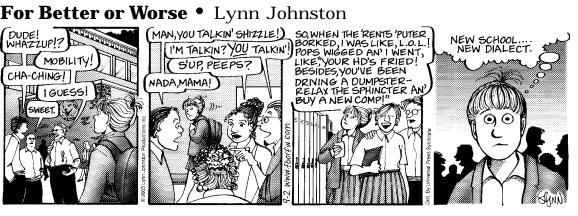
Page 14 Colby Free Press Friday, September 2, 2005







Hagar the Horrible • Chris Browne



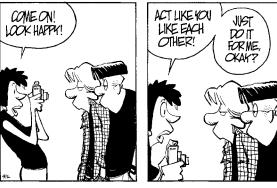
Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott







Sally Forth • Greg Howard



Cryptoquip

ZVQEGJV S IWSY YL BEQSEO VHA'JR WJVMUT

E B I V W C P P C XESW S C

XPGWJ, NP S PZJVWUV

NELOSAXI JXEUSCA ISYV? Yesterday's Cryptoquip: WHEN HIP-HOP TUNES SOUND REALLY PHÔNY AND INSINCERE, WOULD YOU CALL THAT PLASTIC RAP?

Today's Cryptoquip Clue: P equals O

FMDQ WXR JMTXW PFROO

WH DEPW, CHAOS VHA DEOO

MW CMWDXIAO WXMUQMUT? Yesterday's Cryptoquip: BECAUSE I TRIM MY FACIAL HAIR IN AFTERNOON HOURS, DO I OBSERVE DAYLIGHT SHAVING TIME?

Today's Cryptoquip Clue: X equals H

Crossword

ACROSS

1 Poke proof 4 "Unforget-35 Minedtable' over singer matter 8 Heming-36 Sanctify way 37 Indelicate. sobriquet and then 12 Under the some 40 Blueprint weather 13 First 41 Not previctim recorded 14 Writer 42 Rodgers Kingsley & Hart 15 Car dealsong

34 Fool-

DOWN

sail

3 High-

1 Triangular

enchilada

quality,

as in a

stock

4 Hack

5 Reed

6 Writer

7 Wapiti

9 Cupid's

10 Toll road

11 Cruising,

16 Nevada

city

maybe

field

Buscaglia

8 DJ's bribe

20 Wardrobe

tion

22 Skier's

2 The whole 21 Wile E.'s

instrument 27 Metallica

malfunc-

supplier

needs

23 Saharan

25 Dark red

26 Ultramoral

drummer

Ulrich

buds

hold the

mayo

33 Also-rans

34 Bridge

36 Extort

37 Film sample

coup

38 Havworth

39 Acknowl-

percent

system?

42 Support

43 Trail the

pack

Town'

11 Scoop

20 "Bio-

holder

Dome"

star

22 Subway

24 Singer's

25 Dol.

27 Past

29 Disen-

recording

change **26** Not

square

cumber

30 Zsa Zsa's

31 "Partridge

Family'

member

cast

35 Home

of the

Saab

36 Rang out

39 Jupiter's

robot

41 Diamond

in the

45 Make no

bones

about 46 Rickey

flavor

poetry

Morrison

sky?

43 Author

45 Born

edge

40 100

or Moreno

28 Spuds'

30 They

46 "Take er's list 17 Draft leave it" team's 47 Excepframe tional 48 Seek restitution

18 North Sea feeder 49 Dogs' 19 "M*A*S*H" locale dogs 20 Tasteless **50** On in 22 Jack and

Jill's prop 24 Canyon comeback 25 Small, like a TV set 29 Chartres chum berg's

30 Strind-"Miss 31 Deposit 32 Supplanted

19 Charlie Brown's vears 51 Prior to nemesis Solution time: 25 mins.

15

55 Writer

56 Rams'

DOWN

1 Trudge

3 Perfect

place

with an

epony-

tourney

Licorice

liqueur

Bocelli

Fight

Water

color

Reynolas

10 Actor

Solution time: 27 mins.

mous

golf

4 Singer

2 2003

Bagnold

ma'ams

novel by

43-Down

36 Check-in

time?

Ernie

logue

nent

vowel

liaht?

bund

49 "American

50 "Metamor- 5

phoses"

51 Examine

53 Hilly city

center

54 Storm

52 Descartes

Magritte

cummer-

42 Greek

44 Head-

48 Kyoto

compo

39 Mono-

37 Line

ACROSS Coaster South

38 Golfer American rodent 9 "Desperate House wives" home? 12 California

13 Piccadilly statue 14 Status follower takes the cake

town

16 Edges 17 Grecian vessel 18 Actress 19 Appre-

20 Meaty 21 Med. setup

23 Ms. Gardner 25 Went after 28 Went sightseeing 32 Snug 33 Actor

Owen

47 Praiseful 34 Animal 49 Anger Yesterday's answer 9-3 tracks

Family Circus • Bill Keane



"How do we know when we're done 'just hanging around'?"

Bidding Quiz

Your partner opens with Two Notrump (21-22 points), and the next player passes, both sides vulnerable. What would you bid with each of the following five hands? 1. S 865 H Q63 D J732 C J54

- - 2. S KJ8 H 732 D AQ6 C Q952 3. S KJ8543 H 652 D 74 C 82
 - 4. S K62 H Q964 D J85 C AJ3
 - 5. S 74 H 8 D KJ743 C AQ982

1. Pass. In addition to showing 21 or 22 points, partner's bid indicates a balanced hand with strength in all suits. It could therefore be argued that since the combined holding might total 26 points, you should raise partner to three notrump. However, another factor must also be considered,

namely that partner will have trouble reaching dummy to take whatever finesses he might require. This lack of communication with dummy is apt to prove troublesome even if partner has a 22-point hand. While it is true that a combined holding of 26 points usually produces a satisfactory play for game, this is rarely the case when one player holds practically all of the high cards. 2. Six notrump. This is merely a matter of arith-

metic. Partner's 21 or 22 points added to your 12 bring the combined holding to 33 or 34. Only 33 points are ordinarily required for a small slam (37 for a grand slam). You should therefore bid six without further ado. 3. Four spades. High-card points are of course not the only criterion in judging the probability of game. Here you have only four points in high cards, but

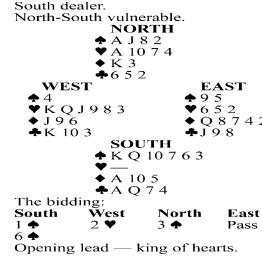
the six-card suit is worth several points more. Five or six tricks can probably be taken with this hand if spades are trump. There is no point in bidding three spades, since you don't plan to pass a three-notrump bid by partner, so it is best to bid four spades (a shutout) straightaway. 4. Four notrump. This bid is simply a raise in notrump suggesting the possibility of a slam, and has nothing whatever to do with Blackwood. Part-

ner is expected to pass with a minimum, and to go on to six with maximum values for his two-notrump bid. Holding 11 points, you can't tell whether the combined count comes to 32 or 33 points, and the four-notrump bid expresses that uncertainty. 5. Three diamonds. The 5-5-2-1 distribution strongly suggests a slam despite a holding of only

10 high-card points, and your intention is to even-

tually bid six of one of the minor suits. However, the proper trump suit must first be found. You therefore follow the usual procedure of bidding the higher-ranking of two five-card suits first. If partner rebids three notrump, you will next bid

four clubs, intending to carry on to slam in whichever minor suit he prefers.



Any Port in a Storm

There's a lot of luck in bridge, but there's also a lot of skill. The luck consists mostly of holding good hands — a matter over which you have no control —but the skill is another matter altogether. Here you do have control, and how you exercise that control has a tremendous bearing on how you fare.

Take a case like this one. South's jump to six spades is not scientific; it is simply a good generaldirection shot. The odds favor making a slam after North jumps to three spades, so South is right to bid

But when dummy comes down, South's chances

appear to plummet considerably. West is likely to have the king of clubs for his two-heart overcall, increasing the possibility that declarer might lose

Situations like this demand special attention. You'd rather not bank everything on a club finesse that's a favorite to lose, so you look for an alternative line of play.

Accordingly, you win the heart lead with the ace, discarding a club, and ruff a heart. After drawing trumps, you ruff another heart. Adiamond to the king and a diamond to the ace are followed by a diamond ruff in dummy. This sets the stage for a loser-on-loser play. You next lead the ten of hearts and on it discard the seven of clubs!

West wins but has no safe return. He must either lead a club into your A-Q or return a heart, allowing you to shed the queen of clubs as you ruff in dummy. Either way, the slam is in the bag.

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BIG one. It says 'EXTRA LARGE'!"