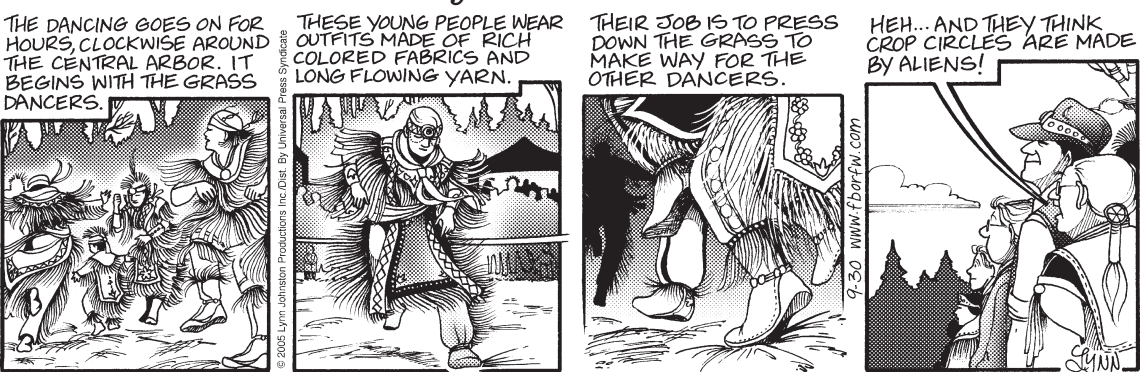
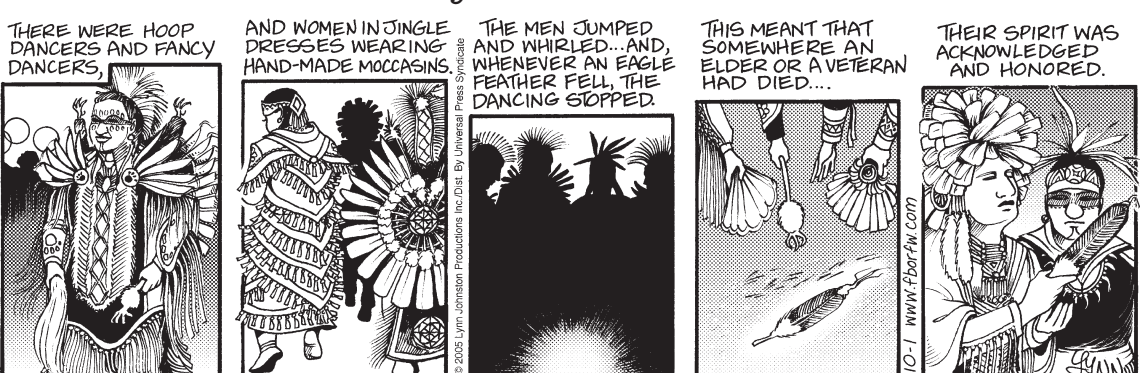


For Better or Worse • Lynn Johnston



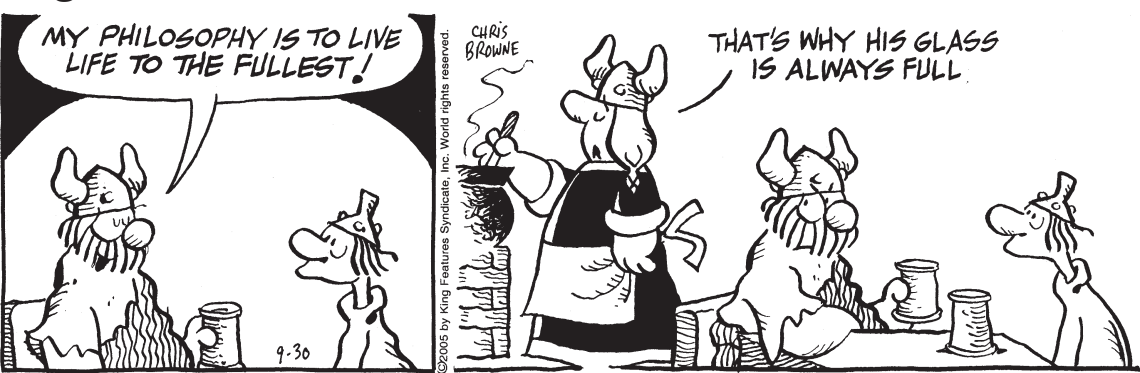
For Better or Worse • Lynn Johnston



Garfield • Jim Davis



Hagar the Horrible • Chris Browne



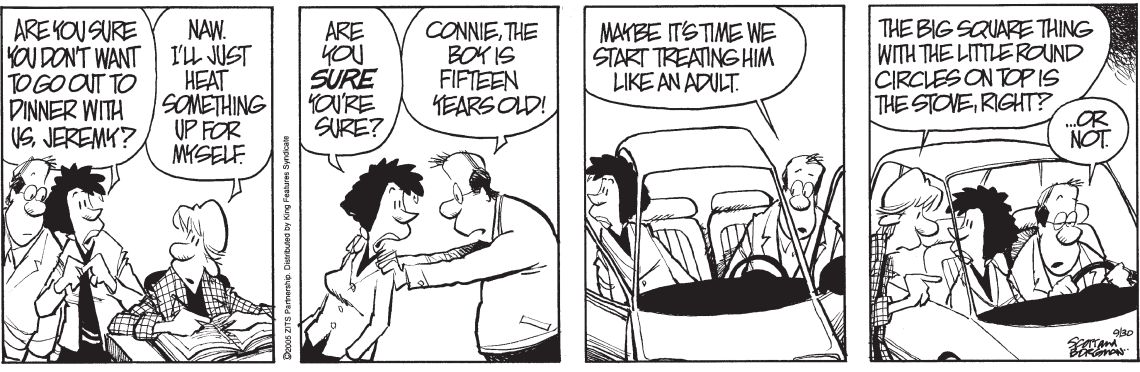
Blondie • Chic Young



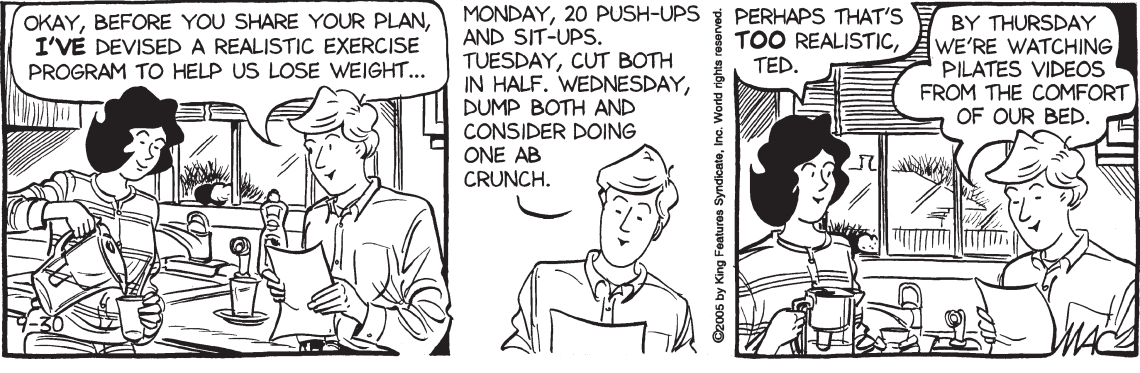
Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

AEZJ VMMDGV'R ADNZ

ZJMZHZW MEZDH EPORZ, D

APJWZH DN REZ APOGW

REPOM "ED, EOJ, D'F EPFZ!"

Yesterday's Cryptoquip: IF A SUPERHERO'S POWERS CAME FROM APPLE PRODUCTS, I BET HE WOULD BE NAMED CIDER-MAN.

Today's Cryptoquip Clue: F equals M

YSB PBI OLCLNPB, XLCE

JP Z OKJQXLP MLYYCB,

XQBCCX YBKKJMCB. JY'X

PLY ILKYS Z KBE XOBPY.

Yesterday's Cryptoquip: WHEN ATILA'S WIFE ENTERED THEIR HOUSE, I WONDER IF SHE WOULD SHOUT "HI, HUN, I'M HOME!"

Today's Cryptoquip Clue: Y equals T

Crossword

**ACROSS**

1 Sheepish remark

4 Star followers

8 "Wheel of Fortune" option

12 Old, in the dict.

13 Lotus auto model

14 Seeger or Sampras

15 One of the stars of "M\*A\*S\*H"

17 Neighbor-hood

18 Leave out

19 "The Appren-tice" bigwig

20 Sinker

22 Sported

24 Wading bird

25 Track transport

29 Sight-related (Abbr.)

30 Cozy

31 Box-office sign

32 Olym-pians

**DOWN**

1 Slithery squeezer

2 Six-pack, maybe

3 Stupefy

4 Earn down

5 Settled

6 Antacid target

7 Squid squirt

8 Less plentiful

9 Llama territory

10 Particular

11 Tide type

16 Flightless flock

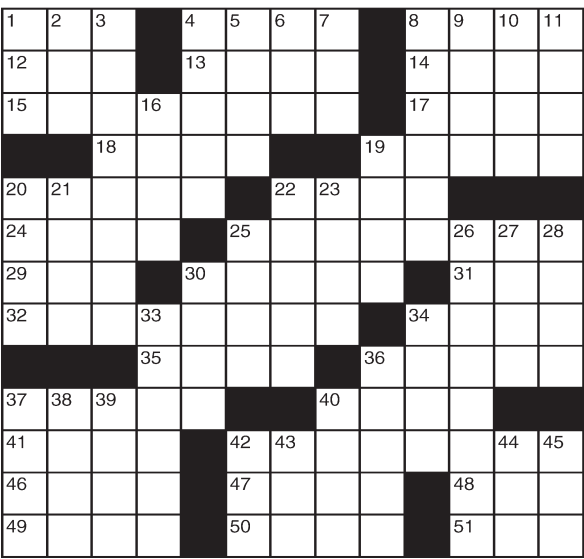
19 "Aeneid" setting

20 Prima donna

**Solution time: 25 mins.**

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

Yesterday's answer 9-30



**ACROSS**

1 Not barefoot

5 A handful

9 Deposit

12 Horse-back activity

13 Ball in a gym

14 Lemieux milieu

15 First victim

16 Grub

17 Moray, e.g.

18 Imple-ment

19 The whole enchilada

20 Point

21 Send out invitations

23 Comedi-an Philips

25 Frightens

28 Cowardly

32 Disney classic

33 Hawaiian greeting

34 Stimulate

36 Jackie Paper's pal was one

**DOWN**

1 Lovers' quarrel

2 Vagrant

3 Sub in a tub

4 Buck

5 Gives an address

6 Evange-list

7 Multi-colored

8 North Sea feeder

9 Stead

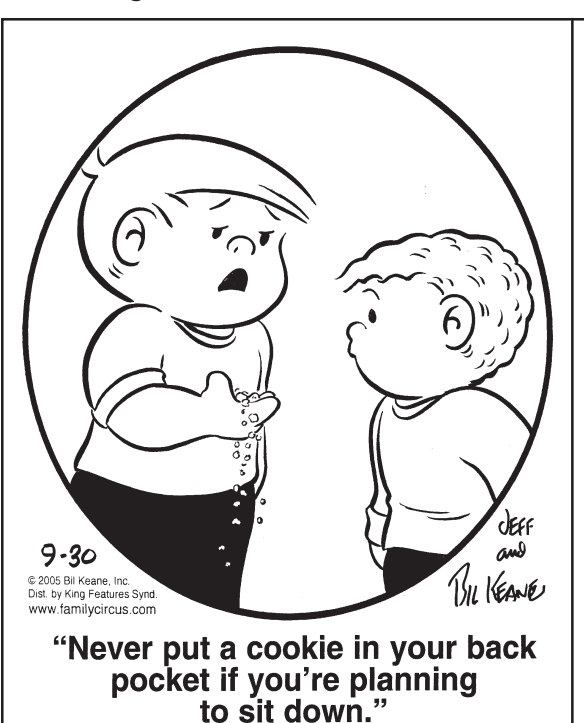
**Solution time: 27 mins.**

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

Yesterday's answer 10-1



Family Circus • Bill Keane



Bridge

Partner bids One Spade, and the next player passes. What would you now bid with each of the following five hands?

- ♠ J82 ♥ 965 ♦ 75 ♣ AQJ83
- ♠ Q953 ♥ AJ97 ♦ KQ8 ♣ 42
- ♠ KJ764 ♥ 73 ♦ QJ652 ♣ 6
- ♠ AQ75 ♥ KJ6 ♦ 4 ♣ KQJ82
- ♠ Q7 ♥ AQ3 ♦ KJ93 ♣ AJ94

**Bidding Quiz**

1. Two spades. It is, of course, desirable to have four trumps when you raise partner directly, but when the luck of the deal gives you only three to an honor, it is still best to raise immediately.

The possible responses to one spade with this hand are one notrump, two clubs or two spades. Two spades is the best choice because it immediately places you in the six- to 10-point range and at the same time indicates satisfaction with spades as the trump suit. One notrump would deny such support, and two clubs would promise a higher point-count.

After partner hears you raise his suit to two, he will be in excellent position to judge what to do next.

2. Three spades. The jump-raise to three is a game-forcing response indicating at least four trumps and 13 to 15 points, including distributional values. Here, the doubleton club gives you the extra point you need to reach 13.

3. Four spades. The triple raise shows much less in high cards than the double raise, but more in the way of distribution. It is intended primarily as a pre-emptive bid aimed at making it more difficult for the opponents to enter the bidding, and there is no certainty that four spades will actually be made.

4. Three clubs. This hand offers decided potential for slam, and it is best to alert partner immediately to that possibility. You intend to raise partner in spades at your next opportunity.

A jump-shift is seldom made with hands of less than 17 high-card points, but here the trump fit and distribution put you in that range. The jump-shift merely invites a slam and does not commit the partnership to it.

5. Three notrump. A response of two notrump would show 13 to 15 points, balanced distribution and strength in the three unbid suits.

The jump to three notrump delivers the same message, except that the point count is 16 or 17. The bid invites opener to move toward a slam if he has values beyond a minimum, but it is not forcing.

Tomorrow: Partnership harmony.  
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South dealer.  
North-South vulnerable.

**NORTH**

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

**WEST**

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

**EAST**

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

**SOUTH**

♠ J 9  
♥ A K Q J  
♦ A J 7  
♣ K 10 7 3

The bidding:  
South 1 ♥  
West 6 ♥  
North Pass  
East 3 ♥

Opening lead — king of spades.

**Partnership Harmony**

Assume you're in six hearts and West leads the king of spades. When dummy appears, you are surprised to find that partner jump-raised you to three hearts with only eight high-card points. However, there's no use crying over spilt milk, so you concentrate on the matter at hand, making a note to speak gently to partner later on about his bidding.

The slam seems impossible to make, but you might be able to do something about it if you get lucky. Accordingly, after winning the king of spades with the ace, you return a spade to your jack. West wins with the queen and facilitates your play by continuing with the ten of spades.

After ruffing with the jack, you cash the ace of clubs, the A-K-Q of trumps and king of clubs, discarding a diamond from dummy. You then ruff the seven of clubs in dummy and cash the ten of hearts to bring about this position:

North  
H 9  
D 8 5

West  
D 9 3  
C 8

East  
DK Q  
C Q

South  
DAJ  
C 10

When you play the nine of hearts, East finds himself in dire straits. If he discards a diamond, you discard a club; if he discards a club, you discard a diamond. Either way, you make the slam.

Considering the outcome, you decide to say nothing at all to partner about his three-heart bid. At the same time, you give silent thanks to West, who could have stopped the slam by shifting to a diamond at trick three.

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