Page 14 Colby Free Press Friday, April 30. 2004 For Better or Worse • Lynn Johnston IT'S GOING TO TAKE YOUR MOM) A WHILE TO RECOVER FROM THE BAD NEWS, APRIL-THERE. NOW I FEEL BETTER 1 C u **6** G 13 "I **Garfield •** Jim Davis THERE ARE A LOT OF THINGS AND LET'S KEEP GOING ON IN THE WORLD YOU DON'T KNOW ABOUT **Hagar the Horrible •** Chris Browne THAT WAY YOU CAN TAKE FRIDAY OFF AND HAVE A NICE LONG SON, WHEN YOU GROW UP, GET IN THE HABIT OF DOING A BIT MORE WORK THAN YOU HAVE TO EACH DAY ... WEEKEND /// **Blondie •** Chic Young (YOU RARELY) SEE THEM IN THE THEY'RE ALL IN THIS IS A SPECIAL WILD ANYMORE **Beetle Bailey •** Mort Walker STEP BACK, SARGE. STAND STRAIGHT EYES WIDE OPEN! BEETLE LOVES TO TURN A LITTLE PUT YOUR HANDS GIVE SARGE IN YOUR POCKETS SIDEWAYS ORDERS GREGH **Zits** • Jim Borgman & Jerry Scott 400'REATOTAL WHATSUP BYYELLING MECHANICS IN THE "Depress LOSER, YOU the KNOW THAT? NOTHING SURPRISINGLY clutch HARSH AT BUTAN WORKING **Sally Forth •** Greg Howard Y'KNOW, AFTER GRADUATION THE I DON'T KNOW, KAP. I DOUBT I HAVE COLLEGE, 1987 NOTHING THE TIME TO LIKE FUTURE I HAVE LOTS OF TERM ONLY SINGLE GUYS DATE NOW DESPERATION PAPERS COMING UP WILL BE AT BARS. TO SWEETEN THE DEAL **Tod The Dinosaur •** PR & Condron



Cryptoquip







V L U A B



N ULSJ BQA Q MJTO GPZJ

KJXTNB BCQSV Q L K

"LUXUKO

ΕΥW LGIFMRKVG BQLZ AYWSL

KMKFRIV VNG AKSS,

FV K PSWIN VYFSGV?

Yesterday's Cryptoquip: IT COULD BE FUN TO WRITE A MANUAL OF GARDENING BASICS NAMED "TROWEL AND ERROR."

Today's Cryptoquip Clue: Y equals O

CGJ TPXXRJ N'MJ BJJL!" Yesterday's Cryptoquip: IF A COMMODE IS PLACED UP AGAINST THE WALL, WOULD YOU DESIGNATE IT A FLUSH TOILET?

Today's Cryptoquip Clue: X equals B

Crossword

ROSS	41 Tin Man's	2 Prior night	24 Feathery
Credit	need	3 Sas-	acces-
ıser's	43 Hiatus	quatch	sory
voes	44 Skunk's	4 Poi base	26 11th-day
Gear	defense	5 Horse's	gift
rojection	45 Dull	harrumph	28 "The
awyers'	47 VIP	6 Poolside	Exorcist"

49 "Enstructure org. 12 Ornithic dymion" 7 Leave out writer 8 Joke 52 Fish eggs **Rock** 9 Extraterrestrial

14 Mr. **53** The 10 Trans-Chaney whole enchilada 15 Opposite ported of blanco **54** Ant 11 Multipur-16 Snuffle-55 Ninnv pose con-56 Infinitesiupagus' junction pal mal 17 Flower-18 Plan **57** Yuletide shop array

refrains 20 Carson 19 Partners 21 Proscrip successor **DOWN** 21 Resume 23 Hosiery 1 News-22 Stock color caster 24 Foolish mistake

(Abbr.) Solution time: 25 mins. 25 Each 27 Verboten **29** See 31 Greek consonant 35 Trattoria offering 37 Deadly septet 38 Author Carr

feature

DOWN

1 Crash-

diet

by

2 Establish

decree 3 Postal

Creed

4 Footnote

material

queue

8 Request

wobbly

7 Tear

9 Not

10 At this

place

11 Slander

13 Old hat

6 Formed a 33 Take

word

abbr.

5 Chest

Yesterday's answer 4-30

tion

debut

15 31 Got angry, 54 Escalator 18 Promise

a la Bart

related

square

one

your

leader"

43 Chat-room

44 Bus-route

details

47 Austria's

capital

49 Greece's

capital 51 Involve

52 Poker

ploys

part-

timers

46 Caviar

chuckling

ACROSS Videogame 35 Birthhedgehog 39 From Audacious 11 Flickering 40 Plato's P effect

12 Observed 42 "Take the Sabbath 14 Spain's capital 15 Turkey's capital

16 History chapter Michelangelo master piece **19** OTB trans-

action 53 Office 20 Hertz rival 22 Scepter 23 Shavingcream ingredient "Monopoly"

payments 26 Area of London 28 Sartorial woe 30 Conk out

Yesterday's answer

Solution time: 27 mins.

15 32 33 52

Bridge

star

32 Hunter's

quest

33 Modern-

snake

like 26-

goose's

Down

evidence

day

34 Nile

36 Play

38 Mon-

foe

39 Farewell

boxes

compari-

40 Theater

42 Draw a

son

trunk

46 "Finding

follower

device

21 First pig's

house

23 Hanni-

bal's

men

27 Sermon

spelled]

subject

29 Doorways

in two

by divine

election

context?

question

out of

34 Personal

36 Wright or

37 Made

38 Wind-

Brewer

penance

borne

loamy

41 Dizzying

44 Wield

the

deposit

designs

shears

45 Celebrity

48 "Platoon"

locale

50 Waste no

time

32 Choose

25 [Mis-

31 Cut

45 Tree

48 Hee

51 Rds

50 Comm.

30 Taxi

Test Your Play

1. You are declarer with the West hand at Five Clubs, and North leads a trump. You win with the seven, South following suit. How would you play the hand? West [S] QJ63 A 5

[H] K3 [H][D]AJ 102 [D] 94 [C] K 10 6 5 2 [C] AQJ987 2. You are declarer with the West hand at Three Notrump. North leads the four of hearts, and South plays the king. How would you play the hand? West East [S] AKJ3 [H] AQ KOJ10 [D]Q 10 8 5 2

1. It might seem that the best line of play is to lead a heart at trick two. If North has the ace, you make the contract whether he takes it or not. Even if South has the ace, you have a spade finesse to fall back on.

But while it is true that an early heart lead makes

you a 3-to-1 favorite to make the contract, you can

further increase the odds in your favor to about 4to-1 by first crossing to dummy with a trump at trick two and returning the four of diamonds, planning to finesse if South follows low. This play sews up the contract whenever South has both the king and queen of diamonds (one-fourth of the time). In that case, the best he can do is play the queen, which you take with the ace. You then return a low diamond to the nine. South wins with

the king but is helpless. If he returns a spade, you go up with the ace and discard dummy's two hearts on the J-10 of diamonds; if he returns a heart, dummy's king becomes a trick, and you don't lose a spade. 2. It would be wrong to try to establish clubs, since this would surely lead to losing two clubs and at least three hearts. The play that gives you your best chance to get home safely is to lead the eight of spades at trick two, planning to play low from

dummy if North follows low. If South wins the eight

with the queen, you have nine tricks; if he wins the

eight with the ten, you later finesse the jack, hoping North has the queen. The recommended approach is sure to succeed if North has either missing spade honor. It gives you a 3-to-1 chance to make the contract, whereas finessing the jack on the first round offers only an even chance, and attacking clubs gives you no chance at

South dealer. Both sides vulnerable. NORTH OJ1083 8 3 A Q 10 SOUTH **↑** A K J 10 7 2 **♥** J 965 ♣A J 4 The bidding: North South East Opening lead — ace of diamonds.

Magic Act

Assume you're in four spades and West leads the ace of diamonds. East asks for a continuation of the suit by signaling with the seven, but West, unable to oblige, switches to the A-Q of hearts. How would you play the hand?

It appears that you must lose four tricks — two diamonds, a heart and a club — but if you're a good magician, you can make one of these losers disappear. Furthermore, you don't have to see the East-West cards to accomplish the feat.

The key lies in your play from dummy at trick three. If you win West's queen of hearts with dummy's king, you go down one, assuming correct

But if you trump the queen of hearts at trick three, preserving dummy's king for later use, you cannot be stopped from making the contract. You next draw

three rounds of trumps and lead a diamond to dummy's ten.

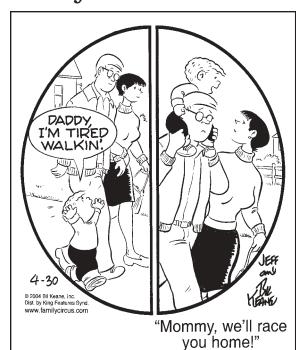
What can East do?

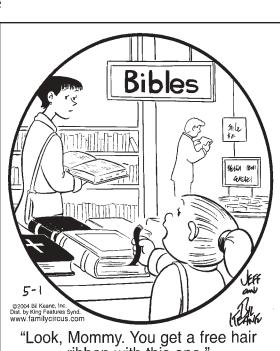
If he takes the ten with the king, you easily score the rest of the tricks, losing only two diamonds and a heart. And if East ducks the ten instead, you are on equally firm ground. You discard your remaining diamond on the king of hearts and then take a club finesse.

West wins the club with the king, but your only

losers are a heart, a diamond and a club. It might seem odd that delaying your discard on the king of hearts makes any difference at all, but the inescapable fact is that preserving the king creates an impregnable seesaw position against East. You have him over a barrel regardless of what he does when you eventually lead a diamond to the ten.

Family Circus • Bill Keane





ribbon with this one."