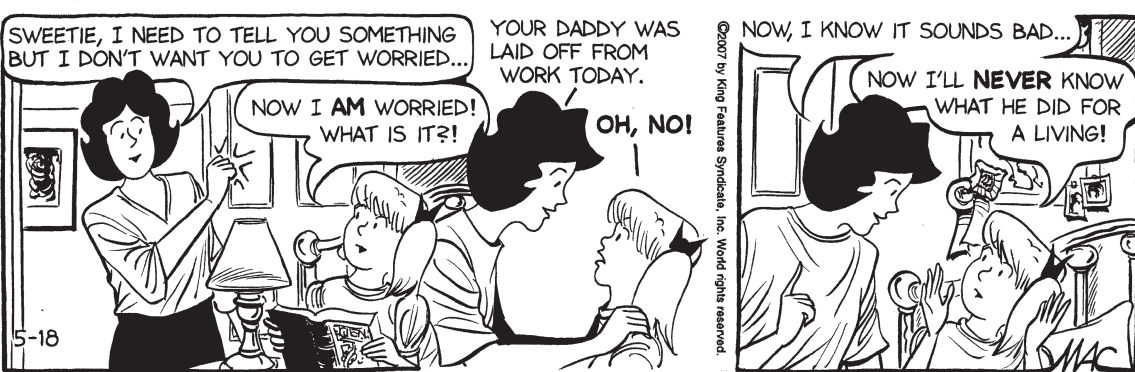


Sally Forth • Greg Howard



Zits • Jim Borgman & Jerry Scott



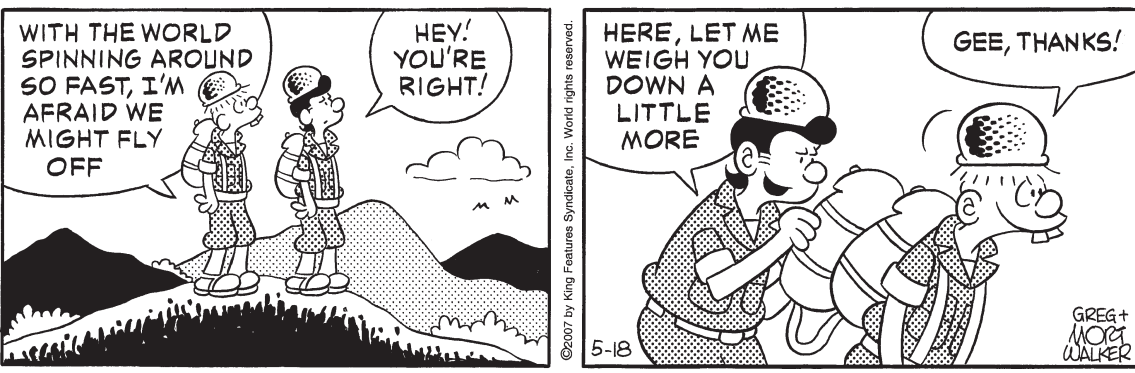
Hagar the Horrible • Chris Browne



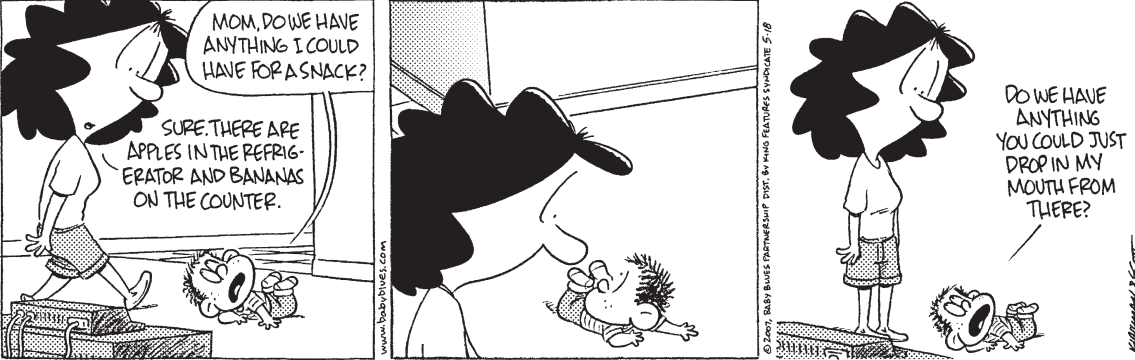
Blondie • Chic Young



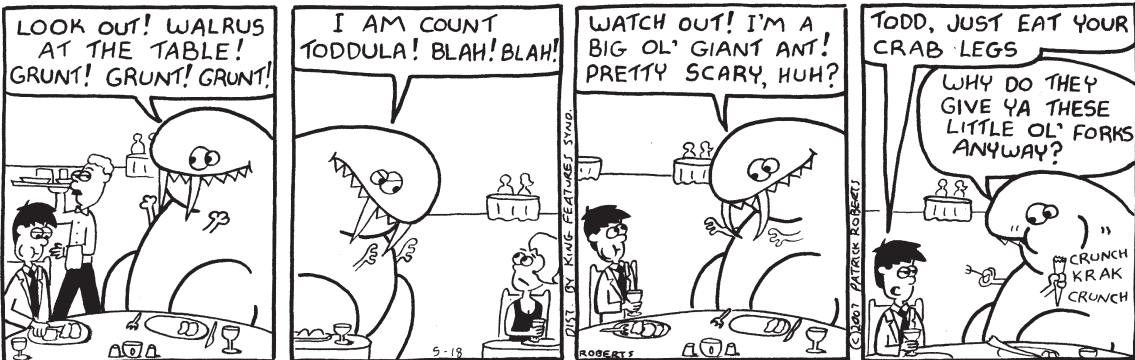
Beetle Bailey • Mort Walker



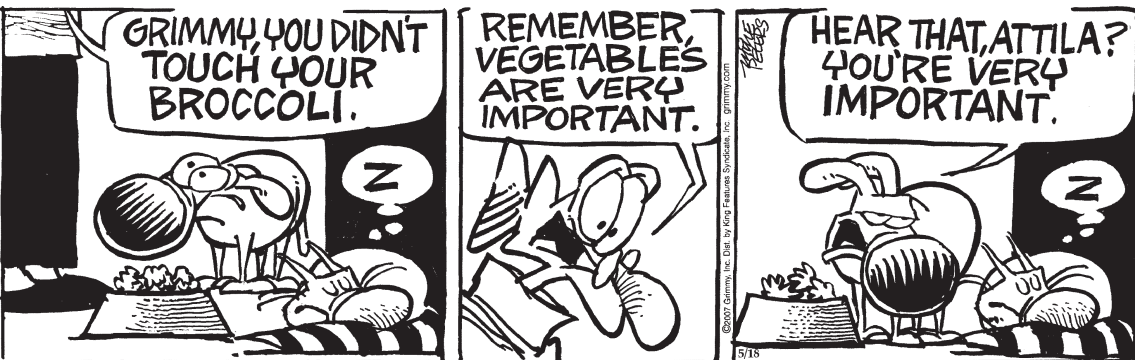
Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

Q G K Y H ' F N Z D N N F Q W P G Y F H W Q A G G Y E Q D Y Y I H K Z C Q Y  
C S C W L D Y ' B O I C K Q W P V H P K G M C G G U I G D I O S I W I S S I Y  
Y G L C F , Z Y H I A K Y H B C K Y Q Z G W K C I A I R , A G J E Y  
V D C V ' B O H I I Q W P G Y F D Q S ?  
Yesterday's Cryptoquip: SUPPOSING AN ARCHER'S BOW WERE SLEEKLY DESIGNED, I GUESS IT MIGHT BE KNOWN AS ARROW-DYNAMIC.  
Today's Cryptoquip Clue: K equals Y  
H K O H M R U Q K Z S - Y Q Z ?  
Yesterday's Cryptoquip: IF YOU'RE CHEERING FOR A MAN WHO'S PLAYING TUG OF WAR, COULD YOU SAY THAT'S PULLING FOR HIM?  
Today's Cryptoquip Clue: G equals O

Crossword

**ACROSS**

1 Kyoto cummerbund  
4 Wager  
7 Standard  
12 Chaps  
13 Whatever amount  
14 Bulgaria's capital  
15 Illustrations  
16 Tour rural areas  
18 The girl  
19 Romance  
20 Above all else  
22 Freddy's street  
23 Conked out  
27 Moray, e.g.  
29 PBS dinosaur  
31 Action venue  
34 Literary category  
35 Big circus name  
37 "Of course"  
38 Duel tool  
39 Shock and —  
41 Knife

**DOWN**

45 Band-leader Louis  
47 Praise in verse  
48 Clingy crustaceans  
52 Yang counterpart  
54 "CSI" evidence  
55 Brock of baseball  
56 Strip of leather  
57 Try the Tokay  
58 Type units

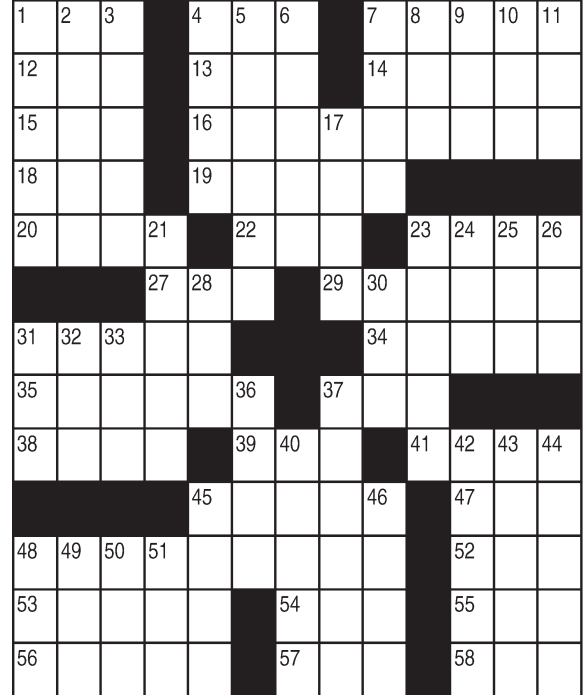
**DOWN**

1 Nebraska city  
2 Sporty chapeau  
3 Prelude  
4 Rum cake  
5 Canine coating  
6 Alpine region  
7 Cold War abbr.  
8 Drunkard  
9 Sci-fi transport  
10 Football filler  
11 Felon's flight  
17 Senseless?  
21 Tubular pasta  
23 Raiment  
24 Hostel  
25 Always, in verse

**Solution time: 25 mins.**

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

**Yesterday's answer 5-18**



**ACROSS**

1 Throttle  
4 Urban fleet  
8 Fellow  
12 Carte lead-in  
13 Make eyes at  
14 Late-night talker  
15 Scale member  
16 Disposition  
17 Table scraps  
18 1978 Warren Beatty movie  
21 Nevada city  
22 Heavy weight  
23 Mawkishly old-fashioned  
26 A handful  
27 Dracula, at times  
30 Saharan  
31 Massachusetts cape  
32 Dog sledder's "giddyap"  
33 Cribbage scorer  
34 Carton

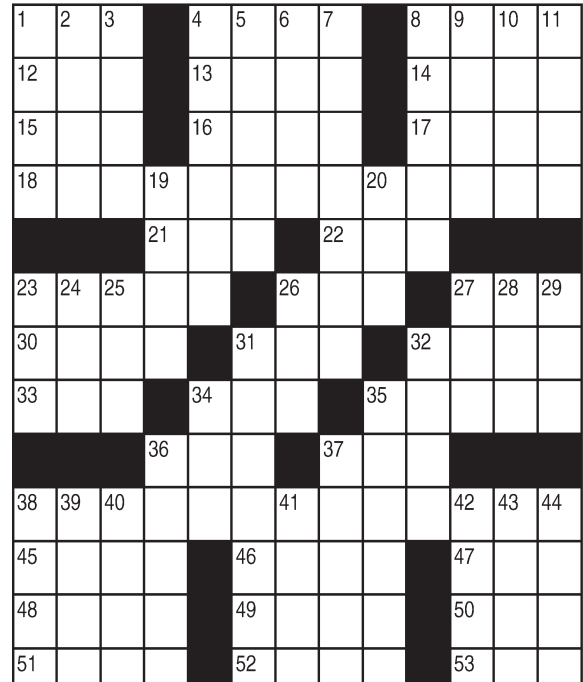
**DOWN**

35 Empty talkative  
36 Get dressed in  
37 Writer Fleming  
38 1980 Chevy Chase movie  
45 Peregrinate  
46 Sandwich treat  
47 Sapporo sash  
48 Unaccompanied  
49 Kennel cries  
50 Supporting  
51 Tournament format  
52 Meyers of "SNL"

**Solution time: 27 mins.**

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

**Yesterday's answer 5-19**



Bridge

**Your right-hand opponent opens with One Club, neither side vulnerable. What would you bid with each of the following six hands?**

1. ♠AQJ10 ♥KJ85 ♦Q96 ♣K3  
2. ♠AQ84 ♥6 ♦KQJ73 ♣K82  
3. ♠KQJ9852 ♥10 ♦Q874 ♣6  
4. ♠AQ853 ♥K962 ♦K103 ♣4  
5. ♠KQJ9852 ♥10 ♦AQJ4 ♣6  
6. ♠A94 ♥AJ ♦QJ983 ♣AJ7

\*\*\*

**Bidding Quiz**

1. Double. This tells partner that you have the values for an opening bid and support for the unbid suit. With excellent support for both majors, the double is preferable to overcalling with one notrump, which is a reasonable alternative.

2. One diamond. This is somewhat of an underbid, since an overcall on the one-level more often than not denotes less than an opening bid. However, a take-out double to show your high-card strength is not an option, since your partner might respond in hearts and create an insoluble problem. If the bidding develops favorably, you plan to bid spades at your next turn and in that way belatedly show both the strength and distribution of your hand.

3. Three spades. This is a pre-emptive bid pure and simple, and indicates a weak hand with long spades. It is essentially an effort to deprive the opponents of bidding space and make it difficult for them to reach 4. Double. This should work out better in the long run than one spade, which is the alternative bid. In such situations you weigh the advantage of doubling and possibly finding a heart (or diamond) fit against the advantage of overcalling with one spade. A majority of experts would favor the double.

5. Four spades. This leap to game combines the virtue of pre-emption with a legitimate chance of making the contract. The jump to four puts a lot of pressure on the opponents and might cause them to make the wrong decision.

6. One notrump. This is by far the best way of describing your hand. True, you have the high-card values for a double, but with only five cards in the majors, notrump is by far the better choice. The notrump overall shows 15 to 18 points, balanced distribution and at least one club stopper. That's what you have, and you can deliver that message in one fell swoop.

**North dealer.**  
East-West vulnerable.

**NORTH**

♠ J 5  
♥ A 7 6 3  
♦ 8 7 5 4  
♣ Q 8 4

**WEST**

♠ 10 7 6 2  
♥ 10 4  
♦ 10 9 3 2  
♣ 6 5 2

**EAST**

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

**SOUTH**

♠ A Q  
♥ K J 5  
♦ Q J  
♣ A K J 10 9 7

**The bidding:**

North	East	South	West
Pass	1 ♠	Dble	Pass
2 ♥	Pass	2 NT	Pass
3 NT			

**Opening lead — two of spades.**

**Doing What Comes Naturally**

The squeeze is generally regarded as a play reserved exclusively for experts. It is a dramatic play, no doubt, but its difficulty has been greatly exaggerated. The squeeze actually functions all by itself, though it does require a helmsman at the wheel. All declarer has to do is to cash his tricks in the right order and at the right time. If the setup is right, nature follows its course and the squeeze succeeds. This deal occurred in a duplicate tournament, where extra tricks pay a heavy premium. West led a spade, and South could see 10 sure tricks. He could also feel confident of scoring an 11th trick by taking a heart finesse. This was virtually certain to win because only 12 high-card points were missing, marking East with the heart queen for his opening bid. South took East's king of spades with the ace, crossed to the queen of clubs and led a low heart to his jack. He then cashed five more clubs, producing this position:

North  
[H] A 7 6  
[D] 8 7  
West  
Immaterial  
East  
[H] Q 9 8  
[D] A K  
South  
[S] Q  
[H] K 5  
[D] Q J

When declarer next cashed the spade queen, discarding a diamond from dummy, East was squeezed. He couldn't spare a heart, so he discarded the diamond king. South thereupon led the queen of diamonds, and East scored his one and only trick of the deal.

Declarer did nothing sensational during the play. The heart finesse was almost certain to succeed, and after that South merely cashed his winners. Nature took care of the rest.

Family Circus • Bill Keane

