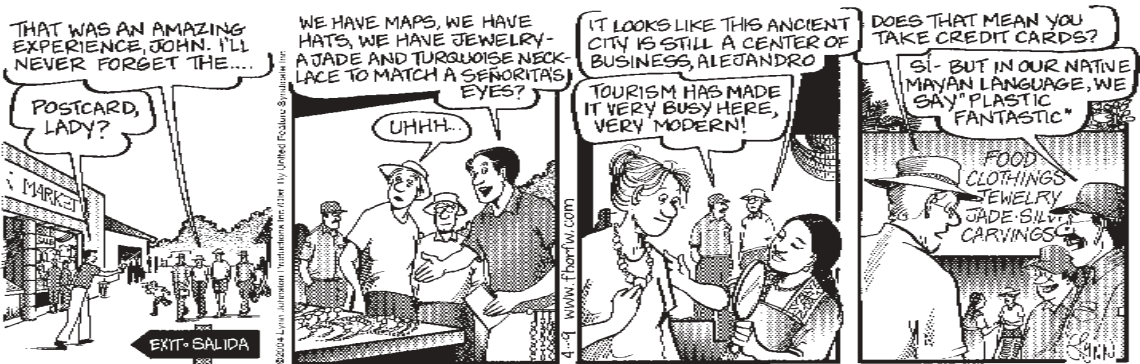
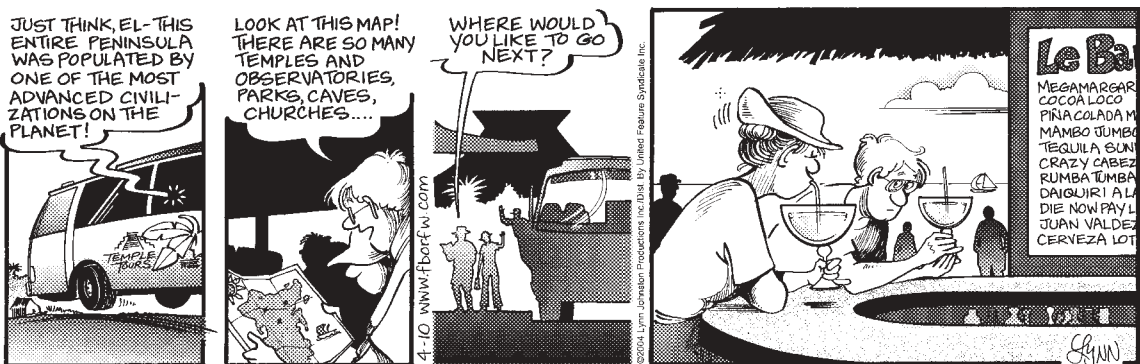


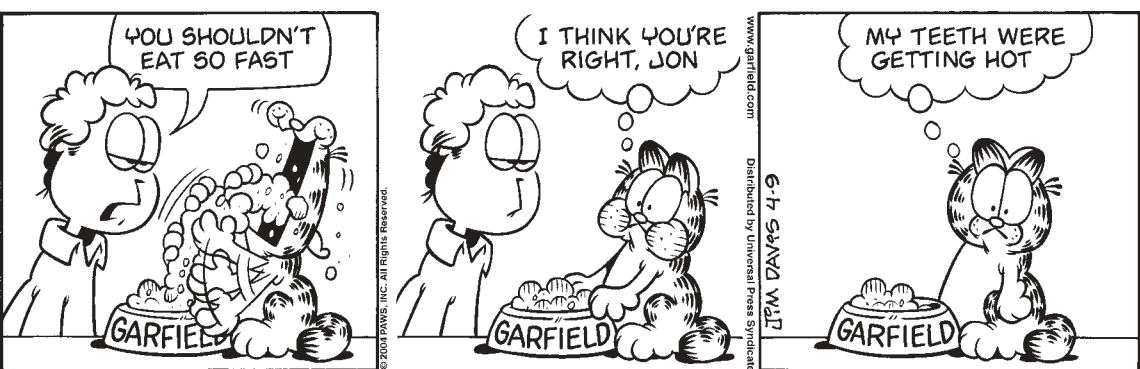
For Better or Worse • Lynn Johnston



For Better or Worse • Lynn Johnston



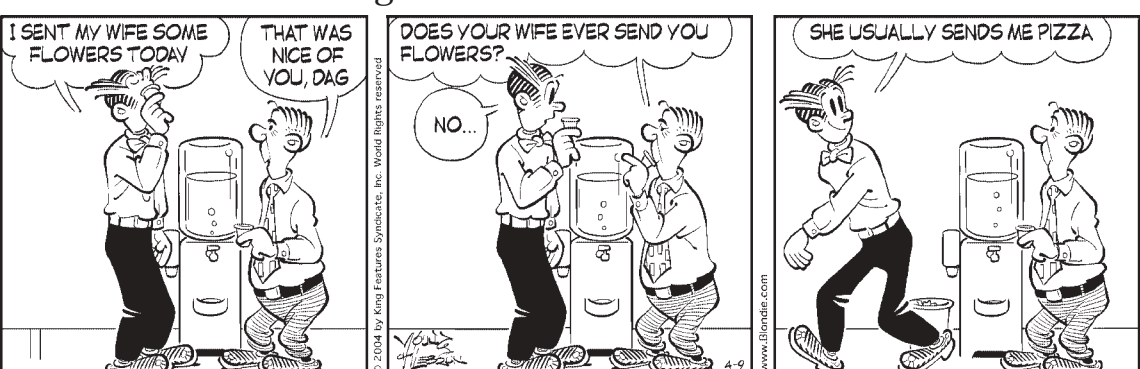
Garfield • Jim Davis



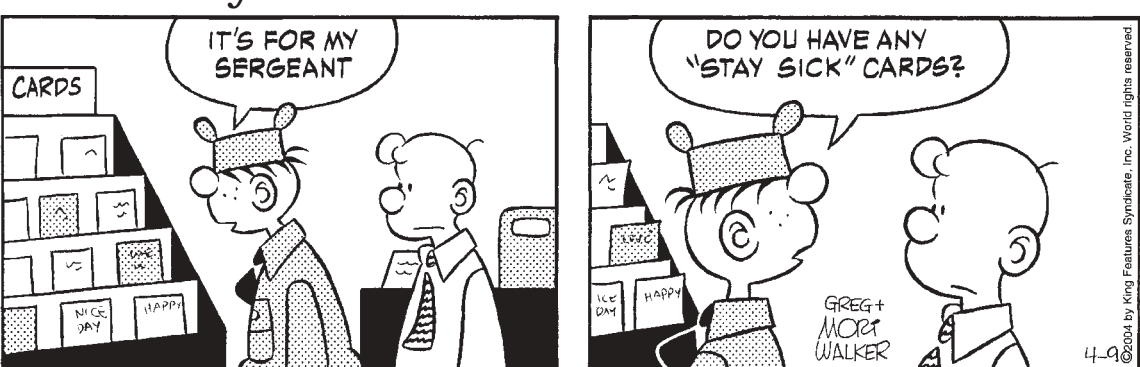
Hagar the Horrible • Chris Browne



Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

TIWJS YQWDI Y JWSYK

UXNJ YPB Y VDS QDJTNPV

QYKKWWPT: "IUX OJNPAX

YPB IUX OWOXJ."

Yesterday's Cryptoquip: I OBSERVED THIS SHOPLIFTER WHO WAS VERY ADEPT. HE REALLY HAD THE GIFT OF GRAB.

Today's Cryptoquip Clue: O equals P

WC KLF DQZYNZQ

JLATLPT MTJMWCKWPS,

W VTYNLP MUZM HLFQE DT

DQTTEWPS MUT HWMPTJJ.

Yesterday's Cryptoquip: STORY ABOUT A ROYAL HEIR AND A GUY BURSTING BALLOONS: "THE PRINCE AND THE POPPER."

Today's Cryptoquip Clue: J equals S

Crossword

**ACROSS**

1 Bond, for one

4 Means of payment

8 Shrek is one

12 Cry of surprise

13 Jai —

14 Go sight-seeing

15 It's a trill

17 Forum raiment

18 "A Street-car Named Desire" role

19 Weeding implement

21 Early hrs.

22 European capital

26 Alan Ladd classic

29 To a great extent

30 Expert

31 Dr. Banner's alter ego

32 TV Tarzan Ron

33 Bag

34 Chicken-link

35 Actress Irving

**DOWN**

1 Piglets' parents

**Solution time: 25 mins.**

B	I	A	S		B	L	O	C		P	R	E		
E	D	G	E		A	E	R	O		O	E	R		
A	L	E	X		A	N	D	E	R		M	E	N	
N	E	S	T		L	E				A	W	A	K	E
					E	L		M	E	L	O	N		
B	O	O	T		W	A	S		O	D	D	S		
O	W	L			A	S	P			E	A	T		
B	E	E	T		C	O	Y			A	R	M		
					A	A	R	O		I	M			
B	A	N	J	O		D	R	E	A	M	T			
O	L	D			C	O	R	I	A	N	D	E	R	
A	D	E			K	N	E	E		D	A	N	O	
T	O	R			S	A	L	T		S	M	U	T	

Yesterday's answer 4-9



**ACROSS**

1 Conjecture

6 Poorly sealed, maybe

12 Ripen

13 Motorcycle name

14 Authorize

15 One B vitamin

16 Ashcroft's predecessor

17 Rams' ma'ams

19 Chang's closest relative

20 Accompanying

22 Sushi-bar offering

24 Moonwalk acronym

27 Graf —

29 Pseudologist

32 Mid-20th century

35 Information

36 Soothing agent

37 Ball-bearing item

38 Playwright Levin

**DOWN**

1 It helps build character

2 Bator predecessor

3 Jostle, one way

4 Costa del —

5 Fragrant flower

6 Unit of force

7 Poker play

8 Docs' org.

9 Makeover of a sort

10 Reedy

11 Masculine side

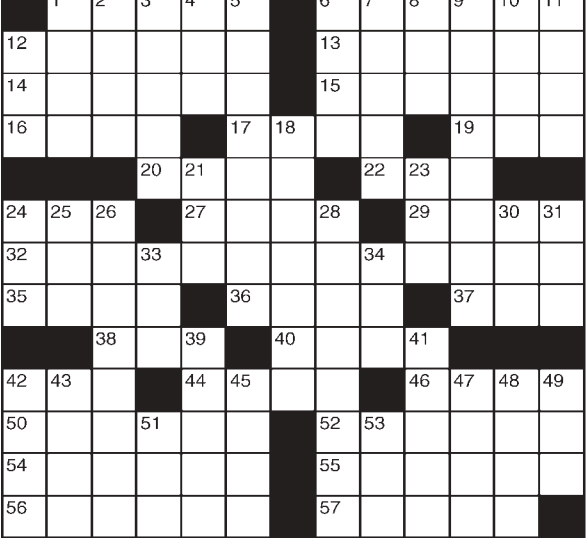
12 Mal de —

18 It comes after 18

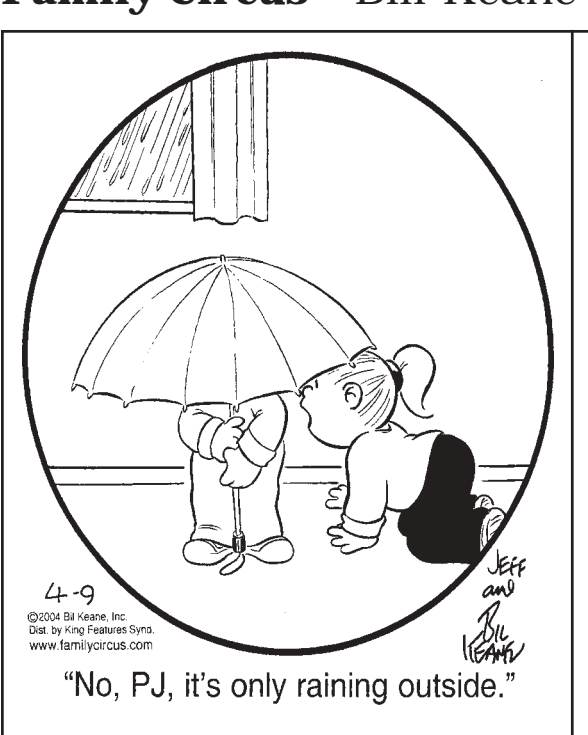
**Solution time: 27 mins.**

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

Yesterday's answer 4-10



Family Circus • Bill Keane



Bridge

**Test Your Play**

1. You are declarer with the West hand at Six Spades, and North leads a trump, South following suit. How would you play the hand?

WEST		EAST
[S] K Q J 10 8 5 4 2		[S] A 9 7
[H] 6 3		[H] A K J 5 2
[D] —		[D] Q 7
[C] A Q 9		[C] 6 5 2

2. You are declarer with the West hand at Six Clubs, and North leads the king of hearts. How would you play the hand?

WEST		EAST
[S] K 8 4		[S] A Q 9
[H] —		[H] Q 10 6 3 2
[D] J 10 6		[D] A Q 5
[C] A Q 7 6 5 4 2		[C] 10 3

\*\*\*

1. This is one of those cases where you're sure to make the contract by playing your cards correctly. Win the trump lead in dummy, ruff a diamond, play a heart to dummy's king and ruff the queen of diamonds. Then lead a heart to the ace and return a club from dummy.

If South follows low, finesse the nine. North probably wins with the ten or jack, but whatever he returns, you are sure to make the slam. If he returns a club, or gives you a ruff-and-discard by leading a diamond, you have the rest of the tricks. Also, North cannot return a heart (if he has one at this point) without establishing at least one of dummy's hearts as a trick.

Finally, if South produces the club ten or jack on your club lead from dummy at trick six, you cover with the queen to create the same ending.

2. Ruff the heart and lead a low diamond to dummy's queen. If the finesse loses to South's king, your only chance for the slam is to find South with the doubleton king of clubs. You take a trump finesse as soon as possible and hope for the best.

If the diamond finesse at trick two wins, indicating that North has the king, lead a low trump to your ace at trick three! If the jack or king of trumps appears on this trick, you're sure to make the slam, since your only possible loser would be a trump trick. If both defenders play low on the ace of clubs, return to dummy with a spade and lead the ten of clubs. If South follows suit, you're home safe and sound.

Note that once the diamond finesse wins at trick two, it becomes better to play a trump to your ace than to try a trump finesse, since this guards against the singleton king in the North hand. With a slam at stake, the safety play of the ace gives you the maximum chance for the contract.

South dealer.  
Neither side vulnerable.

**NORTH**

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

**WEST**

♠ K 7 2  
♥ 9 3  
♦ Q 9 8 4 2  
♣ 9 6 5

**EAST**

♠ Q 10 9 5  
♥ Q J 10 8  
♦ 7  
♣ J 10 7 2

**SOUTH**

♠ A J 4 3  
♥ A K 7  
♦ A K 6 3  
♣ A Q

The bidding:  
**South** 3 NT  
**West** Pass  
**North** Pass  
**East** Pass  
Opening lead — four of diamonds.

Look Before You Leap

Three notrump looks so easy to make on today's deal — especially after an opening diamond lead — that the casual player might well ask "What's the problem?" Yet it contains a trap that would very likely snare many unsuspecting declarers.

After the diamond lead, declarer pauses briefly to count his winners and sees nine in plain view — one spade, two hearts, three diamonds and three clubs. Having made this determination, he puts up dummy's jack of diamonds, which holds, and cashes the A-Q of clubs.

At this point, South begins to realize that his initial assessment of his prospects might have been premature. The difficulty lies in the fact that although dummy's king of clubs is the game-going trick, there is no way to reach dummy to collect it.

Try as he might, South will find himself fighting a losing battle.

If, for example, he tries to get to dummy by leading his remaining low diamond toward the 10-5, West takes the queen, leaving South with the lone A-K opposite the 10.

The solution is not really difficult, provided declarer negotiates the first hurdle. Before he plays to the opening trick, he should note the blockage in the club suit and take immediate steps to unravel the situation.

This can be done easily by playing the five of diamonds from dummy rather than the jack or ten. East's seven is taken with the king, and the A-Q of clubs are cashed. South then leads a low diamond toward the J-10.

West can take his queen now or later, but the result is the same in either case. Nine tricks are assured, regardless of what the defenders do.

What the deal points up is that the impulse to play high from dummy at trick one must be curbed until the hand is examined as a whole. In other words, look before you leap!