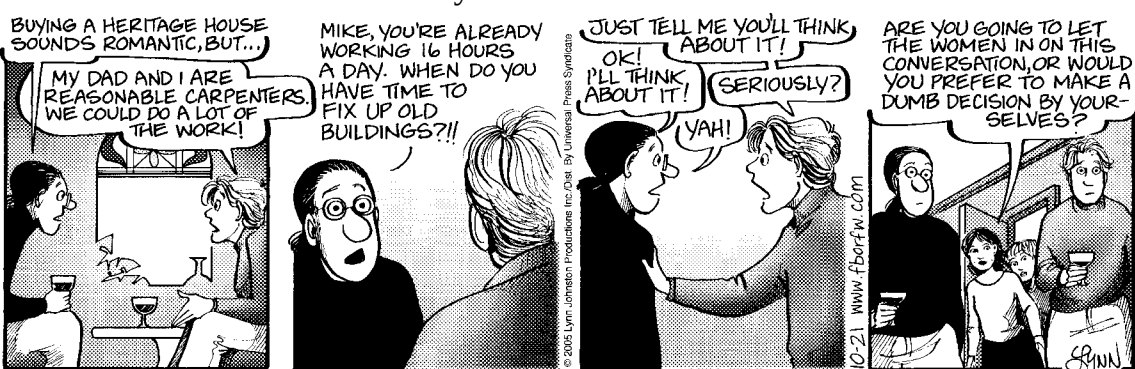


For Better or Worse • Lynn Johnston



Garfield • Jim Davis



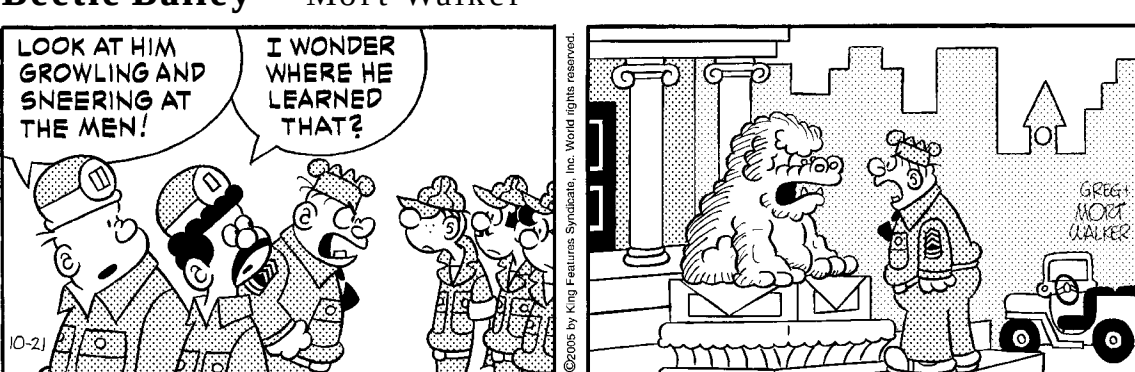
Hagar the Horrible • Chris Browne



Blondie • Chic Young



Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

ASNROS MTIVONUIRXUY YX GYOE BKVPFK'W
UWOU WTJG SXGRNZRON JBKKYCKW SBIR SCCOWPYOR,
MTSJG AR NRLRNNRG UT JCFHI VPRM IC YV YO VPR
OY GNOZRN Y LTN GNOZRN Y.
Yesterday's Cryptoquip: POPULAR SITCOM ABOUT A WEALTHY ARAB AND HIS WIFE AND CHILDREN: "OIL IN THE FAMILY."
Today's Cryptoquip Clue: N equals R
WVYHH CX VPR GOYEPV?
Yesterday's Cryptoquip: BUREAU COMPARTMENTS THAT HOLD UNDERWEAR COULD BE REFERRED TO AS DRAWERS FOR DRAWERS.
Today's Cryptoquip Clue: V equals T

Crossword

ACROSS

1 Bush league? (Abbr.)
4 Remove in respect
8 Viscid lump
12 Have bills
13 MP's quarry
14 Earring setting
15 Humor writer
17 Footnote abbr.
18 Shoe cushioner
19 — Arbor, Mich.
21 Morsel
22 "It Takes a Thief" star
26 Coconut meat
29 Once around
30 Mined-over matter
31 Comical
32 Demure
33 Work hard
34 Melody

DOWN

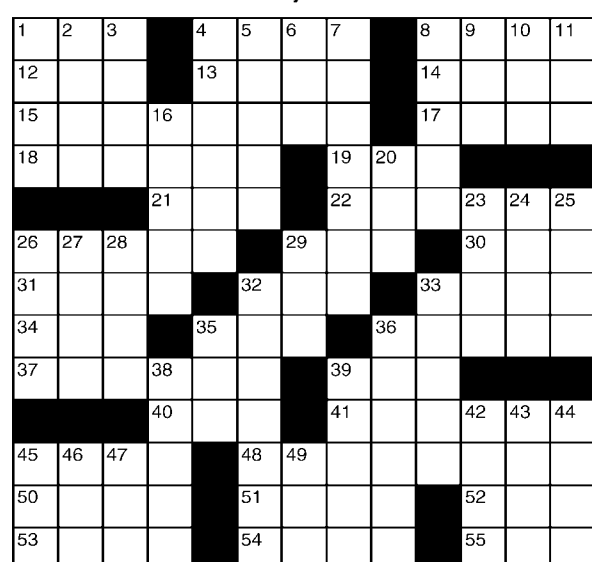
35 Showbiz job
36 Sweet-heart
37 Broadway star
39 Swabbie's prop
40 Parisian pal
41 Maroon
45 Tabloid writing
48 "Forrest Gump" director
50 Largest of the seven
51 Cupid's aka
52 Type squares
53 Heckle
54 Egg container

35 Infinitesimal
16 One leading a charmed life?
20 Siesta
23 Lunch hour
24 One of HOMES
25 Depend (on)
26 Jagged rock
27 Buckeyes' home
28 Indiana city
29 Journal dweller
32 Urban dweller
33 Subject
35 Lapidary's item
36 True
38 South American capital
39 Staff's notes
42 Distort
43 Rickey flavoring
44 Existence, to
45 Caesar
46 Standard
47 Claiborne or Phair
49 Preceding

Solution time: 25 mins.

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

Yesterday's answer 10-21



ACROSS

1 Showy parrot
6 Kine
12 Loose dressing gown
13 Worshipful one
14 Harm
15 Scalawags
16 Disarray
17 Walk of Fame symbol
19 — out a living
20 A Jackson
22 Bird
24 Payable
27 "Hud" Oscar winner
29 Mediocre
32 Stipulations
35 Candle circler
36 Zeno's classroom
37 Cause corrosion
38 Holm or Fleming
40 Catch sight of

DOWN

42 Cash dispenser, for short
44 "Able was — ..."
46 Pinnacle
50 Talked into
52 Cheesy chips
54 Catch sight of
55 Numbing agents
56 "Ocean's —"
57 Raison —

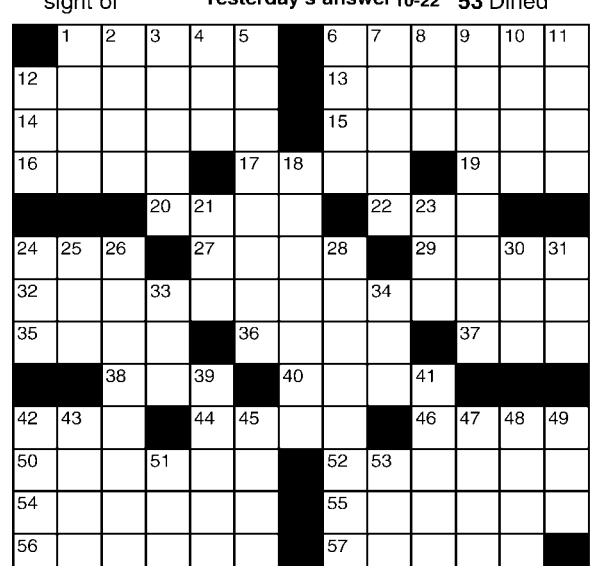
3 Go on momentum
4 Singer DiFranco
5 Napless fabrics
6 Irene of "Fame"
7 Decorate
8 Dress
9 Loyal
10 Welsh emblem
11 Gaelic
12 Kipling lad
18 One may send up smoke signals
21 B&B
23 Undergo recession
24 Poorly lit

25 E.T.'s craft
26 Ballpark figure
28 Undid
30 — glance
31 White House monogram
33 "Eureka!"
34 50 Cent piece
39 She may cry "Uncle!"
41 America's Cup contender
42 Dermatologist's case
43 Implement
45 Idyllic locale
47 "Believe" singer
48 Oliver Twist's request
49 Double curve
51 Louis —, the "Sun King"
53 Dined

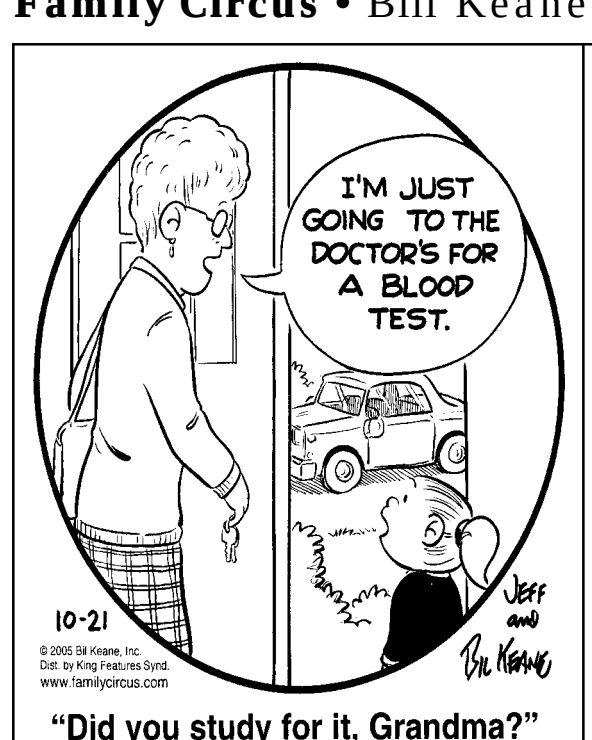
Solution time: 27 mins.

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

Yesterday's answer 10-22



Family Circus • Bill Keane



Bridge

You are South, not vulnerable against vulnerable opponents. The bidding has gone:

South	West	North	East
1 NT	Pass	Pass	Dble
Pass	Pass	2 ♦	Pass
Pass	2 ♥	Pass	Pass

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

1. ♠ K7 ♥ KJ98 ♦ Q94 ♣ AQJ3
2. ♠ KQ4 ♥ A5 ♦ J982 ♣ AQJ9
3. ♠ KQ83 ♥ A7 ♦ QJ9 ♣ KQ105
4. ♠ AK6 ♥ J1087 ♦ QJ5 ♣ AQ9
* * *

Bidding Quiz

1. Pass. Partner obviously has a poor hand, having passed one notrump, run from one notrump doubled and also passed two hearts. He might have two or three points, but that's about all you can hope for. It would be wrong to double, or to bid three diamonds; either action offers too much to lose and too little to gain.

2. Three diamonds. The same general observations about partner's hand apply in this case, but here there is a much sounder basis for competing further. Instead of relying on point count as a measuring stick, it is best to evaluate the hand from the standpoint of probable winners or losers.

In a diamond contract, your potential losers are two diamonds, a spade, a heart and a club. Three diamonds is thus unlikely to go down more than one, while East-West can probably make two hearts. Down one at three diamonds, doubled or not, is better than two hearts bid and made. Furthermore, partner might make three diamonds.

3. Three diamonds. Here, also, it is better not to throw in the towel. True, partner may not have a face card, but, even so, he is unlikely to miss by more than one trick. About all he needs for a good shot at eight tricks is five diamonds to the ten.

Of course, partner might have a slightly better hand and make nine tricks, but that is not the main reason for bidding three diamonds. The principle reason is that West can probably make two hearts, and you can prevent this without much risk to your side.

4. Pass. You stay put because there's no safe way of competing further. A diamond raise could lead to down two or three, and that would be a prohibitive penalty to pay if you were doubled.

Your potential losers are one spade, two or three hearts, two diamonds and one or two clubs. There is a limit on how far to go in contesting a partscore, and this assortment — with its 4-3-3-3 distribution — is beyond that limit. Furthermore, you have a real possibility of defeating two hearts.

Tomorrow: A search-and-destroy mission.
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South dealer. Neither side vulnerable.

NORTH
♠ A K 8 3
♥ A J 5
♦ 9 5
♣ J 10 9 8

WEST
♠ 9 4 2
♥ 8 7 6 3 2
♦ Q 3
♣ 7 2

EAST
♠ Q J 10 7
♥ 9
♦ A K J 10 8 4
♣ 6 4

SOUTH
♠ 6 5
♥ K 10 4
♦ 7 6 2
♣ A K Q 5 3

The bidding:

South	West	North	East
1 ♣	Pass	1 ♠	2 ♦
Pass	Pass	4 ♣	Pass

Opening lead — queen of diamonds.

A Search-and-Destroy Mission

The expert declarer's greatest advantage over the less-experienced performer is the ability to read how the unseen cards are divided. Playing a hand is naturally much easier if you know the location of all 52 cards.

Assume you're in five clubs and East cashes two diamonds before shifting to a trump. Obviously, winning the rest of the tricks would be simple enough if you knew which of the opponents had the queen of hearts. But you don't, so you embark on a line of play that you hope will improve your chances of locating the queen. You draw two rounds of trumps, cash the A-K of spades, then ruff a spade. The sole purpose of this maneuver is to force the defenders to reveal their spade distribution. You now ruff a diamond in dummy, and when West shows out, you learn that East started with six diamonds. Earlier you discovered he had started with two clubs.

Next you ruff dummy's last spade, this time learning that East started with four spades. This is a most satisfying development, because with 12 of East's 13 cards accounted for, you now know he started with precisely one heart.

Accordingly, you lead the king and another heart, finessing the jack with a 100 percent certainty that it will win the trick.

Observe that if you hadn't gone to the trouble of finding out how the opponents' cards were distributed in the other three suits, you might have taken the heart finesse the wrong way and gone down one.

All of which suggests that the miraculous feats of those who always seem to guess correctly are much more often the fruit of hard work than inherent genius.

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