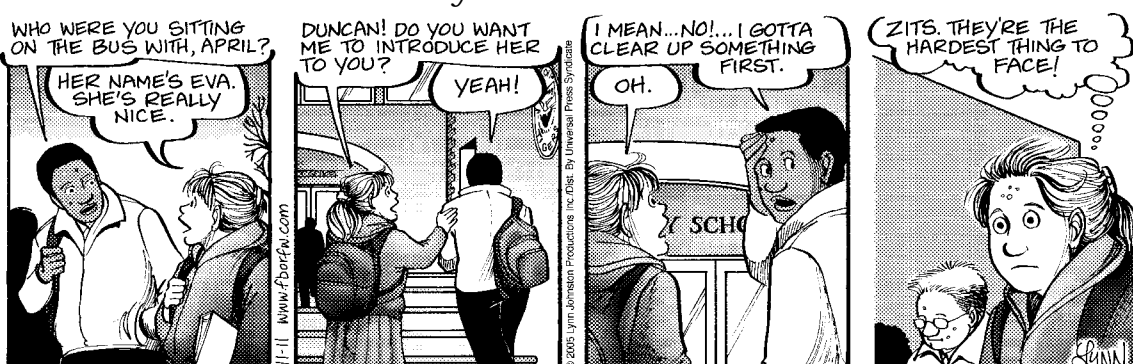
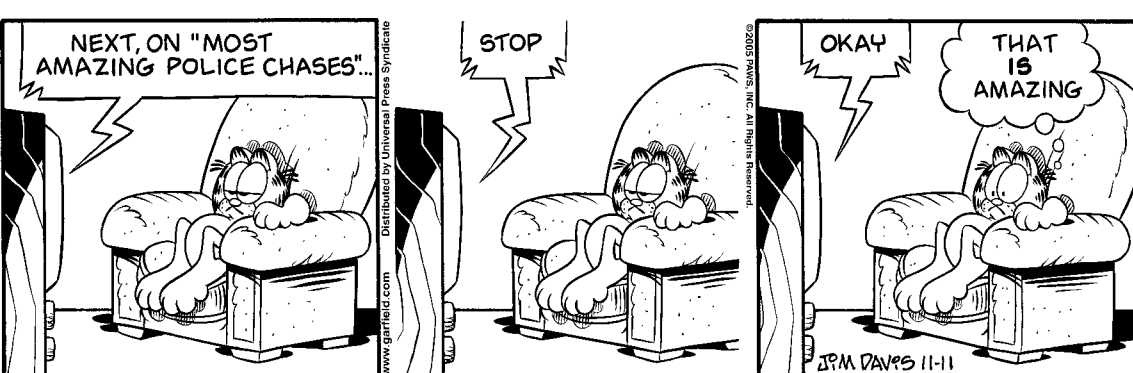


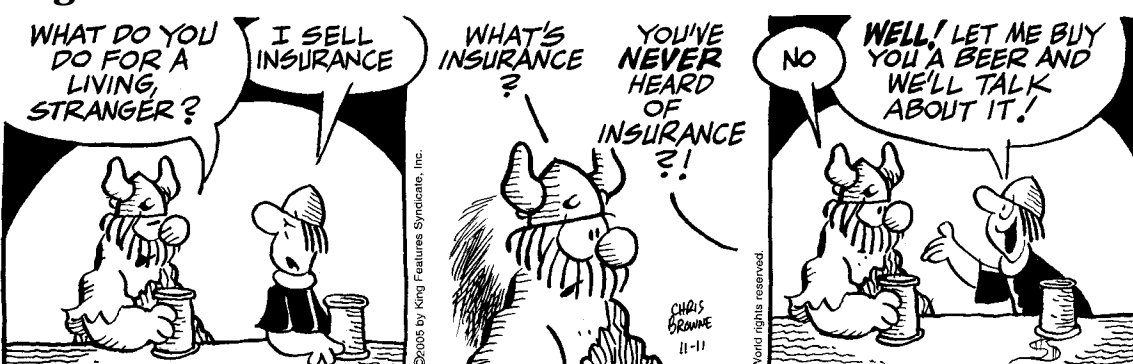
For Better or Worse • Lynn Johnston



Garfield • Jim Davis



Hagar the Horrible • Chris Browne



Blondie • Chic Young



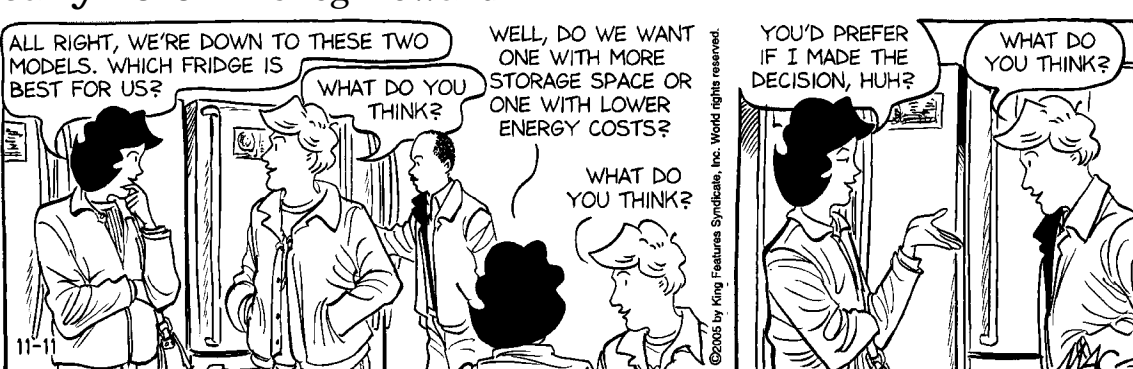
Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Sally Forth • Greg Howard



Cryptoquip

MC GBL UKDDHHS YB AH

YUHTH VUHI EBQHBH'E

THKFFG QKS, VBLFS GBL

AH MI YUH FMIH BC MTH?

Yesterday's Cryptoquip: WHEN A CARTOONIST GIVES A CHARACTER WAY TOO MANY DETAILS, ONE MIGHT CALL IT OVERDRAWN.

Today's Cryptoquip Clue: G equals Y

ZMJK QVIJ UJBC UFREFWRJ

HSJI AJSQ QMFSSJBJO,

H SFPJ HS CVE'O MFUJ

WBJFPHKA KJZQ.

Yesterday's Cryptoquip: IF YOU HAPPENED TO BE THERE WHEN SOMEONE'S REALLY MAD, WOULD YOU BE IN THE LINE OF IRE?

Today's Cryptoquip Clue: S equals T

Crossword

ACROSS

- 1 Twangy
- 6 — de
- 9 Performance
- 12 Farewell
- 13 Comedian
- 14 Philips
- 14 Born
- 15 Anjou and Bosc
- 16 It's said to be golden
- 18 Norman Bates's alter ego
- 20 Destroy
- 21 Grand —, N.S.
- 23 Ready to go
- 24 Series of tennis shots
- 25 Facility
- 27 Velcro
- 29 Coal-tar chemical
- 31 Christmas carol opener
- 35 React to a pun
- 37 Laugh-a-minute type
- 38 Extemporize

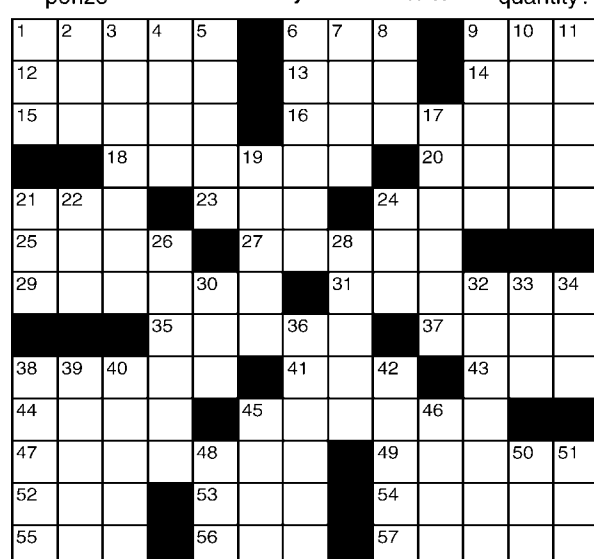
DOWN

- 1 Siesta
- 41 Ray's longtime partner
- 43 Pantheon member
- 44 Boxer
- 45 Infraction
- 47 Husky's home?
- 49 Terra —
- 52 Writer
- 52 Buscaglia
- 53 Throw into the mix
- 54 Anne or Calvin
- 55 Screw up
- 56 Itsy-bitsy
- 57 How one says "alas"
- 2 Summer-time cooler
- 3 Cat breed
- 4 Re planes
- 5 Has an intense craving
- 6 Pre-euro money
- 7 Eastern bigwig
- 8 Costa del —
- 9 Cancel
- 10 Beany's pal
- 11 Itsy-bitsy
- 17 It'll get the lead out
- 19 Conversation piece?
- 21 Energy
- 22 "Go, team!"
- 24 Roulette bet
- 26 Motor
- 28 Hiawatha's transport
- 30 Scepter topper
- 32 Got a glimpse of
- 33 Excessively
- 34 Timetable abbr.
- 36 Rub the wrong way
- 37 Super-market section
- 39 Less drenched
- 40 Strike-negotiation faction
- 42 Supports
- 45 Linger
- 46 Pop choice
- 48 Uncultured
- 50 Up to
- 51 Wool quantity?

Solution time: 25 mins.

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

Yesterday's answer 11-11



ACROSS

- 1 Glossy
- 6 Loved ones
- 11 Fracas
- 12 Overly decorated
- 14 Hang in there
- 15 Mary Ann's
- 16 "A Chorus Line"
- 17 Family member
- 19 Mal de —
- 20 Ignore coldly
- 22 Historic period
- 23 Big wind
- 24 Injections, for short
- 26 Creaked under the strain
- 28 Resinous substance
- 30 Rock group, — Tuesday
- 31 Reason to ration
- 35 Timber wolves

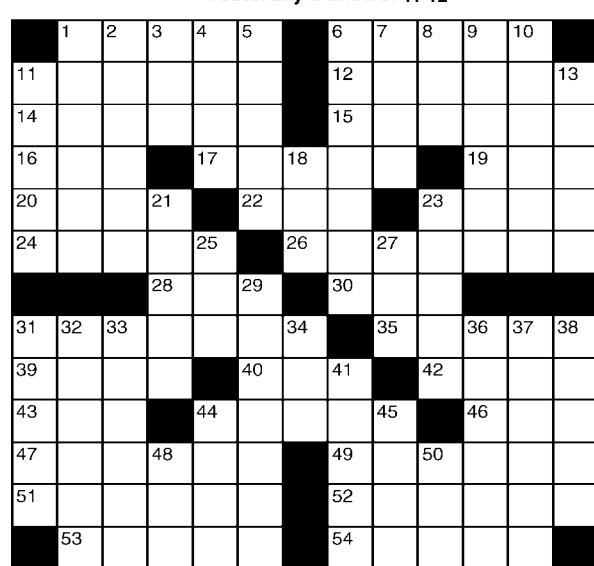
DOWN

- 1 Climb, in a way
- 2 TV schedule
- 11 Flounder through water
- 13 Blundered
- 3 H.S. subject
- 4 Paradise
- 5 Short liturgical prayer
- 6 Two-wheeled carriage
- 7 Ontario's neighbor
- 8 Political author
- 9 Old-clothes dealer
- 10 Brosnan's TV sleuth
- 11 Flounder through water
- 13 Blundered
- 18 Work unit
- 21 Rounded mass
- 23 Lively dance
- 25 Succumb to gravity
- 27 Tin Man's need
- 29 Singed
- 31 Conscription
- 32 Cameo carving
- 33 First game of the season
- 34 Deadlock
- 36 Darwin's ship
- 37 Severe experience
- 38 White-water investigator
- 41 Barber-shop need
- 44 Adolescent
- 45 "Monopoly" pair
- 48 Mailing addr.
- 50 Gist

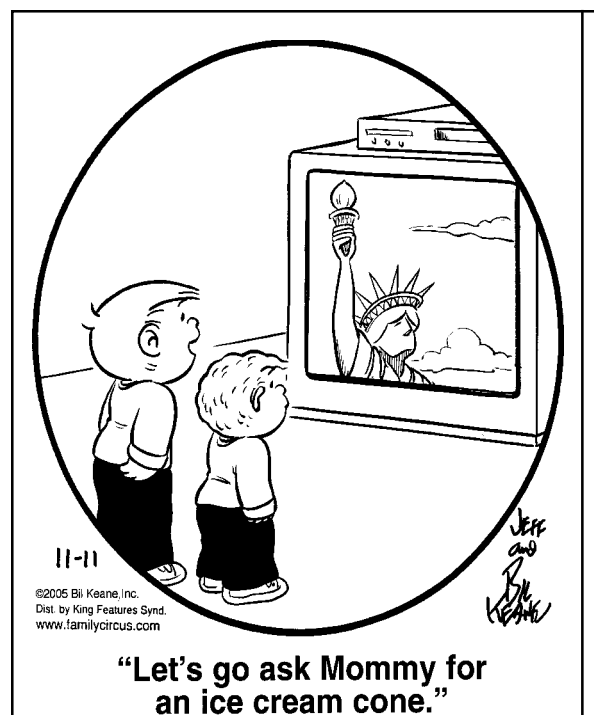
Solution time: 27 mins.

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

Yesterday's answer 11-12



Family Circus • Bill Keane



Bridge (Bidding Quiz)

Your right-hand opponent deals and bids Three Clubs, both sides vulnerable. What action (if any) would you take with each of the following five hands?

1. ♠ KQ93 ♥ AJ84 ♦ AJ62 ♣ 7
2. ♠ Q94 ♥ AJ ♦ AKQ973 ♣ K8
3. ♠ KQJ9652 ♥ 8 ♦ AQJ4 ♣ 3
4. ♠ KJ85 ♥ A72 ♦ A98 ♣ Q92
5. ♠ AK72 ♥ AQJ92 ♦ KQJ3 ♣ —

1. Double. The double of a pre-emptive bid is primarily for takeout. Partner may pass if he thinks it best to play for penalties, but usually he responds in his longest suit. It is true that you have only 15 points in high cards and are forcing partner to respond at the three level, but it is not overly optimistic to assume partner has support for one of your three suits, which increases the value of your hand. Of course, there is some element of danger in bidding over three clubs, but it would be more dangerous to pass.

2. Three notrump. To merely overcall with three diamonds would be a distinct underbid, and to double for takeout would also be unsound because of your lack of support for the major suits. With eight probable tricks in your hand, the best shot is three notrump.

There is an element of risk here also, but as the chief purpose of a pre-emptive bid is to make life difficult for the opponents when they have the better hands, it is not surprising that any bid you make carries some element of danger.

3. Four spades. Partner needs very little for this contract to come home, and it would be unduly pessimistic on your part to assume that partner can't supply the modicum of help you need. An overcall of three spades would show a lesser hand — for example, the same hand with one less spade and one more heart or club. Three spades would merely invite partner to bid, and you should not risk a pass with a hand as promising as this one.

4. Pass. This may seem conservative, since you have the values for an opening bid, but the level at which you must compete is too high to justify any action other than a pass. To double for takeout is very dangerous, since you lack the high cards and distribution to support a forced response from partner. You might easily incur a disastrous penalty if you caught partner with a poor hand.

5. Four clubs. You can't play this hand in less than game, and the best way of letting partner know this is by cuebidding the opponent's suit, asking partner to choose a suit. The cuebid is preferable to a double because you ought not run the risk of partner's passing three clubs doubled, which is one of his options. The cuebid is reserved for hands of overwhelming strength.

Tomorrow: The power of a long suit.
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South dealer.
Neither side vulnerable.

NORTH		EAST	
♠ 5 3	♥ A K 9	♠ Q 8 4 2	♥ 7 4
♦ Q 8 3	♣ K Q 9 8 2	♦ 6 5	♣ J 10 7 4 3

WEST		SOUTH	
♠ A J 10 9 6	♥ Q J 10 8 3	♠ K 7	♥ 6 5 2
♦ 7 2	♣ 5	♦ A K J 10 9 4	♣ A 6

The bidding:
South 1 ♦
1 ♦ Pass
3 NT
6 ♦

West 1 ♠
Pass
Pass
Pass

North 2 ♠
3 ♦
5 ♦

East Pass
Pass
Pass
Pass

Opening lead — queen of hearts.

The Power of a Long Suit

Some hands are more difficult to play than others, but even on the "toughies" one can frequently find the right answer by expending a bit of extra energy.

Assume you're in six diamonds and West leads the queen of hearts, which you win with the king. You play the A-J of trumps and continue with the A-6 of clubs. When West shows out on the second club, your primary hope of making the slam is suddenly dashed, since you cannot establish an extra club trick in dummy.

Assuming West has the ace of spades for his overcall, the situation looks hopeless until you realize that if he also holds the J-10 of hearts, you can put him under very severe pressure. Accordingly, after cashing the K-Q of clubs and discarding a heart, you play three more trumps, producing this position:

	North	
	S 5 3	
	H A 9	
West		East
SAJ		SQ 8 4
HJ 10		CJ
	South	
	SK 7	
	H 6	
	D 9	

When you now lead your last trump, West, who cannot afford to part with a heart, discards the jack of spades. You thereupon discard a heart from dummy and play a low spade.

West wins with the ace, and you make the slam by taking the last two tricks with the ace of hearts and king of spades.

Apparently, the moral, if there is one, is that a hand that is difficult to play may be even more difficult for an opponent to defend if you can find a way to turn his assets against him.

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