

Sally Forth • Greg Howard



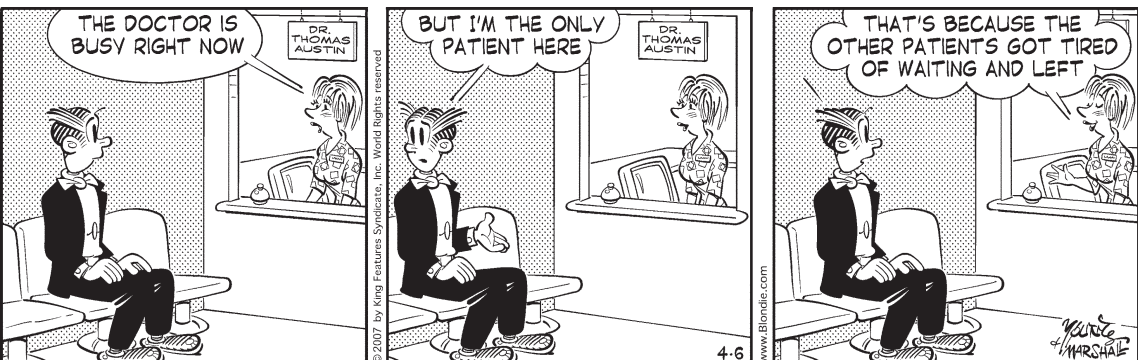
Zits • Jim Borgman & Jerry Scott



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

FT GSN TYFRPTNKKG JKDYA

GSNI DYIM, F MNLLSMD

GSN JSNKC JYKK RPYR

XSSC YNIYK PGXFDAD.

Yesterday's Cryptoquip: AFTER SOME BLACK INK WAS FOUND TO BE GUILTY OF A CRIME, THEY WOUND UP PUTTING IT IN THE PEN.

Today's Cryptoquip Clue: N equals U

OUTZ XUFJWS FUS NGQQZP

CWUT SVZ VEFV-BIGOO

BUJQSWX BIJN CUW QUS

NZEQF BJISJWZP ZQUJFV.

Yesterday's Cryptoquip: IF YOU FAITHFULLY CLEAN YOUR EARS, I SUPPOSE YOU COULD CALL THAT GOOD AURAL HYGIENE.

Today's Cryptoquip Clue: V equals H

Crossword

ACROSS

1 Matlock's field

4 Goody-goody

8 Put together

12 Eggs

13 Top-rated

14 Pressing need

15 Football-game start

17 Opening day?

18 Tell

19 Father's Day gift

21 Nursery item

22 This way

26 Broadway backer

29 Pub order

30 Right-turn command

31 Upper House member

32 White House monogram

33 Verve

34 History chapter

35 Black-and-white seabird

36 Put forth effort

37 Decorate with raised work

39 Rock-concert need

40 Likely

41 Nap

45 Tarzan's clique

48 Kissers

50 Sandwich shop

51 Always

52 Cheer-leader's cry

53 Thousand

54 Unit of force

55 Make an effort

DOWN

1 Sites

2 Shake-speare's river

3 Child of the streets

4 Beat

5 Spacious

6 Office-holders

7 "Whole exceeds sum of parts" theory

8 Counter-top appliance

9 Branch

10 — good deed

11 Type measures

16 Famous

20 Bar supply

23 Eye amorously

24 Burn somewhat

25 Faxed

26 Sheltered

27 "Cheers" habitué

28 Snatch

29 Mail invitations

32 Sped

33 Vote off the island

35 Cleo's slayer

36 Political mover?

38 Refuge

39 Skiers' mecca

42 Do mailroom work

43 Autocrat

44 Wan

45 Big bother

46 Split — soup

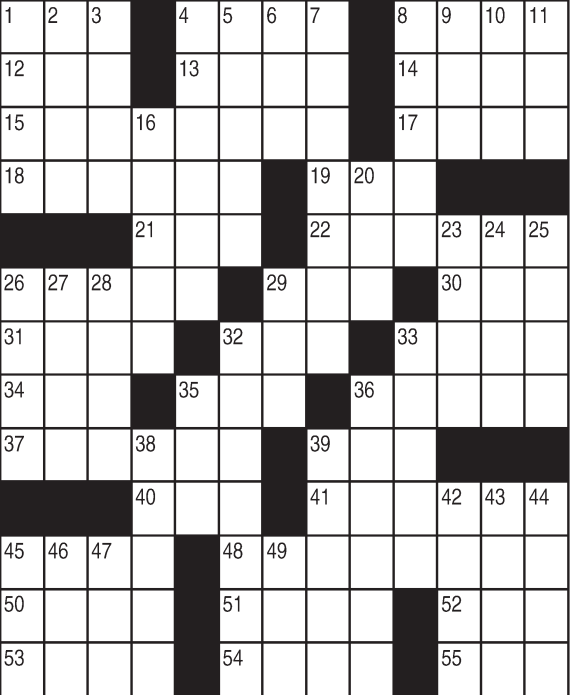
47 Wapiti

49 Wall climber

Solution time: 25 mins.

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

Yesterday's answer 4-6



ACROSS

1 Sumatran ape

6 Van Gogh painting

12 Open declaration

13 El — (place of wealth)

14 Fidel's capital

15 Gave temporarily

16 Brewery creations

17 "— of Our Lives"

19 Modern-day evidence

20 Greet

22 Mai —

24 Witness

27 Cabin makeup

29 Night light

32 Half a bicycle-shop duo

35 "The best- — schemes ..."

36 Busy as —

37 La-la lead-in

38 Comic Costello

40 Take ten

42 Not dis?

44 In apple-pie order

46 Parks or Bonheur

50 Ailing

52 Hurt

54 Ear affliction

55 Votes into office

56 Washing-ton group

57 Staff

DOWN

1 Squashed circle

2 Wander

3 Inundated

4 A

5 Iris' cousin

6 One way to stand by

7 Perch

8 401(k) alternative

9 Chargers' home

10 Paradise

11 Pop

12 "Eureka!"

18 Math course

21 Every-thing

23 Blackbird

24 Scale member

25 Mound stat

26 Plot-

28 Fragrant flower

30 Kin of

31 To the — degree

33 Bachelor's last words

34 — judicata

39 Dark

41 Took a whack at

42 Pairs

43 Initial stake

45 Otherwise

47 Pre-viously

48 Sound-stages

49 Billboards

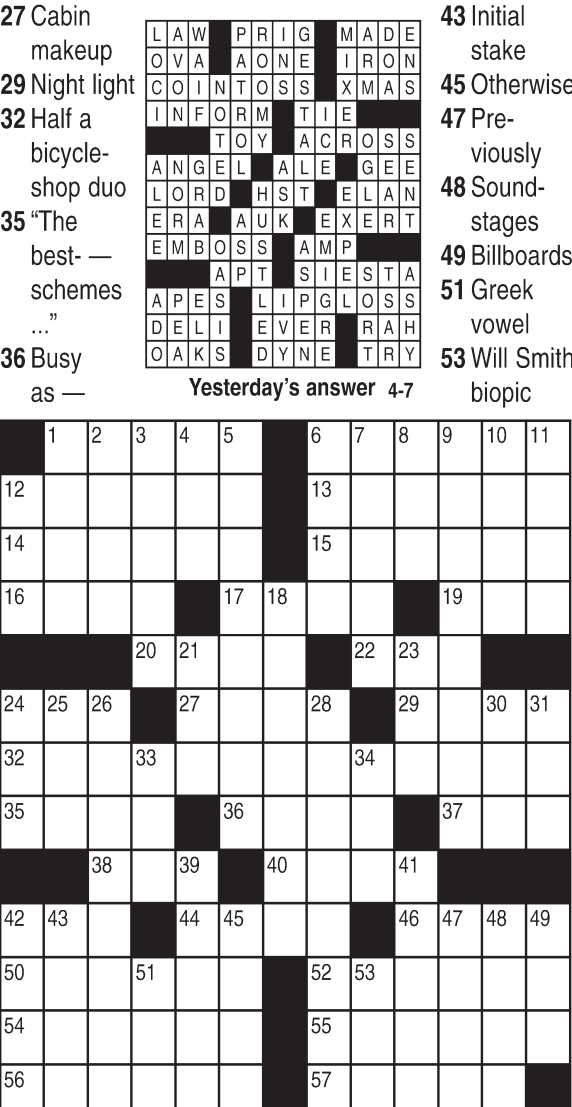
51 Greek vowel

53 Will Smith biopic

Solution time: 27 mins.

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

Yesterday's answer 4-7



Bridge

1. You are declarer with the West hand at Six Spades, and North leads the king of clubs. How would you play the hand?

West: ♠ A Q J 10 9 8, ♥ A Q J, ♦ A Q J, ♣ 6

East: ♠ 5 2, ♥ K 10 8, ♦ 9 7 4, ♣ A J 8 4 3

2. You, West, are declarer at Six Hearts, and North leads the queen of spades, which you win with the ace. How would you play the hand? (Assume the trumps are divided 3-2.)

West: ♠ A K, ♥ K Q J 5, ♦ A 9 8 6 2, ♣ A Q

East: ♠ 7, ♥ A 10 9 3, ♦ K J 10 4, ♣ 9 7 5 3

Test Your Play

1. There are only two entries to dummy, and the question is whether, after taking the ace of clubs, it is better to try a trump finesse or a diamond finesse. It is true that South might have either king, and to that extent either finesse has a 50-50 chance of winning. But insofar as making the contract is concerned, you are much better off to start with a diamond finesse.

If South has the king of diamonds, your worries are over, because you will next play the ace and another trump, planning to repeat the diamond finesse later on. If the diamond finesse loses, you will then have to hope South started with the singleton or doubleton king of spades to avoid a trump loser.

The decisive factor here is that an early trump finesse does not necessarily make the slam even if it succeeds, because South might have dealt four or five trumps to the king, while the diamond finesse does make the slam if South has any number of diamonds including the king. The diamond finesse is therefore the better play.

2. Draw three rounds of trumps and cash the king of spades, discarding a club from dummy. Then play a diamond to the king, and, if both opponents follow suit, you are sure of the contract. Continue with the jack and, if South follows low, finesse.

If the jack wins, you make at least 12 tricks, while if it loses, the slam is still certain, since North must return a club or hand you a ruff-and-discard.

If South shows out on the jack of diamonds, the slam is still cold. In that case, you win the jack with the ace and put North on lead with a diamond, forcing him to make the same losing return.

North dealer.
North-South vulnerable.

NORTH: ♠ K J 5, ♥ K Q 4, ♦ A Q 6 5 2, ♣ Q 6

WEST: ♠ 6 3 2, ♥ J 10 9 5 2, ♦ K 10 8 3, ♣ 5

EAST: ♠ 9 8 4, ♥ A 7 6, ♦ J 7 4, ♣ J 9 8 2

SOUTH: ♠ A Q 10 7, ♥ 8 3, ♦ 9, ♣ A K 10 7 4 3

The bidding:
North 1 NT, East Pass, South 2 ♣, West Pass.
Opening lead — jack of hearts.

Structural Visualization

Declarer must occasionally be willing to risk losing a trick in a suit where he has no loser, in order to try to achieve the more important goal of making his contract.

Consider this deal from a duplicate pair game. Most of the North-South pairs got to six clubs, but only one declarer made the slam.

The play started the same way at each table, with East taking dummy's queen of hearts with the ace and returning a heart to the king. Declarer then cashed the queen of clubs and led a club to the ace, on which West discarded a heart. Now, to get home safely, South had to avoid losing a trick to East's J-9 of trumps.

At the tables where the contract failed, declarer continued by leading a diamond to the ace and ruffing a diamond. Then came a spade to the jack and a heart ruff, the ace of spades and a spade to dummy's king.

Dummy now had three cards, all diamonds, while declarer had the spade queen and K-10 of clubs. South was thus forced to ruff a diamond at trick 11 and had to concede a trump trick to East at the end.

The only successful declarer recognized very early that to overcome East's J-9 of trumps, he would have to be leading from dummy at the 12th trick, and that this could be achieved only by risking the loss of a trick he didn't have to lose.

Accordingly, at trick five he led a diamond and finessed the queen! After this held, he cashed the ace, discarding a spade, then ruffed a diamond. The spade ten to the jack, a heart ruff and the A-Q of spades to the king came next.

Eleven tricks had been played, and South was exactly where he wanted to be — in dummy at trick 12. East's J-9 of trumps then succumbed to the K-10 and earned South a top score on the deal.

Family Circus • Bill Keane