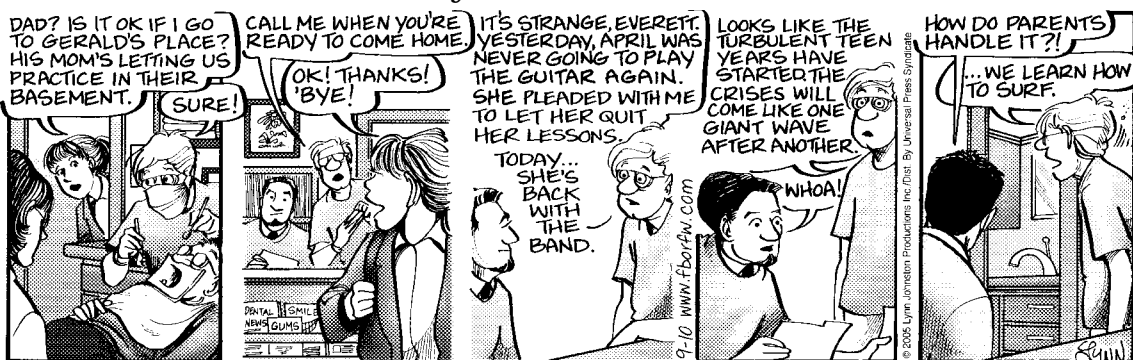


For Better or Worse • Lynn Johnston



For Better or Worse • Lynn Johnston



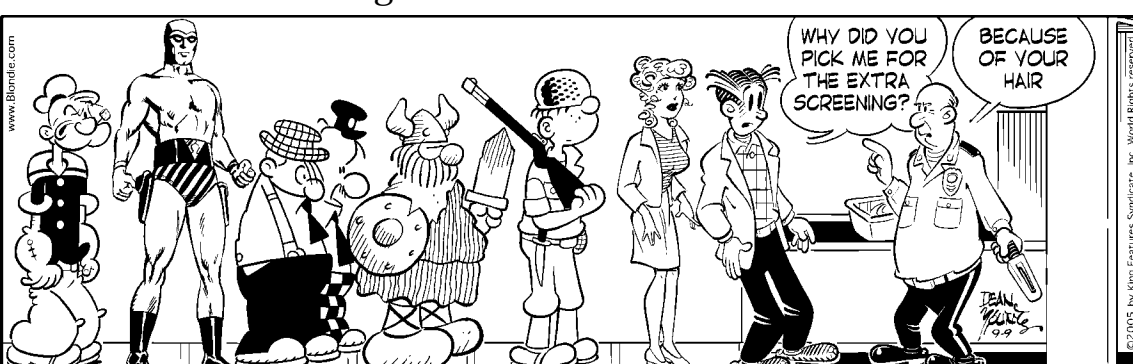
Garfield • Jim Davis



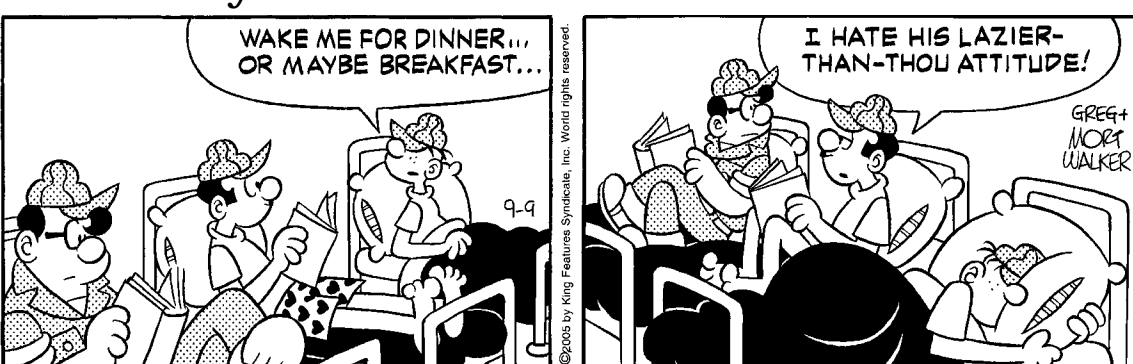
Hagar the Horrible • Chris Browne



Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

DV WRCQKRLZ WGRSQ WY UTH XETKWT ZRA
 KMQHGO CDBGW VMRC ZRX, FVLV KR LESV U BRETKLH,
 D JXQWW ZRX CDJOG NHSS W FRESZ BUSS KXUK U
 DG H LDW-NQMGHGDRB.
 Yesterday's Cryptoquip: WHEN THE ELECTRICITY GOES OUT AND YOU'RE ANGERED, I SUPPOSE THAT'S A POWER OUTRAGE.
 Today's Cryptoquip Clue: R equals O

LWVAT RY KVLWL.
 Yesterday's Cryptoquip: IF SOMEBODY STOLE BREATH MINTS FROM YOU, I GUESS YOU MIGHT CALL IT A DIS-CERTATION.
 Today's Cryptoquip Clue: V equals E

Crossword

ACROSS

1 Once around
 4 Solidify
 7 Mortal
 12 Com-mo-tion
 13 Pink-slip
 14 Fat
 15 Grammy category
 16 Direct attention to
 18 Copper head
 19 Sweet-heart
 20 Piquancy
 22 "Casa-blanca" pianist
 23 Be tangent to
 27 Waste no time
 29 Pablo Picasso's daughter
 31 Decorate
 32 Comic O'Brien
 35 Venus' sister
 37 Buddhist sect
 38 Dandling site
 39 Main-lander's memento

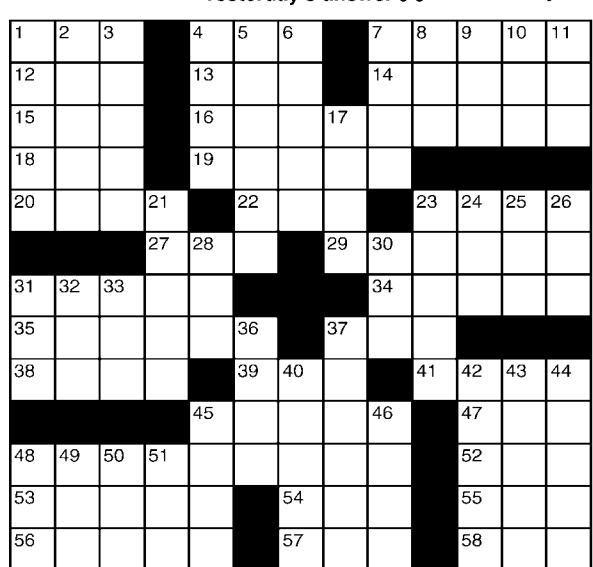
DOWN

41 Right on the map?
 45 Schedule
 47 "CSI" evidence
 48 Traffic signal
 52 Dress up in
 53 Ink type
 54 MGM mascot
 55 Work unit
 56 Clot preventer
 57 Compass-point suffix
 58 "L.A. Law" cast member
 17 Office part-timer
 21 Mid-afternoon

Solution time: 25 mins.

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

Yesterday's answer 9-9



ACROSS

1 Tom Hanks movie
 4 Story of the 4077th
 8 Knighted woman
 12 Altar affirmative
 13 Musical instrument
 14 ... that requires this
 15 Some
 16 Fling
 17 "Rule, Britannia" composer
 18 2005 movie based on a comic book
 21 Get a move on
 22 Barracks bed
 23 Cake maker's need
 26 Moo — gai pan
 27 Rotation duration
 30 Rem-brand't's medium
 31 Baltimore newspaper

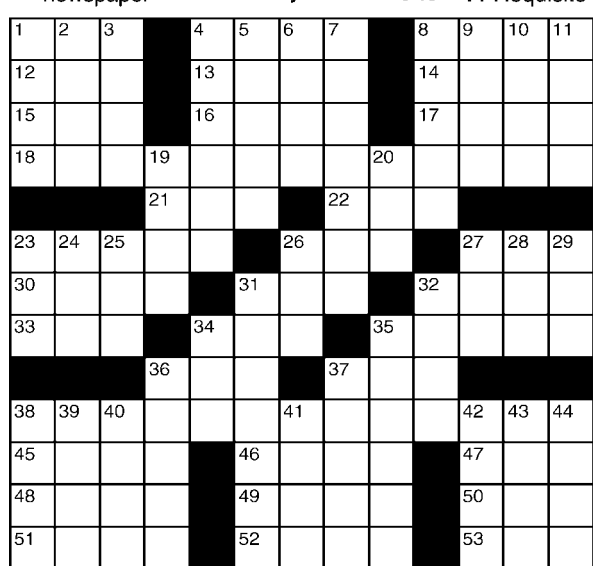
DOWN

32 Brownish purple
 33 Peculiar
 34 Mole, e.g.
 35 iPod collection
 36 "Eureka!"
 37 Lustrous black
 38 1953 Bernstein musical
 45 Attention getter
 46 "Dressed to —"
 47 Trivial Pursuit need
 48 City north of Dayton
 49 Part of HOMES
 50 Pindar's opus
 51 Symbol of craziness

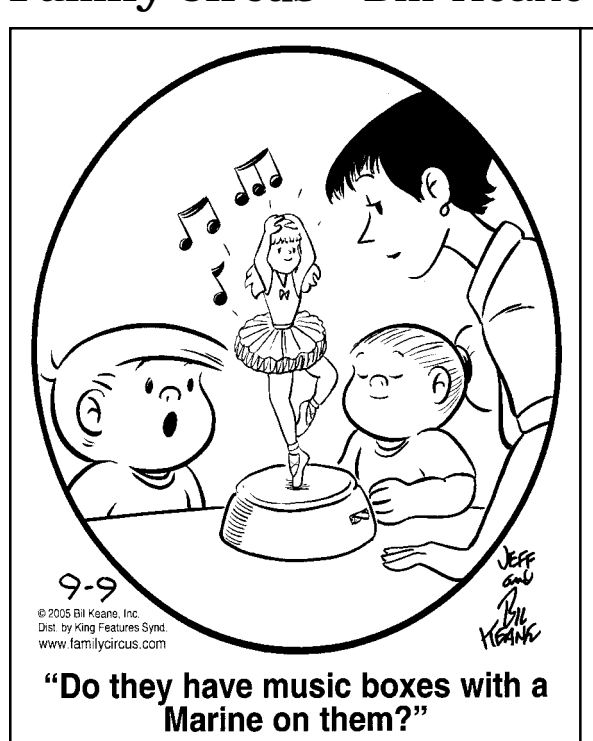
Solution time: 27 mins.

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

Yesterday's answer 9-10



Family Circus • Bill Keane



Bidding Quiz

You are the dealer, both sides vulnerable, and open One Diamond. Partner responds One Heart. What would you now bid with each of the following five hands?

1. S K5 HAQ73 D AQJ84 C K9
2. S KQ4 H8 D AJ952 CAQ73
3. S KJ52 H974 D AKQJ6 C7
4. S 83 HAK8 D KQJ92 CAJ2
5. SAJ9 H82 DAKJ85 CAQ4

1. Four hearts. There is no question about this being a game-going hand after partner has responded with one heart, and the best way to make sure of reaching the game is to bid it. With 19 high-card points plus two doubletons — worth another two points or so — facing the six-point minimum indicated by the heart response, the partnership assets easily exceed the 26 points ordinarily required for game. It is hard to imagine a hand partner can hold that will not produce a good play for 10 tricks.

The jump to four hearts is by no means a sign-off. Rather, it encourages partner to move toward slam with a suitable hand. The one thing to avoid is a raise to only three hearts, which partner could pass with minimal (six or seven points) values.

2. Two clubs. Here you lack the values for a jump-shift to three clubs, which would show at least 19 points. The two-club rebid has the merit of being ambiguous, since it can be based on anywhere from 13 to 18 points. If partner passes, it is unlikely your side can make a game.

3. One spade. This bid is also in the ambiguous class, but it is better to bid a spade than two diamonds or two hearts. You plan to show your three-card heart support at your next turn if the opportunity to do so arises, thereby apprising partner of the three-suited nature of your hand. This should leave him in an ideal position to select the best contract.

4. Three hearts. It is highly unusual to double raise partner's suit with only three-card support, but considering the 18 high-card points and the quality of your hearts, the jump is the best bid available. You are not always dealt hands that match the perfect textbook illustration of a double raise, and the best you can do in such cases is to aim as close to the mark as possible.

5. Three notrump. This hand strongly suggests notrump play, and since the combined high-card holding is known to be at least 25 points — plus the added value for your strong five-card diamond suit — you should jump directly to game. Partner can then carry on as he sees fit, knowing he has about 20 points and a balanced hand opposite him.

Tomorrow: The sure way is the best way.
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North dealer.
 North-South vulnerable.

NORTH
 ♠ 10 9 5 4
 ♥ K J 3
 ♦ K 7 2
 ♣ A K 5

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

EAST
 ♠ 8 6
 ♥ A Q 9 6
 ♦ 10 8 4
 ♣ Q 10 3 2

SOUTH
 ♠ A K Q J 3
 ♥ 7 4 2
 ♦ A 6 5
 ♣ 9 6

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

Opening lead — queen of diamonds.

The Sure Way Is the Best Way

On some deals, the outcome is a forgone conclusion. Declarer takes his tricks, loses what he has to lose, and that's that. On other deals, the outcome might hinge solely on the lie of the adverse cards. The opposing distribution or the location of a particular card determines the result, and there is nothing that can be done about it.

On both types of hands declarer has little or no chance to demonstrate his skill.

But on a third type of hand — more common than the other two — declarer is presented with an opportunity for skillful play. It is on these deals that he can consider various options and then choose the one that offers either the greatest chance of success or an approach to the play that is sure to overcome an unlucky lie of the cards. Today's hand illustrates the latter case.

In four spades, South can count four possible losers — a diamond and three hearts. However, declarer sees that by leading twice toward dummy's K-J-3 of hearts, he can avoid losing three heart tricks if West has either the ace or queen of hearts, or both. His only real concern, therefore, is how to make the contract if East has the ace and queen. This is where skill enters the picture. To assure the contract, South wins the diamond lead with the ace, draws trumps, then cashes the A-K of clubs and ruffs dummy's last club. He then plays the king of diamonds and exits with a diamond.

He does not care one whit which opponent actually takes the trick. If East wins, he must play a heart to dummy's K-J-3 or yield a ruff-and-discard by leading his remaining club. If West wins the diamond, he can return a heart, but dummy simply plays the jack or king, forcing East to win and concede the game-going trick as before.

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