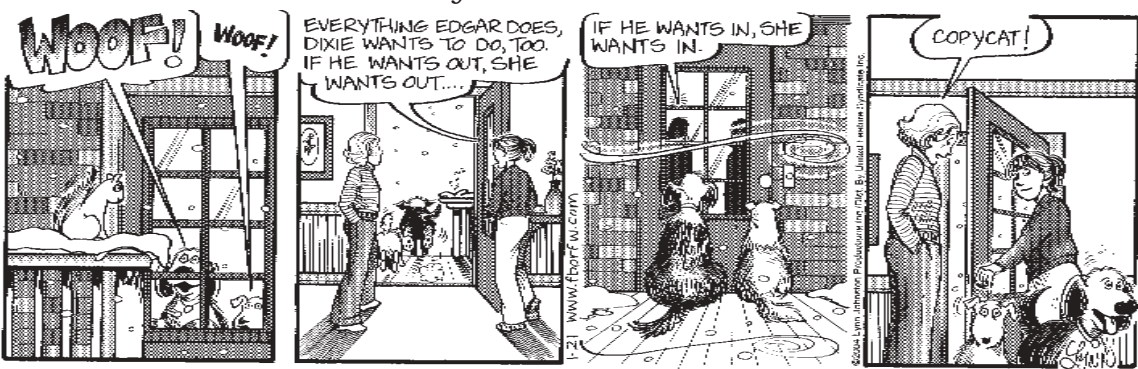
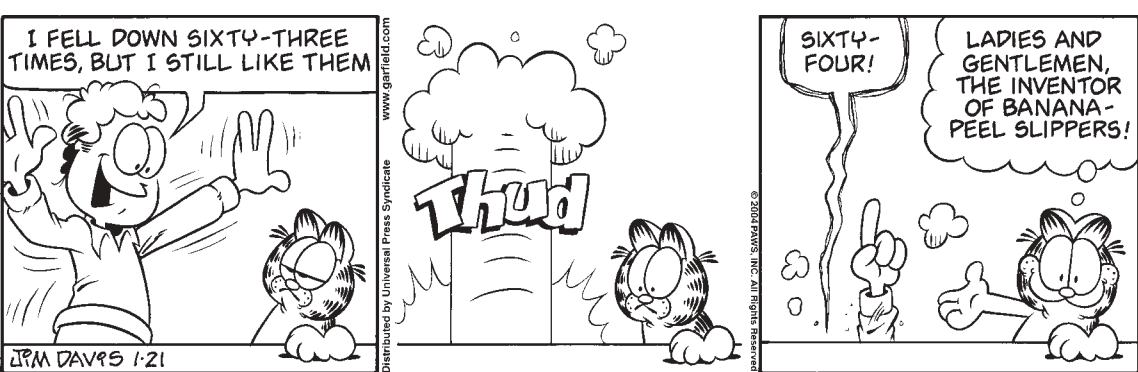


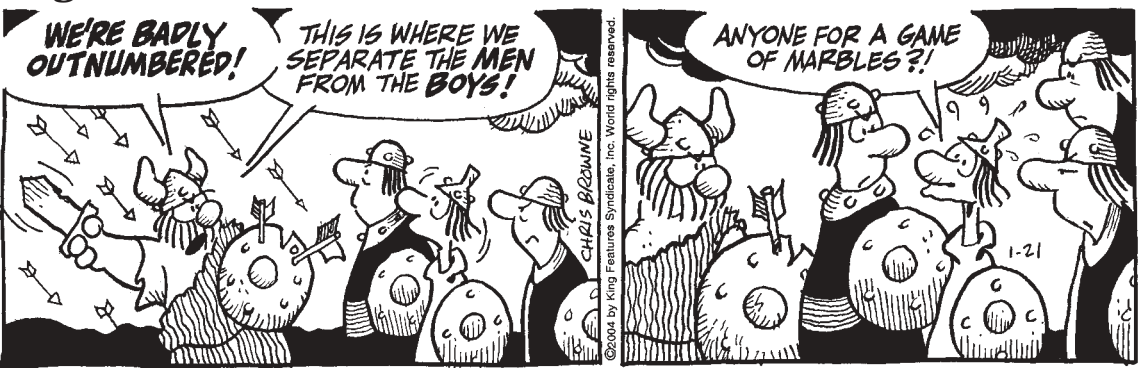
For Better or Worse • Lynn Johnston



Garfield • Jim Davis



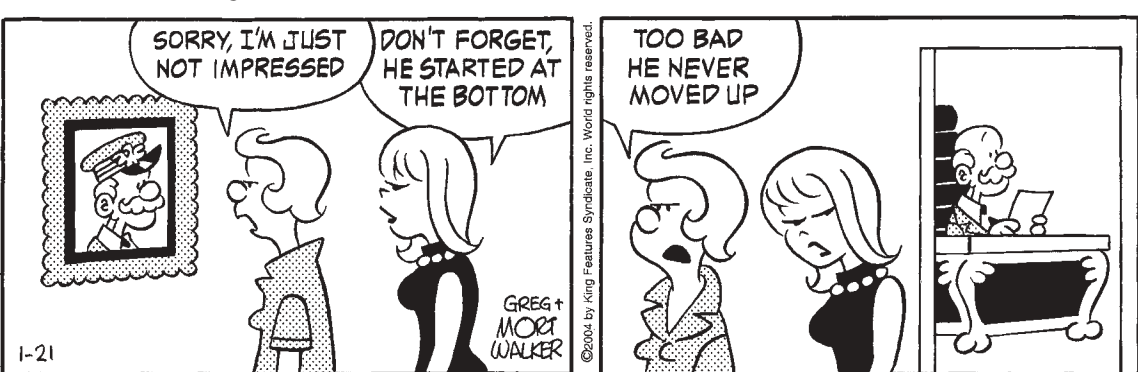
Hagar the Horrible • Chris Browne



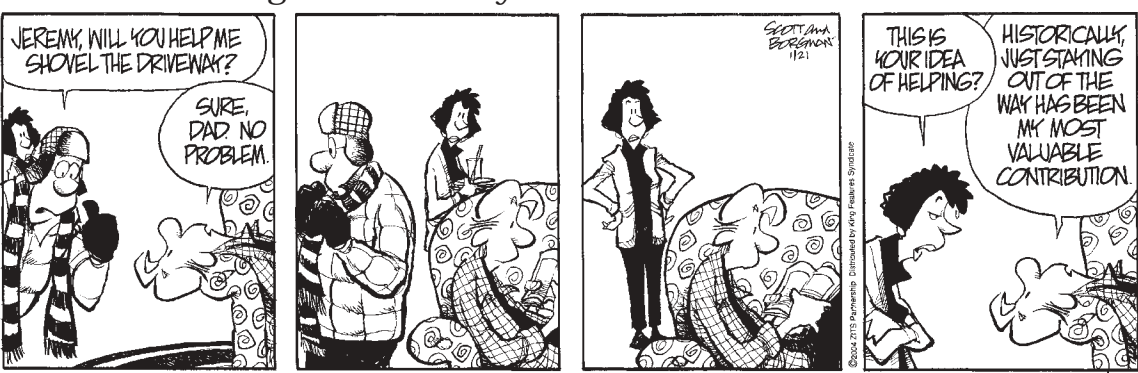
Blondie • Chic Young



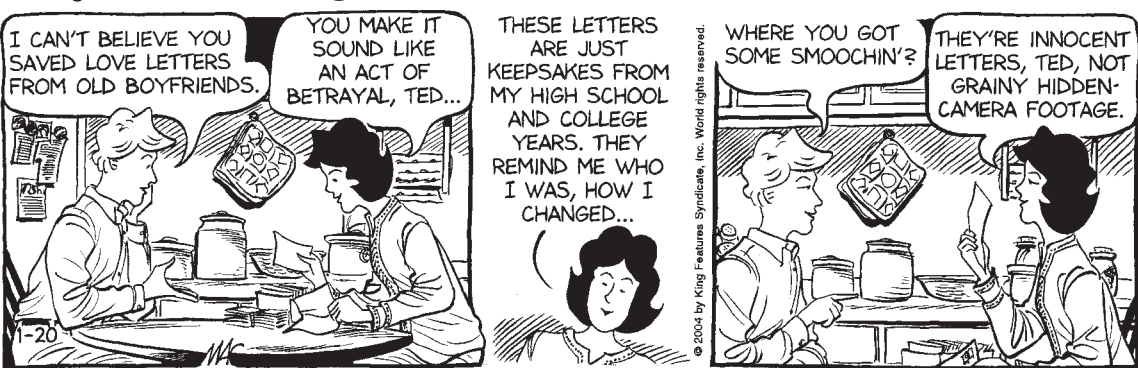
Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Sally Forth • Greg Howard



Cryptoquip

Q TER'K KNQRH FC VLYUBC ZY MWL KZKF VMO M
EY E BQED; Q VATN YMQJCZDF TJWE, Z RFD
SDUCUD KF YEL Q'V E ZD'O CFMIIL VMQF DJ RF
VEHU-AS EDKQYK.
Yesterday's Cryptoquip: WHEN COWS ARE MAKING SOUNDS IN UNISON, I RECKON ONE MIGHT CALL THAT MOOED MUSIC.
Today's Cryptoquip Clue: K equals T

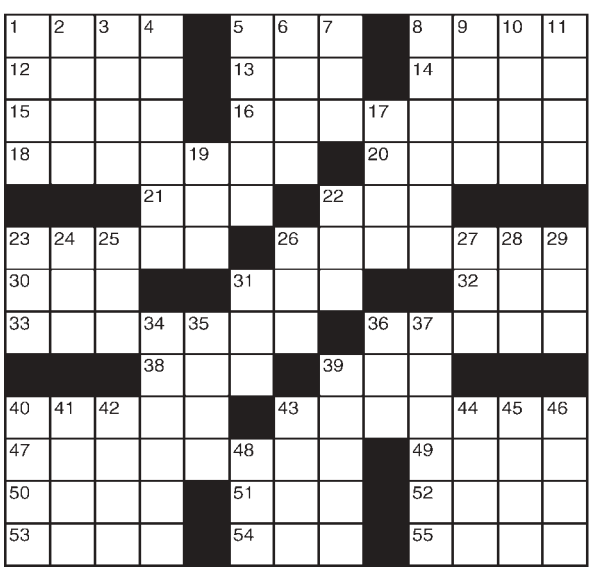
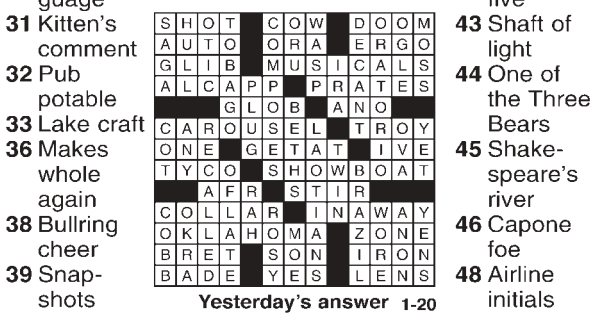
"TZIFWD WZEVD."
Yesterday's Cryptoquip: I CAN'T THINK OF MYSELF AS A LIAR; I MUCH PREFER TO SAY I'M A MAKE-UP ARTIST.
Today's Cryptoquip Clue: W equals N

Crossword

ACROSS
1 Probability
5 Wright-Patterson or Eglin, for ex.
8 Nervous
12 DEA agent
13 Opine
14 Asta's mistress
15 Beehive State
16 Lumber-jack's tool
18 Snore
20 Gotta have
21 Sternward
22 Bake sale grp.
23 Primordial
26 President — Wilson
30 Computer language
31 Kitten's comment
32 Pub
33 Lake craft
36 Makes whole again
38 Bullring cheer
39 Snapshots
40 In accompaniment
43 Michael of "Spin City"
47 Hall & Oates' big hit
49 Carry on
50 Eternally
51 "— the Dog"
52 Biblical prophet
53 Back talk
54 "Little Women" woman
55 Without
6 Unstressed vowels
7 Win — nose
8 Trio of trios
9 Tea-spoonful, maybe
10 Diploma recipient
11 Goes way off course
17 Really busy with
19 Frequently
22 "Wham!"
23 Distant
24 Altar affirmative
25 Uncivilized
26 Drenched
27 Scooted
28 Anti-quoted
29 Unsel of basketball
31 West of Hollywood
34 Huge mistakes
35 Gymnast Korbut
36 Hamm of soccer
37 Crowd-scene actors
39 Bess's man
40 Iowa city
41 Stromboli spillage
42 Change for a five
43 Shaft of light
44 One of the Three Bears
45 Shakespeare's river
46 Capone foe
48 Airline initials

DOWN
1 Responsibility
2 Information
3 Sketch
4 One of the Three Bears
5 Shakespeare's river
6 Capone foe
7 Airline initials

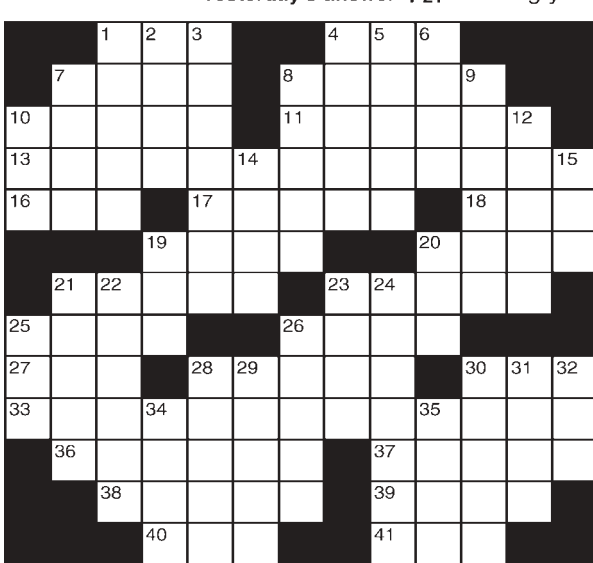
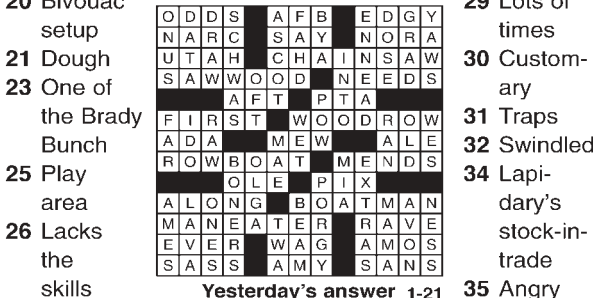
Solution time: 21 mins.



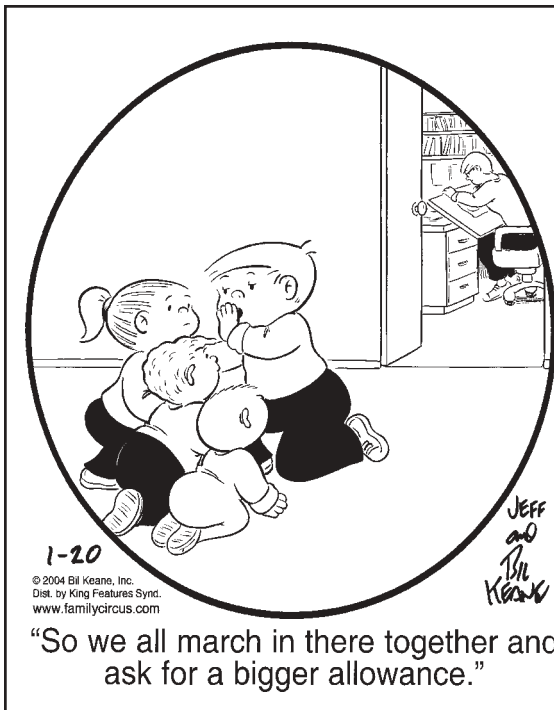
ACROSS
1 Bigwig, for short
4 Support- ing
7 Skin opening
8 Vision
10 Resident of 19- Across
11 Matches
13 Storybook baker
16 Normal (Abbr.)
17 Lends a sly hand
18 Cattle call
19 City on the Skunk River
20 Bivouac setup
21 Dough
23 One of the Brady Bunch
25 Play area
26 Lacks the skills
27 Altar constellation
28 Standard partner
30 "This tastes awful!"
33 Pennsylvania city
36 Reps
37 Circular
38 Host
39 Historic periods
40 Yen fraction
41 Benicio — Toro
2 "Dies —"
3 Mark Twain, for one
4 Skirmish
5 Shrek's look
6 Comical Caroline
7 Sullen look
8 Bank fixtures
9 Gave a name to
10 Mensa stats
12 Unyield- ing
14 Do as you're told
15 Toper
19 Moreover
20 Stick with a kick
21 "West Side Story" song
22 Juice fruit
23 "It Must Be Him" singer
24 Policy- holders, collec- tively
25 Tie up the phone
26 Thicket
28 — de Leon
29 Lots of times
30 Custom- ary
31 Traps
32 Swindled
34 Lapi- dary's stock-in- trade
35 Angry

DOWN
1 Promised solemnly
2 "Dies —"
3 Mark Twain, for one
4 Skirmish
5 Shrek's look
6 Comical Caroline
7 Sullen look
8 Bank fixtures
9 Gave a name to
10 Mensa stats
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34 Lapi- dary's stock-in- trade
35 Angry

Solution time: 21 mins.



Family Circus • Bill Keane



Bridge

North dealer.
North-South vulnerable.
NORTH
♦ A Q 10
♥ A 6
♦ J 8 7 4 3
♣ A J 5
WEST
♦ 9 6 5 3
♥ 7
♦ 9 2
♣ 10 8 7 6 4 2
EAST
♦ 8 7 4
♥ Q 9 4 2
♦ A K 10
♣ Q 9 3
SOUTH
♦ K J 2
♥ K J 10 8 5 3
♦ Q 6 5
♣ K
The bidding:
North 1 NT
East Pass
South 3 ♥
West Pass
Opening lead — nine of diamonds.

The Grand Coup

Good card play is mostly a matter of doing the right thing at the right time. Moreover, it seldom requires complicated thinking. The so-called advanced plays do not arise very often, and when they do, they are usually not very difficult to execute. The grand coup, for example, is a rather scary term for a simple play, but it is relatively easy to execute when the occasion arises. The nice part about the grand coup is that it is readily recognizable, and all you have to do is take care of the details. Take this case where West led a diamond and East played the K-A followed by the ten, ruffed by West. Declarer won West's spade return with dummy's ten and cashed the ace of hearts, on which West showed out. Having already lost three tricks, South could not afford to lose a trump trick. One finesse could certainly be taken against East's queen, but how could South eventually overcome East's remaining Q-9? This is the typical grand coup position. Declarer must take what amounts to another trump finesse, even though he does not have any more trumps to lead from dummy! The solution lies in declarer's reducing his trump length to that of his opponent while at the same time arranging his play so that he will be in dummy, usually at trick 12, to trap the adverse trump honor. To this end, South starts by finessing a heart at trick six and then overtakes the king of clubs with the ace. He next ruffs a club, leads a spade to the queen and ruffs another club. Dummy is now entered with a spade, reducing everyone to two cards. When dummy leads one of its two remaining diamonds, East's Q-9 of trumps are trapped, and South takes the last two tricks with the K-J of trumps.

East dealer.
Both sides vulnerable.
NORTH
♦ 9 8 4
♥ K J 5
♦ K 8 7 3
♣ A 10 7
WEST
♦ Q J 10 5
♥ 8 7 6 3 2
♦ J 10 6 2
♣ —
EAST
♦ K 7 3
♥ 9 4
♦ 9 5 4
♣ J 8 5 4 2
SOUTH
♦ A 6 2
♥ A Q 10
♦ A Q
♣ K Q 9 6 3
The bidding:
East 2 NT
South Pass
West 6 NT
North Pass
Opening lead — queen of spades.

A Hairsplitting Decision

Assume you're in six notrump and West leads the queen of spades. Let's say you duck the queen and win the jack continuation with the ace. Obviously, you must score five club tricks to make the slam. The only problem, therefore, is how to play the clubs. If you follow the usual practice of cashing the king first, you discover, to your dismay, that the contract can no longer be made. West shows out, and regardless of how you continue, you can score only four club tricks. You then realize that you could have made the slam had you led the three of clubs to the ace at trick three, which would have enabled you to score five club tricks rather than four. Upon further reflection, you conclude that a low club to the ace is the right play. It caters to West holding both four or five clubs to the jack. And while it is true that leading a club to the ace does not succeed when West holds four or five clubs to the jack, that does not mean that it is the wrong play. The fact is that in either of those cases, you would not make the contract by playing the king of clubs at trick three. If West showed up with five clubs, you'd finesse the ten on the second round, but you'd still have only four club tricks; and if West had four clubs to the jack, you wouldn't know it (unless you peeked) and would lead the three of clubs to the ace at trick four to seal your doom. The king of clubs might seem to be the natural play at trick three — and actually would seldom cost the contract — but the three of clubs is technically the better play. A delicate point, perhaps, but good bridge is loaded with delicate points.