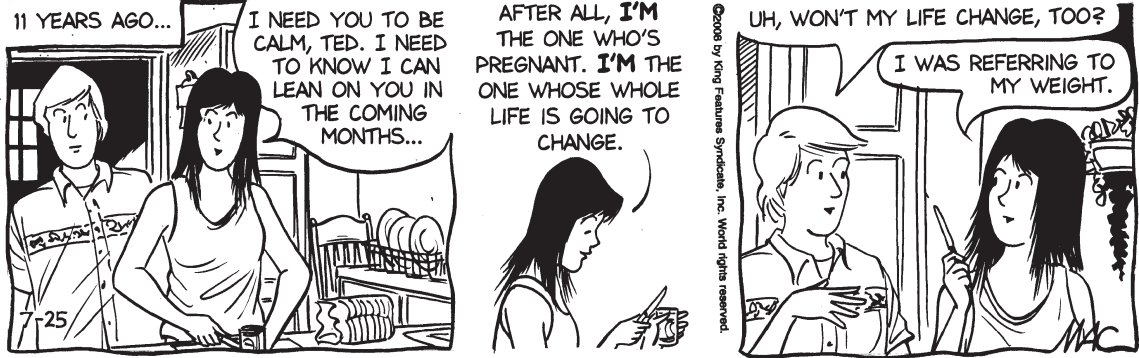
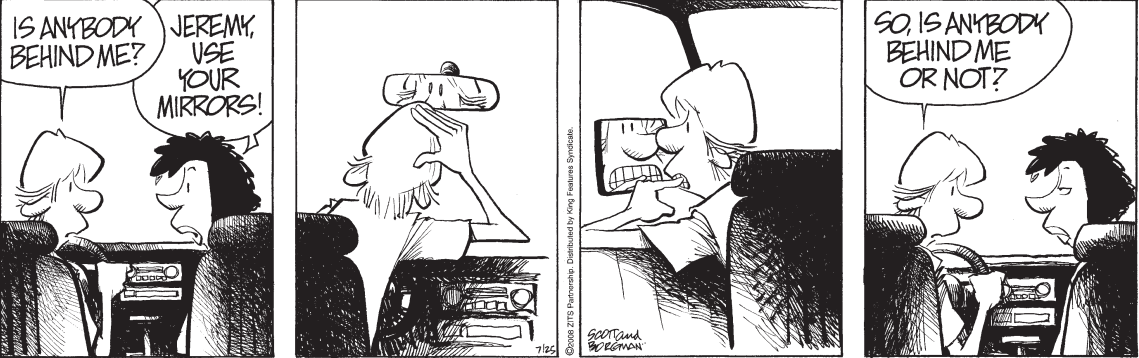


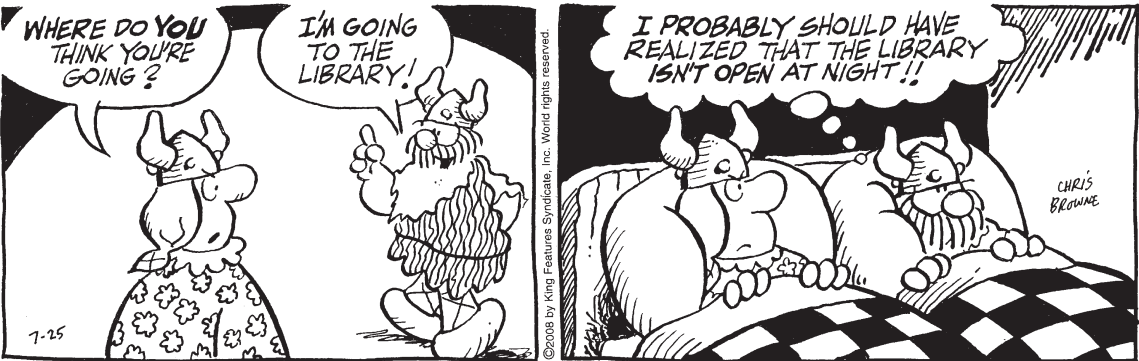
Sally Forth • Greg Howard



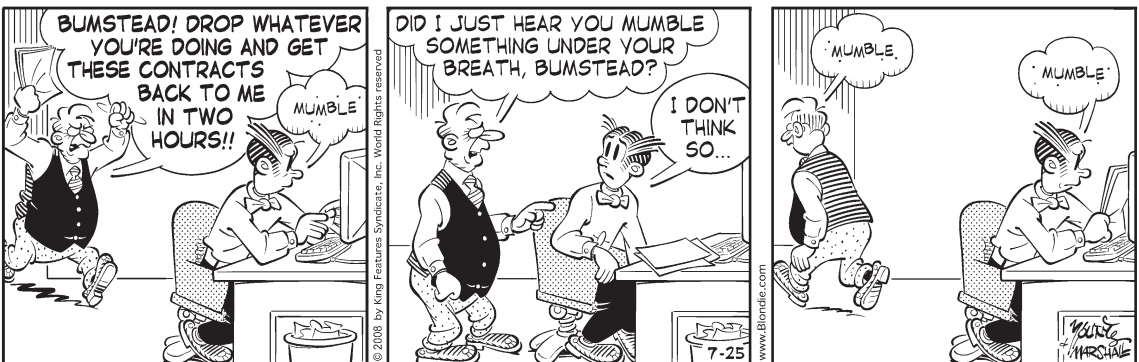
Zits • Jim Borgman & Jerry Scott



Hagar the Horrible • Chris Browne



Blondie • Chic Young



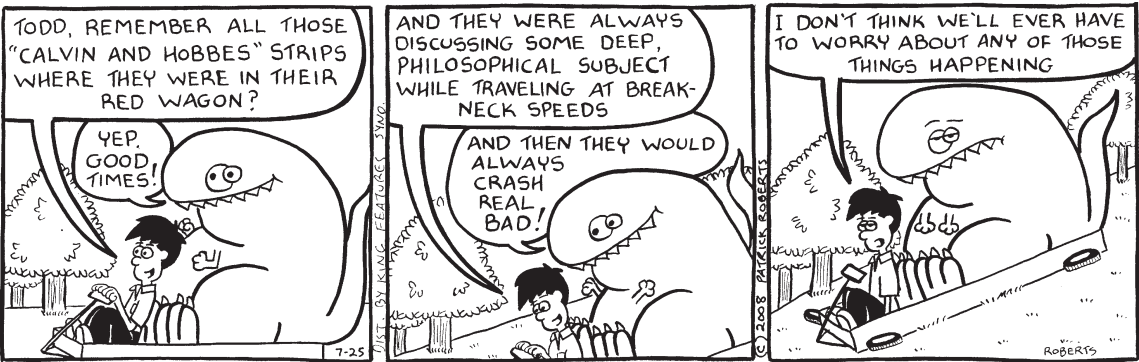
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

RFGAT F YUIITG VC OTMTOT
GCVTQ LCMFT UAVOTRR
LFKTR, DCNKQ JCN RUJ
VYUV F YUKKCD MTOU?
Yesterday's Cryptoquip: DON'T TRY TO ROB A FAST-FOOD RESTAURANT. YOU MIGHT IMMEDIATELY SET OFF THE BURGER ALARM.
Today's Cryptoquip Clue: V equals T

IRLO JSXVQ XVW VEBLQMLB
J DJXL-JZXZWO RVDUKJN, U
QLSAVO RL IVZDK EL
SLDLEQIXUOC RJOAB-CUMUOC.
Yesterday's Cryptoquip: SINCE I HAPPEN TO REVERE NOTED MOVIE ACTRESS MILES, WOULD YOU SAY THAT I HALLOW VERA?
Today's Cryptoquip Clue: R equals H

Crossword

ACROSS

1 Pump up the volume

4 Brown bean sauce

8 Mafia bigwig

12 Old French coin

13 Pairs

14 On the rocks

15 Upstarts

17 Hereditary component

18 Bar

19 Ms. Thurman

21 Spring-time abbr.

22 Big name in comic books

26 Meta-physical poet

29 Whammy

30 Mound stat

31 Scratched (out)

32 Bankroll

33 Bivouac structure

34 Beati-tudes verb

35 Timid

36 "Grey's Anatomy" extra

37 Future chrysal-ides

39 Solidify

40 Choose (for)

41 Fold

45 Soared

48 Reaps

50 "National Treasure" star

51 Falco or McClurg

52 Spigot

53 Groovy

54 Agts.

55 One or more

DOWN

1 Uraei

2 Castle protection

23 Swerve

24 Sea flock

25 Tardy

3 Contentment sound

4 Treeless tract

5 Peruser of a manual, maybe

6 Second person

7 Took for granted

8 Prop for Groucho

9 Expert

10 Corral

11 Rhyming praise

16 Food item

20 Upper limit

23 Swerve

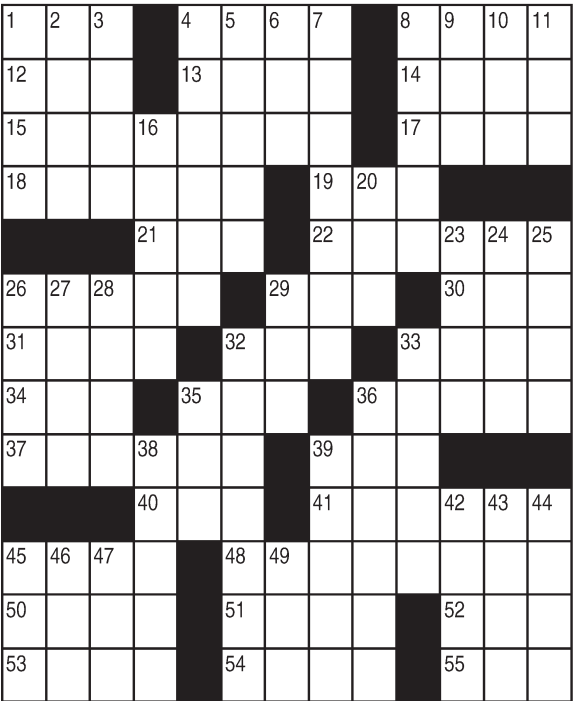
24 Sea flock

25 Tardy

Solution time: 25 mins.

LIFT DAHL CIA
OMAR ALOE URN
WATERFLEA POT
STABAT SHONE
EM MOTIF
HACK WAG STAR
ONO ONE EWE
TYPO USE CALF
AWAKE PI
TAPER SHRINE
OWL BALTICSEA
FEE OBOE LIDS
USA RASP ESSE

Yesterday's answer 7-25



ACROSS

1 Having a cupola

6 Football refs

12 Bullring figure

13 East

14 Bandit

15 Elaborately decorated

16 Roughly

17 Address preceder

19 Op. —. (where mentioned)

20 Trawler gear

22 Web address part

24 Royal sleep thwarter?

27 Attend

29 Carnival attraction

32 Elvis song

35 Marty Robbins' "El —"

36 Undraped

37 Compass pt.

38 Pismire

40 Apprehends

42 Conditions

44 Desert gully

46 First word of "Send in the Clowns"

50 Tile art

52 Papal legate

54 Former frog?

55 Inmate's dream

56 USPS patron

57 Considers

DOWN

1 Gloomy

2 Scraps

3 Casaba, e.g.

4 Tide competitor

5 Petula Clark classic

6 Go rapidly

7 Messed up

8 Crib

9 Pertaining to a response

10 Con

11 Dele doer

12 Excessively

18 Daze

21 Swelled head

23 Raw rock

24 Spot on a die

25 H

26 Booth, for one

28 Enacted by decree

30 Lair

31 Prior to

33 "Smoking or —?"

34 Beak

39 Doubled

41 From then on

42 Mischievous group

43 Links warning

45 Maple genus

47 Con game

48 Pinches

49 Stocking stuffer?

51 "Then what happened?"

53 Manipulate

Solution time: 27 mins.

AMP SOYA CAPO
SOU TWOS IJED
PARVENUS GENE
STRIPE UMA
APE MARVEL
DONNE HEX ERA
EKED WAD TENT
ARE SHY NURSE
LARVAE SET
OPY CREAM
FLEW HARVESTS
CAGE EDIE TAP
COOL REPS ANY

Yesterday's answer 7-26

Bridge

You are South, neither side vulnerable. The bidding has been:

East South West North

1 ♥ Pass 2 ♥ Pass

Pass ?

What would you bid now with each of the following four hands?

1. ♠AJ2 ♥9753 ♦K84 ♣A95

2. ♠Q9743 ♥872 ♦AQ ♣Q84

3. ♠K754 ♥6 ♦AJ83 ♣Q942

4. ♠AK7 ♥KJ84 ♦7 ♣J8532

Bidding Quiz

1. Double. Competitive bidding for partscores receives short shrift from most writers. This is probably because game and slam contracts are much more interesting to write and talk about than partscores. The fact is, though, that about half the deals in bridge do not contain a game for one side or the other, so partscores merit more attention than they receive.

Suppose your side can make three clubs and the opponents can make two hearts. If you let the opponents buy the hand for two hearts, they score 60 below the line instead of you, making it easier for them -- and harder for you -- to make a game on the next deal. Taking such factors as vulnerability and potential sacrifices (to prevent the enemy from making game) into account, the "hidden value" of a partscore is roughly 300 points.

Such swings are obviously significant and emphasize the need to fight for partscores. In this hand, judging from the early stop by the opponents, it is clear that partner has some values. A double for takeout is therefore in order. Partner almost surely has a singleton heart and is therefore likely to have a five-card suit. It would be a mistake to sell out so cheaply.

2. Two spades. Ordinarily, this would be a dangerous bid, but most of the risk has been removed by West's two-heart bid and East's pass, leading to the reasonable inference that partner has a friendly hand. Whatever the remaining danger attached to the two-spade bid, however, you cannot afford the greater risk of losing a partscore when you might make one.

3. Double. While it is true that you have only 10 high-card points, your hand will be worth much more than that when partner responds to the double in one of your four-card suits. Partner is almost certain to have six to 10 points, and it is therefore likely that eight or nine tricks can be made in whichever suit partner chooses.

4. Pass. It is not mandatory to bid when the opposing bidding dies at a low level, and the question of whether or not to compete depends upon the merits of each individual case. Here, it is best to pass because (1) you may set two hearts and (2) it is too dangerous to double for takeout (partner might bid diamonds) or to bid three clubs with such a shabby suit.

East dealer. Neither side vulnerable.

NORTH

♠K 9

♥K 7

♦J 7 6 5 3 2

♣A Q 5

WEST

♠Q 6 2

♥9 4

♦K 10 9 8

♣10 9 8 3

EAST

♠8 7 4 3

♥10 8 6 5 2

♦—

♣J 6 4 2

SOUTH

♠A J 10 5

♥A Q J 3

♦A Q 4

♣K 7

The bidding:

East South West North

Pass 2 NT Pass 6 NT

Opening lead — ten of clubs.

Abandoning a Preconceived Idea

One vital characteristic of any successful player's psyche is temperament. A player who is easily upset by a bad break, or who allows a poor result on one deal to adversely influence his play on a subsequent deal, is not likely to do well over the long haul.

Take this case where declarer lost his cool after running into a 4-0 split in a critical suit while playing what looked like an ironclad slam.

He won the opening club lead in dummy in order to tackle his most promising suit, diamonds. But when East discarded a heart on the low diamond lead, South was suddenly confronted with the prospect of going down in a contract that moments before had seemed a sure thing.

This unexpected turn of events proved to be more than South could handle. He finessed the diamond queen, losing to the king, and won the club return with the king. Sad to say, he later misguessed which way to take the spade finesse and finished down one.

However, if South had more calmly reviewed the situation after discovering the diamond division, he would have realized that the slam was still a 100 percent certainty.

After East showed out on the first diamond, declarer should have played the ace and then led a low diamond toward the jack. West could not afford to take the king since this would establish the remaining diamonds. After dummy's jack won, South would then need to score only three spade tricks without allowing West to gain the lead.

This could be managed very easily by leading a club to the king followed by a spade to the nine. Even if the finesse lost to East, 12 tricks -- three spades, four hearts, two diamonds and three clubs -- would become assured.

As it happens, the finesse works and the queen later falls, so declarer winds up with an extra trick as a bonus for maintaining his self-control.

Family Circus • Bill Keane

