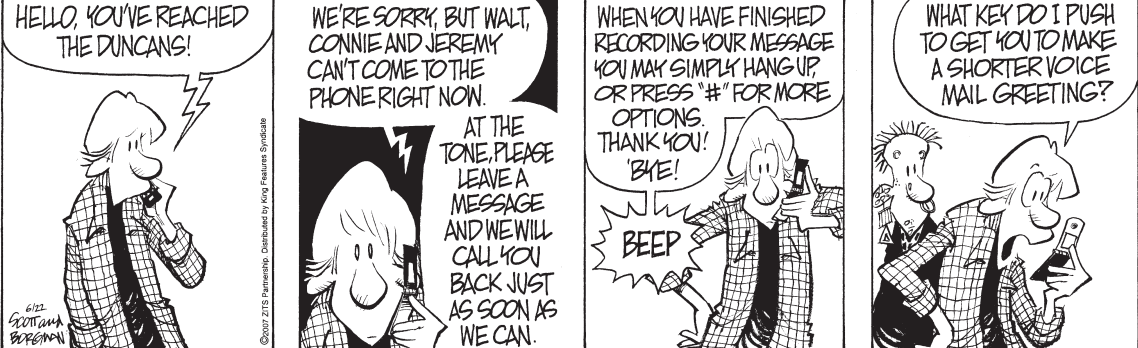


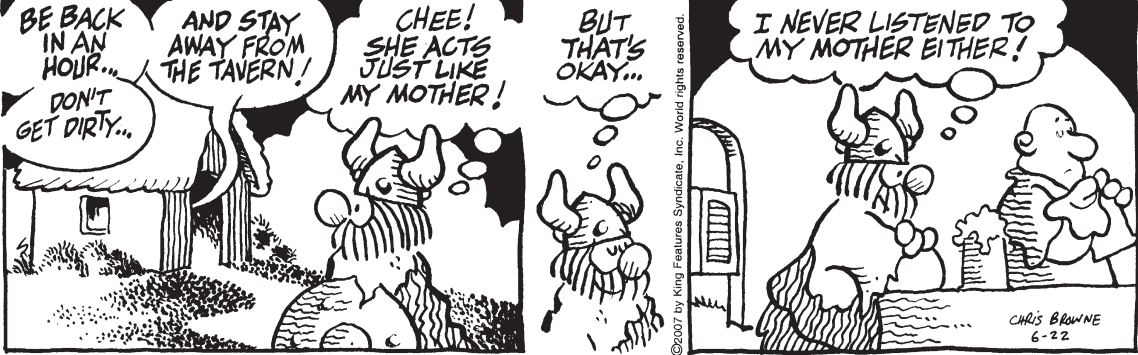
Sally Forth • Greg Howard



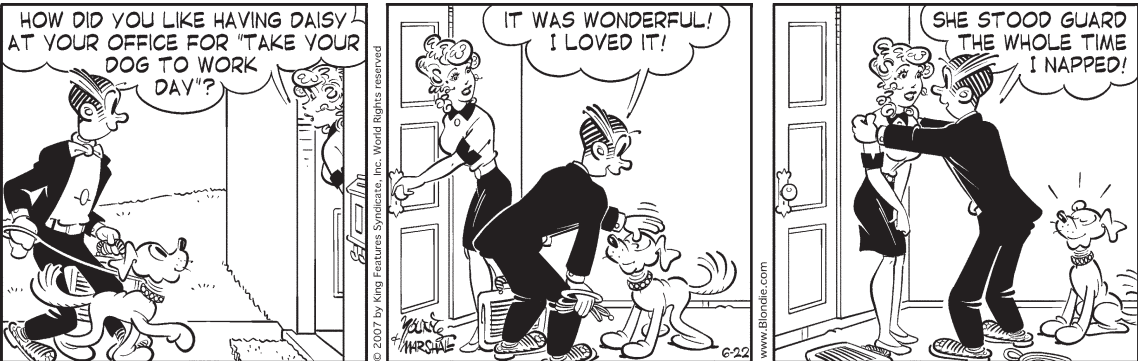
Zits • Jim Borgman & Jerry Scott



Hagar the Horrible • Chris Browne



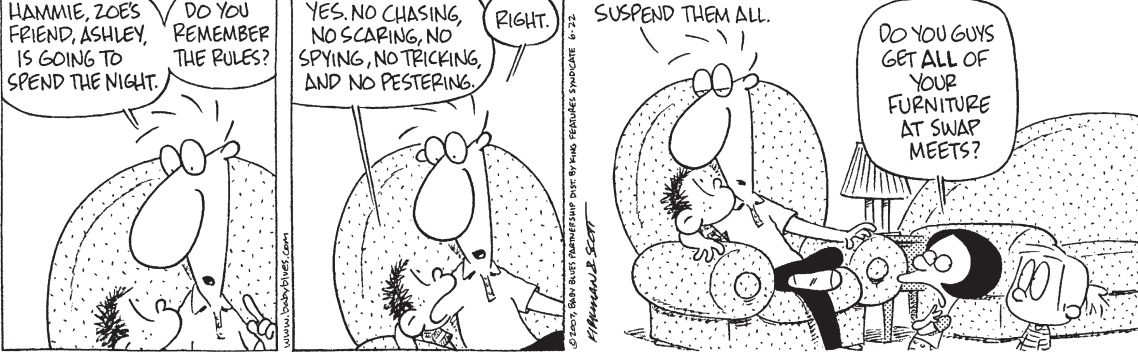
Blondie • Chic Young



Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

EDVT P AYCVL-LBJBZ KA FBY'LV EBTSVLKTR EDPZ  
QLVPZVS ZDPZ CWBEA WPTS, DKA HPUBLKZV PAKPT HBBS  
EKWW KZ JV PT PYZBXPZVS KA? K'UV PWLVPSF ZBWS  
ZKWWVL XPQDKTV?  
Yesterday's Cryptoquip: IF A GROUP OF PERCUSSIONISTS WENT AROUND SWIPING THINGS, SHOULD IT BE CALLED A STEAL BAND?  
Today's Cryptoquip Clue: K equals I  
FBY ZDPK PTS ZDPK PRPKT!  
Yesterday's Cryptoquip: WHEN A SUPER-ROBOT IS CREATED THAT PLOWS LAND, WILL IT BE AN AUTOMATED TILLER MACHINE?  
Today's Cryptoquip Clue: U equals V

Crossword

ACROSS

1 Advice  
6 Morse morsel  
9 Mel of baseball lore  
12 1960s jacket style  
13 Rangers' play area  
14 Spoon-bender Geller  
15 Ermine  
16 Eerie figure  
18 Censors, in a way  
20 Chills and fever  
21 Robert Mueller's org.  
23 Prior night  
24 Dalmatian pattern  
25 Outer garment  
27 "He's — nowhere man"  
29 Redeemed a check  
31 Hebrew letters  
35 Saxo-phonist's supply

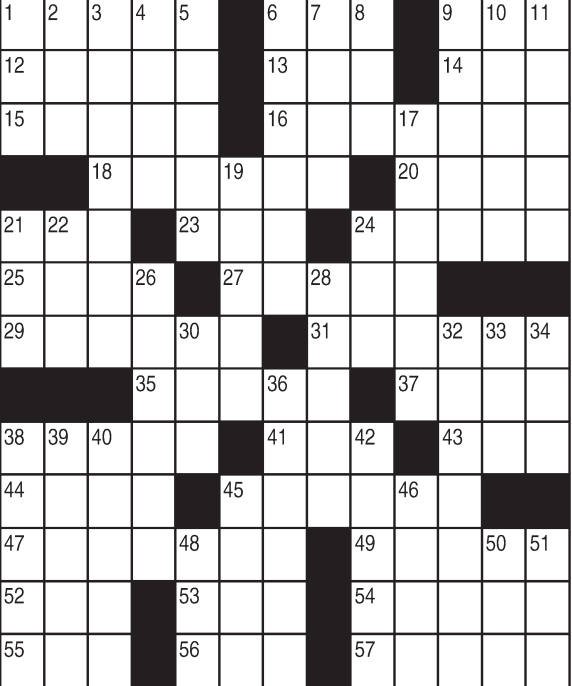
37 "Scat!"  
38 Biz bigwig  
41 Insurrectionist, for short  
43 Toss into the mix  
44 Dogfight participants  
45 Nab  
47 PR event  
49 Lessen  
52 Started  
53 Blackbird  
54 Catcalls?  
55 Before  
56 Under-standing  
57 Group character

2 Trawler equipment  
3 Fears  
4 Caspian feeder  
5 Private student  
6 Ladle  
7 Pulitzer contemporary  
8 Darjeeling, e.g.  
9 Expenditure  
10 Angler's prize  
11 7-Down's paper  
17 Campa-nia's capital  
19 Duck  
21 Govt. agency.

22 Feathery accessory  
24 Frivolous one in an old song  
26 Fencing move  
28 Museum supporter  
30 Conger  
32 Old Egyptian ruler  
33 Scuttle  
34 Turf  
36 Visit briefly  
38 Syrup flavor  
39 Earth tone  
40 Crystal-lined rock  
42 Point a finger at  
45 Traffic pylon  
46 Encourage evildoers  
48 Squirrel's home  
50 Teeter-totter quorum  
51 Curvaceous character?

Solution time: 25 mins.

Yesterdays answer 6-22



ACROSS

1 Purplish shade  
6 Very excited  
11 Lady of Spain  
12 O. Henry-esque  
14 Border  
15 Sculpture medium  
16 Altar affirmative  
17 Wind-borne deposit  
19 Listening device  
20 Blue hue  
22 First lady  
23 Initial stake  
24 Show philanthropy  
26 Warned  
28 Lettuce variety  
30 Retainer  
31 Less logical  
35 Bouton-niere site  
39 Drudgery  
40 Light beam

42 South American capital  
43 Summer on the Seine  
44 Push away  
46 After taxes  
47 Swallow's cousin  
49 Shopper's venue  
51 Walked proudly  
52 Napo-leon's realm, e.g.  
53 Enthusiastic  
54 Phone book data

2 Progress  
3 Journal  
4 Seed coating  
5 Hiawa-tha's carrier  
6 That guy, to that  
7 History chapters  
8 Craggy peak  
9 Straight  
10 Jesus' con-demner  
11 Hit  
13 Wrapped in a waxy cloth  
18 Zsa Zsa's sister  
21 Resident

23 "... with — live girl"  
25 Triumph-ed  
27 Wet wriggler  
29 More tranquil  
31 Particu-lars  
32 Write symboli-cally  
33 Mountain range  
34 Eminem's genre  
36 Ring site  
37 Eastern poten-tates  
38 Starbucks order  
41 Red Sea country  
44 Amuse-ment-park attrac-tion  
45 Odgen Nash's priest  
48 Dress (up)  
50 Tachom-eter reading (Abbr.)

Solution time: 27 mins.

Yesterdays answer 6-23

Bridge

You have the following hand;  
♠ A9 ♥ K1082 ♦ K74 ♣ AJ63  
1. Your partner bids One Spade, you respond Two Notrump, and partner bids Three Spades. What would you bid now?  
2. Your partner bids One Spade, you respond Two Notrump, and partner bids Three Hearts. What would you bid now?  
3. Your partner bids One Spade, you respond Two Notrump, and your partner bids Three Diamonds. What would you bid now?  
4. Your partner bids One Diamond, you respond One Heart, and partner bids Two Notrump. What would you bid now?  
\* \* \*

Bidding Quiz

1. Four spades. Partner does not sound keen about notrump, and there is no good reason to override him by insisting on notrump. He is almost sure to have a six-card spade suit, which makes the A-9 adequate support and he is also likely to have a singleton or small doubleton in one of the side suits, which makes notrump play risky.  
It is true that your 4-4-3-2 distribution with at least one stopper in each side suit strongly suggests notrump play, but you can't turn a deaf ear to partner's indicated preference for suit play.  
2. Four clubs. The possibility of a slam suddenly looms on the horizon, and the best way of announcing this development is by bidding four clubs. This does not mean you just found a club suit you previously overlooked; it merely implies a heart fit, first-round control of clubs and a potential slam if partner has the right hand.  
Partner may have any one of the following hands and go on to a slam in hearts if you make the encouraging cuebid of four clubs:  
[S] KJ742 [H] AQ953 [D] A8 [C] 10  
[S] KQ872 [H] QJ964 [D] — [C] KQ2  
[S] QJ1062 [H] AQ73 [D] A5 [C] K7  
3. Three notrump. This hand is better adapted to notrump play than suit play, considering partner's first two bids, and the best way of expressing this view is by insisting on notrump. Partner is not, of course, required to go along with your suggestion if he feels he has not yet fully described his hand, such as when he holds a highly distributional hand (six spades and five diamonds, for example).  
4. Six notrump. Partner should have 18 or 19 high-card points to rebid two notrump, since your heart response might have been based on only six points. Partner is asking you to continue bidding if you have any more than that.  
Since partner could not have known that you had 15 points when he leaped to two notrump, you are entitled to raise him to six on the assumption that the combined hands contain at least 33 points — the magic number needed for slam.  
South dealer.  
Both sides vulnerable.  
NORTH  
♠ A K Q 5  
♥ A K  
♦ A K 5 3  
♣ J 8 3  
WEST  
♠ 8 6 4  
♥ 10 8 7 6 3  
♦ 9 8 7  
♣ 4 2  
EAST  
♠ J 9 7 3  
♥ 2  
♦ Q 10 2  
♣ 10 9 7 6 5  
SOUTH  
♠ 10 2  
♥ Q J 9 5 4  
♦ J 6 4  
♣ A K Q  
The bidding:  
South 1 ♥  
1 NT  
2 NT  
5 ♦  
6 ♠  
Opening lead — nine of diamonds.  
North 2 ♠  
4 NT  
5 NT  
7 NT  
East Pass  
Pass  
Pass  
Pass  
Pass  
The Vienna Coup  
The Vienna Coup is basically a run-of-the-mill squeeze; it is too bad that, on account of its fancy name, it sounds more difficult than it is. The chief difference between a Vienna Coup and a simple squeeze is that declarer at a particular point deliberately establishes a trick for the defense before proceeding with the squeeze.  
Take this case where South is in seven notrump. The contract seems to be laydown until — after winning the diamond lead with the king and cashing the A-K of hearts — he learns that West started with five hearts to the ten.  
With only 12 sure tricks now in view, South cashes the ace of diamonds to pave the way for an eventual squeeze. It is this cashing of the ace, establishing East's queen, that is called the Vienna Coup.  
Declarer next plays the A-K-Q of clubs and Q-J of hearts, producing this position with East not yet having played to the jack of hearts:  
North — [S] A K Q 5  
West — Immaterial  
East — [S] J 9 7 3; [D] Q  
South — [S] 10 2; [H] 9; [D] J  
East is helpless; whatever he discards, declarer scores the rest of the tricks.  
Note that if South fails to first cash the ace of diamonds, he later squeezes dummy instead of East and goes down in the grand slam instead of making it. Establishing East's queen of diamonds early in the play is the key to the successful Vienna Coup.  
(c) King Features Syndicate Inc.

The Vienna Coup

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2 NT  
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Family Circus • Bill Keane

