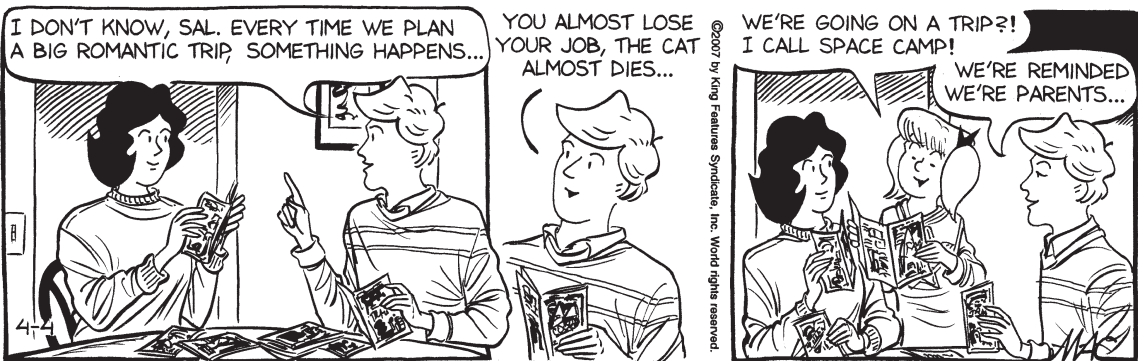


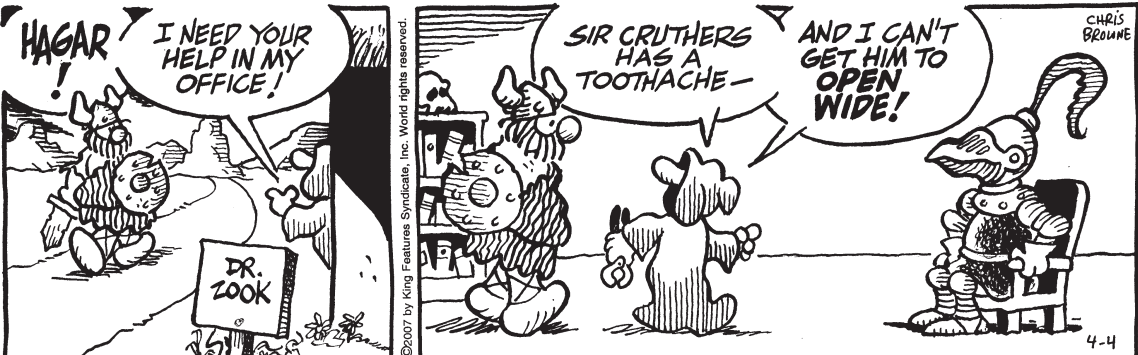
Sally Forth • Greg Howard



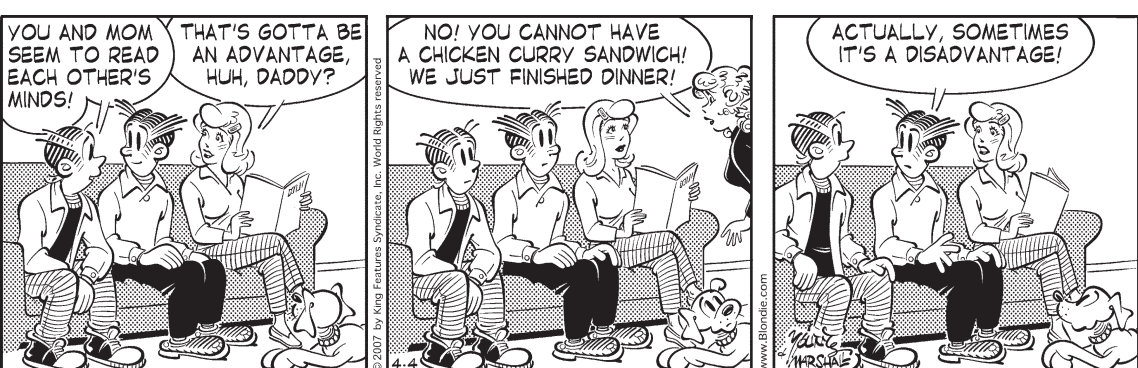
Zits • Jim Borgman & Jerry Scott



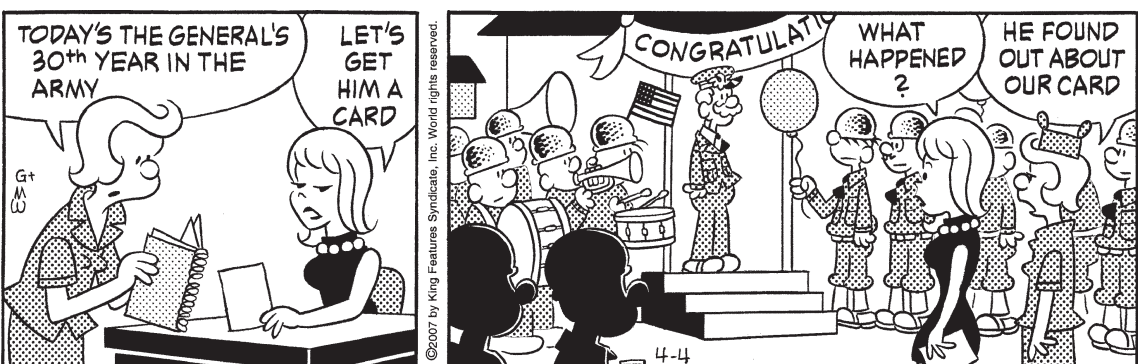
Hagar the Horrible • Chris Browne



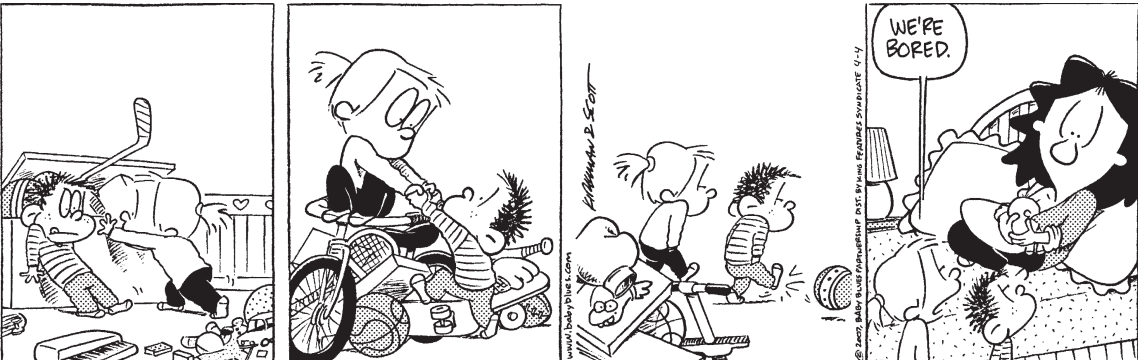
Blondie • Chic Young



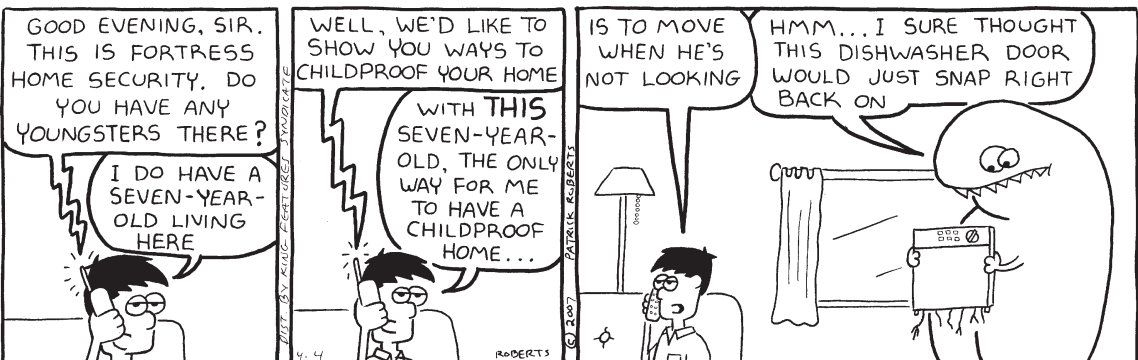
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

U CKS ZKDN DUMP ZNITD | GE F AIQLFGD OBFDL
LOW JMLFNW US TJKO L | OQWAIYQI GU CQWFTAFUL WD
ZFLMN. U INFPKONW SQLS HLZ | LMI LYCI, NGRML UWNWDI
KON HLE SK HNUCQ HQNE. | AFBB LMFL F LIBIRQFEL?
Yesterday's Cryptoquip: WHENEVER THE PHONOGRAPH'S INVENTOR GOT ILL, WOULD YOU CALL HIS REMEDY "EDISON MEDICINE"?
Today's Cryptoquip Clue: S equals T
Yesterday's Cryptoquip: I GOT SOME MILK SERUM AND PLACED IT UPON A SCALE. I RECKONED THAT WAS ONE WAY TO WEIGH WHEY.
Today's Cryptoquip Clue: W equals O

Crossword

ACROSS

41 Carte lead-in

5 Hot tub

8 Leak slowly

12 Canyon comeback

13 Possesses

14 Loathe

15 Skilled sleuth

17 By word of mouth

18 Seaman's assent

19 Have bills

20 Ball VIP

21 Crafty

22 Check

23 Menotti lad

26 Green-eyed

30 California city

31 Annoy

32 Atmosphere

33 Traded

35 Emergency funds

36 Humor

37 "A mouse!"

38 Frighten

42 Tank fill

45 Rid of rind

46 March 17 emblem

48 Grand-scale tale

49 Stolen

50 Con

51 Frail

52 Storm center

53 TV's Batman

5 Oстен-tatious

6 Measure to the treasure?

7 Request

8 Boot shiner?

9 Count counter-part

10 List-ending abbr.

11 One-name soccer legend

16 Hang out in a hammock

20 Sheepish remark

21 Gilligan's fate

22 Ritter of Westerns

23 Hirt and Hirschfeld

24 Tend the lawn

25 Oklahoma city

26 Clampett patriarch

27 "— Town"

28 Spoon-bender Geller

29 Syrup-to-be

31 Old soldier

34 Chart format

35 Line of fashion

37 Cheer up

38 Jet forth

39 Ann or May

40 Met melody

41 "Ship —!"

42 Vanished

43 Deeds

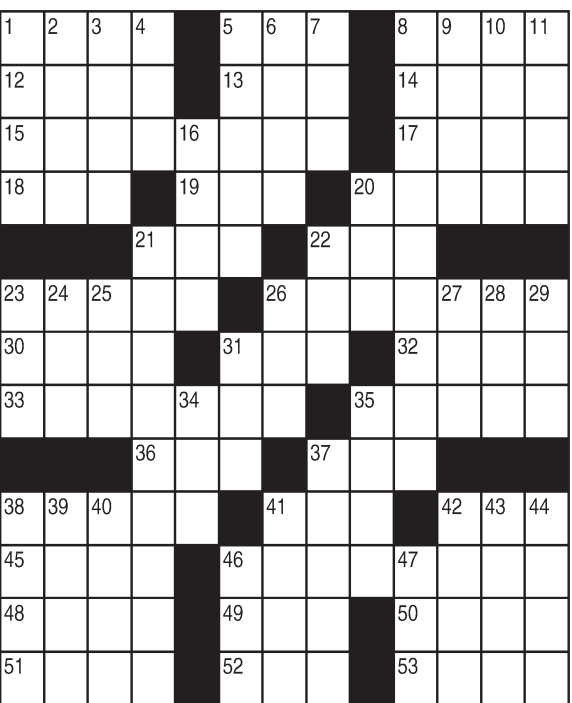
44 Revue segment

46 The lady

47 Unrefined

Solution time: 21 mins.

Yesterday's answer 4-3



ACROSS

1 Air pollution

5 Shade provider

8 Mid-month date

12 Staffer

13 Grass-skirt accessory

14 Castle protector

15 Likely loser

17 Taj Mahal city

18 Rent payer

19 Much

21 Listener

22 Small combo

23 Mrs. O'Leary's trouble-maker

26 Thick-ness

28 Coach Rockne

31 Quid pro quo

33 "Undeniably"

35 Birthright barterer

36 Prelude

38 Spigot

40 Blunder

41 Cornfield commentaries

43 Be a couch potato

45 For some time

47 Eagles' nests

51 Auction offers

52 Li'l Abner's home-town

54 Lotion additive

55 Before

56 Antitoxins

57 Pleads

58 Scarlet confidant

59 Cockily

61 Remain

16 Harvest

20 Annoy

23 Marg Helgenberger series

24 "My — Private Idaho"

25 Guardian

27 Nevertheless

29 Pitch

30 A cont.

32 Lauds

34 Attacked brutally

37 Pussy-cat's partner

39 Incubator noise

42 Passover dinner

44 Lawn

45 Quatrain rhyme scheme

46 — E. Coyote

48 Particular

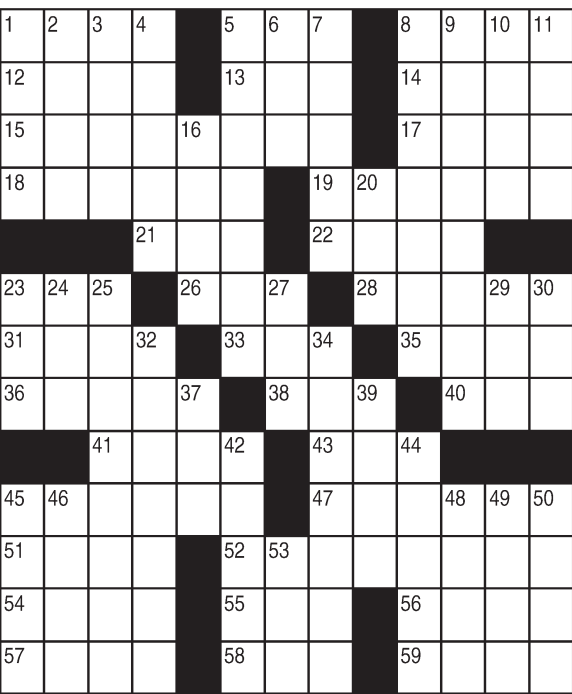
49 Beige

50 Rug type

53 Raw rock

Solution time: 21 mins.

Yesterday's answer 4-4



Bridge

South dealer.
Neither side vulnerable.

NORTH

A J 8 5 3

K Q 7 6

J 8

K 6

WEST

6 2

8

10 7 6 4 2

J 10 9 8 3

EAST

7

A 9 3 2

A Q 9 5

7 5 4 2

SOUTH

K Q 10 9 4

J 10 5 4

K 3

A Q

The bidding:

South 1 ♠

West Pass

North 3 ♠

East Pass

Opening lead — eight of hearts.

Precision Defense

Let's say you're East and partner leads the eight of hearts against four spades. Declarer plays the queen from dummy, which you win with your ace. What would you play next?

It is obvious you can't expect to beat the contract on high cards alone. Dummy's 14 points and your 10, added to those indicated by South's opening bid, don't leave much for partner to hold. He might have the king of diamonds or ace of clubs, but surely not both. You therefore can't reasonably hope to stop four spades unless West's lead is a singleton.

Once you've gotten this far and realize that a heart return is mandatory, you must decide which heart to return. It might not seem important whether you lead the deuce, the three or the nine, but actually your choice is crucial. This is because you want West to lead a diamond if, as you hope, he ruffs the heart return.

At trick two, therefore, you should lead the nine of hearts, a suit-preference signal directing partner to return the higher-ranking of the two remaining side suits. (If you held the ace of clubs instead of the ace of diamonds, you would lead the deuce of hearts to direct a club return.)

When West ruffs the heart and leads a diamond to your ace, you return another heart, and West ruffs again to defeat the contract.

Without the suit-preference signal, West would have no way of knowing whether to return a diamond or a club at trick three. In the actual deal, if West returned a club, South would make the contract, losing only a heart, a heart ruff and a diamond.

East dealer.
North-South vulnerable.

NORTH

A J 2

K 5 4

7 6 5 2

A 9 3

WEST

10 9 6 3

Q 10 8

Q 4 3

J 7 2

EAST

K 7 5

7 3

K 10 9 8

10 8 6 4

SOUTH

Q 8 4

A J 9 6 2

A J

K Q 5

The bidding:

East Pass

South 1 NT

West Pass

North 3 NT

Opening lead — three of spades.

Second Thoughts Don't Count

The great majority of bridge players have never played duplicate bridge, or even seen it played. Furthermore, most of them don't realize that duplicate is a wonderful training ground for improving one's game.

The chief reason is that in rubber bridge most mistakes tend to go by unnoticed, while in duplicate, one's mistakes are brought sharply to attention by comparing scores with those obtained at other tables on the very same cards.

Consider this deal where West leads spade against three notrump. Declarer plays low from dummy, and East wins with the king. Back comes diamond, and South's jack loses to the queen.

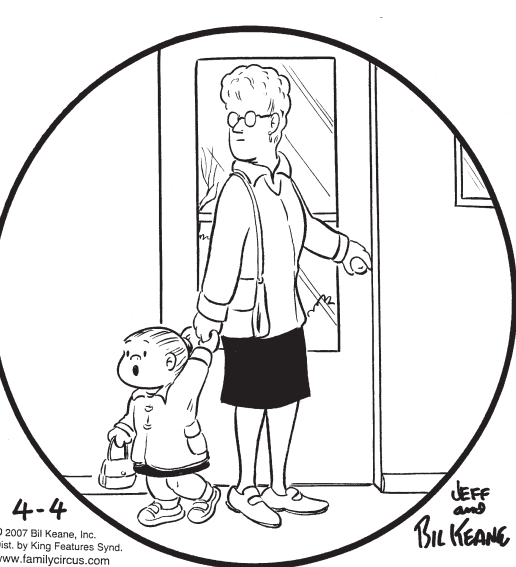
Another diamond lead from West forces out the ace, and declarer must now tackle the hearts. So he plays a heart to the king and finesses on the way back, and goes down one when West takes the jack with the queen and returns a diamond.

In most rubber bridge games, this might be chalked up to bad luck, but in duplicate, declarer would realize he had blundered after comparing his result with other declarers who had played the same hand and learning they had made the contract.

The key play occurs at trick one, where declarer should go up with the ace of spades. He then plays the king and another heart, finessing the jack after East follows low and thereby guaranteeing the contract.

When dummy comes down, South can see nine virtually certain tricks — a spade, four hearts, a diamond and three clubs — and he should not jeopardize them by playing a low spade from dummy at trick one.

Family Circus • Bill Keane



"Grandma and I are going for a walk, and I'll bring her back here safely."