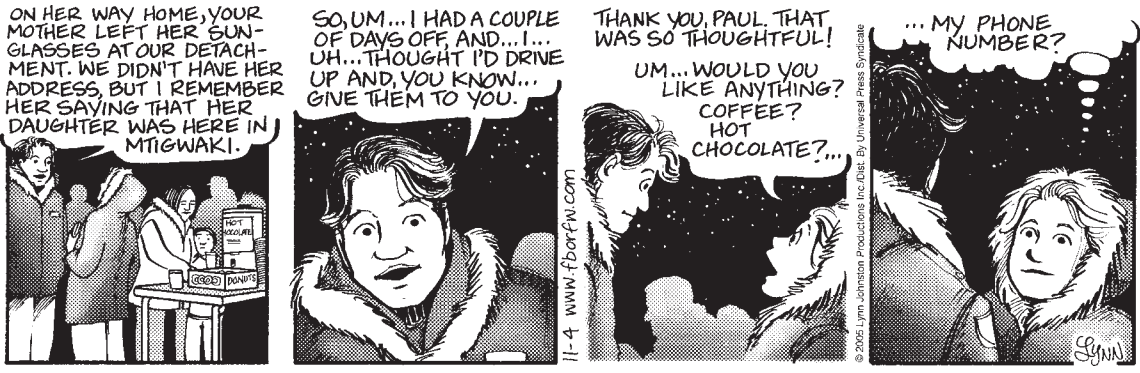
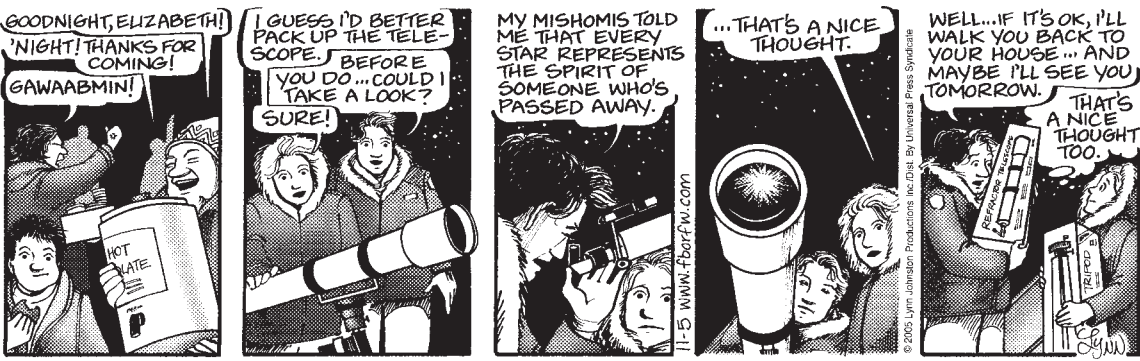


For Better or Worse • Lynn Johnston



For Better or Worse • Lynn Johnston



Garfield • Jim Davis



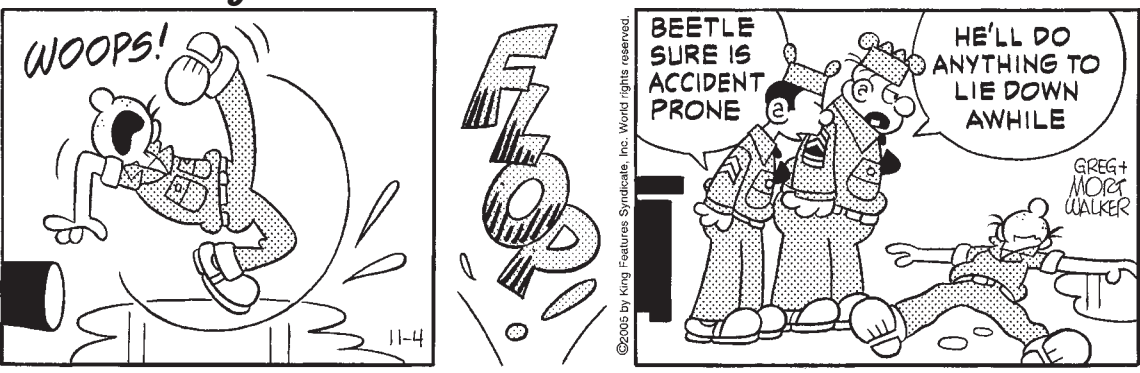
Hagar the Horrible • Chris Browne



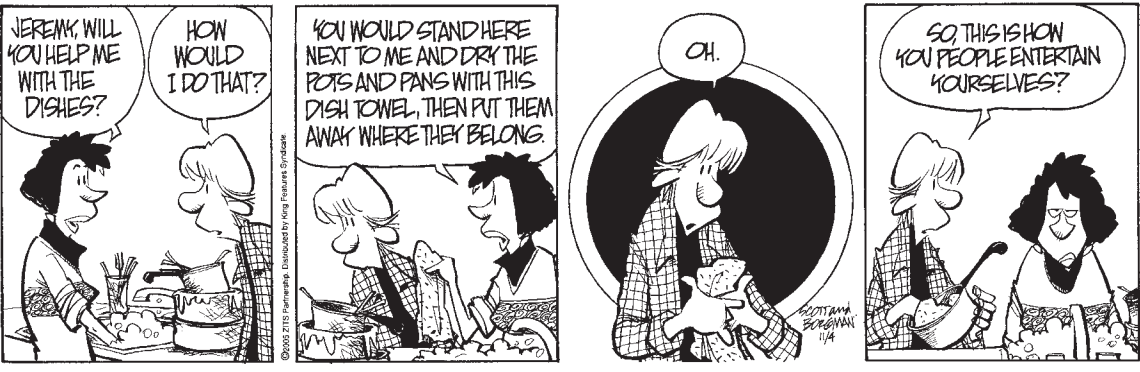
Blondie • Chic Young



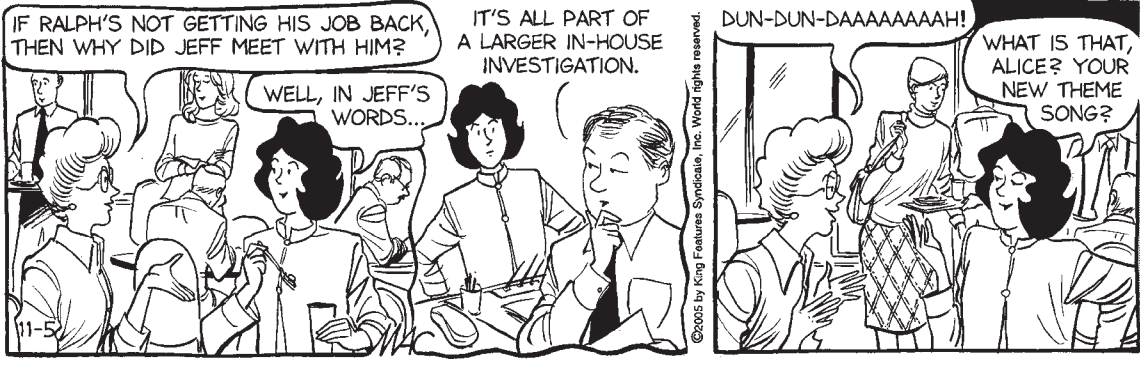
Beetle Bailey • Mort Walker



Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



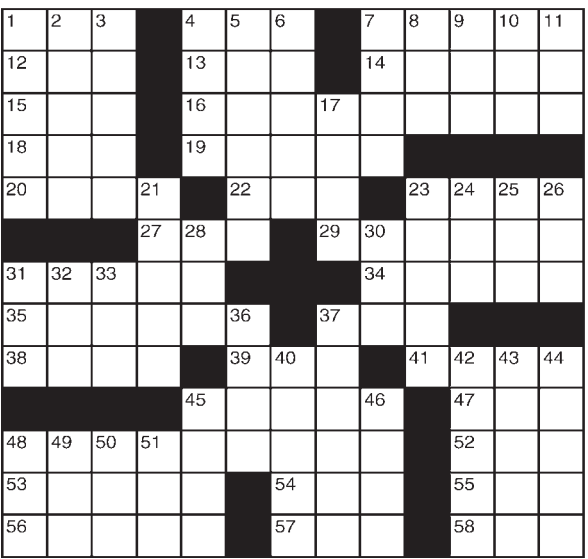
Cryptoquip

NT B ECRXJ PT JORL KD IBIEFAVNF'U SHZD-
 HCMMOK PTT B AOSW AHJIN KNIHU PHTUI FVT
 XMOAOS HMPW, N'K LBW XV LIX KZZ, K LTIUU FVT
 ZJBZ'K EO B XJNXFOR XPCH. SHBI CVXKVC UKPJCIUU.
 Yesterday's Cryptoquip: I SUPPOSE IT'S AN Yesterdays Cryptoquip: IF A BUNCH OF HENS
 ACTUAL FACT THAT ADAM AND EVE ATE PULLED OFF A VERY CLEVER PLOY, I'D SAY
 THEMSELVES OUT OF HOUSE AND HOME. THAT'D BE A CHICKEN COUP.
 Today's Cryptoquip Clue: K equals D Today's Cryptoquip Clue: U equals S

Crossword

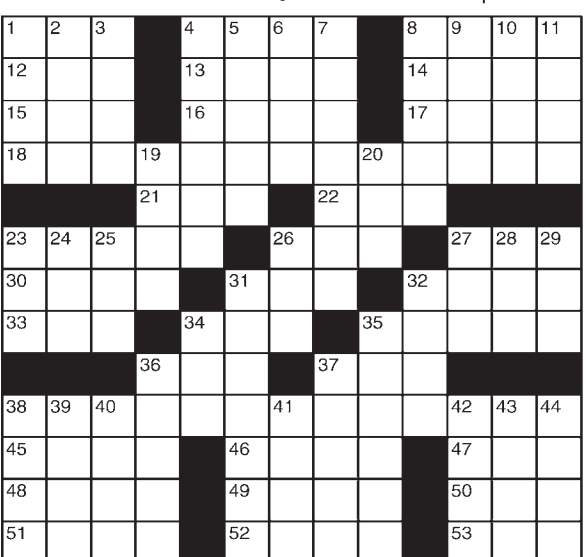
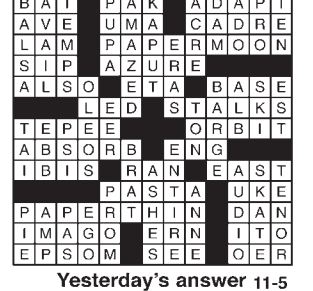
- ACROSS**
 1 Diamond club
 4 — choi (Chinese cabbage)
 7 Tweak
 12 "Hail, Caesar!"
 13 Ms. Thurman
 14 Framework
 15 Felon's flight
 16 1973 film co-starring the O'Neals
 18 Try the Tokay
 19 Blue hue
 20 Additionally
 22 Greek vowel
 23 Contemptible
 27 Started
 29 Celery servings
 31 Reservation residence
 34 Trip around the world?
 35 Take in
 37 Chang's closest relative
 38 Egret's cousin
- DOWN**
 39 Operated
 41 Right on the map?
 45 High-carb entree
 47 Guitar's kin
 48 Very insubstantial
 52 Fancy fellow
 53 Big bug
 54 Sea eagle
 55 Judge Lance
 56 Derby town
 57 Witness
 58 "the ramparts ..."
- 39** Operated on the map?
41 Right on the map?
45 High-carb entree
47 Guitar's kin
48 Very insubstantial
52 Fancy fellow
53 Big bug
54 Sea eagle
55 Judge Lance
56 Derby town
57 Witness
58 "the ramparts ..."
- 23** Cleo's transport
24 Priest's vestment
25 Tackle moguls
26 "Guinness Book" suffix
28 Always, in verse
30 Heavy weight
31 Mai —
32 Undergo recession
33 Omega preceder
36 Pesky kid
37 Undivided
40 Bonfire remnants
42 Sound portion
43 Emulate Sarah Hughes
44 Barber-shop quartet member
45 Ball in a gym?
46 Mrs. Shakespeare
48 Chart format
49 Pump up the volume
50 Faux —
51 "I" strain?

Solution time: 25 mins.



- ACROSS**
 1 Andersen's lang.
 4 Mail org.
 8 Float down
 12 Anger
 13 Father of Japheth
 14 Competent
 15 Urchin's place?
 16 Pivot
 17 "Did you ever — lassie ..."
 18 Start of a sentence
 21 Craggy peak
 22 Appomattox VIP
 23 Go on all fours
 26 Tormé or Tillis
 27 Mainlander's memento
 30 Take the wheel
 31 Purchase
 32 Updated information
 33 Trellis climber
 34 Branch
- DOWN**
 1 Olympic projectile
 2 Neighborhood
 3 Tide type
 4 Pull the plug?
 5 Re Ra
 6 Name of six popes
 7 "To a Skylark" writer
 8 Haste outcome
 9 Lend a surreptitious hand
 10 Skedad-dle
 11 Binge
 19 Couple in a gossip column
 20 Slithery one
- 23** Windy City, for short
24 Sharp-ton's title (Abbr.)
25 Tarzan portrayer Ron
26 It's the word!
27 Took charge of
28 Lamb dam
29 Doctrine
31 Preserved a memory?
32 Zilch
34 Way back when
35 Harass
36 — Park, Colo.
37 Meddler
38 Scheme
39 Major fashion
40 Last word in Gilligan's theme
41 Bellow
42 Obsessed seaman
43 Unrivaled
44 Polish prose

Solution time: 27 mins.



Bridge

Your partner deals and bids One Spade, and the next player passes. What would you bid with each of the following four hands?

- ♠ J ♥ J9753 ♦ AKJ94 ♣ Q6
- ♠ K93 ♥ J632 ♦ 6 ♣ KJ982
- ♠ QJ72 ♥ 8 ♦ AQ95 ♣ Q873
- ♠ K98642 ♥ 7 ♦ K853 ♣ 64

Bidding Quiz

1. Two hearts. Despite the better quality of the diamond suit, you should bid hearts first. This is in accordance with the basic principle of bidding the higher ranking of two five-card suits first, planning to bid the lower-ranking suit next. It is also consistent with the policy of seeking a major-suit game rather than game in a minor suit.

If you were to name diamonds first and hearts second, partner would naturally assume that you had only four hearts, and the wrong contract might be reached.

2. Two spades. This is better than bidding two clubs, even though you are at the very top of the range for your raise. The trouble with a two-club response is that a rebid problem would arise if partner next bid two notrump, leaving you in the awkward position of having to choose between a pass and three spades (forcing).

By bidding two spades and thereby limiting the strength of your hand, you can circumvent future problems. The raise tells partner you have six to 10 points and trump support, which is as accurate a picture as you can paint under the circumstances.

3. Three spades. The jump-bid (forcing to game) shows 13 to 15 points, including at least four trumps. Your 11 high-card points and singleton diamond bring the hand into that range. With a diamond more and a spade less, two diamonds would be the best choice, intending to support spades at your next turn.

4. Four spades. This bid serves two purposes. First, given your trump support and distribution, there is a reasonable chance that game can be made even though you have only six high-card points.

Secondly, and even more important, with you holding so many spades and so few high-card points, there is a serious danger that the opponents can make a game or find a profitable sacrifice in hearts or clubs. The four-spade bid is made in the hope of shutting them out of the bidding.

Tomorrow: You don't need to be a CPA.
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East dealer.
 Both sides vulnerable.

NORTH		EAST	
♠	K 10 3 2	♠	Q 9 8 7 4
♥	Q 8 2	♥	6 5
♦	A 7 3	♦	J 9 5 2
♣	Q 10 5	♣	7 3

WEST		SOUTH	
♠	6	♠	A J 5
♥	J 10 9 7 3	♥	A K 4
♦	10 6 4	♦	K Q 8
♣	K 8 4 2	♣	A J 9 6

The bidding:
 East Pass South 2 NT West Pass North 6 NT
 Opening lead — jack of hearts.

You Don't Need to Be a CPA

Let's say you're declarer at six notrump on a given hand, and that after the opening lead you see that you have 12 ice-cold tricks regardless of how the opponents' cards are divided.

This is a happy state of affairs, you could say to yourself, but, sadly, situations like this don't occur all that often. Most of the time you'll have a choice of different ways to play the hand, and your ability to choose the best approach from two or more alternatives is what determines how good a player you are.

Consider the present case where West leads the heart jack against six notrump. The proper play at the start is very simple. You win with dummy's queen, lead the queen of clubs and finesse. If East was dealt the king, the slam would be a certainty, but, unluckily, West produces the king and returns the ten of hearts.

You win with the king, and since you now have 11 sure tricks, your only remaining chore is to guess which way to take the two-way spade finesse. This is a matter involving skill, not luck, so you put your thinking cap on and try to solve the problem.

The task proves to be an easy one, because when you cash the ace of hearts, East shows out, revealing that West started with five cards in the suit. When you next continue with three rounds of clubs, you learn that West started with exactly four clubs. You then cash the A-K-Q of diamonds, learning that West started with at least three diamonds.

With 12 of West's original 13 cards accounted for, you now know he cannot hold more than one spade. You therefore lead the spade five to the king and return a spade to your jack, knowing the jack will win. Thanks to your careful "spadework," this finesse, unlike most others, is 100 percent certain to succeed.

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Family Circus • Bill Keane

