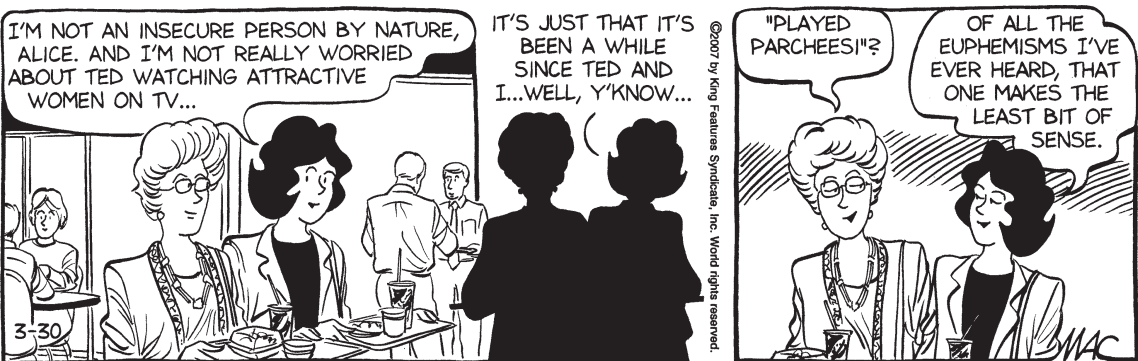
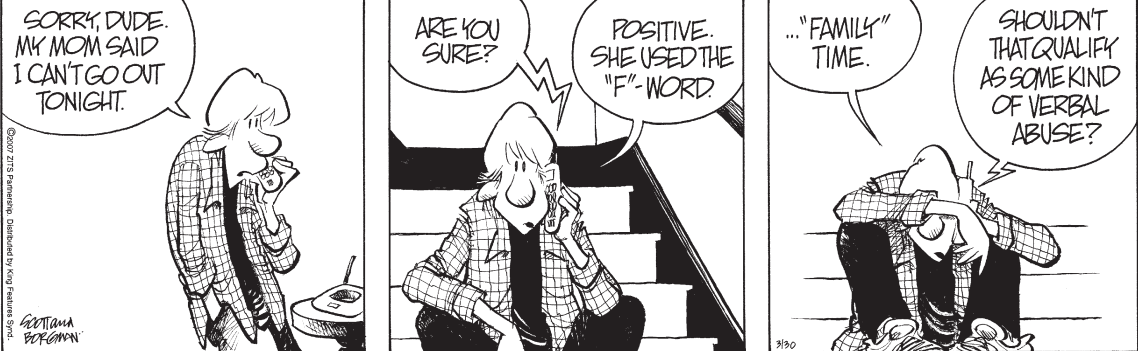


Sally Forth • Greg Howard



Zits • Jim Borgman & Jerry Scott



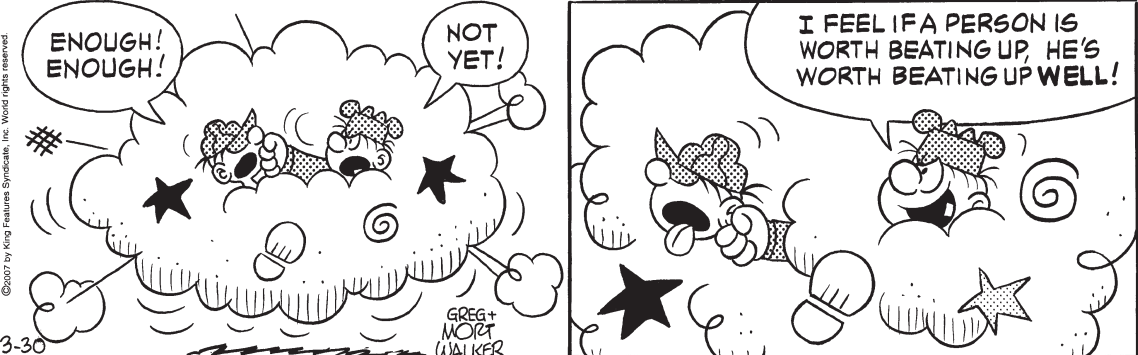
Hagar the Horrible • Chris Browne



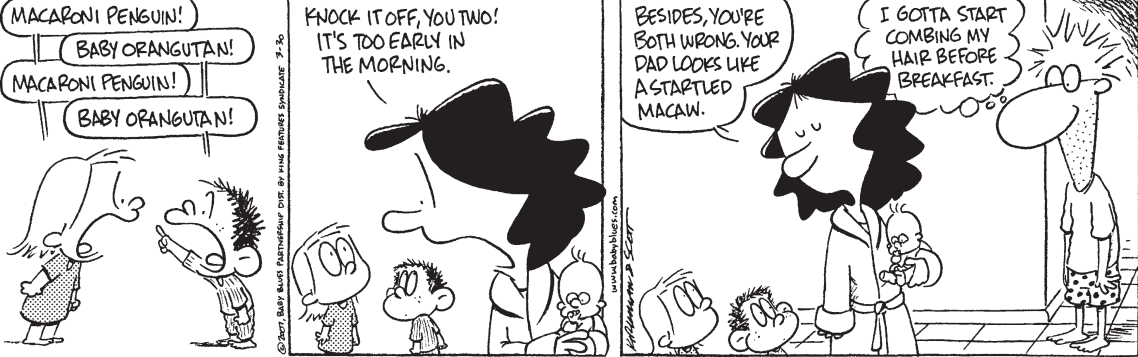
Blondie • Chic Young



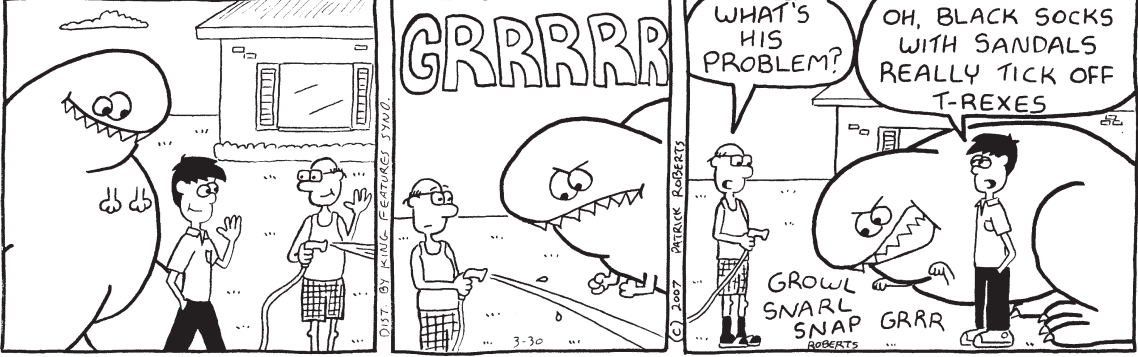
Beetle Bailey • Mort Walker



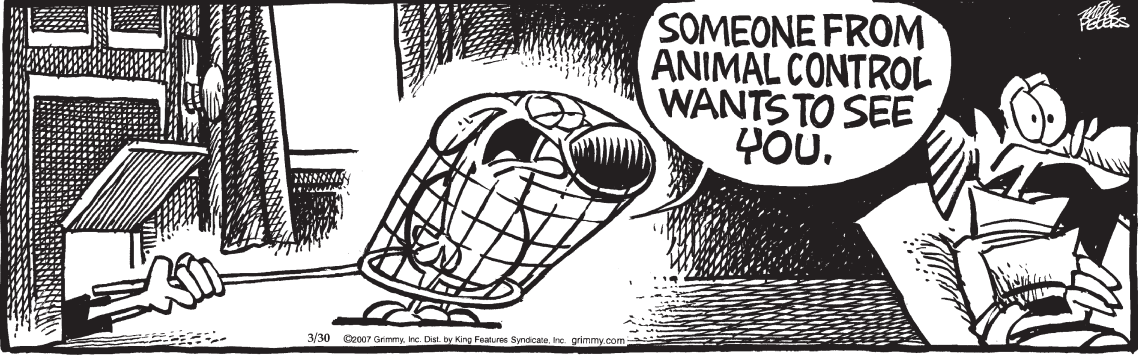
Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

RV N VNDS GK XLSBOSEBNJLOB

FOXNDO N POMZRKZ, PS

QSG KGIJSKO LO XSGWP

FO MNDOP FSF VWSKKQ?

Yesterday's Cryptoquip: MY MOTHER, WHO'S COLLECTED HEAPS OF STRETCHY FOOTWEAR, HAS AMASSED STOCKPILES OF SOCK PILES.

Today's Cryptoquip Clue: F equals B

VR WOS IKBSUVVWSL

TSBGJLVKC TSBGKWKI, OSYUI

SLK TXJMJTWKMDVK VW JC

J MJDK WS WXK RVLVCX?

Yesterday's Cryptoquip: IF A FAMOUS CHOREOGRAPHER BECAME A DENTIST, DO YOU SUPPOSE HE COULD BE NAMED BOB FLOSSY?

Today's Cryptoquip Clue: W equals T

Crossword

ACROSS

1 Trade-mark symbols

6 "Awe-some!"

9 Jungfrau, e.g.

12 Got out of bed

13 Ostrich's cousin

14 Ruin the veneer

15 Whimsical

16 Last word?

18 Buck

20 Haley or Trebek

21 Anti-quoted

23 Frivolous one of song

24 Abrasive powder

25 Be in charge of

27 Boscs and Anjous

29 Lord Peter Wimsey's creator

31 Weak and unsteady

35 Military freshman

37 Zilch

38 Passengers' payments

41 Important numero

43 Chic no longer

44 PC picture

45 Let loose

47 Decent sort

49 Scurvy preventives

52 9-to-5 abbr.

53 Micro-brewery product

54 Wipe out letters

56 "Catcher in the —"

57 Thick

DOWN

1 Young fellow

2 Bobby of hockey

3 "Hello"

4 Scandi-navian city

5 Hawks

6 Entertain sumptuously

7 Love (Sp.)

8 Pair

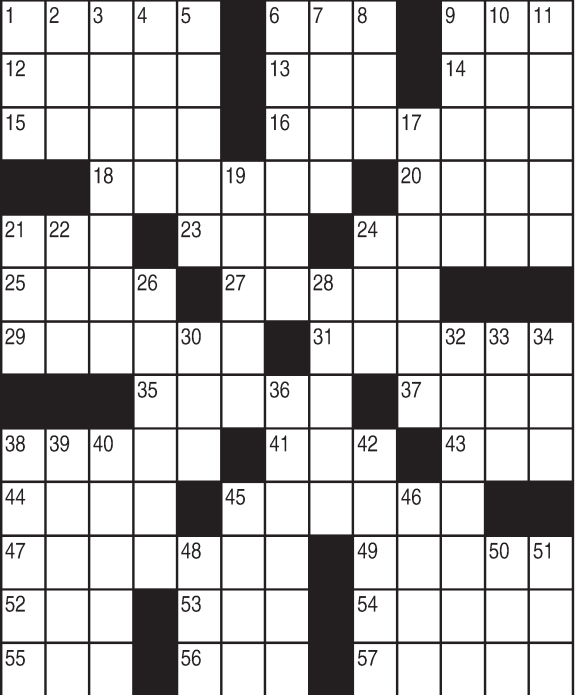
9 Walk

10 Tier

Solution time: 25 mins.

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

Yesterday's answer 3-30



ACROSS

1 Kasparov's game

6 Operates with a lever

11 "Quiet!"

12 Baltimore flier

14 UPS delivery

15 "Two Doors Down" singer

16 Suitable

17 "Bolero" composer

19 Make lace

20 Jodie Foster film

22 Plaything

23 Wilder or Hackman

24 Insomniac's wish

26 Less normal

28 Branch

30 CSI evidence

31 Old car, maybe

35 Don't slouch

39 Guns the engine

40 [Uncorrected]

42 1492

43 Rocks

44 Zaftig

46 Much of a USO audience

47 Anoraks

49 Imitate

51 Store fodder

52 Wisconsin city

53 Nurses

54 Accumulate

DOWN

1 Small church

2 Throw hard

3 List-ending abbr.

4 Litigious one

5 Pie-in-the-face sound

6 Having a bulging stare

7 Eurasian range

8 "Bei — Bist du Schon"

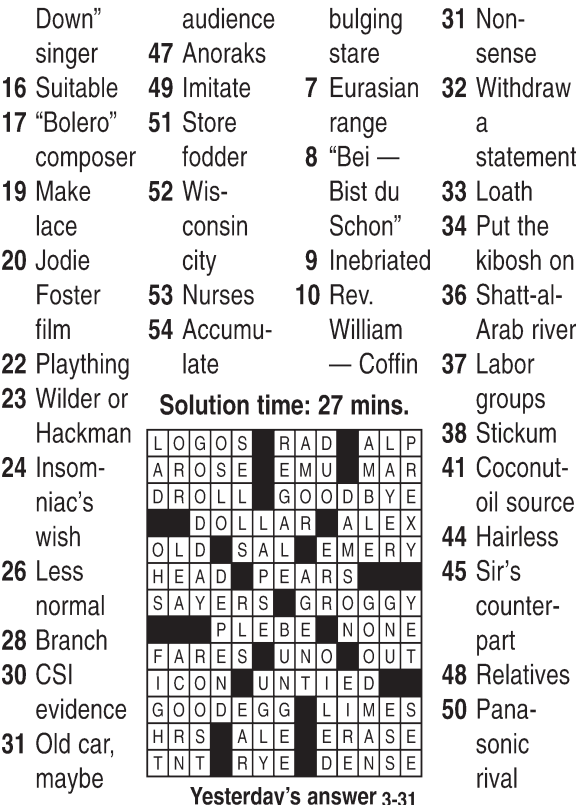
9 Inebriated

10 Rev. William — Coffin

Solution time: 27 mins.

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

Yesterday's answer 3-31



Bridge

Your right-hand opponent opens with One Diamond, both sides vulnerable. What would you bid with each of the following five hands?

- ♠ KQ9863 ♥ A4 ♦ K7 ♣ AJ5
- ♠ AJ ♥ AK ♦ 9643 ♣ J9742
- ♠ KQJ72 ♥ 82 ♦ AJ4 ♣ 1094
- ♠ KQ6 ♥ A94 ♦ KQ52 ♣ KJ8
- ♠ K974 ♥ AKQJ63 ♦ 6 ♣ A6

* * *

Bidding Quiz

1. Double. This hand is too strong for a simple overcall, which more often than not is based on less than opening-bid values. You therefore double to force partner to respond, after which you plan to bid spades. Doubling and then bidding your own suit implies a hand of 17 or more points and a strong suit, which is exactly what you have. A typical takeout double would be based on a hand of 12 to 16 points with support for the unbid suits. In that case, you would be planning to pass partner's non-jump response. When instead you remove partner's response to your own suit, you indicate the type of hand you have here.

2. Pass. While this hand would qualify as an opening bid, the best policy is to take no action over one diamond. A double is likely to elicit a heart or spade response from partner, and you are not prepared for either. It is out of the question to overcall with two clubs on such a shabby suit, which would risk a severe penalty.

3. One spade. This is a typical hand for a vulnerable one-level overcall — strong suit, near-opening strength. If you were not vulnerable, you could have a couple of points less.

4. One notrump. Still another way of announcing a good hand is by an overcall of one notrump. This is the most precise of all competitive bids. It is very similar to an opening bid of one notrump, indicating 16 to 18 points, balanced distribution and all-around strength, especially in the opponent's suit. Although the hand has the high-card strength for a double, it is much better to try to pinpoint the exact type of hand held.

5. Double. Here you have a solid heart suit, but it is still better to go through the motions of indicating uncertainty about the proper trump suit. The double leaves you in control and might also induce a helpful response. Thus, if partner responds with one spade, you might well undertake a game in spades or hearts right away, while if partner's response were two clubs, you would simply bid two hearts and allow him to pass at a low level with a poor hand.

South dealer.
Both sides vulnerable.

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

WEST
♠ A 9 6 3
♥ 2
♦ J 9 4 2
♣ Q J 8 2

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

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

The bidding:
South 1 ♥ 4 ♥
West Pass
North 2 ♥
East Pass

Opening lead — queen of clubs.

Wishful Thinking Helps a Lot

No one would deny that declarer has a built-in advantage over the defenders because he can see the combined strengths and weaknesses of his own hand and dummy's while the opponents can't. It is therefore not surprising that declarer, without doing anything at all spectacular, frequently makes a contract. In some cases, though, declarer must adopt an active role in leading the defenders astray by manufacturing an opportunity for them to go wrong. Failure to do this might result in going down in a contract that might have been made. For example, consider the present deal where West leads the queen of clubs against four hearts. South sees four losers — two clubs, a diamond and a spade. He knows this, but the defenders don't, and he should try to exploit this advantage. Accordingly, he wins the club queen with the ace, crosses to dummy with a trump and leads a low spade to the jack. East, naturally enough, follows low, and the jack loses to West's ace. The defenders thereupon cash two clubs and shift to a diamond. Declarer wins, crosses to dummy with a trump and leads the queen of spades. After East covers with the king, South ruffs, returns to dummy with a trump and disposes of his diamond loser on the ten of spades to make the contract. The result is the same if East ducks the queen of spades, in which case declarer discards his losing diamond then and there. Of course, East could defeat the contract by rising with the king when the first spade is led from dummy. However, this is a mighty difficult play to make without seeing all four. The key element of the play is that the first spade lead must be made from dummy. If declarer leads the first spade from his hand instead, West simply ducks the jack to East's king, after which the contract cannot be made.

Family Circus • Bill Keane