesse might succeed. But even though your prospects are very promising, you're not trying hard enough if you let your thinking stop there. You should also be thinking that this might be your unlucky day, and that relying on any or all of these possibilities could lead you to ruin.

There is one additional possibility to consider, and that involves playing your cards so that even if it is your unlucky day, you'll still make the contract. Accordingly, you duck the queen of spades and win the jack continuation with the king as East discards a diamond.

You then cash the three top clubs to see where you stand in that department. This produces some good news and some bad news. The bad news is that the clubs are divided 4-2; the good news is that you're now certain to make the contract regardless of where the king of hearts or queen of diamonds is located.

Eschewing any notion of attempting a heart or diamond finesse, you cash the ace of spades and exit with the four. This allows West to score his 10-8 of spades as you discard your club loser, but West is then in a pickle whatever he does.

He is forced either to lead a heart from his K-6 or a diamond from his Q-10-7, and whichever he does you are ready to greet the return with your A-Q of hearts and K-J-5 of diamonds. Trick No. 9 arrives safely on a pewter platter.

South dealer.
Neither side vulnerable.

NORTH

♠ 3
♥ 6
♦ A Q J 7 6 3
♣ Q 9 4 3 2

WEST

♠ K Q J 10 7
♥ A 8
♦ 9 5 4
♣ 10 6 5

EAST

♠ 9 5 2
♥ 7 5 3 2
♦ 10 8
♣ A J 8 7

SOUTH

♠ A 8 6 4
♥ K Q J 10 9 4
♦ K 2
♣ K

The bidding:
South 1 ♥ West 1 ♠ North 2 ♦ East Pass
3 ♥ Pass 4 ♣ Pass
4 ♥

Opening lead — king of spades.

A Tactical Measure

There are plays in bridge that are easy to understand when they are pointed out, but that are overlooked in practice because they are very unusual. For example, take this deal where West leads the king of spades against South's four-heart contract. How should declarer play the hand?

Let's suppose South wins the spade with the ace. What should he do next? If he ruffs a spade in dummy at trick two, he cannot stop East-West from eventually collecting two spades, a heart and a club to defeat him one trick.

If South instead leads the king of clubs at trick two, East beats the contract by winning with the ace and returning a trump. West wins and cashes three spades for down two.

As a matter of fact, if declarer adopts any other method of play at trick two, he eventually runs into a dead end from which there is no escape.

The solution to the problem, and the only way to make the contract, is to let West hold the first trick! If West then switches to a trump, whether high or low, declarer clears trumps as soon as possible and loses at most a spade, a heart and a club to bring home the contract.

A club shift by West at trick two is equally futile, and so is another spade lead, which declarer would ruff in dummy. In the latter case, a club return from dummy at trick three establishes a parking place for South's remaining spade loser.

It is certainly unusual to duck the king of spades at trick one with dummy holding a singleton spade opposite the ace, but if that's the only way declarer can make the contract, then that's what he must do.

