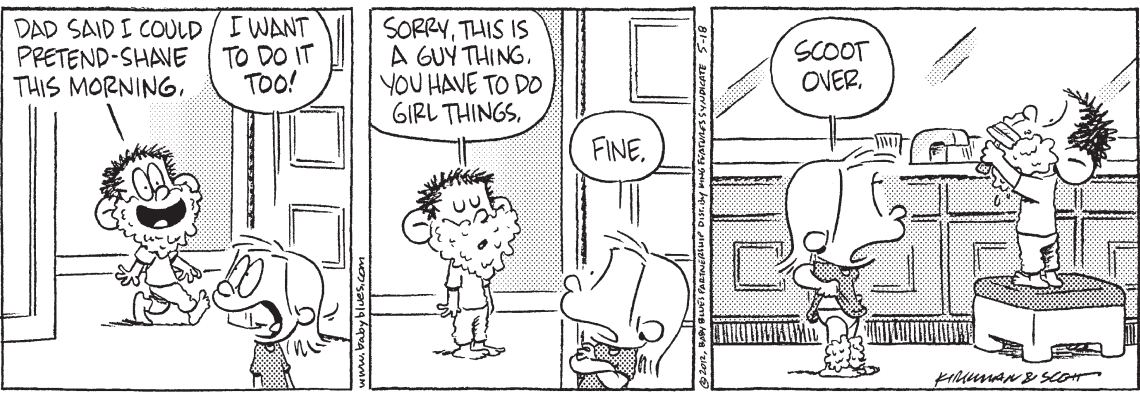
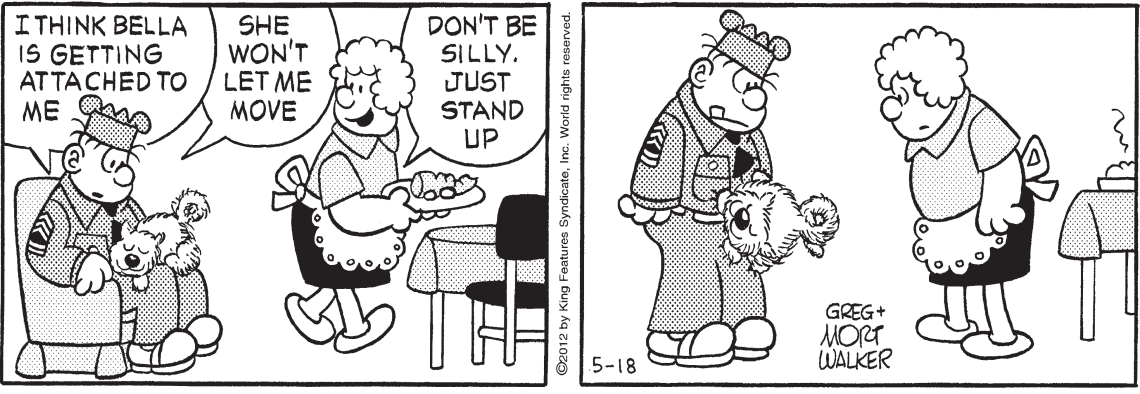


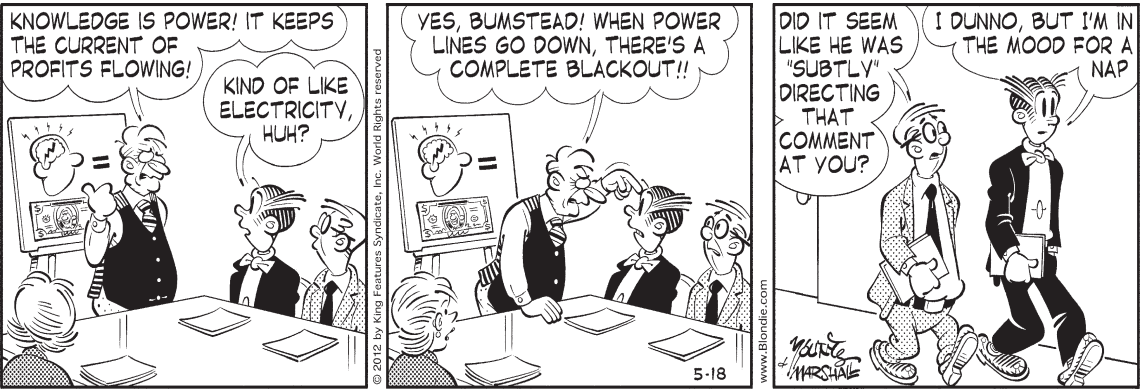
**Baby Blues** • Rick Kirkman & Jerry Scott



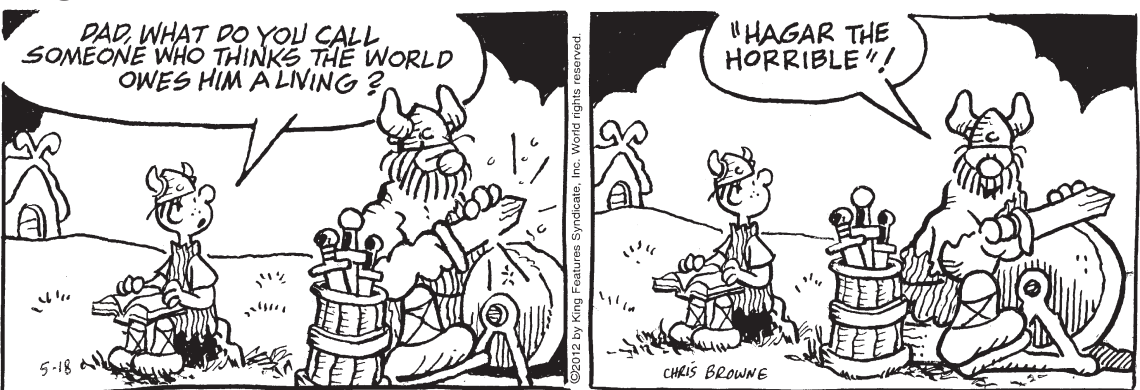
**Beetle Bailey** • Mort Walker



**Blondie** • Chic Young



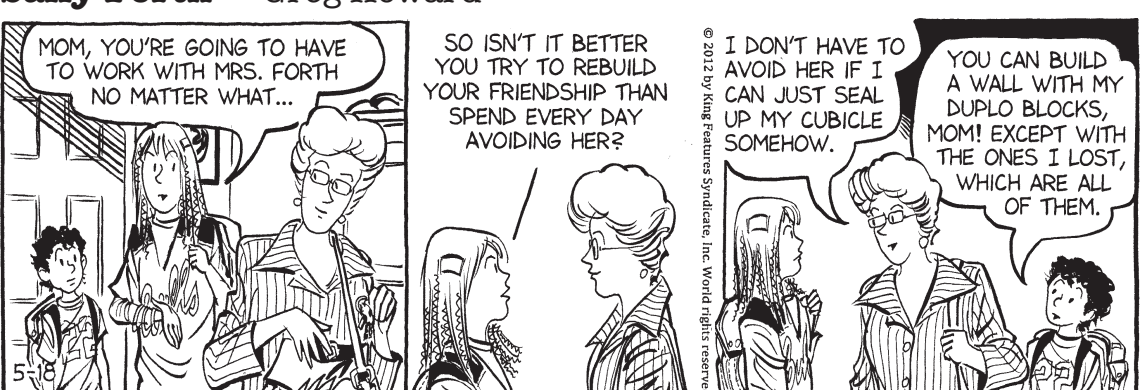
**Hagar the Horrible** • Chris Browne



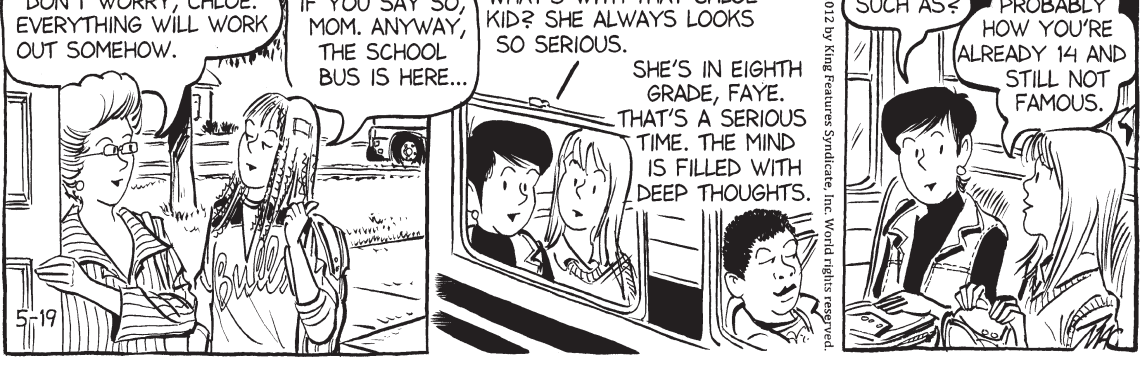
**Mother Goose and Grimm** • Mike Peters



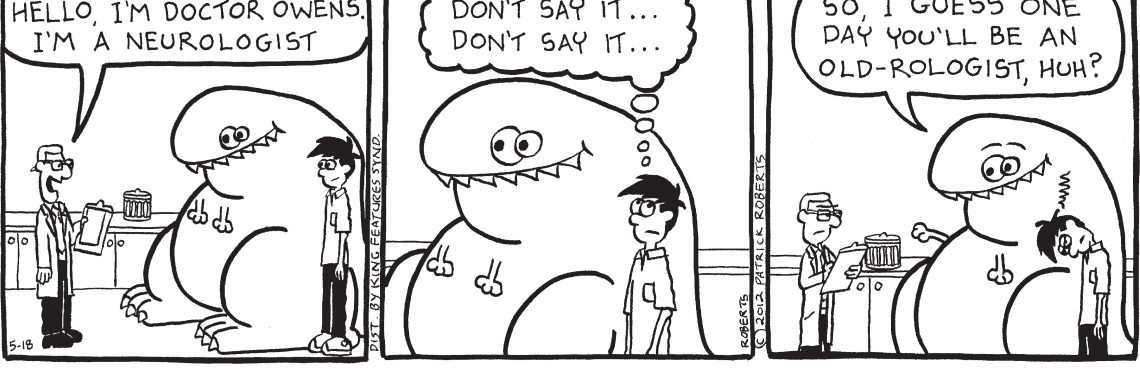
**Sally Forth** • Greg Howard



**Todd the Dinosaur** • Patrick Roberts



**Zits** • Jim Borgman & Jerry Scott



**Heloise**

- Hints from Heloise

**Epinephrine use takes attention**

Dear Readers: With food allergies on the rise, especially among children, many people have an epinephrine auto-injector on hand. Here is important and potentially lifesaving information that you need to know about it:

- Prescriptions come with two injectors for a reason. They should not be separated. The second injector is there in case something goes wrong with the first, or if the first dose wears off and a second is needed.
  - A practice injector comes with the prescription. Use it. Don't wait until an actual emergency arises! Know what to do before a crisis.
  - Epinephrine auto-injectors should be replaced yearly. An expired one may work, but it also might not be as effective. Don't take a chance.
  - Always get medical treatment after using epinephrine. It is not a substitute for medical care, but it buys you time to get medical treatment. Even if the injector works perfectly and the person feels better, medical treatment is a must. It also is the only way to receive a new prescription.
- Hopefully, the need to use epinephrine will never arise, but in case it does, keep these helpful hints in mind. — Heloise

SEND A GREAT HINT TO:

Heloise  
P.O. Box 795000  
San Antonio, TX 78279-5000  
Fax: 1-210-HELOISE  
E-mail: Heloise @ Heloise.com

**REUSE**

Dear Heloise: I take the robe (Heloise here: the disposable paper robes for examinations) that they give me to wear at a doctor's office home with me. I use it for hair coloring or cutting my hair at home. — Denise, via email

**CLEANING A DIGITAL CAMERA**

Dear Readers: Do you take your digital camera everywhere, as I do? How do you protect it from dirt, dust and damage?

Keep the camera in a bag, even if it is a small, sealable plastic bag. This cuts down on moisture and other stuff.

If your camera looks dirty, use a soft cloth (a microfiber cloth is perfect) to gently wipe away smudges and fingerprints. On the lens, don't use anything that will scratch. Very carefully use a soft cloth or eyeglass cleaner.

If the battery compartment gets a little dusty, use a pencil eraser to clean the metal contacts and then blow into the compartment to remove the "shavings." Voila — no more filth! — Heloise

**EASY TRAVEL**

Dear Heloise: A simple way to organize small children's clothes for traveling is to buy 1-gallon zipper-top bags and place a complete outfit in each bag. Once you empty out the bag, you can place the previous day's dirty clothing in it.

For an older child, undergarments can be in one bag and pants/tops in another. Use a separate bag for swimsuits. — Grace B., Moorpark, Calif.

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**Bridge** • Steve Becker

**You are the dealer** and bid One Diamond. Partner responds One Heart. What would you bid now with each of the following five hands?

1. ♠ KQ6 ♥ QJ74 ♦ AK93 ♣ A2
2. ♠ 5 ♥ K863 ♦ AQ94 ♣ AQ54
3. ♠ AK98 ♥ Q65 ♦ AKQ82 ♣ 10
4. ♠ KQ74 ♥ A2 ♦ KQJ972 ♣ 8
5. ♠ AQ8 ♥ 97 ♦ AK85 ♣ KQ106

**Bidding Quiz**

1. Four hearts. It's hard to imagine losing four tricks after partner responds one heart, so you can't very well settle for less than game. The leap to four hearts is not a closeout bid; on the contrary, it shows about 20 points because partner's one-heart bid might have been based on only six points.

It would be dangerous to bid only three hearts because if partner held six or seven points, he might pass. The jump to four hearts is much more accurate for both game and slam purposes.

2. Three hearts. Although your high-card count comes to only 15, your good trump support and singleton spade raise the value of your hand to about 18 points. A simple raise to two hearts would therefore be grossly inadequate.

Partner might pass three hearts, but if he does you should feel that 10 tricks are unlikely and that even nine tricks are not certain. It should be borne in mind that partner would have to have a very weak hand to pass.

3. Two spades. Prospects for game are excellent, so you should not run the risk of partner passing a one-spade rebid. The jump-shift to two spades is forcing to game. After partner's one-heart response, a game or slam in spades, hearts, diamonds or even notrump is possible. Partner's next bid should help clarify the issue.

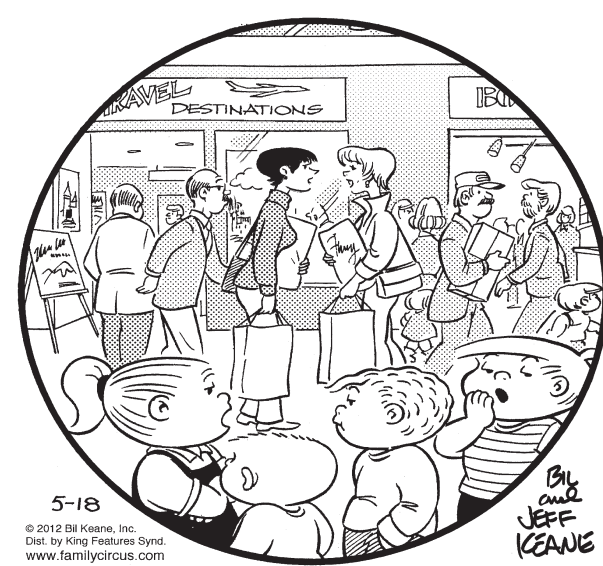
4. One spade. Here you obviously have more than a minimum and might therefore feel tempted to show your extra values at once by jumping to three diamonds. However, this is undesirable because you might miss a 4-4 spade fit. All factors considered, it is better to bid the spades now, intending to take strong action at your next turn.

5. Two notrump. The jump to two notrump indicates 18 or 19 points, as well as notrump distribution. The bid is not forcing but strongly urges partner to continue bidding with anything more than six points.

As usual, the amount of notrump you bid — whether in opening, responding or rebidding — draws a fairly accurate picture of your hand. Notrump is the one area where high-card points and distribution can usually best be represented with one simple stroke.

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**Family Circus** • Bil Keane



5-18  
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**Conceptis Sudoku** • Dave Green

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

Difficulty Level ★★★ 5/18

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.

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

**Cryptoquip**

KLXPN GX SKJ JAFFPW FZX  
FL XAP KNPk, XAP OFZCR  
LGNPLBO BKHPXPW "SAPNP  
WF G RBFS LNFH APNP?"  
Yesterday's Cryptoquip: UPBEAT SONG ABOUT CHECKING POTENTIAL FLOODWATER FLOWING INTO CORRIDORS: "DIKE THE HALLS."  
Today's Cryptoquip Clue: A equals H

**Crossword** • Eugene Sheffer

**ACROSS**

1 Airport structure  
6 Neely of hockey fame  
9 Egos' counterparts  
12 Sports venue  
13 Diamond arbiter  
14 Payable  
15 Jazzy style  
16 Fido's mark?  
18 Throws  
20 Boulder  
21 Omega neighbor  
23 Sandra or Ruby  
24 Wearers of black, maybe  
25 "Phooey!"  
27 Memorable mission  
29 Tawny wildcats  
31 Talk incoherently

**DOWN**

35 Needed a rubdown, maybe  
37 Versatile bean  
38 Burn with steam  
41 Weep loudly  
43 Gen-  
44 Therefore  
45 Hit  
47 Wood eater  
49 Complaint  
52 Shirt shape  
53 Conk out  
54 Troubadours' instruments  
55 Praise in verse

56 Branch  
57 Put forth, as energy  
**DOWN**  
1 Bill rival,  
2 Raw initially  
3 Surfer's through  
3 destination?  
4 Organic com-  
5 Fast compound  
6 Bat  
7 Singer Tori  
8 Fuel stat  
9 Numskull  
10 Netherlanders  
11 Looks for  
17 Witch craft?  
19 Under, poetically  
21 Expert  
22 Pouch  
24 "Today"  
26 Zigzag  
28 Fervor  
30 Neatnik's diagnosis, at times  
32 Flying toy  
33 Caustic solution  
34 Corn spike  
36 Honor  
38 Squabble  
39 Words to live by  
40 Match  
42 Reveille need  
45 Use a teaspoon  
46 Essence  
48 Greek mountain  
50 Apiece  
51 Superlative ending

**Solution time: 25 mins.**

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

Yesterday's answer 5-18

1	2	3	4	5	6	7	8	9	10	11
12					13			14		
15					16			17		
	18				19			20		
21	22			23				24		
25		26			27			28		
29				30				31		32
				35				36		37
38	39	40			41			42		43
44					45			46		
47				48				49		50
52				53				54		51
55				56				57		