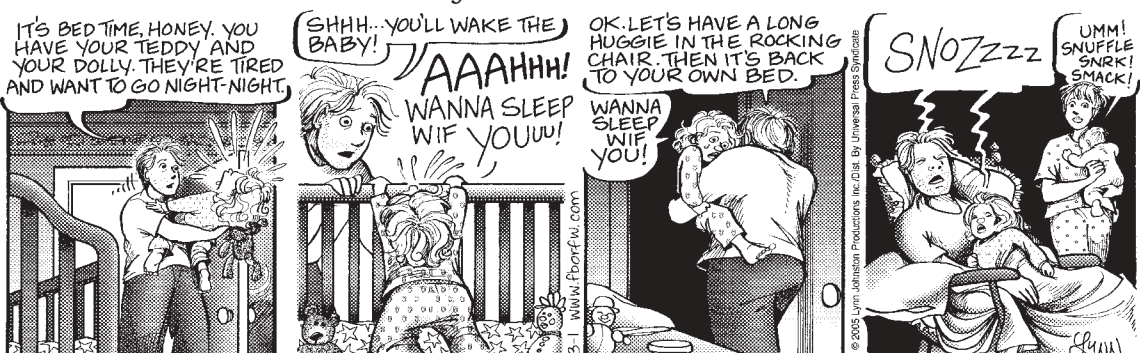
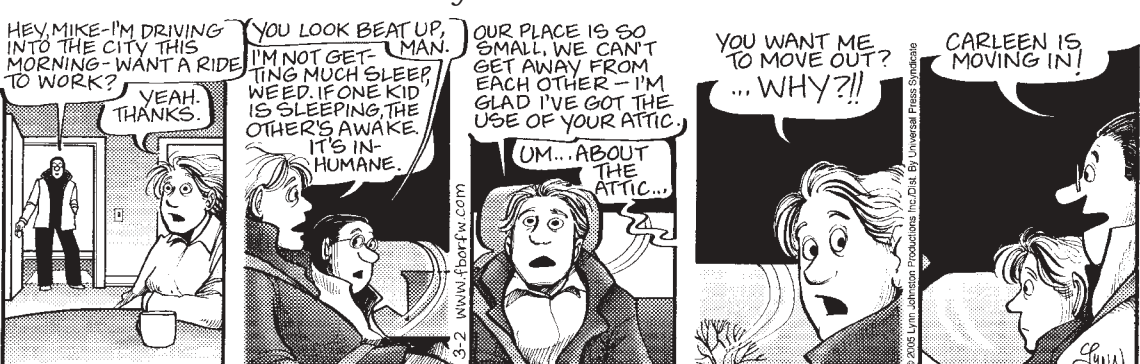


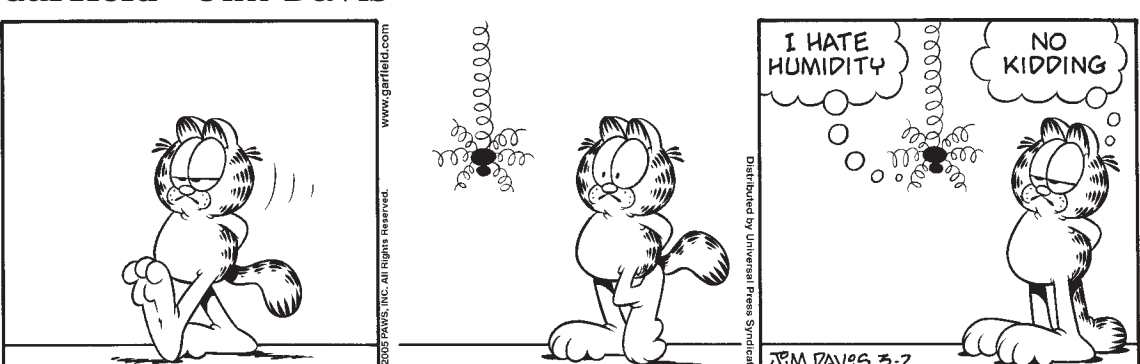
For Better or Worse • Lynn Johnston



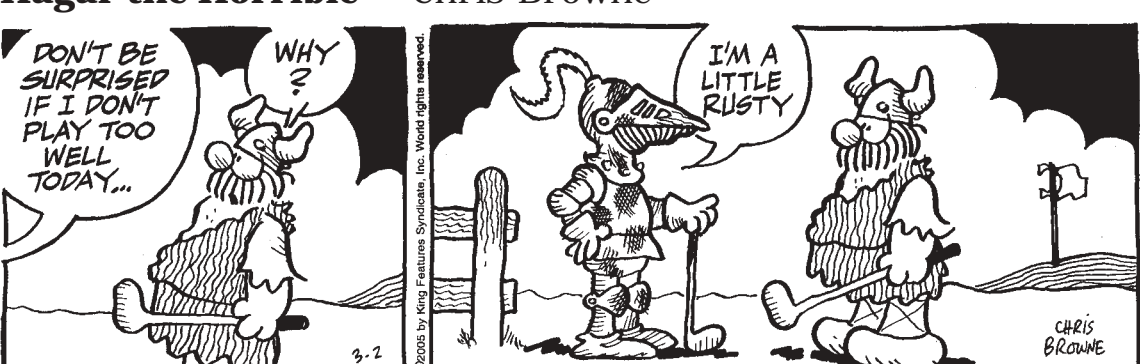
For Better or Worse • Lynn Johnston



Garfield • Jim Davis



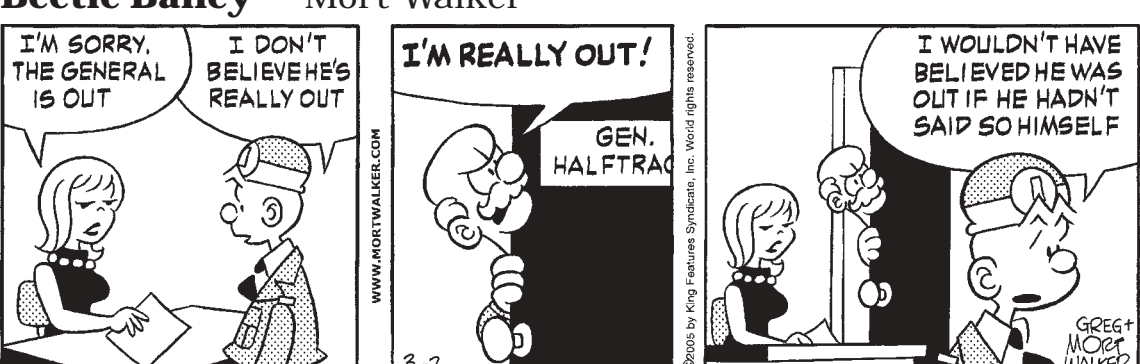
Hagar the Horrible • Chris Browne



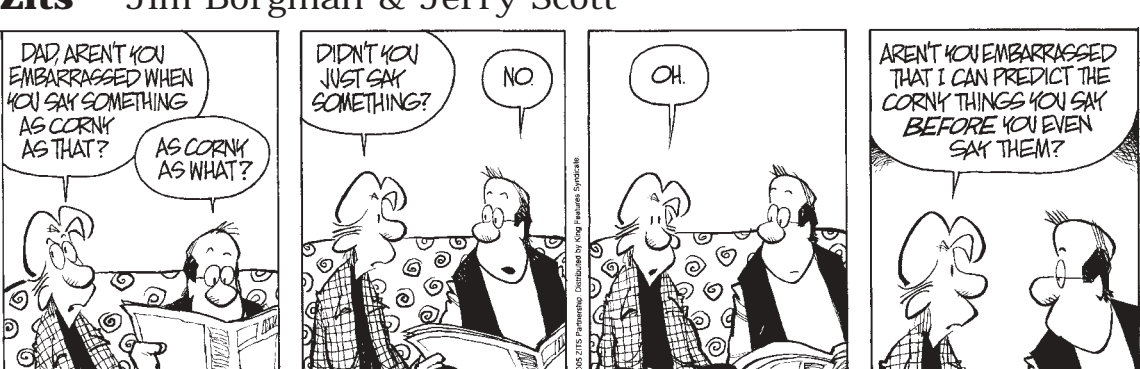
Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

CY S KGSISDG PRSBTP

DR HDZP DY BISBTFIG

CR NFJ, ECHH EF FRJ WK

ECZG S BIWONM OWOOM?

Yesterday's Cryptoquip: WHAT WOULD SOME MEAN GUYS CALL A TECHNOLOGICALLY CHALLENGED PERSON? A NINCOMPUTER.

Today's Cryptoquip Clue: O equals M

NANDY DXRT GXRGPARNRT

Z MPBBXQ QYX ZBQZID

DENBPD QZAEBI: "HYP

QPZANRT XM HYP TANR."

Yesterday's Cryptoquip: IF A PHARAOH SNACKS ON LOTS OF CRACKERS IN BED, WILL WE END UP WITH A CRUMBY MUMMY?

Today's Cryptoquip Clue: T equals G

Crossword

**ACROSS**

1 Numbers racket?

5 Diamond club

8 Shot, for short

12 "Hi, sailor!"

13 "This tastes terrible!"

14 Combine resources

15 Scout gathering

17 Parli-mentarian

18 Hurry up

19 Rungs

21 Changed the bulb

24 Astrigent

25 On the rocks

26 Beach gathering

30 To and —

31 "... calm, bright"

32 Retainer

33 Official gathering

35 Shoppers' mecca

36 "— and Michele's High School Reunion"

**DOWN**

1 Army rank (abbr.)

2 "Eureka!"

3 Male turkey

4 Com-posite

5 Set fire to

6 Succumb to time

7 Rainy Spanish area?

8 Poise

9 Apollo destination

10 Oliver Twist's request

11 Auto-maker

12 Ransom Eli —

16 Umpire's call

20 Doesn't know the words?

21 Jazz phrase

**Solution time: 21 mins.**

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

Yesterday's answer 3-1

Bridge

North dealer.  
East-West vulnerable.

**NORTH**

♠ 7 2  
♥ 7 5  
♦ A K 10 6 5 2  
♣ A K 3

**WEST**

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

**EAST**

♠ 10 9 4  
♥ J 9 8  
♦ J 8 7 3  
♣ Q 6 2

**SOUTH**

♠ K Q 8  
♥ A Q 6 3  
♦ Q 9  
♣ 10 8 7 4

The bidding:

North	East	South	West
1 ♦	Pass	1 ♥	Pass
2 ♦	Pass	3 NT	

Opening lead — five of spades.

Bridge is essentially a game of logic. The more keenly a player reasons, the better he will do. General rules can be memorized and are certainly helpful, but they are easy to misapply unless the reasons behind them are understood.

Take this deal where it is easy to go wrong. South wins the spade lead with the king and obviously must attack diamonds, his most promising suit. But when he makes the normal play of the queen and another diamond, West shows out, and South is in deep trouble. He can now do no better than continue the suit. After East takes the jack and returns a spade, the defenders collect four spade tricks, and South finishes a sadder, if not wiser, man.

Correct play produces 10 tricks. In the given circumstances, declarer should not automatically attack diamonds in the usual fashion, but should first consider the possibility of a 4-1 division and try to protect against it.

To that end, South should lead a club to the king at trick two and return a low diamond, planning to finesse the nine. He does not mind if the nine loses to the jack, because with West on lead, the queen of spades is impervious to attack, and no other return by West can do him any harm.

As it happens, the nine wins, and South coasts home with at least 10 tricks. But note that even if the finesse loses to the jack, he is still sure of nine tricks — five diamonds, two clubs, a spade and a heart — whatever West returns.

To start the diamonds by cashing the queen is a bow to normal procedure that is not justified in the present case. The safety play in diamonds is needed to virtually assure a favorable outcome.

Tomorrow: Sylvia plays duplicate.  
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South dealer.  
Both sides vulnerable.

**NORTH**

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

**WEST**

♠ A  
♥ K J 10 9 7 5  
♦ Q 10 4  
♣ A 9 8

**EAST**

♠ 3 2  
♥ 8  
♦ J 9 7 5  
♣ 10 7 6 5 4 3

**SOUTH**

♠ K Q J 8 7 5  
♥ A 4 2  
♦ A 3  
♣ K 2

The bidding:

South	West	North	East
1 ♠	2 ♥	2 ♠	Pass
4 ♠			

At first, believe it or not, some members of the club claimed they could fathom the workings of Sylvia's mind. But it did not take them very long to disabuse themselves of this ridiculous notion. They discovered soon enough that Sylvia's unique interpretation of the general principles of the game resulted in an approach far different from that of any player they had ever encountered.

Consider this deal from Sylvia's first duplicate tournament at the club. Perhaps she should not have been allowed to play, but most of the members felt that she would surely add zest to the game — and they certainly were not disappointed.

Sylvia was West and found herself on lead against four spades, a contract that was reached at all 13 tables. All the other West players led either the jack of hearts (won with dummy's queen) or a low diamond. In every one of those cases, declarer easily made the contract, losing only a club, a heart and a spade.

At this stage of her career, Sylvia had already learned the "rule" about leading the highest card from a sequence of honor cards. However, she had not yet learned the distinction between a sequence and an "interior" sequence. Accordingly, unlike the other Wests who led the jack from the K-J-10-9-7-5, she led the king!

As a result of this remarkable lead, poor South could no longer make the contract. He took the king with the ace and played a trump, but he was fighting a losing cause. Sylvia won with the ace and returned the jack of hearts. East ruffed dummy's queen and returned a club, and Sylvia took the ace of clubs and ten of hearts to put the contract down one.

Tomorrow: Steppingstone to success.  
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Family Circus • Bill Keane

