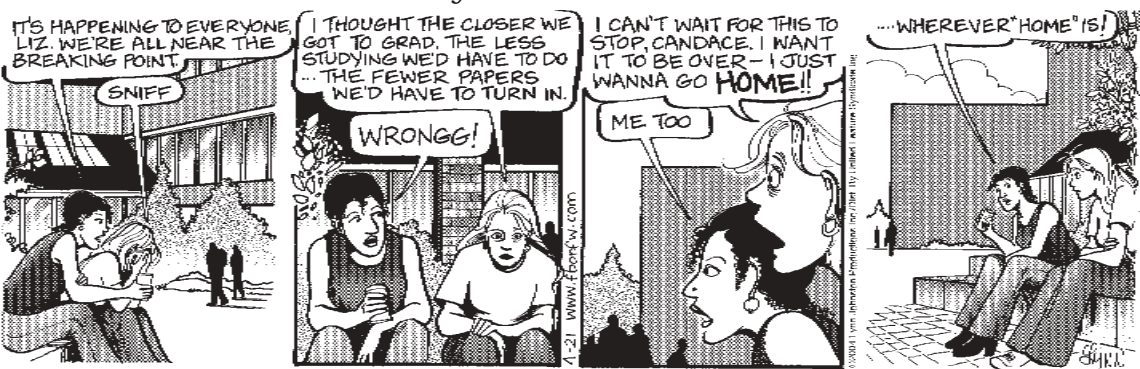


For Better or Worse • Lynn Johnston



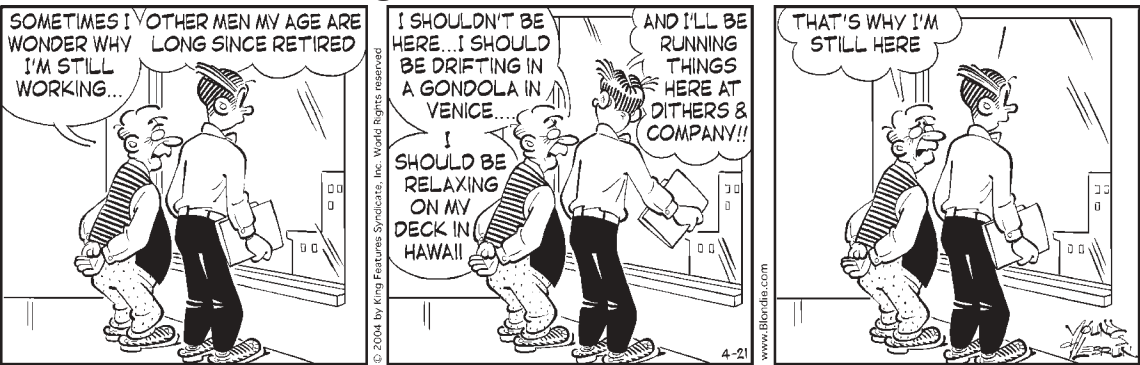
Garfield • Jim Davis



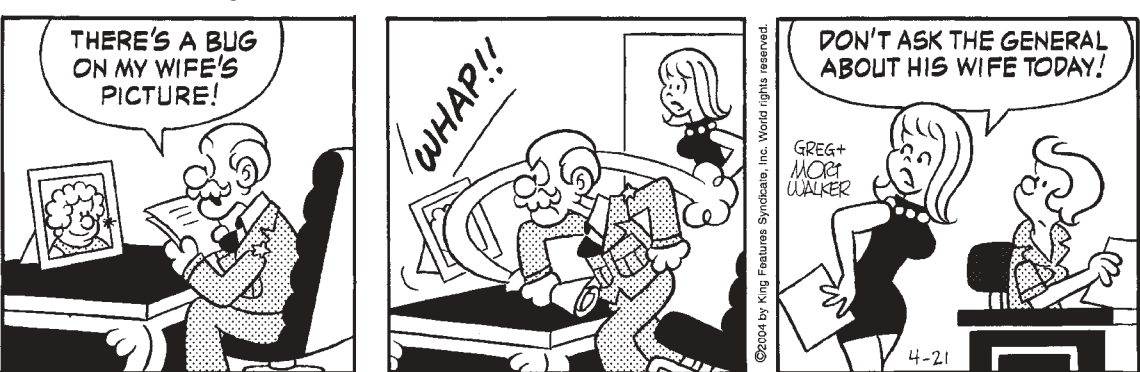
Hagar the Horrible • Chris Browne



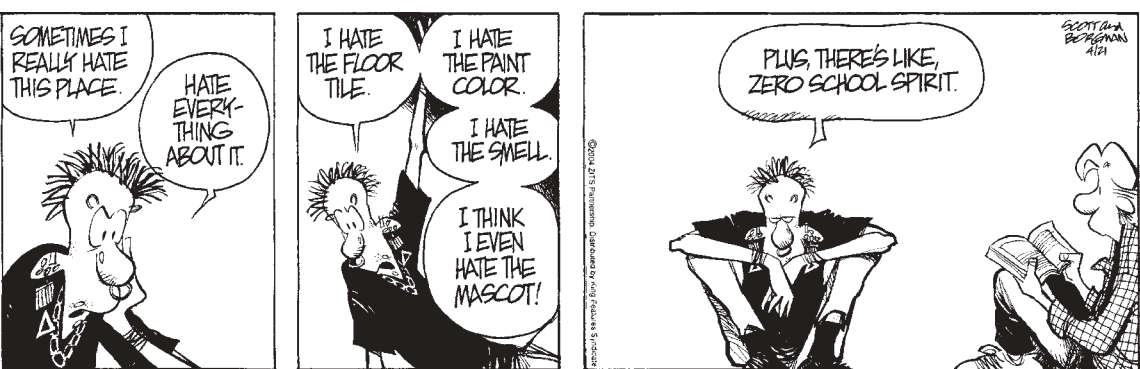
Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Sally Forth • Greg Howard



Cryptoquip

LWA LVQAB EVPGU VDWFE UN D NEPQMK JPSEG

LAWYU, Q YFGUU GJGABDWXB JDKKZ DVZ QMDYPV, GP

UZWF PX PQJG ZWNNQPB ZPS BSYYPBM OLD O UO

GJGA VLEGA!

Yesterday's Cryptoquip: DO YOU THINK A VERY GUNG-HO GOLFER WOULD HAVE THAT FAIRWAY LOOK IN HIS EYES?

Today's Cryptoquip Clue: L equals F

QPSEG JLPPBM D YUBOU?

Yesterday's Cryptoquip: FOR FAIRY TALES ABOUT FROGS, I GUESS EVERYBODY SHOULD LIVE HOPPLY EVER AFTER!

Today's Cryptoquip Clue: Y equals P

Crossword

**ACROSS**

1 High-speed number

5 Overly theatrical

9 Witnessed

12 Malaria symptom

13 Jai —

14 Ms. Thurman

15 A real sharpie?

17 "Friends" cast member

18 Football injury site

19 Stallone role

21 Filched

24 Reverb-erate

25 Possess

26 Highly rated, perhaps

30 — water

31 Partners

32 Carte lead-in

33 Please, in Cadiz

35 Attention getter

36 "— off to see ..."

**DOWN**

1 Treasure seeker's aid

51 Aries

52 Places

53 Carey or Barrymore

50 Modern-day coin

51 Aries

52 Places

53 Carey or Barrymore

2 Past

3 Mongrel

4 Yell, "You're not funny!"

5 Hatteras, e.g.

6 "I cannot tell —"

7 Chap

8 Stabs

9 Corn and lima beans

10 Beyond control

11 Cera-ceous

16 French article

20 Surprise reactions

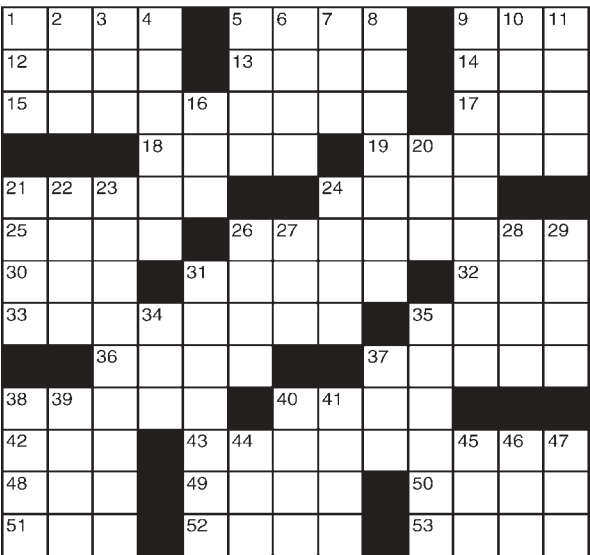
21 Send overseas

22 Mexican entree

**Solution time: 21 mins.**

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

Yesterday's answer 4-20



**ACROSS**

1 Society newcomer

4 Seethe

8 Cherished

12 Source of the Ewing fortune

13 Mark sup-planter

14 Hodge-podge

15 Plata partner

16 Predaceous insect

18 Picture puzzle

20 Trinity member

21 Mr. — (soft drink name)

24 Bet both ways

28 Oft-used thorough-fare

32 Reddish horse

33 Put into the equation

34 Bizarre

36 Central

37 Tablet

39 Joe Friday's tactics

41 Trigger, e.g.

**DOWN**

1 "Let's Make a Deal" choice

2 Green acres

4 — manner

5 "Days of — Lives"

6 George's brother

7 Cabin components

8 Blitzen's yokemate, to some

9 Sprite

10 Have a bug

11 Artist Lichten-stein

17 Reaction to fire-works

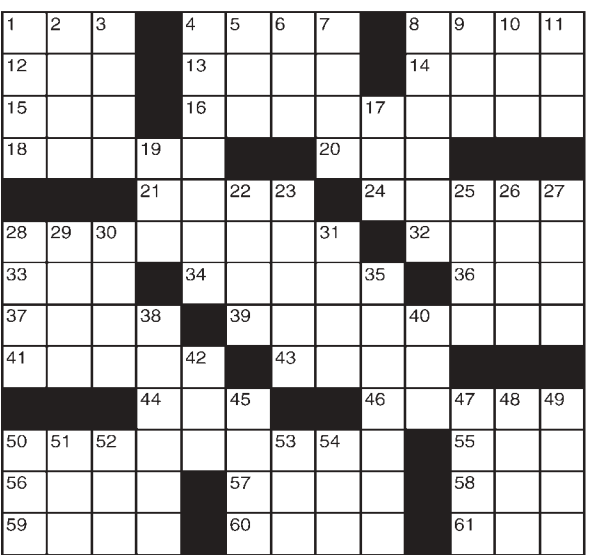
19 TV channel

22 Raised

**Solution time: 21 mins.**

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

Yesterday's answer 4-21



Family Circus • Bill Keane



Bridge

South dealer.

North-South vulnerable.

**NORTH**

♠ A K 8 5

♥ 9 5 4

♦ Q J 7

♣ K Q 2

**WEST**

♠ 9 3

♥ K Q J 8 6

♦ K 9 8 4

♣ J 4

**EAST**

♠ J 10 7 6

♥ 7 2

♦ 6 3 2

♣ 10 9 7 5

**SOUTH**

♠ Q 4 2

♥ A 10 3

♦ A 10 5

♣ A 8 6 3

The bidding:

South 1 ♠

West 1 ♥

North 3 NT

East Pass

Opening lead — king of hearts.

The Sure Way Is the Best Way

Assume you're declarer in three notrump and West leads the K-Q of hearts, both of which you duck, and then a third heart, which you win with the ace.

You have eight sure tricks and three obvious ways to try for a ninth, the first two dependent on 3-3 breaks in the black suits. But when you cash the K-Q-A of clubs and then the A-Q-K of spades, both suits turn out to be divided 4-2.

Bad luck, you could say, but you still have the diamond finesse to fall back on. When you attempt it, however, the queen loses to West's king, and he cashes two heart tricks to put you down one.

An unhappy outcome, you might think to yourself, but the fact is that if you played the hand this way, you did not give it your best effort. You could have secured the contract by winning the queen of hearts with the ace at trick two.

Then, after cashing the A-K-Q of both black suits and getting the bad news, you could put West on lead with a heart. He would cash three heart tricks, all right, but would then have to lead a diamond from his K-x at trick 12 and hand you your ninth trick.

You might argue that while this would be a magnificent way to play the hand if you could see the opposing cards at the outset, you can hardly be expected to play this way without peeking.

The answer is that West's hand is not a great mystery, as he is virtually certain to have the K-Q-J-x-x of hearts and king of diamonds for his one-heart overall. All you have to do is to take advantage of this information, and you wind up with nine tricks at the end.

South dealer.

North-South vulnerable.

**NORTH**

♠ K J 5 2

♥ 6

♦ A K Q 9 7 4

♣ K 9

**WEST**

♠ Q 9 7 6 4

♥ 8 3

♦ 10 6

♣ Q J 10 2

**EAST**

♠ 10

♥ Q 10 5 2

♦ J 8 5 2

♣ A 8 7 3

**SOUTH**

♠ A 8 3

♥ A K J 9 7 4

♦ 3

♣ 6 5 4

The bidding:

South 1 ♥

West Pass

North 2 ♦

East Pass

2 ♥

3 NT

Pass

Pass

Opening lead — queen of clubs.

Partnership Defense

Bridge is basically a partnership game in which each side employs special agreements to impart specific information about their hands. These agreements, also known as conventions, are absolutely essential to achieving good results. Without conventions, bridge would be largely a guessing game.

Consider this case, which features partnership defense. West leads the club queen against four hearts, East taking dummy's king with the ace. West wins East's three-of-clubs return with the ten, and the question is what West should do at trick three.

Only two tricks have been played, but West knows a great deal about declarer's hand. Judging from the bidding, South must have at least six hearts and must also have the ace of spades for his opening bid. So from West's viewpoint, the only hope of defeating the contract is that East can somehow score two trump tricks.

In order to protect whatever East's trump holding might be, West should continue with the jack of clubs at trick three, forcing dummy to ruff. How does West know that South has another club? He knows because East, in accordance with convention, returned the three of clubs, his original fourth-best club. (Since West has the deuce of clubs, East cannot have five clubs.) This, in turn, tells West that declarer started with three clubs — neither more nor less. After ruffing the third club, South can do no better than lead a spade to his ace and play the A-K of trumps, hoping the ten or queen will fall. When neither of them appears, South leads another trump, hoping the ten and queen will fall together. When they don't, the contract goes down one.

Observe that if West does not return a club at trick three, declarer can make the contract by leading a trump from dummy and finessing the jack.