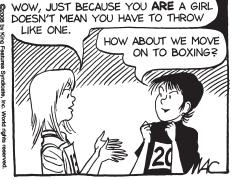
Sally Forth • Greg Howard





Zits • Jim Borgman & Jerry Scott







Hagar the Horrible • Chris Browne





Blondie • Chic Young





Beetle Bailey • Mort Walker







Baby Blues • Rick Kirkman & Jerry Scott

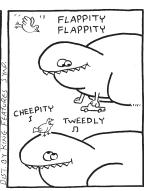


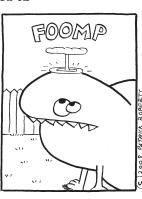




Tod the Dinosaur • Patrick Roberts









Mother Goose and Grimm • Mike Peters







Cryptoquip

TZWS YIJH MCNTCNR SWWO RKLLECWR, C M K H

CJYNCSW XZWH TQKEO RZQL

YX XZW NWSWIYE RXQIW. Yesterday's Cryptoquip: IF SOMEBODY CARED FOR CERTAIN BRIGHTLY COLORED SONGBIRDS, MIGHT HE BE A TANAGER MANAGER?

Today's Cryptoquip Clue: N equals G

ILIEGDS L G M TDODVVDZ

BEZQ DRLEB NVZEXWEGQ

LSZDNQZBX BTDB DSQ XTLOJ

DZM WTQDI: "BVZJ RDERGQX." Yesterday's Cryptoquip: WHEN ARMY BIGWIGS NEED TO BUY SUPPLIES, I IMAGINE THEY WOULD SHOP AT THE GENERAL STORE.

Today's Cryptoquip Clue: I equals P

Crossword 23 Jacob's ACROSS **DOWN 34** Actress Joanne **1** Timetable 1 Underbrother abbr. **35** Erstwhile **24** Hit goes 4 Cripple repeatedly acorn recession 36 Para-25 "Boola 8 Poet **2** Body Teastrooper's powder Boola dale need 3 Neighcampus 12 Prohibit borhood **26** G-men 37 Bashful 13 King of friend? 4 Planned 27 Count Siam's **39** The girl in detail, counter-

with "out"

flavoring

5 Ouzo

6 Hostel

7 Miracu-

lous

scape,

segment

team!"

11 Past

like

monarch 20 Branch

e.g.

part

28 Verifiable

29 Tie up the

phone

32 Horses

33 Puppy

35 Make up

36 It's said

your mind

to make

38 Jed Clam-

39 Villainous

look

42 Prevari-

cator

43 Concern-

quiche

deux

46 Matter-

47 Floral

49 Zee

horn or

Jungfrau

garland

preceder

10

ing

44 Like

45 — de

you smile

pett actor

friend 40 A/C meas. **14** Moun-**41** "South taineer's Pacific" foothold heroine 15 Censor's 45 The job gang 48 Compre-**17** Canyon

8 Landcomehensive back 50 Sheltered 51 Spuds **18** Resells 9 Orbit buds for a big profit **52** S.A. 10 "Go. nation

19 McShane 53 Rotate or McKellen 54 Withered 16 Sprite-**21** Retainer **55** Monterrey 22 Gooseflesh Solution time: 25 mins.

inducing 26 Stinky 29 Sweet potato 30 Vast expanse 31 Have coming

32 Western st. **33** Humpty's perch

CAROL TERTOTS Yesterday's answer 8-22

ACROSS DOWN 23 Blond 38 Office **1** Drives the holders 1 Wheelshade 24 Seesaw getaway 40 Unceasbase car, ingly terminus quorum maybe 42 Pronto 2 Loutish 25 Still, in 6 Aussie girl 44 Test verse one 26 They're 12 Mysteri-3 Needle ously waters holders nothing 4 First X? unusual **46** Duel new 13 Do unretool **5** Strong **28** Dug strainedly 50 Defeated Dutch gin 30 Winter decisively 6 Blind part 14 Show bad woe posture **52** "Star **7** Serf **31** Piz 8 List-end-15 Niche Wars" Bernina. 16 Gilpin of ing abbr. weapons e.g. "Frasier" **54** To-do 9 Mohawk 33 Oodles of or Seneca 17 Defense list pounds acronym 55 Scope 10 Part of 34 Flock 19 Proof **56** Of a SNL member 11 Mimicked 39 Stockabbr. recent 20 Thick 12 Kreskin's holmer, time slice (arch.) claim e.g. 22 Greek 57 Class-**18** Touched 41 Takes ten 42 Supplicate **21** Bud's cross room 43 Venetian **24** Afternoon array partner magistrate

45 Hebrew

month

47 Cheat at

seek

48 Sea flock

49 "Guinness

Book"

suffix

51 Potent

stick

53 Pink-slip

hide-and-

social Solution time: 27 mins. 27 Comicstrip penguin 29 Parlor piece 32 Emulated Jack and Jill NELLIE 35 Aware of |W|E|E|P|I|N|G 36 Pack away 37 Dine Yesterday's answer 8-23

Bridge

Bridge is a partnership game, and it's impossible to achieve good results unless you and your partner have a firm agreement on the meanings of certain bids.

Below are seven bidding sequences. You are to decide whether the last bid shown is Forcing or Nonforcing. A forcing bid is defined as one that cannot be passed. If the last bid merely invites your partner to bid again, treat such a bid as nonforcing. Answer all the questions first before reading the answers.

1. North South North
1
3
North
1
North
1
North
1
North
1
7 South 1 NT South 1 **A** 3 **A** South 2 NT South

Bidding Quiz

Bridge is a partnership game, and it's impossible to achieve good results unless you and your partner have a firm agreement on the meanings of certain bids.

Below are seven bidding sequences. You are to decide whether the last bid shown is Forcing or Nonforcing. A forcing bid is defined as one that cannot be passed. If the last bid merely invites your partner to bid again, treat such a bid as nonforcing. Answer all the questions first before reading the answers.

1. Nonforcing. Three spades asks responder to bid again only if his one-notrump bid, which indicates six to 10 points, is in the upper half of that range.

2. Forcing. Unless agreed otherwise, a jump-bid by responder with an unpassed hand is forcing to game. The exception is mentioned because many players now treat jump-bids in previously bid suits as merely invitational.

3. Forcing. Responder is showing 13 to 15 points, a balanced hand and stoppers in the unbid suits.

4. Forcing. When responder, as an unpassed hand, names a new suit, that bid is unconditionally forcing. This applies not only to the first response, but also to any subsequent responses in a new suit.

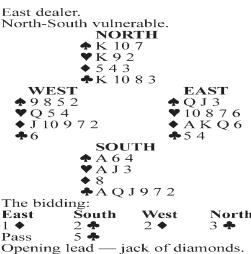
two-diamond bid can be passed. This exception to the rule stated in the previous problem has a very sound basis, as the opening bidder often knows there cannot be a game opposite a passed partner. 6. Forcing. The jump in a new suit by an opening bid-

5. Nonforcing. Since North passed initially, his

der (a jump-shift) is unconditionally forcing to game. It informs responder that even a six-point holding is enough to assure a game in some denomination. 7. Forcing. Since South promised at least 10 points

with his initial two-diamond response, he cannot pass North's jump-rebid, which shows at least 16 points. Tomorrow: Maximizing your chances.

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Maximizing Your Chances

Let's say you have a 50 percent chance of making a contract if you adopt a certain line of play. This is surely not the worst of odds, but, if you are a perfectionist, you should not settle for a mere 50-50 chance of success. Instead, you should look for some other approach that might raise your chances to 75 percent, or even 100 percent, if possible.

The opportunity to apply this principle occurs time and time again. The general idea is that if declarer cannot attain the 100 percent chance he'd like to have, he should look for the next best thing to it.

For example, if you're declarer at five clubs in this hand, you see you must lose a diamond, almost surely a spade and possibly a heart. What you would like to do is to minimize the chance of losing a trick in hearts, where an ordinary finesse offers only a 50 percent chance of succeeding.

By far your best hope of achieving this goal is to try to set up an endplay. So, after ruffing a diamond continuation at trick two, you cross to dummy with a trump and ruff dummy's last diamond. You then draw a second round of trumps and play the A-K and another spade.

You don't know which opponent will win the third spade, but you hope it is West. If so, you are sure of making the contract whether he returns a heart or gives you a ruff-and-discard.

In the actual hand, East wins the third spade, which is not ideal but much better than relying on a straight finesse. When he returns a low heart, you play low, which traps West's queen and puts you on Easy Street.

Note that even after East wins the third spade, you go down only when West started with both the queen and ten of hearts -- just a 1-in-4 possibility. This is certainly better than taking the straightforward heart finesse by leading to the jack, which has about an even-money chance of losing,

and would cost you the contract in the actual deal. (c)2008 King Features Syndicate Inc.

Family Circus • Bill Keane



"Jeffy touched the command module!'

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