Page 8Colby Free PressFriday, January 13, 2006

For Better or Worse • Lynn Johnston



Garfield • Jim Davis YOU'LL TAKE ME UP ON THAT ? ELLEN, FOR YOU, I JPN PARDON? WOULD SWIM THE DEEPEST OCEAN PANES LONG WAY TO DOG PADDLE WITH WATER WINGS

Hagar the Horrible • Chris Browne



Blondie • Chic Young



Beetle Bailey • Mort Walker



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Bridge

You are South, and the bidding goes:

West	North	East	South							
1 ♦	Dble	Pass	?							
What would you bid with each of										
the following five hands?										
1. ♠ 83 ♥ K8743 ♦ 54 ♣ AQ72										
2. 🔶 1	09 ♥ J82 ◀	🕨 KJ94 🖣	• AQ53							

3. ♠ J642 ♥ 754 ♦ 83 ♣ KQJ7 4. ♠ Q3 ♥ AQ97432 ♦ 7 ♣ Q84 5. ♠ J853 ♥ A96 ♦ A42 ♣ KQ6

Bidding Quiz

1. Two hearts. Partner's double indicates the values for at least an opening bid, as well as implying good support for the unbid suits. Because you are required to answer the double regardless of the strength of your hand, you must distinguish between a forced response based conceivably on no high-card points, and one where you hold values that could potentially produce a game.

In general, you respond by bidding the cheapest amount of your longest suit with zero to 8 points; jump to the next level (as in the present case) with nine to 11; and leap to game or cuebid the opponents' suit with 12 or more points. The single jump-response is highly invitational, but not forcing.

2. Two notrump. This hand also looks gamish - you have 11 points and might have had none - so again you make a jump-response. The only genuine suit you could have bid was clubs, but there's not much point in aiming for an 11-trick game when a nine-trick game offers much better prospects. True, you lack strength in spades and hearts, but partner is virtually certain to have both suits well covered.

3. One spade. There's little hope of a game unless partner bids again, so all you can do is bid one spade. Note that you respond in spades rather than clubs even though the clubs are much stronger. If there is a game, partner is more likely to bid again over one spade than two clubs

4. Four hearts. The short route to game is the best route. You should expect to make at least 10 tricks, and the simplest way to express that conviction is to leap directly to game.

5. Two diamonds. Since you have an opening bid and partner has one also, you should assume that together you can make a game. However, a jump to three notrump is risky with only one diamond stopper, and so is a jump-response to four spades with such a shabby suit

You can best show your strength, and at the same time your uncertainty about where to play the hand, by cuebidding West's suit, and partner's response will almost surely help you find the best final contract. There is no good reason to make the decision unilaterally when you have a partner who can help light the way.

Tomorrow: Take nothing for granted. (c)2006 King Features Syndicate Inc.

South dealer

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Opening	lead — c	queen of cl	ubs.						

Zits • Jim Borgman & Jerry Scott



Greg Howard Sally Forth •





Cryptoquip

P JEHHAJL SVDS SLRVBPRDW	YR ZCTAT INKE TPKBY T
MEWLJ CAM SVL YEPWIPBZ	UBS ENK YFXZI YK XFRFC
AC HEYJ JVAEWI YL	QFTRF TXSYNVXU KBY:
R D W W L I Y D M R A I L J . Yesterday's Cryptoquip: IN TERMITE FAIRY TALES, DO THEY FIND HOMES THEY LOVE AND THEN LIVE HAPPILY EVER RAFTER? Today's Cryptoquip Clue: Y equals B	"K A V I I V K X V A H K I I V P Q F ." Yesterday's Cryptoquip: I SUPPOSE THAT TECHNICAL RULES FOR THE BUILDING OF PUBS SHOULD BE CALLED BAR CODES. Today's Cryptoquip Clue: R equals V

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Family Circus • Bill Keane



"Mommy doesn't have a carrot for Frosty's nose. Would these frozen diced carrots be okay?"

Take Nothing for Granted

Assume vou're declarer at four spades and West leads the queen of clubs. There seems to be nothing to the play, so you win with the ace and cash the ace of trumps. Unfortunately, East shows out, and you must now lose three trump tricks, as well as the ace of hearts, and go down one.

Furthermore, the outcome would have been the same had you won the club lead with the king and led a trump from dummy at trick two.

Yet, if you study the matter more closely, it turns out that the contract was ice-cold from the start and that you should have made four spades de spite the 4-0 trump division.

When dummy appears, it is obvious that if the missing spades are divided 2-2 or 3-1, you will make 10 or 11 tricks. Your only concern, there fore, is the possibility of a 4-0 trump break, and what, if anything, can be done about it.

Once you put your mind to the problem, it is not difficult to find the answer: Win the club lead with the ace and play a low trump toward dummy's 10-2! It then does not matter how the trumps are divided; you are sure of the contract.

Take the actual case first. West cannot score more than two trump tricks, regardless of what he does. He can win the first trump lead with the queen, and later take dummy's ten with the king, but that's the best he can do.

If East has the four missing trumps, he is equally helpless. He can win dummy's ten with the queen at trick two, but you later take a trump finesse to hold yourself to two losers in the suit. Come what may, the safety play at trick two overcomes every possible distribution. (c)2006 King Features Syndicate Inc.



"Daddy! Let's put an iPod in his hand!"