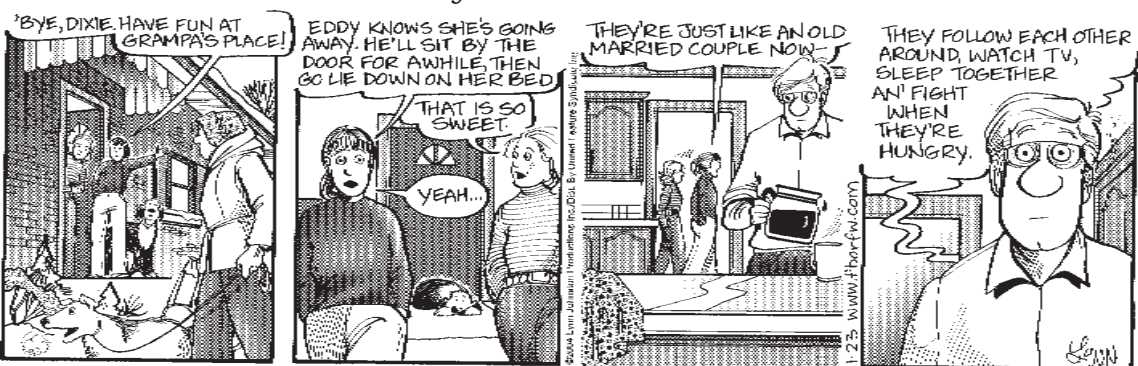
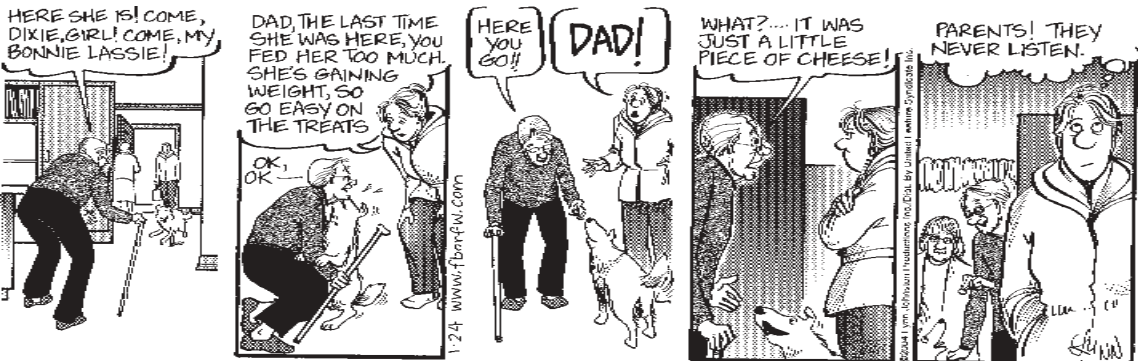


For Better or Worse • Lynn Johnston



For Better or Worse • Lynn Johnston



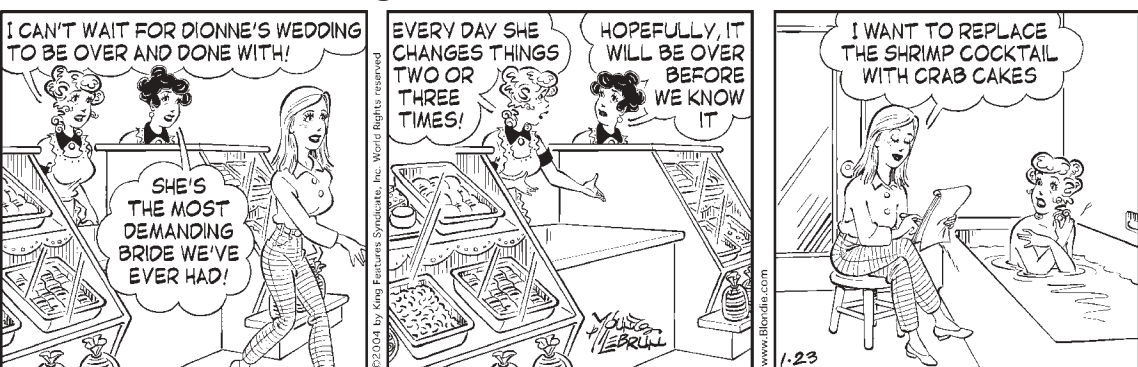
Garfield • Jim Davis



Hagar the Horrible • Chris Browne



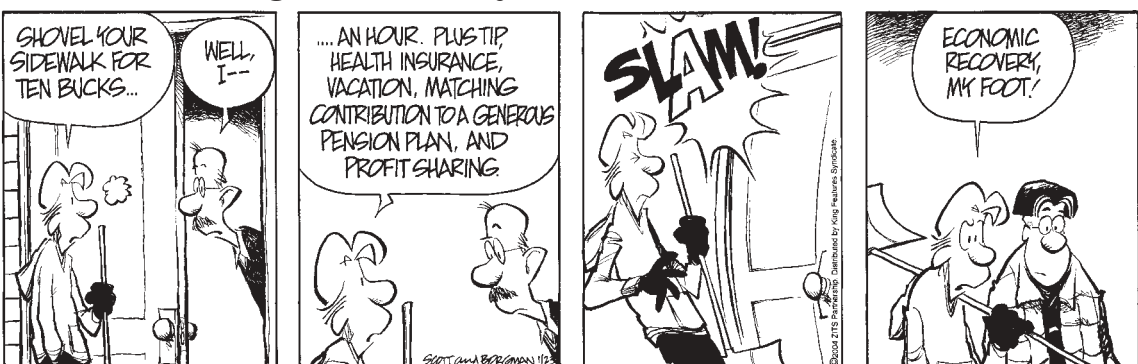
Blondie • Chic Young



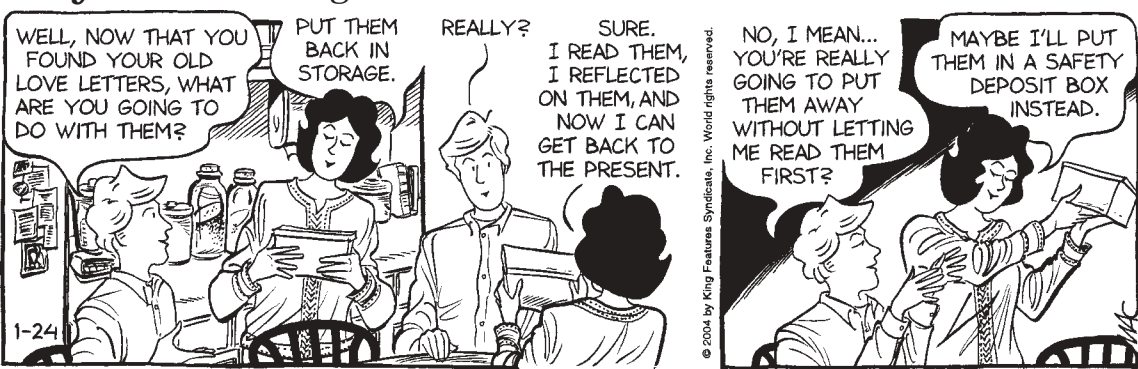
Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

HTRWF ZPVRWF PD RNFELSN,  
P DLUUEDW UWFVVPHO  
UOHVRD HFW PV TEF H  
FEER HZHQWVPVS.  
Yesterday's Cryptoquip: IF YOU'VE GOT AN OVERSEAS PEN PAL, SHOULD YOU CALL HER A FOREIGN CORRESPONDENT?  
Today's Cryptoquip Clue: F equals R

CFV CKAV SZUCTAP'H  
STAVNZG RVNZGRVR CFZC  
FKH MGDATRMUCKIV  
VNDXTPVVH "LVC ATXXKGL."  
Yesterday's Cryptoquip: AFTER WINTER IS THROUGH, I SUPPOSE PERENNIAL PLANTS ARE IN FOR A ROOT AWAKENING.  
Today's Cryptoquip Clue: V equals E

Crossword

**ACROSS**  
1 Souvenir from the islands  
4 "Clue" professor  
8 Trudge  
12 Possess  
13 Abound-ing  
14 Discour-teous  
15 Argue over trifles  
17 Stage statuette  
18 It's right on the map  
19 Do some editing  
20 Play banjo  
22 Say whether you'll attend  
24 Desire  
25 Solicit  
29 Mimic  
30 Wielded  
31 Jane Smiley novel  
32 Peevish  
34 Pumps up the volume

35 "Sound of Music" extras  
36 At hand  
37 Tumbler  
40 Go with the eagles  
41 Tradition-al tales  
42 2003 Yankee-turned-Astro  
46 Advan-tage  
47 Settled down  
48 Deluge  
49 Night light  
50 "Breckin-ridge" card

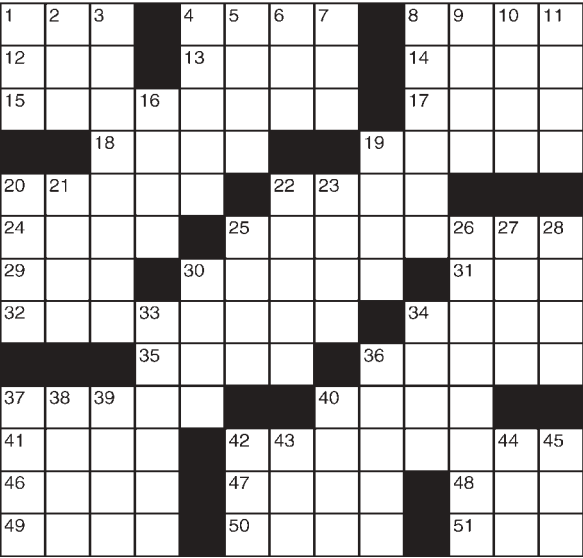
**DOWN**  
1 Prune  
2 Lamb's dam  
3 The Web  
4 Spectrum creator  
5 Hoist  
6 Vessel from far away  
7 Actress Ryan  
8 Wasting no time  
9 Body-shop job  
10 Valhalla VIP  
11 "Monop-oly" card

51 Caustic solution  
16 Lacking slack  
19 Eager, and then some  
20 Trade  
21 Recording  
22 Jockey's handful  
23 Undo a dele  
25 Blueprint  
26 Undying  
27 "My bad"  
28 Winning margin, at times  
30 Asset  
33 Without appraisal  
34 Jai follower  
36 Terra —  
37 Secluded valley  
38 Source of wealth  
39 Jason's ship  
40 Use a teaspoon  
42 Actress Grier  
43 Nevada town  
44 Take a whack at  
45 — out a living

**Solution time: 25 mins.**

CHIC	PUP	GOAT										
LURE	EMU	RICO										
ALAN	CAR	OLEO										
MAN	TR	A	LOO									
	AUN	TIE	M									
TROUT	HER	ION										
HOUR	BY	ON										
OAT	BUM	BY	TES									
UNCLER	EMUS											
	RED	S	ENTIRE									
ASIA	T	KO	EDEN									
SPEC	YEW	REED										
SASH	NYS	SAKS										

Yesterday's answer 1-23



**ACROSS**  
1 Workout venues  
5 Trail  
9 Periodi-cal, for short  
12 Post-bath applica-tion  
13 H-dos-O?  
14 "— lazy river, ..."  
15 Zion National Park  
16 Split in two  
17 Flowery accessory  
18 Soap actress Linda  
19 Praiseful piece  
20 Libretto  
21 Peculiar  
23 Show to seats, jocularly  
25 Ship's kitchen  
28 Beautifully expressed  
32 Iron —  
33 City on the Mohawk  
34 Go

36 Refuse workers  
37 Archery-bow material  
38 Augusta stat  
39 Maxillae  
42 Mess up  
44 Marquess' subordinate  
48 Raw rock  
49 Singer Laine  
50 1813 battle site  
51 Under-standing

52 Kiln  
53 Incense  
54 Pack away  
55 Takes a mate

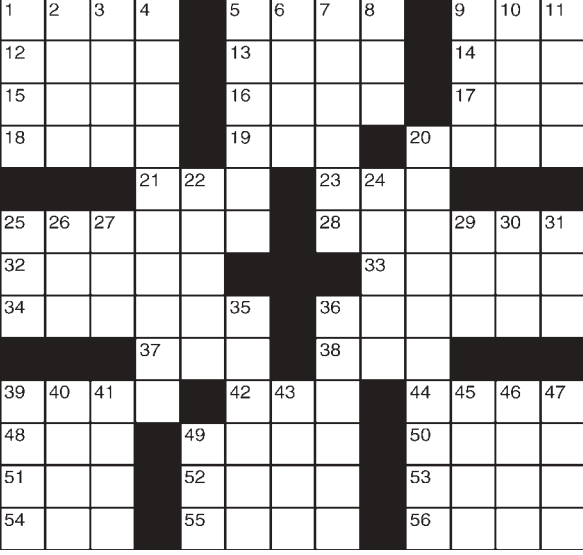
**DOWN**  
1 Variety of poker  
2 — -cake  
3 Attorney Dersho-witz  
4 "Educa-tional" song of 1907  
5 "Weird Al" Yanko-vic's forte  
6 On in years  
7 Mechan-ic's task  
8 Put one over on

9 Army mascot  
10 Pinnacle  
11 Rate of speed  
20 Basic learning  
22 Tractor name  
24 "The March King"  
25 Pantheon figure  
26 Downsize  
27 Sass  
29 Allen or Burton  
30 Lemieux milieu  
31 Cylindri-cal container  
35 Noon  
36 Cook-ware?  
39 Witticism  
40 Vicinity  
41 Took off  
43 Stewart's "It's a Wonder-ful Life" wife  
45 Met melody  
46 Streamlet  
47 Welsh emblem  
49 Intimidate

**Solution time: 27 mins.**

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			33					34			
			35					36			
37	38	39					40				
41					42	43				44	45
46					47					48	
49					50					51	

Yesterday's answer 1-24



Family Circus • Bill Keane



Bridge

Bidding Quiz

You are South, both sides vulnerable, and hold this hand:

[S] AKQ73 [H] Q52 [D] KQ64 [C] 10

1. Your right-hand opponent opens with One Heart. What would you bid?

2. The bidding has gone:  
South West North East  
1 [S] Pass 2 [H] Pass  
3 [D] Pass 4 [D] Pass  
?

What would you bid now?

3. The bidding has gone:  
West North East South  
1 [C] Pass 1 [H] ?  
What would you bid now?

4. The bidding has gone:  
South West North East  
1 [S] 2 [C] Dble Pass  
?

What would you bid now?  
\*\*\*

1. Double. This hand is a bit too strong for an overall of one spade, and the best way of representing your actual values is to start with a takeout double.

Assuming partner responds with two clubs or two diamonds, you will next bid two spades, indicating a strong five-card or longer spade suit in a hand containing upward of 16 points.

2. Four hearts. This might seem to be an under-bid, but the impetus for a potential slam should come from partner since you've already shown a very good hand by bidding three diamonds before raising hearts.

With the four-heart bid, you identify your single-ten club. If partner has the A-K of hearts and ace of diamonds, or K-J of hearts and both minor-suit aces, he will surely bid again.

3. Double. Again your hand is too good for a simple overall. You therefore double for takeout, implying an opening bid with support for both spades and diamonds, and await developments.

4. Pass. Apparently, partner wants to defend against two clubs doubled, and you have no good reason to overrule him.

You'll probably collect as much as 800 or 1,100 points, since you have greater strength than partner has a right to expect.

It is true that when North doubles, he has no idea your hand is as good as it is, but that is not a valid reason for taking the double out. Partner will be delighted, after collecting a juicy penalty, that you had something extra to contribute.

**South dealer.**  
**North-South vulnerable.**

**NORTH**  
♠ K J 6 3  
♥ K 10 8 5 2  
♦ 9 8  
♣ J 4

**WEST**  
♠ 9 8 7  
♥ J 7 6 3  
♦ 6 4  
♣ K 10 8 5

**EAST**  
♠ 5 4  
♥ A Q 9 4  
♦ 7 3  
♣ 9 7 6 3 2

**SOUTH**  
♠ A Q 10 2  
♥ —  
♦ A K Q J 10 5 2  
♣ A Q

**The bidding:**

<b>South</b>	<b>West</b>	<b>North</b>	<b>East</b>
2 ♦	Pass	2 ♠	Pass
3 ♦	Pass	3 ♠	Pass
7 ♦			

Opening lead — nine of spades.

Delicate Declarer Play

The problem of entries plagues declarer in the play of many hands. Inadequate communication may break a contract that could otherwise be made. It follows that in deals where entries are essential, declarer should do everything possible to get the maximum mileage out of his resources.

Consider this deal where South is in seven diamonds. On the surface, it seems he will need a successful club finesse to make the contract. But further study reveals that there is a reasonable chance of avoiding the finesse while still preserving it as a last resort.

Accordingly, he wins the spade lead with dummy's jack, being careful to drop the ten on it. He then ruffs a low heart high. The deuce of diamonds to the eight is followed by another heart ruff high. After leading the five of diamonds to the nine, declarer ruffs a third round of hearts.

The purpose of the heart ruffs is to try to drop the ace of hearts. Felling the ace on any of the three heart leads would render the club finesse unnecessary. But after the ace fails to appear, declarer has yet another string to his bow. He cashes the spade ace and leads the queen to dummy's king. He then ruffs the ten of hearts, finally felling East's ace.

The deuce of spades, so carefully preserved from the start, is now led to dummy's six, and South discards his queen of clubs on the king of hearts to make the slam.

Note that the club finesse, if needed, is still available if the heart ace does not fall. Note also that in the actual deal, declarer would fail if he did not play the ten of spades under the jack at trick one.

