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Baby Blues • Rick Kirkman & Jerry Scott (Sample)



For Better or Worse • Lynn Johnston



Sally Forth • Greg Howard



Garfield • Jim Davis







Hagar the Horrible • Chris Browne





Blondie • Chic Young



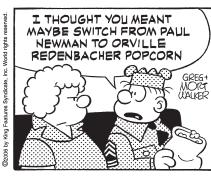




Beetle Bailey • Mort Walker







Zits ● Jim Borgman & Jerry Scott



Cryptoquip





PWOH VCDJVONSDCJ POHS

SWOZ DH KUES SCUVJ?

WEIRD JOBS. JUST IMAGINE THAT THEY ARE

Today's Cryptoquip Clue: O equals E

ENCOURAGED TO DRIVE CUSTOMERS AWAY!

Yesterday's Cryptoquip: CABBIES HAVE

NCDJJ-NDBHSCZ LBCUHK ITXC DHKADBQ CUKC CUQS

SWO KDEL CBJW, POCO Q B M F T E K A Q O C F KEQ

OEDJQ MTXCFHQEX KPKS! Yesterday's Cryptoquip: IF A GAS STATION WORKER WERE ĞİVEN ÖNLY FIVE CENTS, YOU MIGHT CALL THAT A PUMPERNICKEL.

MKGGDQX UKJQ PQDEO IFGX.

Today's Cryptoquip Clue: C equals T

spoiled,' said Twain 22 Geological time

23 Into the

Solution time: 25 mins. 44 Magnani sunrise 27 Bagel 45 Rumble topping 29 Church 46 React in custodian 31 Farewell **48** Past 34 Visitor 49 Same old 35 Kitchen gadgets 37 Turf 50 Make 38 Piano **51** "— got it!" lineup Yesterday's answer 4-21

39 Chow

45 First

down

41 Pound of

poetry

Little

building

materia

47 A long

time

48 It's got

heart

53 Tropical

54 Bishopric

55 Vitamin

stat

56 Lutra-

fear

sense

58 Pompous

57 Sixth

phobe's

fruit

52 Proscribe

1 Endeavor

Gardner

chortling

Marie's

the mix 16 Archae-

ologist's

18 Born

19 Open

20 "A good

walk

souvenirs

dad

4 Actress

DOWN

1 Nasality

2 Copland

ballet

Slim

5 Eddy

site

8 Carte

3 Make like

Whitman

4 Comment

re Yorick

6 Sacrifice

7 Took off

lead-in

material

(Abbr.)

10 Perch

11 Curva-

17 401(k)

ceous

charac-

alterna

21 Escapes

24 Foolhardi-

ness per

sonified

25 Call for

26 Stick with

a kick

28 "- Town"

counter-

part

31 Clumsy

craft

36 Meyers or

Green 37 Puts on

the line

slangily

options

and Moffo

souvenir

same-old

lace

sorrow

40 Got up

42 Football

33 Gelid

30 ld

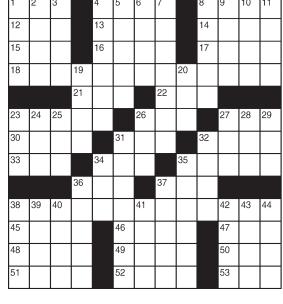
9 Insulation 32 Conk out

23 Ooze

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56						57				58				
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12 Pouter's	18-Across	window	26 Pantheo
protrusion	45 Bread	instead	member
13 Lotion	spread	of the	27 Football
add-in	46 Clayey	aisle?	filler
14 Wan	soil	6 Bellow	28 Rage
15 "Monty	47 Comic	7 Low	29 Kitten's
Python"	Leno	Countries'	commen
opener	48 Ollie's pal	union	31 Cow, ew
16 Complain	49 "My Name	8 Knave of	hen, etc.
17 Incursion	Is —"	Hearts'	32 Spring
18 Trump	50 Cleo's	booty	occur-
show	slayer	9 Actor	rence
21 "Gosh!"	51 A few	Morales	34 "Hum-
22 Part of	52 Agile	10 Stylish	bug!"
UNLV	53 Pi follower	11 Steven-	35 Attractive
23 Cavalry		son	36 14 pound
sword	DOWN	villain	37 Harrison
26 Wrigley	1 Skirt	19 On in	colleagu
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27 Intent	0 - 1 - 11 11	. 07	material
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Bridge — Bidding Quiz

You are South, both sides vulnerable. The bidding has East South West North

Pass

1 H

What would you now bid with each of the following five hands? 1. S AK96 H J6 D KQ84 C AJ5 2. S AJ6 H KQ852 D AQ3 C 74 3. S KJ4 H KQ63 D AK952 C 8

Dble

1 C

Pass

4. S KQ95 H Q72 D AQ83 C J6 5. S AK H QJ94 D KQJ862 C 3 1. One notrump. You have to be careful when part-

because he does not promise any high-card strength for his bid and may have a very poor hand. The one-notrump bid in this sequence shows about 17 to 19 points and so accurately reflects the values you hold. It would be wrong to bid one spade, which would

ner makes a minimum response to your takeout double,

promise at least a five-card suit and imply greater distributional values. 2. Two hearts. There is no obligation on the part of the doubler to bid again after his partner makes a minimum response. Hence, your raise to two hearts indicates extra values — usually, 16 to 18 points. The raise sug-

gests to partner that there is a possibility of game despite his discouraging response. While the one-heart response improves your hand, it should not stimulate more than a simple raise to two. You have too many losers to warrant undertaking a

higher contract opposite a partner who was forced to bid.

3. Three hearts. This hand is far more promising for game than the previous one. Both have 16 high-card

points, but this one has better distribution plus a strong side suit. Partner would not need much more than five hearts to the J-10 to have a good play for 10 tricks, so if he accepts your invitation to game, it is most unlikely he would lose more than three tricks. 4. Pass. You have no values beyond those already represented by the double. A further bid at this point

would denote additional strength and might lead to an unmakable contract. Your side cannot have a game, since partner failed to jump or make any other strengthshowing bid in response to the double. 5. Four hearts. Even though four tricks might be lost, it is best to go right to game in hearts. The danger of

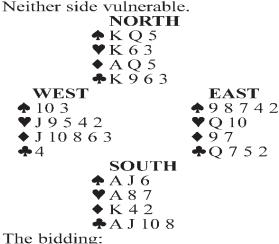
jumping to only three hearts is that partner may have nothing more than four hearts to the king, or a similar holding, and pass three hearts. Note that the high-card point count, only 16, is not the

deciding factor. What really counts is the tremendous potential you have for producing 10 tricks.



East

Pass



Search for a Missing Damsel

Opening lead — jack of diamonds.

South

1 NT

Assume you're declarer at six notrump and West leads the jack of diamonds. How would you play the hand? You start out with 10 top tricks — three spades, two

West

Pass

hearts, three diamonds and two clubs — and your only chance is to pick up two more tricks in the club suit. Looking at all 52 cards, this is a very simple task. You just take two finesses against East for the missing queen, and chalk up your slam.

But in real life, you get to see only 26 cards, so you don't know who has the queen of clubs.

Since the finesse can just as easily be taken against West, you are totally in the dark when play begins as to how to attack the suit.

Being a resourceful player, however, you embark on a campaign to find out as much as you can about the unseen hands before you commit yourself in the club suit. So, after taking the opening diamond with the queen, you lead a low heart and duck it completely!

East wins with the ten and returns a diamond to your king. You next cash the A-K of hearts, ace of diamonds and K-Q-A of spades.

As you do this, you discover that West started with precisely five diamonds, five hearts and two spades, and therefore only one club.

You now have a sure thing, as long as you exercise one final bit of care. With the K-9-6-3 of clubs in dummy opposite the A-J-10-8 in your hand and two finesses through East needed, you must lead the jack or ten of clubs to the king and return the nine for a finesse through East. Since you have preserved the eight in your hand, you are thus able to retain the lead in dummy to repeat the finesse against East and thereby bring in the slam.

Family Circus • Bill Keane



"How much would it cost to see a sunset if God decided to charge for it?"

EVERY TIME I SEE YOU YOU'RE A LITTLE BIGGER.

"Wow! Grandma makes me grow just by lookin' at me!"