

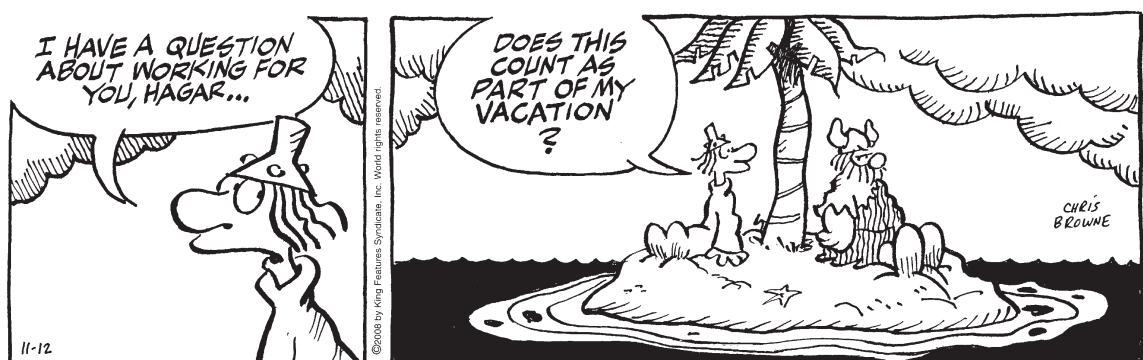
Sally Forth • Greg Howard



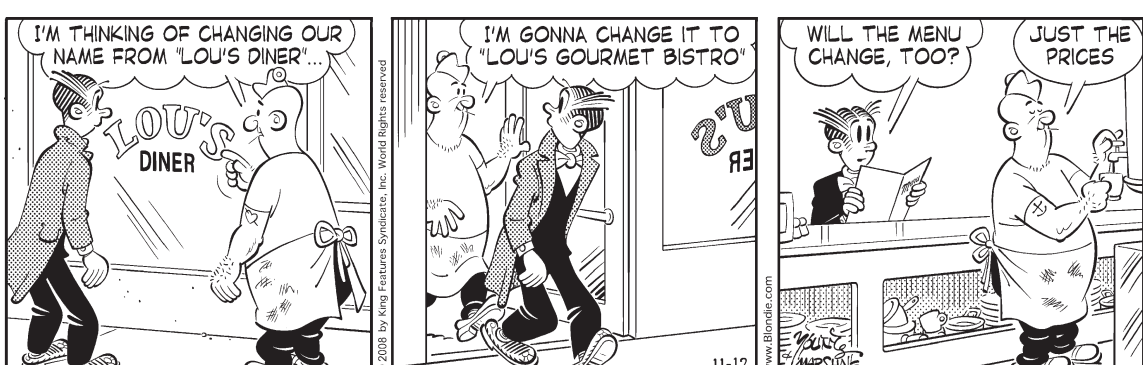
Zits • Jim Borgman & Jerry Scott



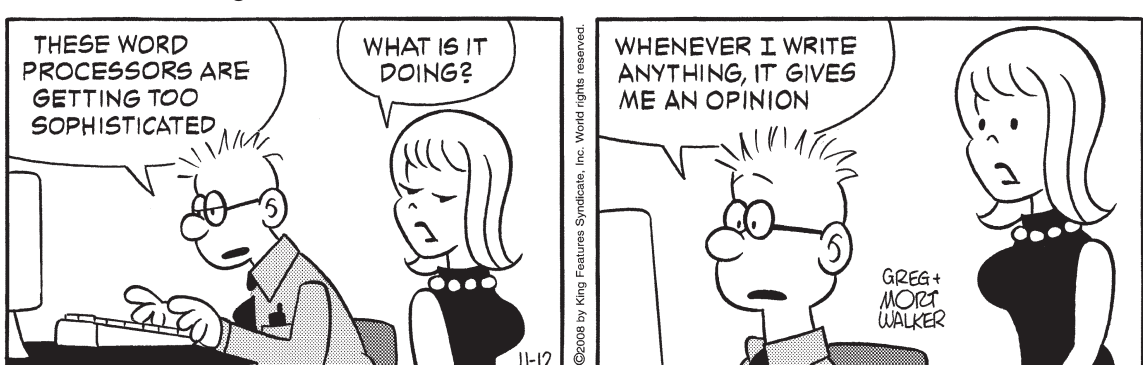
Hagar the Horrible • Chris Browne



Blondie • Chic Young



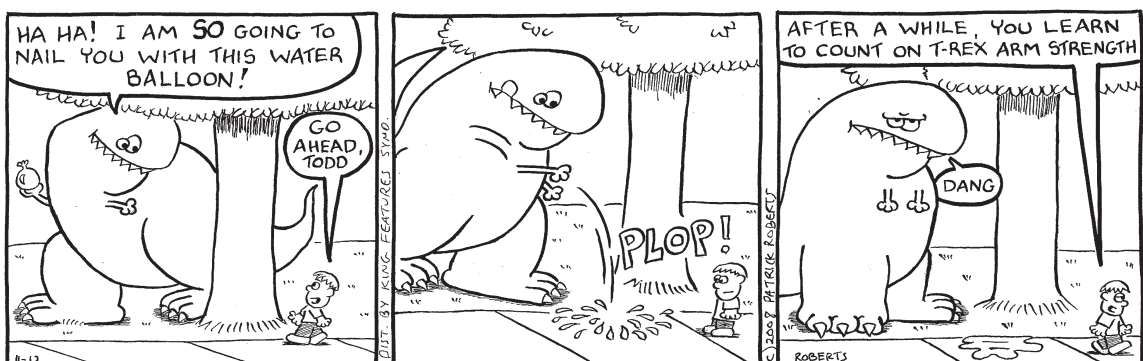
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

SLF EGAHK LNGBM L NLFNKF

SOG FKDKLMKZQP FKEGAKU

L WH'U NKL FZ UMBNNQK:

"UOLAHRW DFHALMK FPLR."

Yesterday's Cryptoquip: IF SOMEONE MAKES A DISH OF CARROTS, RADISHES AND YAMS, COULD YOU CALL THAT ROOT COCKTAIL?

Today's Cryptoquip Clue: S equals W

CAQUQZQI V LQKKDC KDVUF

RDP AHF OVINR UDFHFQVYSQI,

OKQVFQ YVSQ FPIQ RDP

IQNPIU NAQ LVZDI.

Yesterday's Cryptoquip: WAR MOVIE ABOUT A BARBER WHO REPEATEDLY REMOVES A GI'S BEARD STUBBLE: "SHAVING PRIVATE RYAN."

Today's Cryptoquip Clue: P equals U

Crossword

ACROSS

1 Type of machine

5 Corpulent

8 Ocean motion

12 Former larva

13 — de Janeiro

14 Caspian feeder

15 Height

17 Roller coaster, for one

18 Greek consonants

19 That guy's

20 — salts

21 Cambridge sch.

22 "How — love thee?"

23 Big parties

26 Whodunit

30 Enthusiastic

31 Coloration

32 1997 Peter Fonda role

33 Passed the time idly

35 Tends texts

36 Des- cartes'

37 Con-clusion

38 Consumed

39 Wagons

41 Winter ailment

42 Binge

45 Stead

46 Seclusion

48 Sahara-like

49 Acapulco gold

50 Dutch cheese

51 Unit of force

52 Firma-ment

53 Male turkeys

DOWN

1 Unwanted e-mail

2 Hum-dinger

3 Makes up one's mind

4 Mai — (cocktail)

5 Still-life subject, often

6 Helps

7 Place-kicker's pride

8 Depravity

9 Rainbow

10 Pedestal part

11 Preceding H.S.

16 Anything but that

20 Dawn goddess

21 Importance

22 Go blonde

23 Woman

24 Past

25 Reed or Rawls

26 Pie ingredi-ent?

27 Inventor Whitney

28 Pen-sioned (Abbr.)

29 "Undoubt-edly"

31 Haw's partner

34 Petrol

35 Needle case

37 Mixed metal

38 Dressed

39 Ethereal

40 Check

41 Motorist's choice

42 Martial art

43 Leading man?

44 Lapidary's wares

46 Brillo rival

47 Asian holiday

Solution time: 21 mins.

OWN ASS HOAR
MAIL REC INCH
ISLE MAR GOTO
THEFT MESH
TOW WISEUP
PAJAMAS LAPSE
UPON GEM NEST
MELDS WONDERS
ASTROS PAL
ISIS GONZO
BERG TOP WOOD
UTAH USA SAND
RANT POD HES

Yesterday's answer 11-11

ACROSS

1 Secure place for valuables

5 Hair-salon applica-tion

8 Celeb

12 PC picture

13 Bullring bravo

14 You

15 Mised

17 Cupid's alias

18 Appeared to be

19 Show-biz skill

21 "Of course"

22 Unrivaled

23 Pretense

26 Caul-dron

28 Subur-banites' pride

31 Wonka's creator

33 Japanese theater

35 Race-track bound-ary

36 Fat-shunning Jack

38 Boxer

40 "Yippee!"

41 Physical

43 Affirma-tive action?

45 Clyde's partner

47 Envi-sioned, in a way

51 Lotion additive

52 Grain machine

54 Frees (of)

55 "Norma —"

56 Gambling game

57 Santa's sackful

58 Anti-quated

DOWN

1 Perches

2 Rue the workout

3 Golfer's warning

4 Adver-sary

5 Mark of game-show fame

6 Sprite

7 Some turns

8 Outstand-ing

9 Trilateral

10 A billion years (Var.)

11 What-ever's left over

16 Sob

20 "You've got mail" co.

23 Bill-boards

24 Upper limit

25 Elegy

27 Surpass

29 Peeples

or Vardalos

30 Crafty

32 Negli-gence

34 Ten times ten

37 Skater Babilonia

39 Cheney predeces-sor

42 Paris subway

44 Class-room array

45 Homer's son

46 Medley

48 Throat-clearing sound

49 Options list

50 Jog

53 "2001" computer

Solution time: 21 mins.

SLOT FAT TIDE
PUPA RIO URAL
ALTITUDE RIDE
MUSHISEPSOM
MIT DOI
GALAS MYSTERY
AGOG HUE ULEE
LOUNGED E DITS
I AM ATE
CARTS FLU JAG
LIEU SOLITUDE
ARID ORO EDAM
DYNE SKY TOMS

Yesterday's answer 11-12

Bridge

South dealer.
Both sides vulnerable.

NORTH

♠ J 9 8
♥ Q 7
♦ 7 5 2
♣ A J 9 4 3

WEST

♠ A 10 6 2
♥ 8 5 4 2
♦ J 9 8 6
♣ 7

EAST

♠ Q 7 4 3
♥ A 9 6 3
♦ Q 10
♣ Q 10 8

SOUTH

♥ K 5
♦ K J 10
♠ A K 4 3
♣ K 6 5 2

The bidding:

South

1 NT

3 NT

West

Pass

North

2 NT

East

Pass

Opening lead — two of spades.

Third-Hand Low

There are exceptions to almost every rule in bridge and the only way to spot them beforehand is to evaluate each new situation as it arises. It doesn't help to see the winning play once the error has been made. Take this case where West leads the deuce of spades against three notrump. Declarer plays dummy's eight, and it is East's turn. If East follows the customary practice of playing third-hand high by putting up the queen, South will have no trouble scoring nine tricks. After taking the queen with the king, declarer attacks clubs, conceding a trick to East's queen. Assuming East returns a spade (no other return is any more effective), the best the defenders can do is to score two spades, a club and the ace of hearts, since dummy's jack of spades becomes a second stopper in the suit. If East stops to consider his play at trick one more carefully, he should realize that the correct choice is not the queen, but the seven (encouraging a continuation). This apparent violation of the "third-hand high" principle leaves declarer in a hopeless position. No matter how he continues, he cannot avoid the loss of a club, a heart and three spades. To find the winning defense, East should reason that declarer's hand must include either the ace or king of spades. This conclusion is reached by adding dummy's points to his own, which leaves just 22 points for his partner and South to hold. Since South would not have continued to three notrump with only 15 points, West cannot have the A-K of spades. Next, since West is marked with four spades by his opening lead, declarer has only two spades. If South has the K-x (or A-K), a trick can be gained by withholding the queen. If declarer happens to have A-x, East cannot prevent South from acquiring a second spade stopper regardless of what he plays at trick one. Tomorrow: Beware of overkill.

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North dealer.

Both sides vulnerable.

NORTH

♠ K 10 9 2
♥ A 8
♦ 9 6
♣ Q J 9 7 5

WEST

♠ 7
♥ 10 9 7 6 5
♦ 7 5 3 2
♣ A K 8

EAST

♠ 8 5 3
♥ J 4 3 2
♦ A J 10 8 4
♣ 3

SOUTH

♠ A Q J 6 4
♥ K Q
♦ K Q
♣ 10 6 4 2

The bidding:

North

Pass

3 ♣

East

Pass

Pass

South

1 ♠

4 ♠

West

Pass

Opening lead — king of clubs.

Beware of Overkill

Falscarding is an art that can be practiced by either the declarer or the defenders. However, like any other art form, it can be overdone. When this happens, it may become counterproductive and work to the disadvantage of the falscarder. Take this case where South was in four spades and West led the king of clubs. Declarer immediately recognized the danger of an impending club ruff and decided to try to talk West out of continuing the suit. This was an excellent idea, but South went about it in the wrong way. In his attempt to discourage a club continuation, he dropped the ten on the first trick, hoping West would construe this as a possible singleton and stop playing the suit. But West had no problem at all. He continued with the ace and another club, ruffed by East, who then cashed the ace of diamonds to set the contract. The error in South's approach can be seen if viewed from the West hand. If West credits declarer with the singleton ten of clubs, it means East must have the 6-4-3-2. Since East would not play the three from this holding, but would instead follow with the discouraging deuce, West knows that South must have at least one more club. West also knows that East would play the three whenever he started with the 3-2 doubleton or the singleton three. So West continues clubs at trick two and defeats the contract. Peculiarly enough, South's best shot to get West to stop playing clubs is to play the deuce to the first trick! West might then fear that East started with the 10-6-4-3, and shift to another suit. From this example, we can derive a general rule: When declarer wants to encourage or discourage the continuation of a particular suit, he should signal to the defender as if he were that defender's partner. If he wants the suit continued, he should follow with a high card; if he wants it discontinued, he should play his lowest card. Tomorrow: Thanks, but no thanks.

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Family Circus • Bill Keane