

## For Better or Worse • Lynn Johnston



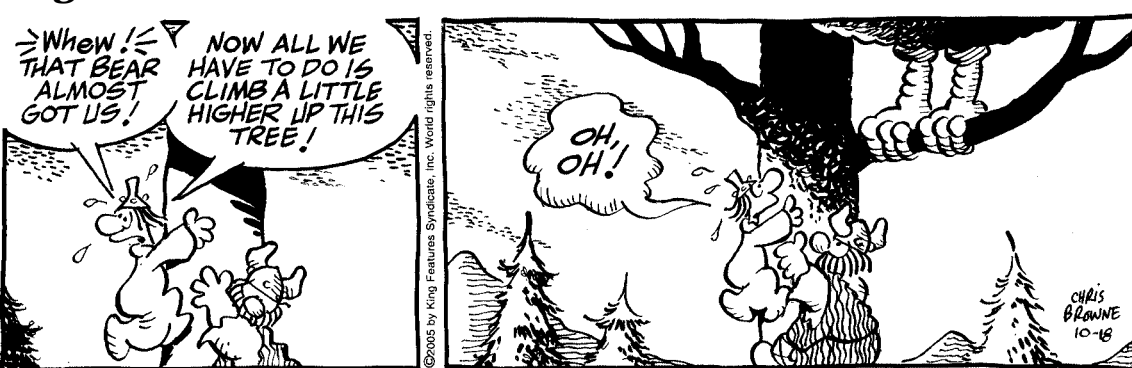
## For Better or Worse • Lynn Johnston



## 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

JWDEU YDENO ODBFDG CZ QJ MDT IBDTRBI WYIESCC  
EZJCDZL HBDDJD PVHVL LWUS VWC LTCI QUYESXQZAS,  
LP WEFD IDDZ ZEYDG Q RTSCC MDT VDTAX ZS  
INVD UNELP OUDJCENO. ESWAAM JDUXW BSE.  
Yesterday's Cryptoquip: IF ICY PRECIPITATION  
WERE FALLING ON A PRESIDENT, WOULD YOU  
SING "HAIL TO THE CHIEF?"  
Today's Cryptoquip Clue: D equals E  
Yesterday's Cryptoquip: CHEAP MEALS  
SERVED IN ANCIENT GREECE OUGHT TO HAVE  
BEEN NAMED BLUE PLATO SPECIALS.  
Today's Cryptoquip Clue: C equals S

## Crossword

**ACROSS**

1 Labyrinth option  
5 Aviate  
8 Roe provider  
12 Wind instrument  
13 Appomattox VIP  
14 Stereo counter-part  
15 Reject  
17 Car  
18 Pigs' digs  
19 Scepter  
20 Curtain fabric  
21 Pitch  
22 Erstwhile acorn  
23 Tote  
26 Halves of weekends  
30 Cruising  
31 Make marginalia  
32 Toast topper  
33 Coven members  
35 Used a broom  
36 Do-it-yourself-er's buy  
37 "— voyage!"

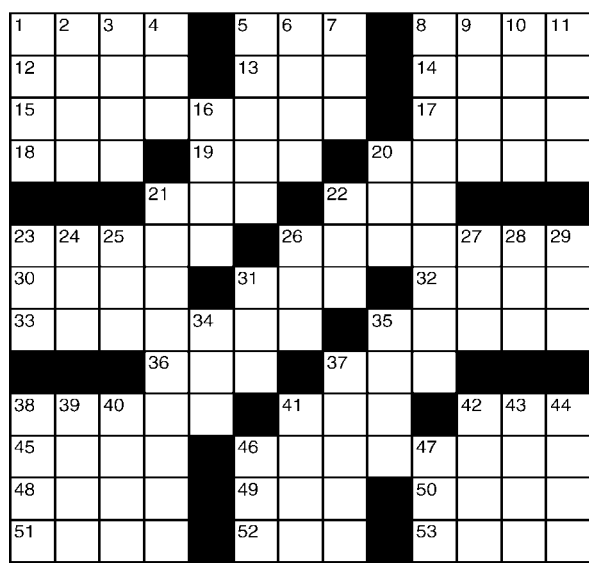
**38** Play-ground fave  
**41** Menagerie  
**42** Omega preceder  
**45** Texas city  
**46** Torch  
**48** Acknowledged  
**49** Bullring bravo  
**50** Algerian seaport  
**51** "Death in Venice" author  
**52** Abbott or Collyer  
**53** Obtains

**4** Coop dweller  
**5** Elevator stop  
**6** Smutty Japanese money  
**8** WWE event  
**9** Session with a shrink  
**10** Con  
**11** Destine to failure  
**16** Wagon  
**20** — Diego  
**21** Follow a paper trail  
**22** Away  
**23** Cornfield call  
**24** "— was saying, ..."

**25** On pension (Abbr.)  
**26** "Mayday!"  
**27** Brewery output  
**28** "Uh-huh!"  
**29** Drunkard  
**31** Lustrous black  
**34** Waste not a moment  
**35** Any day now  
**37** Ennui-laden  
**38** Took to the pool  
**39** Stromboli spillage  
**40** PC picture  
**41** South African tribe  
**42** Skin opening  
**43** Swing at a fly  
**44** Hostels  
**46** Ray's longtime partner  
**47** Follow relentlessly

**Solution time: 21 mins.**

**Yesterday's answer 10-18**



**ACROSS**

1 One of the Three Bears  
5 — Tech  
8 Square  
12 Actor Sharif  
13 Three-match link  
14 Unembellished  
15 Not paraphrased  
17 Cheese selection  
18 Exact amounts of money?  
19 Pointed a finger at  
21 Carnival city  
22 One's performance  
23 Gun the engine  
26 Moreover  
28 Combine crudely  
31 Vicinity  
33 Part of R.S.V.P.  
35 Old portico

**36** "Lost Horizon" actress  
**38** Zero-star review  
**40** Drone  
**41** Lum-moxes  
**43** "Of course"  
**45** Set off  
**47** Votes off the island  
**51** First culprit  
**52** Upright  
**54** Rudimentary education  
**55** Mom of 51-Across  
**56** Therefore  
**57** Tidy  
**58** "Awesome, dude!"

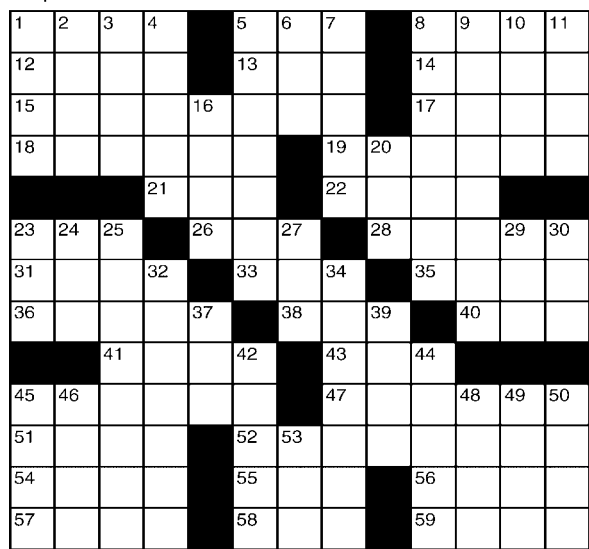
**59** Concupiscence  
**60** Met melody  
**20** Alamos lead-in  
**23** Aries  
**24** History chapter  
**25** Betty's rival for Archie's attention  
**27** Party bowlful  
**29** Old French coin  
**30** Scenery chewer  
**32** Con  
**34** In tiers  
**37** O'er and o'er  
**39** Barber-shop call  
**42** Cut off  
**44** Sales pitch  
**45** "— See Clearly Now"  
**46** Kaplan who played Kotter  
**48** Beige  
**49** Brings up the rear  
**50** Coin aperture  
**53** Zsa Zsa's sis

**DOWN**

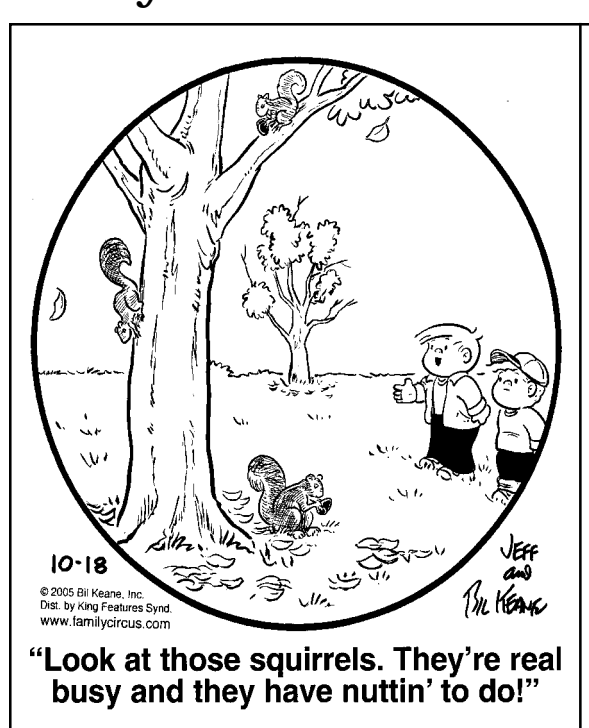
1 Relocate  
2 NYSE counterpart  
3 Shopping center  
4 Viny shelter  
5 Corduroy and calico  
6 Blackbird  
7 "Silence of the —"  
8 Pre-serves, in a way  
9 Martini ingredient  
10 Canal zone?  
11 Require

**Solution time: 21 mins.**

**Yesterday's answer 10-19**



## Family Circus • Bill Keane



## Bridge

South dealer.  
Both sides vulnerable.

**NORTH**

♠ K 8 5  
♥ J 4  
♦ K J 10 3  
♣ Q J 4 2

**WEST**

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

**EAST**

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

**SOUTH**

♠ A J 9 6  
♥ A 9 5  
♦ 9 8 2  
♣ A K 10

The bidding:  
**South** 1 NT  
**West** Pass  
**North** 3 NT  
**East** All Pass  
Opening lead — nine of clubs.

## Point Count Is Doubly Useful

Everyone knows that point count helps get you to the best contract, but it is not so well known that point count is also very helpful in the play.

Assume you're East and partner leads a club against three notrump. When dummy appears, you can estimate what kind of hand partner has, insofar as high cards are concerned.

Unless South has fibbed, partner can't even have a jack! This conclusion is reached by adding dummy's 11 points to your 13, which comes to 24. Since there are 40 points in the deck and South's announced notrump range is 16 to 18, your partner has at best a ten-high hand.

Of what use is this to you? Well, let's see. South wins the first club with the king, leads the nine of diamonds, lets it ride — and you win with the ace! This is part of a scheme you've concocted to do South out of his contract.

You return the king of hearts, then the queen, and next the ten. South takes the ace, finesses the ten of diamonds and reaches for the trick, convinced by the earlier diamond play that West has the queen. You then gently push his hand away, win the diamond with the queen and cash two hearts to put the contract down two.

Now let's suppose you won the first diamond with the queen and attacked hearts, as before. South might then decide to abandon diamonds and instead lead a spade to the king and finesse the jack on the way back. When he next cashed the ace and the spades broke 3-3, he would coast home with nine tricks.

Winning the first diamond with the ace is a deceptive maneuver that almost cannot lose and, at the same time, gives you a good chance to beat the contract. All you have to do is think of it!

North dealer.  
North-South vulnerable.

**NORTH**

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

**WEST**

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

**EAST**

♠ Q 10 4  
♥ Q 9 8  
♦ A 8 6  
♣ 10 8 7 5

**SOUTH**

♠ J 8 7 6 2  
♥ A 5 4 3  
♦ 7 5  
♣ Q 6

The bidding:  
**North** 1 ♣  
**East** Pass  
**South** 1 ♠  
**West** Pass  
Opening lead — king of diamonds.

## When and How to Lose a Trick

The aim of an elimination play is to compel a defender, at a given point, to make a lead that hands the declarer a trick he might otherwise lose.

Declarer achieves this position — usually by design but sometimes accidentally — by first eliminating from his own hand and dummy's any suits that the defender he plans to endplay could otherwise safely return. Declarer then purposely concedes a trick to that defender, forcing him to make a losing return.

Here is a typical example. South is in four spades, and West wins the first two tricks with the K-Q of diamonds. West then shifts to a trump.

Declarer plays dummy's A-K of spades, learning that he must sooner or later lose a trump trick to East's queen. He is then faced with the problem of trying to escape a heart loser.

Let's say South decides to cash the Q-K-A of clubs at this point, hoping the J-10 doubleton or tripleton will fall and make dummy's nine a trick. After this unlikely possibility fails to materialize, South would go down one if he next played a heart to the ace and continued with another heart to dummy's jack.

This would be the wrong way to play the hand, though. After cashing the Q-K-A of clubs, South can guarantee the contract 100 percent by ruffing dummy's fourth club and then conceding a trump to East's queen.

This leaves East with a losing choice of plays: He must either return a heart into dummy's K-J-6, or lead a diamond, allowing declarer to discard a heart from one hand while trumping in the other. Either way, declarer avoids a heart loser and so makes the contract without running any risk whatever.

Tomorrow: The percentage play.  
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