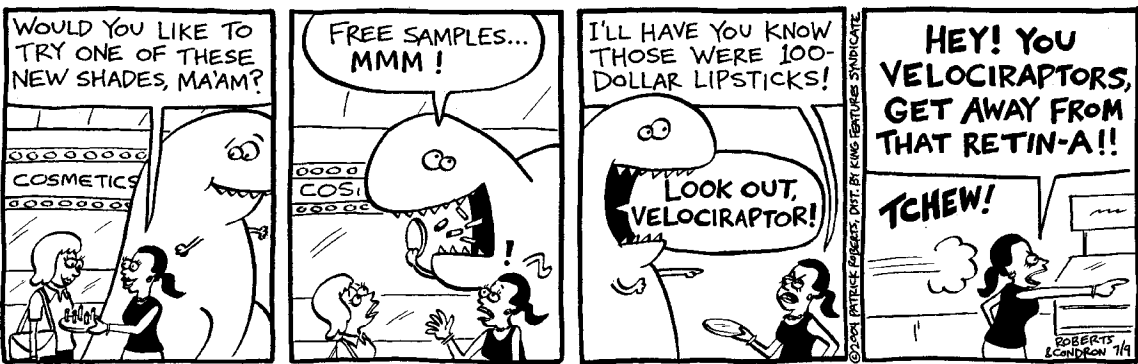


**For Better or Worse • Lynn Johnston**



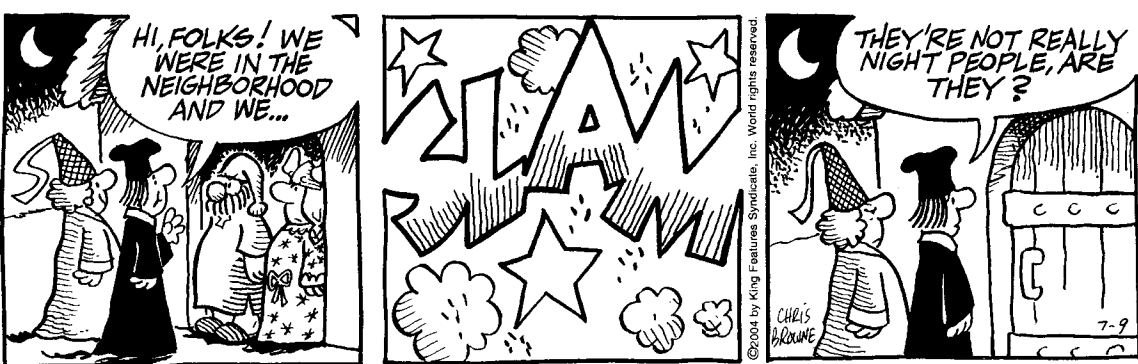
**Tod The Dinosaur • PR Condon**



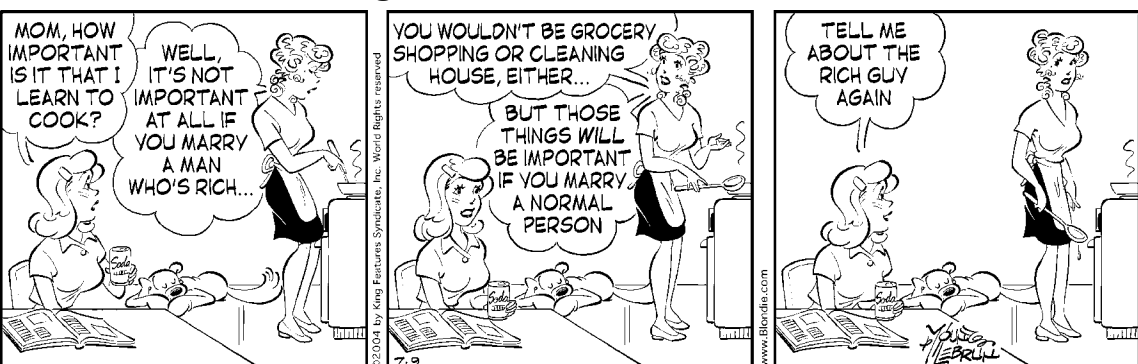
**Garfield • Jim Davis**



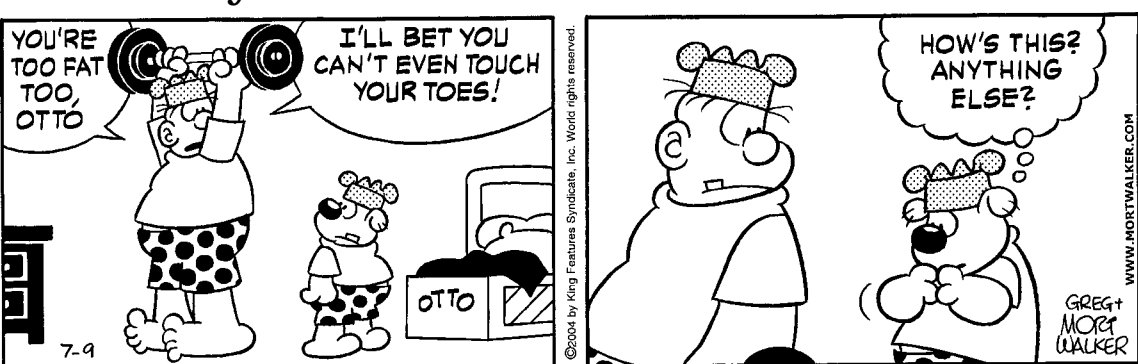
**Hagar the Horrible • Chris Browne**



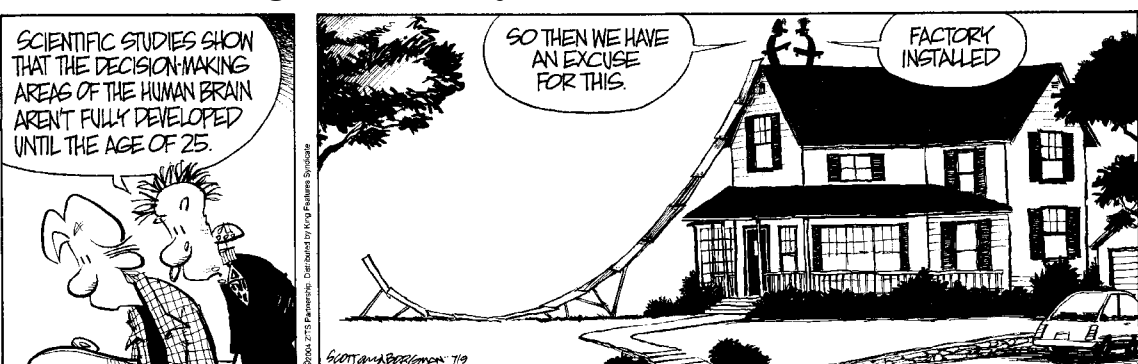
**Blondie • Chic Young**



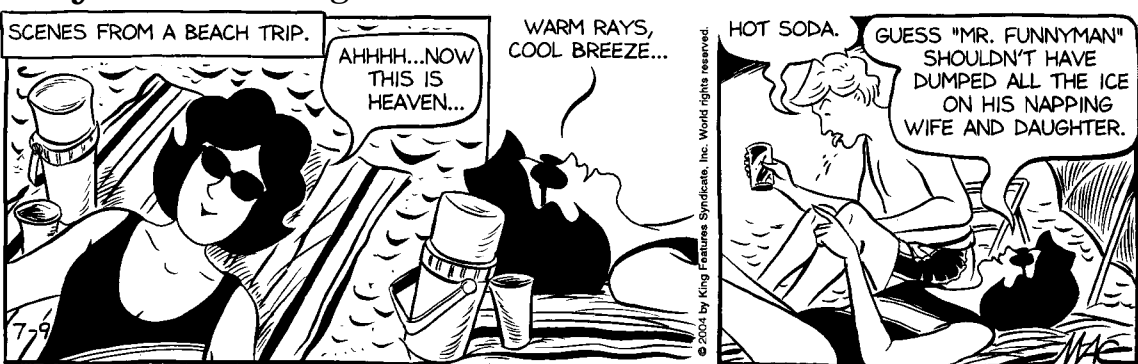
**Beetle Bailey • Mort Walker**



**Zits • Jim Borgman & Jerry Scott**



**Sally Forth • Greg Howard**



**Cryptoquip**

JS H EMQDRU FMOD XMHBK GY VA VAFSW XGSM HNSN  
 SQRV XHBJUF ORR VWGX KU EVAM UA V MUUSPAUX,  
 DYMMO YJUM, GRWNA KRW G FQNC C GK HUQEM YEW  
 GHNN XJV ERQONK?  
 Yesterday's Cryptoquip: WHEN GOING OUTSIDE TO TEND YOUR GARDEN, YOU SHOULD ALWAYS WEAR A WEEDING GOWN.  
 Today's Cryptoquip Clue: O equals T

UYU KRN RVAMEN.  
 Yesterday's Cryptoquip: IF A PERSON GETS HEAVY FROM HAVING TOO MUCH SWEET WINE, COULD YOU CALL HIM PORTLY?  
 Today's Cryptoquip Clue: Y equals F

**Crossword**

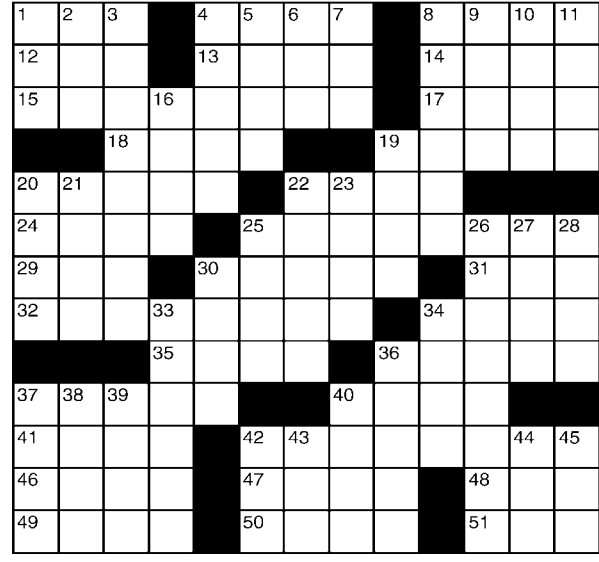
**ACROSS**  
 1 Baseball bat wood  
 4 Body of laws  
 8 Vicki Lawrence portrayal  
 12 Under-stand  
 13 Fairy-tale word  
 14 Stravinsky or Sikorsky  
 15 Lincoln biographer  
 17 Skulker  
 18 Average grades  
 19 Blissful places  
 20 Masseur's targets  
 22 Fork feature  
 24 Light provider  
 25 Lunch-box item  
 29 Simile center  
 30 Hits on the head  
 31 Extinct bird  
 32 Tunnel workers  
 34 Air pollutant

**DOWN**  
 1 Chowder-head  
 2 Vast expanse  
 3 Gang member  
 4 Ice, often  
 5 Comic-strip penguin  
 6 "Le Coq"  
 7 Chang's closest relative  
 8 Tilex target  
 9 Malaria symptom  
 10 Early time  
 11 Scroll holders  
 16 Profound  
 19 Tackles' teammates  
 20 "Sad to say, ..."  
 21 Hacienda, perhaps  
 22 Valentino's dance  
 23 Print-shop supply  
 25 Santa's laundry problem  
 26 About to happen  
 27 Groovy  
 28 Coven members  
 30 Wield a cleaver  
 33 Menial laborer  
 34 Rani's wrap  
 36 Tests the waters  
 37 Put together  
 38 "Yours, Mine, and ..."  
 39 Asset  
 40 Grandson of Eve  
 42 Cry  
 43 Lawyers' org.  
 44 Baby-talk syllable  
 45 Hockey's Bobby

**Solution time: 25 mins.**

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

**Yesterday's answer 7-9**



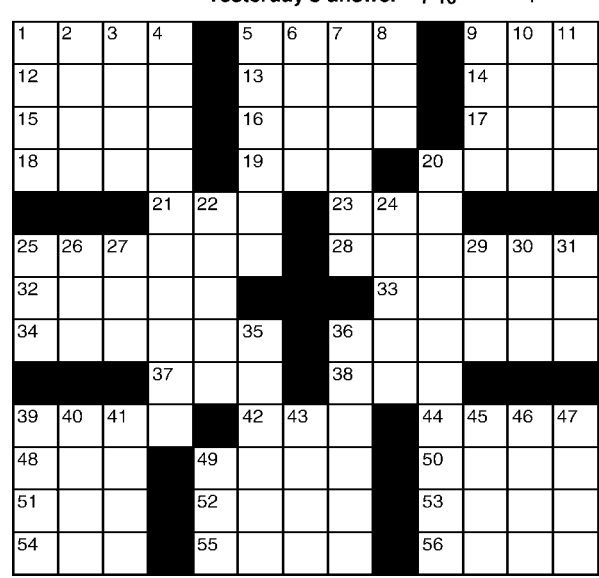
**ACROSS**  
 1 Stylish  
 5 Paradise  
 9 Mania  
 12 100  
 13 Turkish kuras  
 14 Dander  
 15 Revlon  
 16 Whirlpool  
 17 Last letter  
 18 Make like  
 19 Baby sturgeon?  
 20 Despot  
 21 Work unit  
 23 Lawyers' org.  
 25 Comet discoverer  
 28 Snatch scratch  
 32 Unim-provable  
 33 Put on a pedestal  
 34 Fight  
 36 Hot spring  
 37 Ham holder  
 38 Billboards

**DOWN**  
 1 Untalkative one  
 2 Scene of great activity  
 3 Unyielding  
 4 Liberace prop  
 5 Vim singer  
 6 "White Flag"  
 7 Ingratiate  
 8 Aye undoer  
 9 Efferves-cence  
 10 Neigh-borhood  
 11 One startled by head-lights

**Solution time: 27 mins.**

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

**Yesterday's answer 7-10**



**Bridge**

**You are South, both sides vulnerable.** The bidding has been:

<b>East</b>	<b>South</b>	<b>West</b>	<b>North</b>
1♦	Dble	Pass	1♠
Pass	?		

**What would you bid now with each of the following four hands?**

- ♠ K93 ♥ Q8653 ♦ 10 ♣ AKJ4
- ♠ AQ874 ♥ K962 ♦ K5 ♣ K8
- ♠ KJ98 ♥ AK10 ♦ 83 ♣ AKJ7
- ♠ Q6 ♥ AQJ94 ♦ K9 ♣ AQJ3

**Bidding Quiz**

1. Pass. A player who doubles for takeout is not obligated to bid again if partner makes no more than a minimum response. It must be remembered that partner's forced reply does not promise any strength whatsoever and, in fact, will often be based on a weak hand (usually 0-8 points). Consequently, if the dealer lacks extra values beyond those already guaranteed by the double, he is expected to pass a minimum response.

In this instance, there is no good reason to bid again over one spade. Game is impossible, considering partner's failure to identify a promising hand by making a jump-response or cuebidding the opponents' suit. A raise to two spades would indicate greater values than you have, and a bid of two hearts would imply a better suit and a stronger hand.

2. Two spades. Bearing in mind that partner's response might be based on nothing more than four small spades, you should still feel reasonably safe in bidding for eight tricks. Counting the distribution and trump fit, your hand is worth about 18 points, which warrants a single raise — but no more.

3. Three spades. A raise to three promises greater values than a raise to two, and usually shows about 20 points. It invites partner to bid again with a smattering of values, and allows him to pass with a dreadful hand.

4. Two hearts. That's all you can safely bid — even though you might feel like bidding more. It is true that you have a bit more than the double and the two-heart bid indicate, but your prospects for game will require a voluntary move forward by partner.

You have already indicated substantial values by showing your hand was too strong for a mere one-heart overcall. You should let partner do the rest. He is presumably just as anxious as you are to score a game.

**South dealer. Both sides vulnerable.**

<b>NORTH</b>		<b>EAST</b>	
♠ A 7 6 5 2	♥ 6 3	♠ 10 9	♥ J 9 5 2
♦ Q 7 6 3	♣ 10 5	♦ 9 8 4 2	♣ 8 6 4

**WEST**  
 ♠ K J 8  
 ♥ 10 7 4  
 ♦ A K J 10 5  
 ♣ 7 2

**SOUTH**  
 ♠ Q 4 3  
 ♥ A K Q 8  
 ♦ —  
 ♣ A K Q J 9 3

**The bidding:**

<b>South</b>	<b>West</b>	<b>North</b>	<b>East</b>
2♣	2♦	Pass	Pass
3♣	Pass	3♣	Pass
6♣	Pass	5♣	Pass

Opening lead — king of diamonds.

**Rectifying the Count**

Let's say you're in six clubs and West leads the king of diamonds. How would you play the hand? Of course, you can't see West's cards, but you're entitled to make certain assumptions about them. For his vulnerable overcall, he probably has five or six diamonds headed by the A-K plus the guarded king of spades, and that's about all you can reasonably surmise at trick one.

If you simply ruff the diamond, cash the A-K of hearts, ruff a heart and draw trumps, you'll be in danger of losing two spade tricks. The problem is to play the hand so as to lose only one spade trick. The correct play is unusual.

To give yourself the best chance, you should discard a spade on the opening lead! If you do, you make the slam; if you don't, you go down. Let's say West shifts to a trump at trick two. You win with the nine, cash two hearts, ruff a heart, ruff a diamond and play all your trumps, producing this position:

North SA7 DQ  
 West  
 East S KJ S109 DA HJ  
 South SQ4 HQ

You now cash the queen of hearts, and, whatever West discards, the last three tricks are yours, since West is squeezed.

The deal is consistent with the general rule governing squeezes, namely, that declarer must develop a position where he has all the remaining tricks but one. After the opening lead, South sees he has all the remaining tricks but two. He therefore concedes the first trick — known in bridge jargon as "rectifying the count" — in order to bring about the all-but-one position.

**Family Circus • Bill Keane**

