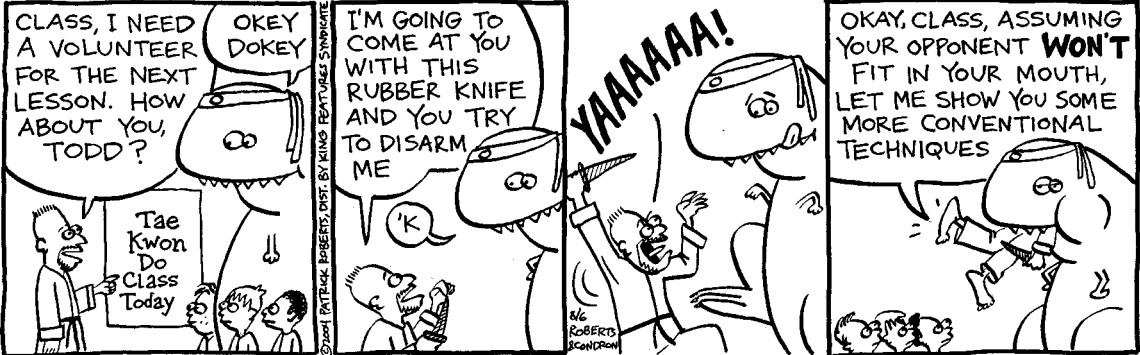


For Better or Worse • Lynn Johnston



Tod The Dinosaur • PR Condon



Garfield • Jim Davis



Hagar the Horrible • Chris Browne



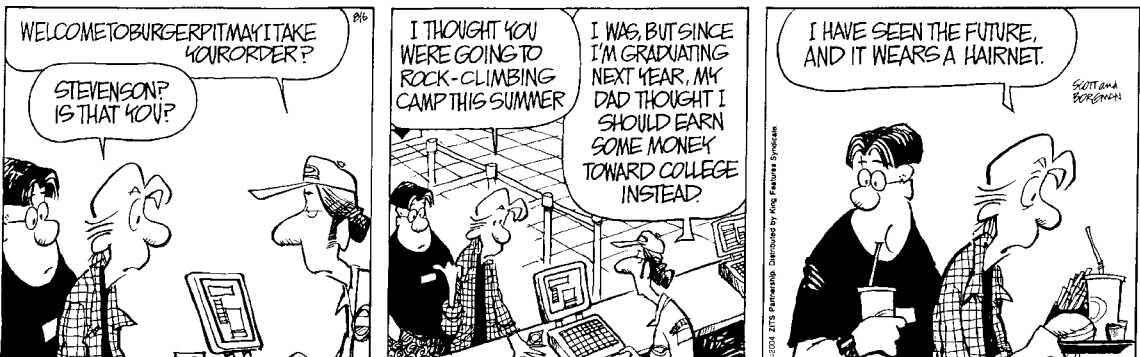
Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

CL Y NAHWTO WYESAAU

QCW LTTU PECSA Y ZCS

C WENNTWA QA'U ZA Y

LH APEAOS LHCAH.

Yesterday's Cryptoquip: WOULD A WARSAW RESIDENT'S OPINION ON SOME RANDOM TOPIC COUNT AS A POLE POSITION?

Today's Cryptoquip Clue: L equals F

LHSQ HX: "LT HUT

KTTWPSN H IEABRT EO

NPOQTX QTRTBHQYK. ZEA

WSEL LYTUT QE HBBRZ."

Yesterday's Cryptoquip: IF A PERSON SAUTEED HIS FOOD QUITE A BIT, I SUPPOSE HE'D BE A FREQUENT FRIER.

Today's Cryptoquip Clue: B equals P

Crossword

ACROSS
1 Ruin the veneer
4 Quid pro quo
8 Moist
12 — Baba
13 Detergent brand
14 Duel tool
15 Risque
17 Aching
18 April 1 victim
19 Duck down
20 Caustic
22 Ostentatious display
24 Family
25 In the wings
29 Ump
30 Lusitania sinker
31 Sine-non link
32 Lateral branch
34 Mongol tent
35 Versifier
36 Dandies
37 Singer McLachlan

ACROSS
40 Bellow
41 Wing-like
42 Eggshell
46 Cupid's specialty
47 Dry gully
48 Coffee vessel
49 Ball-bearing items
50 Come in last
51 Comic Caesar

DOWN
1 Long March leader
2 TV alien
Solution time: 25 mins.

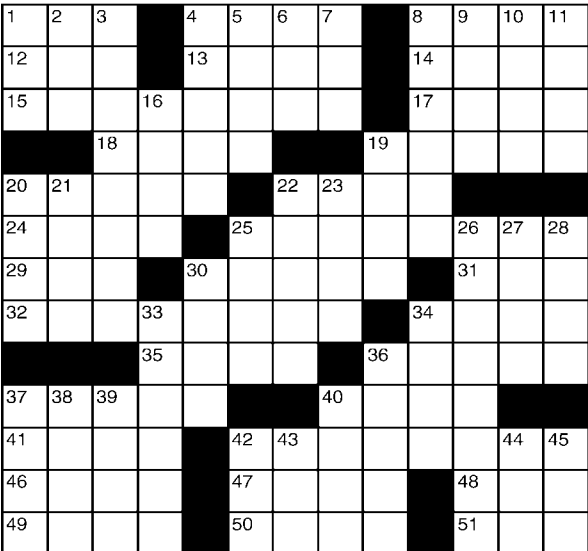
DOWN
3 Disreputable people
4 Rose
5 G
6 Gordon Liddy book
7 Apiece
8 Stop
9 Like two peas in —
10 Unadorned
11 Juror, theoretically
16 Invent
19 Formerly, formerly
20 Height (Pref.)

DOWN
21 Staff leader
22 Under way
23 "— first you don't ..."
25 Reed instrument
26 "Hair" song
27 Mentor
28 Grub
30 "Oops!"
33 Extras
34 "OK"
36 "Fame" singer
37 Flavor enhancer
38 Shaving-cream additive
39 Glowing review
40 Pastoral P.O. letters
42 Night bird
43 —
44 Numerical prefix
45 Extremity

EMMA MINNOW CHIEF HODS IRE CANDELA TORI OMIT CAFE TOYS

SET PEA ARF OTT DNA PEN LAM AGO HER

MOJO AVO REEL FAIR LABRA ION EDDY ATSEA LARIA URGENT EVER RITE ELSE



ACROSS
1 Shakespeare, notably
5 "Mamma Mia" quartet
9 Shock partner
12 Addict
13 Require a retest
14 That girl
15 Stead
16 Charlatan
17 Up to
18 Soother
19 Frazier foe
20 Snug and warm
21 Biol. or anat.
23 "Unh-unh"
25 "It's De-Lovely" composer
28 Weather map line
32 Use
33 Zest
34 Foul-smelling
36 Made bon mots
37 Crucial

ACROSS
38 Coopers-town's Mel
42 Japanese theater
44 Tittle
48 Little bill
49 Be a toady
50 Comestibles
51 Bottom line
52 Church-based sitcom
53 Annihilate
54 Curvaceous character
55 Richness of flavor, to a sommelier

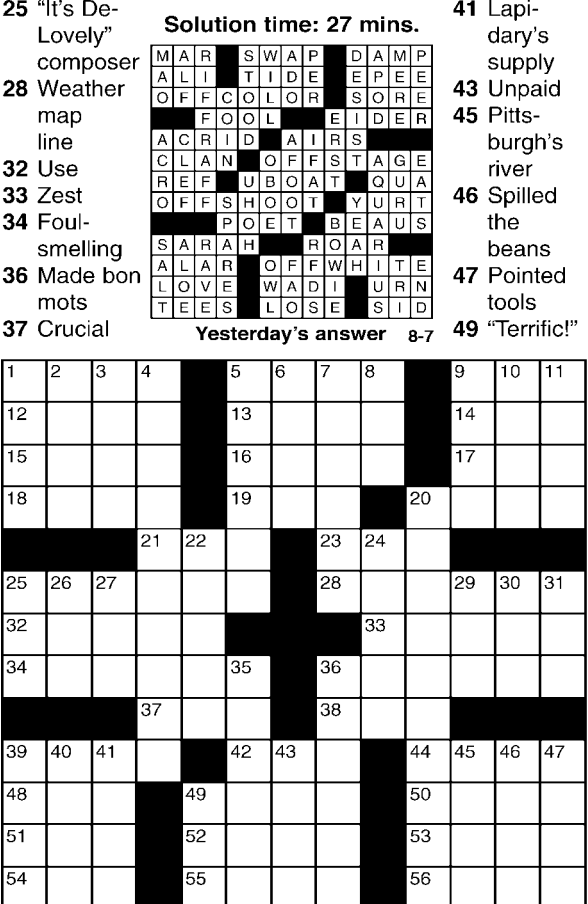
DOWN
1 Cartoonist's idea
2 Largest of the seven
3 Angler's item
4 Alternative to wings
5 Party
6 False god
7 Two-piece suit
8 Pub order
9 Regarding
10 Expert
11 Elusive
20 Early piano lesson

MAR SWAP ALLI TIDE OFF COLOR FOOL CLAN REF OFFSHOOT POET SARAH ALAR LOVE TEES

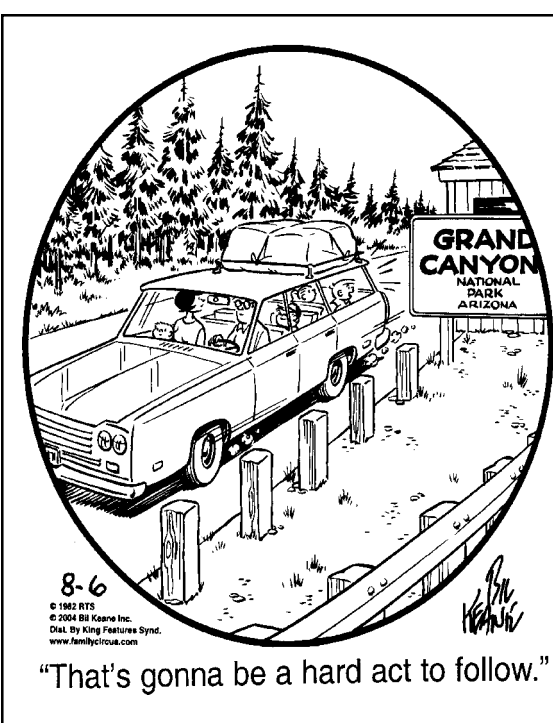
DAMP EPEE SORE ELDER AIRS STAGE OUA YURT BEAUS ROAR WHITE URN SIDD

Yesterday's answer 8-6

Yesterday's answer 8-7



Family Circus • Bill Keane



Bridge

You are South in each of the following three hands. What would you bid at the point where the question mark appears?

1. ♠ AJ8 ♥ J9 ♦ A92 ♣ AKJ85

South	West	North	East
1 ♣	1 ♦	1 ♥	1 ♠
?			

2. ♠ QJ3 ♥ AKJ65 ♦ AQ84 ♣ 10

South	West	North	East
1 ♥	Pass	1 ♠	Pass
2 ♦	Pass	3 ♠	Pass
?			

3. ♠ KQJ1085 ♥ 6 ♦ Q84 ♣ A92

West	North	East	South
1 ♥	2 ♦	Pass	?

Bidding Quiz

1. Two notrump. A jump to two notrump is the best way to describe your values. It indicates 18 or 19 high-card points, notrump distribution and at least one stopper in each of the opponents' suits. However, the best final contract is still uncertain. Partner might go along with notrump, or he might have a hand that he thinks is better for suit play. You will follow wherever he leads, since your values are flexible enough to fit any hand pattern he might have.

2. Six spades. Taking into account your extra values, partner's jump to three spades and your excellent support for his suit, there should be no doubt about making 12 tricks. The only real question is whether a grand slam can be made.

If you start by assuming that partner has six spades to the A-K and the ace of clubs, you are already on the verge of a grand slam. Any other feature North might have, such as the queen of hearts or king of diamonds, is almost sure to yield 13 tricks. However, it's far from certain that North has the A-K of spades and ace of clubs, so the simplest thing to do is to jump to six spades and hope North has the values to carry on to a grand slam.

This is not the right type of hand for Blackwood. Learning that partner has two aces and either one or two kings would not settle the issue of whether there's a grand slam in the cards.

3. Four spades. Simplest is best. The probability of making 10 tricks at spades is overwhelming, and you should make sure of getting there without running the risk of being dropped at a less-than-game contract. There is a difference of opinion among players as to whether a jump to three spades in this situation — opposite partner's overcall — is forcing or merely invitational. Regardless of which school you come from, you should go directly to four spades in the present case rather than risk a partnership misunderstanding.

East dealer.

East-West vulnerable.

NORTH			
♥	7	5	4
♦	Q	8	2
♣	Q	8	3
♠	A	Q	5

WEST			
♥	6		
♦	9	6	4
♣	J	9	7
♠	7	6	3

EAST			
♥	K	Q	J
♦	K	7	5
♣	K	10	
♠	J	8	4

SOUTH			
♥	A	9	3
♦	A	J	10
♣	A	6	5
♠	K	10	9

The bidding:

East	South	West	North
1 ♣	1 NT	Pass	3 NT

Opening lead — six of spades.

An Open Book

The bidding by the opponents often helps declarer find the winning line of play. Consider this deal where South winds up in three notrump after East opens the bidding with one spade.

West leads the six of spades, and, after dummy appears, declarer knows virtually everything he needs to know about East's hand. To start with, he identifies the six as West's only spade, marking East with the K-Q-J-10-8.

South also knows that East has both missing red kings, because he would not have had enough to open the bidding without them. Declarer furthermore sees that he has only eight sure tricks (including the heart finesse that the bidding indicates is sure to succeed). South's task, therefore, is to turn dummy's queen of diamonds into a trick even though East is known to hold the king.

Superficially, this seems an impossible assignment, but actually it is not terribly difficult. South ducks East's ten of spades at trick one and wins the spade continuation at trick two. He then leads a club to the ace and returns the heart queen.

After East covers with the king, South takes the ace and cashes the J-10 of hearts and the K-Q of clubs. At this point, dummy holds two spades and three diamonds, while East holds three spades and two diamonds.

Declarer now puts East on lead with a spade, intentionally allowing him to cash three spade tricks. But then, with only the K-10 of diamonds remaining, East is forced to lead one of them. Whichever he chooses, South scores the last two tricks with the queen and ace of diamonds to make three notrump.