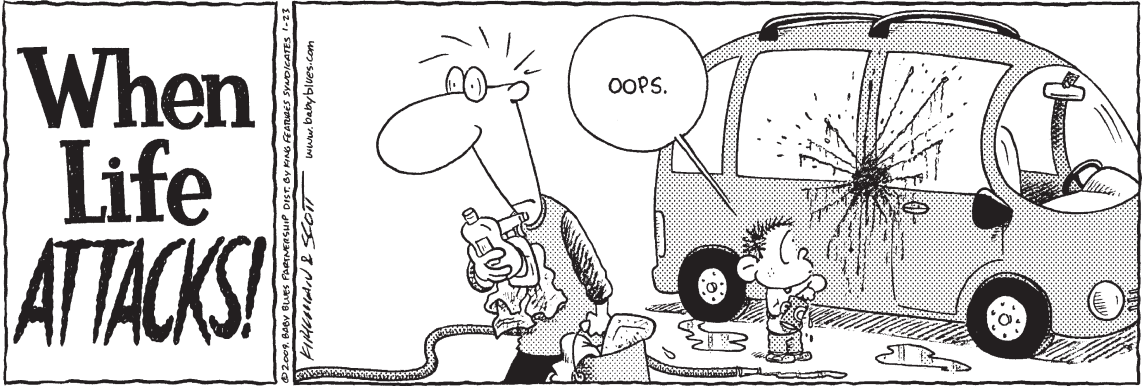


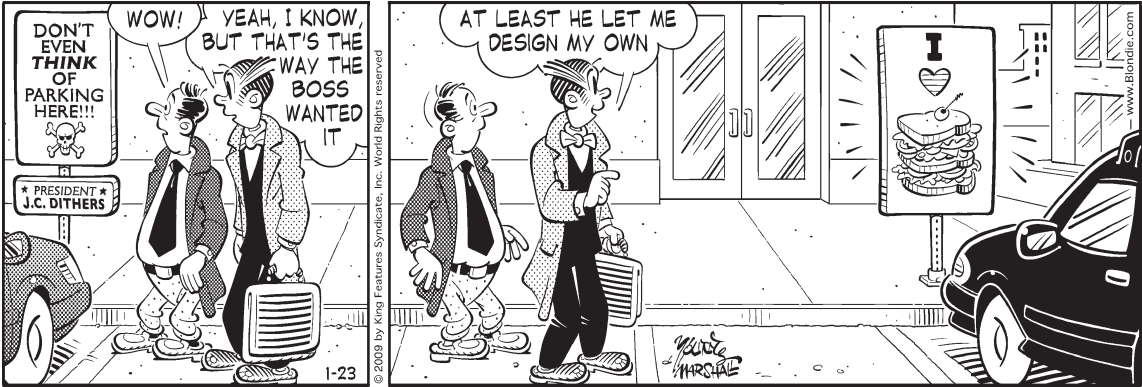
Baby Blues • Rick Kirkman & Jerry Scott



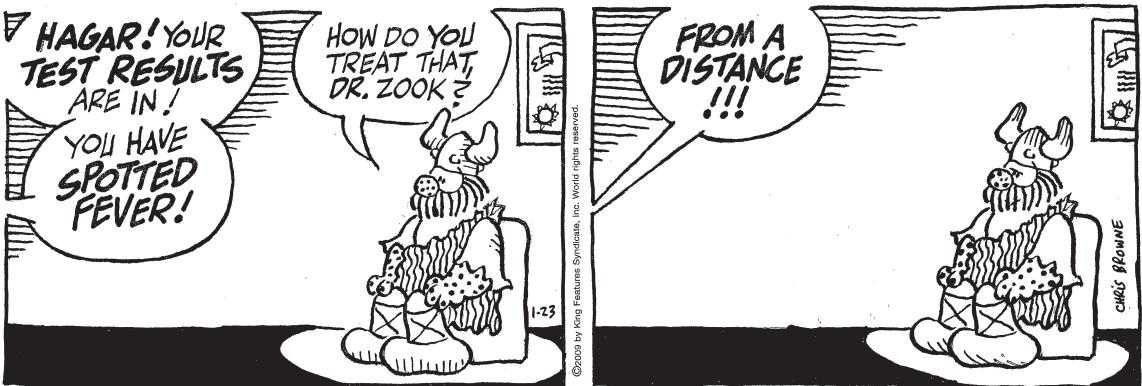
Beetle Bailey • Mort Walker



Blondie • Chic Young



Hagar the Horrible • Chris Browne



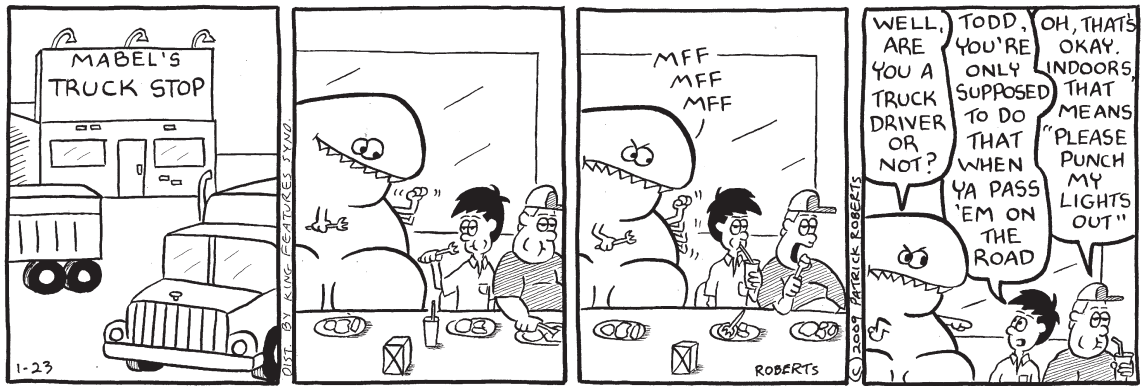
Mother Goose and Grimm • Mike Peters



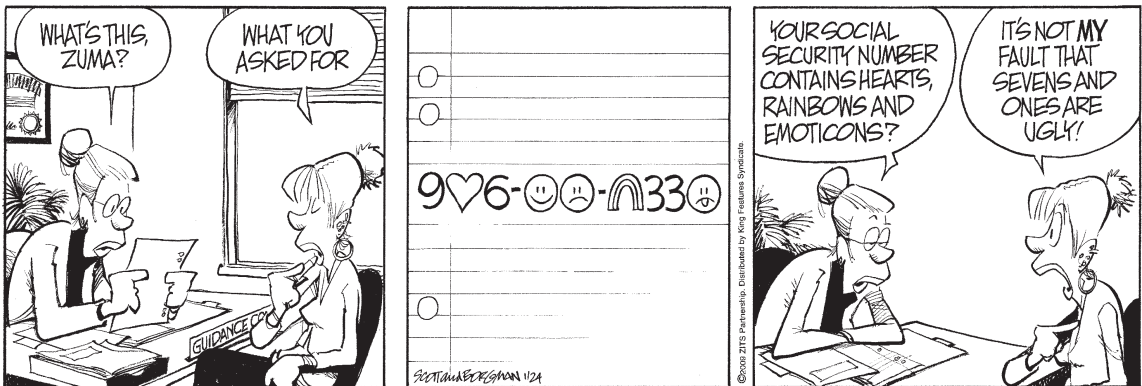
Sally Forth • Greg Howard



Todd the Dinosaur • Patrick Roberts



Zits • Jim Borgman & Jerry Scott



Heloise

- Hints from Heloise

Smell that clean machine

Dear Heloise: My WASHING MACHINE has an odor. After each use, I dry the inside and leave the door open so it can air out. Do you have any other suggestions for getting rid of the smell? -- Louise from Louisiana

Louise, it is always a good idea to let the washer dry out, especially in a high-humidity climate like Louisiana's. After many uses, the machine also may get a soap buildup under the rim that can cause it to smell. There are several ways to get rid of the smell. Use the highest and hottest water setting. Add 1/2 to 1 gallon of cheap vinegar, NO DETERGENT, and run a complete cycle empty -- no clothes.

If you have a top-load washer and still have an odor, do this: Select the large load, normal wash, hot water setting, and let the tub fill up. Stop the machine and add hot water till it reaches the top rim of the drum where the buildup is hiding. Don't overfill, just make sure the rim is under the water. Pour 2-4 cups of household bleach into the washer, close the lid and restart the wash cycle. Wait for a few minutes before stopping the cycle. Let the mixture sit (lid closed) for at least 20 minutes or so, then restart the cycle one last time. The washer should smell clean. Remember to leave the lid open between uses so it can air out. -- Heloise

TEST YOUR LIGHTS

Dear Readers: It's important to know that car taillights and blinkers are working. If you have a garage, you can use the wall or door as a visual clue. With the ignition turned off, step on the brakes and look in the rearview mirror. You should be able to see the lights reflected on the door/wall. Turn on the ignition (if necessary -- but not the motor) and test the headlights and blinkers the same way, using the wall/door as a reflector. -- Heloise

TRAVEL HINT

Dear Heloise: I left my phone charger at home. I went to the front desk of the hotel to ask for the location of a store where I could buy a new one. Instead of giving me that information, the clerk pulled a large bucket from under the counter that was full of chargers people had left. He suggested I look through it and see if I could find a charger. I did, used it and then left it there. -- Susan Lee, Citrus Heights, Calif.

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Bridge • Steve Becker

You are declarer with the West hand at Six Spades, and North leads the jack of clubs, which you ruff. How would you play the hand?

West: ♠ A Q J 10 8, ♥ A K 9 8 5, ♦ A Q J, ♣ —

East: ♠ K 5 3, ♥ 6 4 2, ♦ K 9 7, ♣ Q 6 4 3

\*\*\*

Test Your Play

You are declarer with the West hand at Six Spades, and North leads the jack of clubs, which you ruff. How would you play the hand?

First, you should conclude that the slam cannot be made if the trumps are divided 4-1. This is because if either defender had four trumps and you drew them, you'd have no more trumps and would automatically go down two. You therefore start by assuming a 3-2 trump division.

You next consider how the missing five hearts might be divided. Again you make an assumption before proceeding. Oddly enough, this time you assume that the hearts are not divided 3-2 because, if they are, you are sure to succeed with any reasonable line of play.

It is not that you don't want the hearts to be divided 3-2 -- you'd be delighted if they were -- but that you would like to arrange your play so as to guard against a 4-1 division if possible (you have no chance against a 5-0 break).

Once you assume the 4-1 heart division, you have to decide how to handle the case where North has the four hearts, and then the case where South has them. One approach to dealing with the problem is to imagine that North has a hand such as [S] 62 [H] QJ73 [D] 842 [C] J1085 and proceed from there.

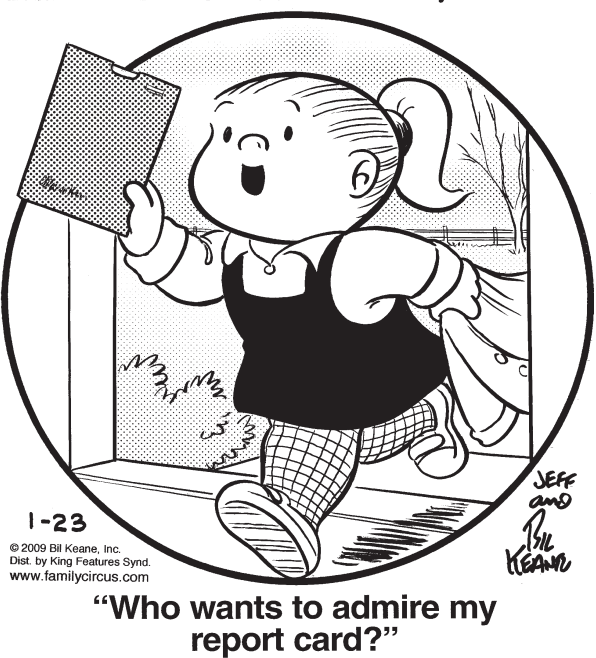
At trick two, you cash the ace of hearts, on which South plays the ten. Next you enter dummy with a diamond and lead another heart. If South ruffs, you later play two rounds of trumps, cash the king of hearts, ruff a heart in dummy and so make the slam. If South does not ruff, you win the heart with the king, concede a heart to North and later ruff a heart high in dummy to produce 12 tricks.

If North has the singleton ten, jack or queen of hearts, the play is even simpler. After cashing the heart ace and seeing the ten, jack or queen appear on your left, you draw three rounds of trumps ending in dummy and then lead a heart. If South follows low, you finesse the nine; if South produces one of the two missing honors, you win with the king and return the nine.

If both defenders follow low on the ace of hearts at trick two, your best chance is to cross to dummy with a diamond and return a heart toward your K-9-8-5, playing the king if South follows suit.

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Family Circus • Bil Keane



Conceptis Sudoku • Dave Green

1				4				
	4	7	9		6			
	2				8			
	5					6	2	
8				6				3
	7	9					8	
			7			3		
			4		9	7	1	
				2				8

Difficulty Level ★★★★★

This is a logic-based number placement puzzle. The goal is to enter a number, 1-9, in each cell in which each row, column and 3x3 region must contain only one instance of each numeral. The solution to the last Sudoku puzzle is at right.

Cryptoquip

F RNP NQHUIUAANK PL HN  
ANNY IFKFYR FY U ONIPUFY  
PLXLPU. F RVNAA XLV  
QFRSP AUX F'Q OUQIX-ASX.  
Yesterday's Cryptoquip: IF A FLOWER BUD MADE AN AUDIBLE NOISE AS IT OPENED UP, SURELY YOU WOULD CALL IT A SONIC BLOOM.  
Today's Cryptoquip Clue: A equals S

Crossword • Eugene Sheffer

**ACROSS**

1 Hot tub

4 Chances, for short

7 Blubbers

12 Dress (up)

13 Dance flourish

14 Say one's piece

15 Lord's Prayer start

16 Noted news-weekly, with "The"

18 Lemieux milieu

19 Toaster's word

20 Masticate

22 Screw up

23 Test the waters

27 Choose

29 December stone

31 Point of view

34 Dastardly one

35 Chat

37 Fool

38 Authentic

39 Every iota

41 Drink too much

45 Thwart

**DOWN**

1 Unemotional

2 Joey's place?

3 Match

4 Words-worth works

5 Type of fence

6 Animal track

7 "Groovy"

8 Spinning meas.

9 Mid-afternoon, on a sundial

10 Em halves

11 Collection

17 Bygone game-show host

21 "The Right Stuff" author

23 Watch this space?

24 Expert

25 "SNL" announcer

26 Remnant

28 Shell game item

30 Conditions

31 Performance

32 Neither mate

33 Wildebeest

36 Indonesian island

37 Niche

40 Lifelong resident

42 Alpha's antithesis

43 Dad, in Devonshire

44 Put on a pedestal

45 Talk like 37-

46 Banjo supporter

48 Chuckle-head

49 Fool-hardiness personified

50 1/6 fl. oz.

51 "Uh-huh"

**Solution time: 25 mins.**

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