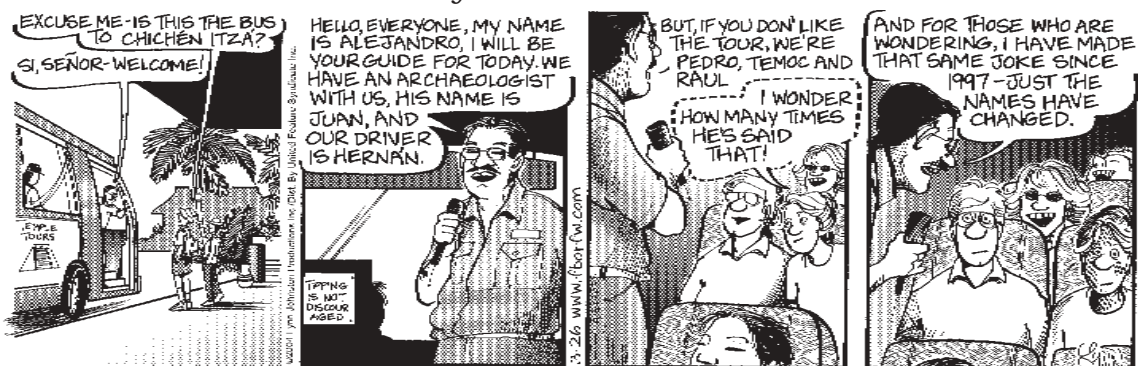
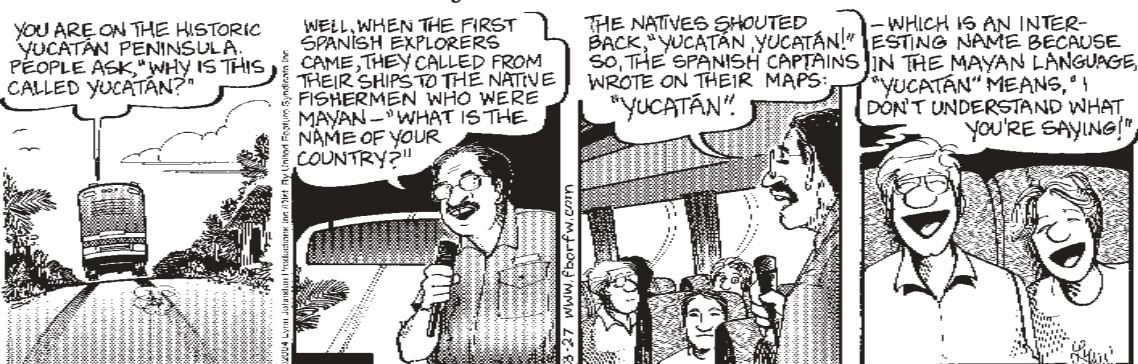


For Better or Worse • Lynn Johnston



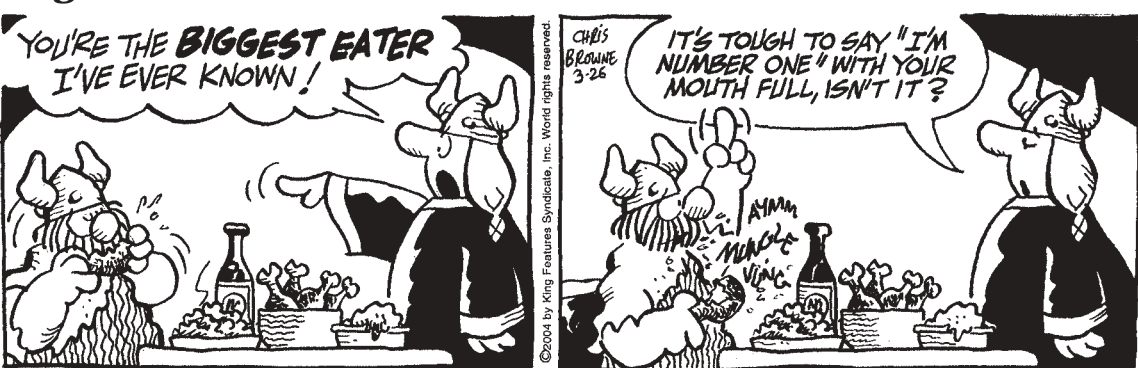
For Better or Worse • Lynn Johnston



Garfield • Jim Davis



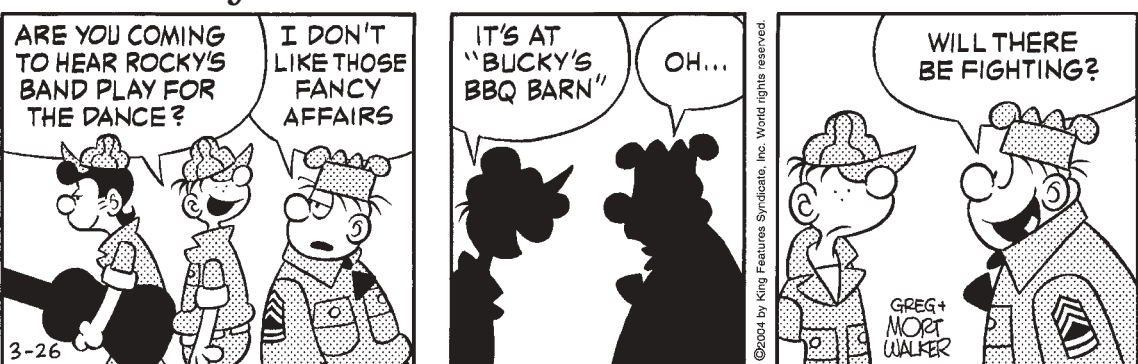
Hagar the Horrible • Chris Browne



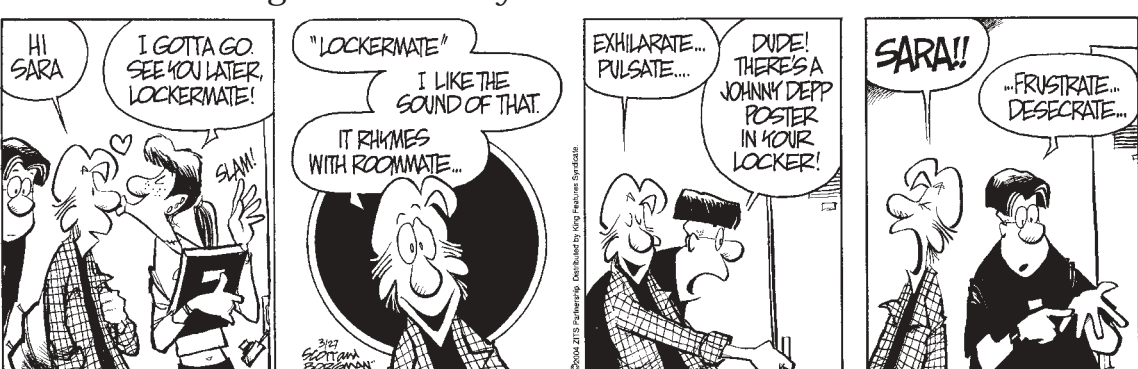
Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

RX N MNMD RJ MFSI, R LFLDH NLS ZRMVGP, C
JCTTFJY UOY TNSYIUJ PYBBRPL VGVV BCOO
SYNPPD WF UOSFCWO N ZWMYNWKVYDLDP PGRYOJ
PFU FX AONIWIYJ. JR W KWBPYOL DLFCLS.
Yesterday's Cryptoquip: IF A FORECAST CALLS Yesterdays Cryptoquip: IF A BABY IS BORN, I
FOR A DOWNPOUR, I SUPPOSE ONE COULD SUPPOSE THE PARENTS REALLY GO THROUGH
CALL IT A WETTER REPORT. A LOT OF CHANGES.
Today's Cryptoquip Clue: P equals L Today's Cryptoquip Clue: B equals P

Crossword

ACROSS

1 Candle count
4 Use plastic, maybe
7 Skunk's defense
12 Scale member
13 Goose egg
14 Incensed
15 Long lunch
16 Stationer's supply
18 Past
19 Plagiarize
20 Evergreen trees
22 Double curve
23 Waterloo is there
27 Kids' card game
29 Was jealous of
31 Witch craft?
34 Some hardware
35 Delegates
37 Standard
38 Profit

39 GIs' address (Abbr.)
41 React with ennui
45 Small type
47 — Guevara
48 Saw in one's mind
52 Chop
53 "Lifestyles of the Rich and Famous" man
54 Conclusion
55 Sushi offering
56 Bread
57 Pigs' digs
58 Cunning

DOWN

1 Check rocks
2 Over-charge
3 Macaroni type
4 Binary digits
5 Cold time
6 Pole staff
7 Threshold
8 Expert
9 Eminem's genre
10 Packed away
11 "Certainly"
17 Comfort
21 Pass out
23 Yellowish shade
24 Grease

25 Sopping
26 Billboards
28 "Judging —"
30 Shaq's org.
31 Entreat
32 Geneticist's abbr.
33 Egg (Pref.)
36 It's a long story
37 Mighty
40 Senate workers
42 Marathon after-math
43 Potter's device
44 Afresh
45 Wan
46 Whirlpool
48 Freddy's street
49 Keanu's "Matrix" role
50 It'll get you moving
51 Lemieux milieu

Solution time: 25 mins.

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

Yesterday's answer 3-26

1	2	3		4	5	6		7	8	9	10	11
12				13				14				
15				16				17				
18				19								
20				21		22			23	24	25	26
			27	28				29	30			
31	32	33							34			
35					36			37				
38					39	40			41	42	43	44
				45				46		47		
48	49	50	51							52		
53						54				55		
56						57				58		

ACROSS

1 Altar constellation
4 Blunder
8 Spheres
12 Humorist's sine qua non
13 Freeway division
14 Timbuktu's country
15 Make up your mind
16 John-Rice collaboration
17 In the near future
18 Flatters effusively
21 Snoop
22 Downy accessory
23 Hacker's infestation
26 Johnny's successor
27 Arbitrator
30 Verve
31 Peruke
32 Base-runner's goal
33 Slippery —

34 Understand
35 Soviet spacecraft
36 Field, for short
37 Pi follower
38 Starts to become trite
45 Aesopian also-ran
46 Peregrinate
47 Venue for "capades"
48 On the briny
49 "Phooey!"
50 Promise
51 Samoa studier
52 Broker's advice
53 Print units

DOWN

1 MPs' quarry
2 Philbin's co-host
3 Matlock, for ex.
4 Talents
5 Outsiders of a sort
6 Wreck
7 Squishy type of chair
8 Nebraska city
9 Royal in a sari
10 Coalition
11 Basin
19 Whirled
20 "— Story"
23 Churchill's gesture

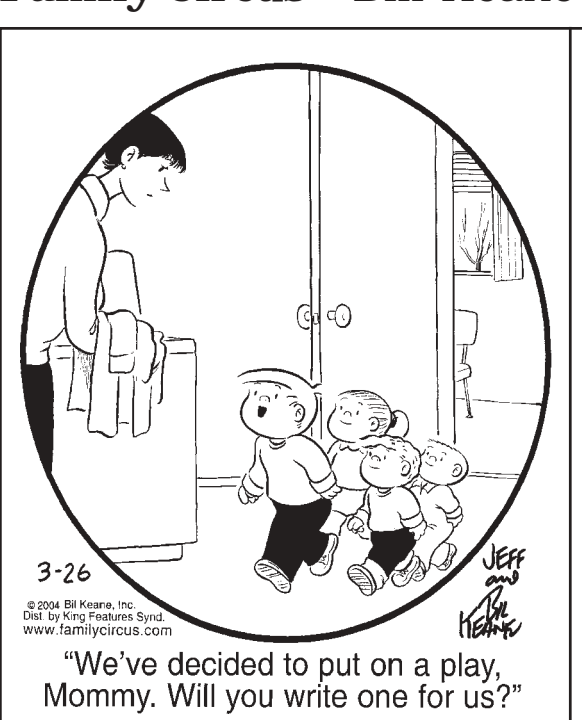
Solution time: 27 mins.

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

Yesterday's answer 3-27

1	2	3		4	5	6	7		8	9	10	11
12				13					14			
15				16					17			
18				19					20			
			21					22				
23	24	25				26				27	28	29
30					31				32			
33				34					35			
			36					37				
38	39	40				41				42	43	44
45					46					47		
48					49					50		
51					52					53		

Family Circus • Bill Keane



Bridge — Bidding Quiz

You are the dealer and open One Club. Partner responds One Diamond. What would you bid now with each of the following four hands?

- [S] KJ6 [H] AQ [D] 9874 [C] QJ95
- [S] AK8 [H] J [D] QJ93 [C] AJ962
- [S] AQ4 [H] AJ [D] Q5 [C] KQJ843
- [S] 9 [H] AQ96 [D] K82 [C] AKQJ6 ***

1. One notrump. It is rare not to raise partner at once with four-card trump support, but here it is better to suppress the raise in favor of the more illuminating notrump rebid.

This tells partner you opened with minimum values and a balanced hand, which is exactly what you're looking at. Two diamonds would suggest more in the way of distributional values — for example, five clubs, four diamonds and perhaps a singleton in one of the major suits — and would also be more forward-going. The notrump rebid paints a far better picture of your hand.

2. Three diamonds. Here you have better diamonds as well as values well beyond a minimum opening bid. Both of these features can best be expressed by a jump-raise. The double raise, which shows 16 to 18 points in high cards and distribution, is not forcing; partner may pass, but if he does, there is almost surely no game. If partner happens to bid three notrump at his next turn, you will, of course, let him play there.

3. Three notrump. You can't settle for less than game, and you shouldn't risk any bid that might leave you in an under-game contract.

What sometimes happens in this situation is that the opening bidder jumps to two notrump or three clubs — neither of which is forcing — and screams bloody murder when his impoverished partner passes. It is far better to take the strain off partner by jumping directly to three notrump, invoking the trusty principle of bidding what you think you can make.

4. Two hearts. The jump in a new suit (a jump-shift) is 100 percent forcing and compels partner to continue bidding until at least a game is reached. At this point, there is potential for a game in hearts, diamonds or clubs, and possibly notrump if partner has spades stopped. Furthermore, partner does not need all that much for a slam to be made, and he should be apprised of that possibility right away.

East dealer.
North-South vulnerable.

NORTH

♠ 5 4 2
♥ Q J 8 6 2
♦ 10 5
♣ A 8 2

WEST

♠ A 8 3
♥ 10 5 4
♦ 8 3
♣ 7 6 5 4 3

EAST

♠ K Q J 10 9 7 6
♥ K 9 7
♦ J 4 2
♣ —

SOUTH

♠ —
♥ A 3
♦ A K Q 9 7 6
♣ K Q J 10 9

The bidding:
East Pass
3 ♠
6 ♣
Opening lead — ace of spades.

South 1 ♦
6 ♣
Pass

West Pass
Pass
Pass

North 1 ♥
Pass
7 ♣

Let's assume that, rightly or wrongly, you get to seven clubs on the bidding shown and West leads the ace of spades. You ruff, of course, and undoubtedly regret having failed to double six spades, since seven clubs is not a healthy contract.

This view is reinforced when you lead a trump to the ace and East shows out. On top of your other troubles, you find that West now has more trumps than you have, and the situation looks bleak indeed.

But faint heart ne'er won fair lady, so you lead the queen of hearts from dummy and finesse after East follows low. When the finesse succeeds, you are in better shape than before — but not yet out of the woods. You still need a favorable diamond division to carry off the grand slam.

This must be your lucky day, for when you next play the A-K of diamonds, both defenders follow suit, and the grand slam is in the bag. There are no more hurdles to surmount, despite the fact that West outnumbered you in trumps.

You continue playing diamonds, planning to discard dummy's four hearts if West does not ruff at any point and then lead the ace of hearts to sew up the rest of the tricks.

If West ruffs any one of your red-suit winners as you play them, you overruff with dummy's eight — thereby equalizing West's trump length with yours — and draw his trumps to bring the matter to a happy conclusion. The hand is a good illustration of how you must think positively when attempting to land a hazardous contract. You don't always get punished for an occasional overbid — the trick is to take advantage of a favorable situation when opportunity knocks.