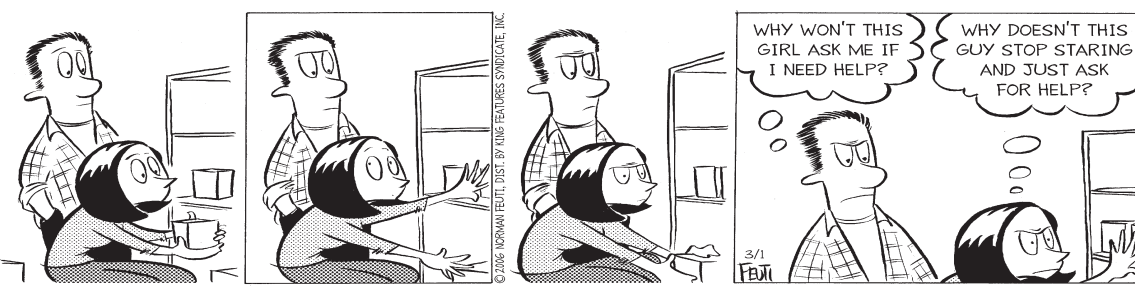
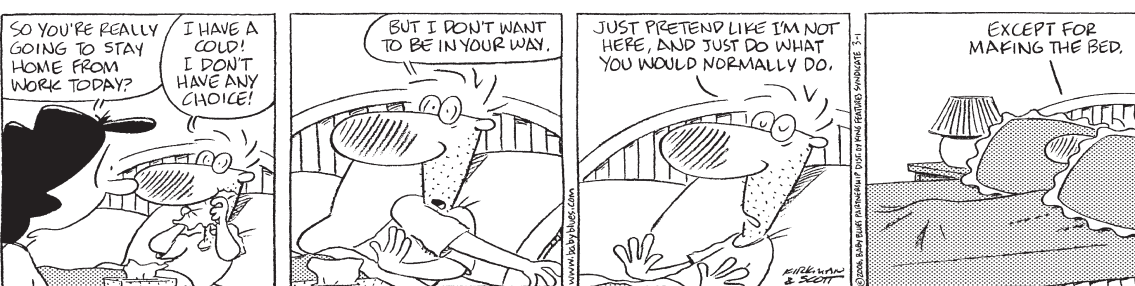


**Retail • Norm Feuti (Sample)**



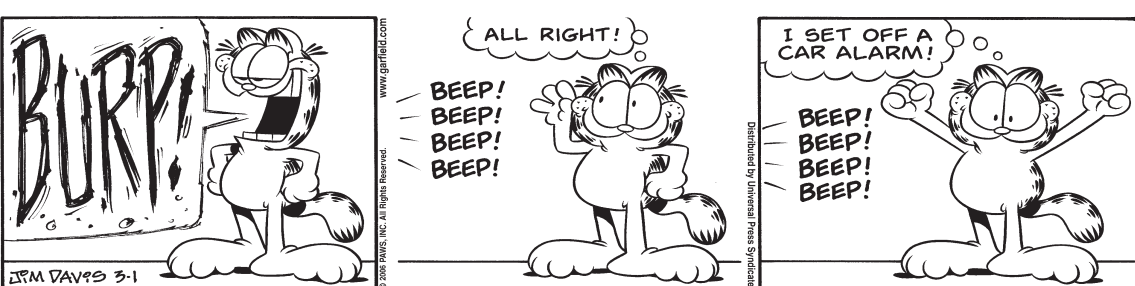
**Baby Blues • Rick Kirkman & Jerry Scott (Sample)**



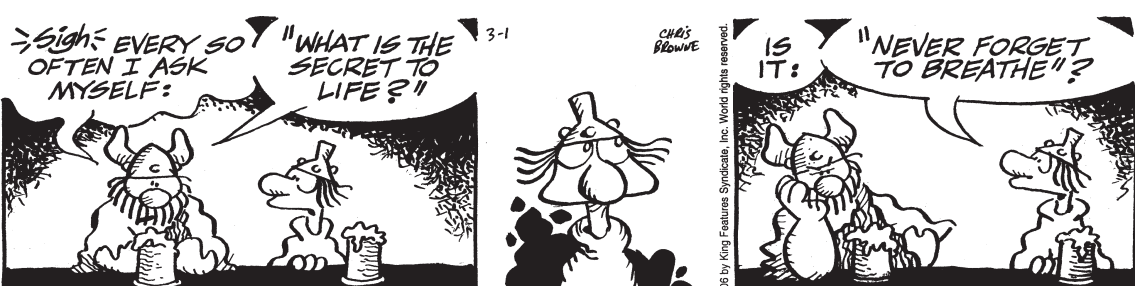
**For Better or Worse • Lynn Johnston**



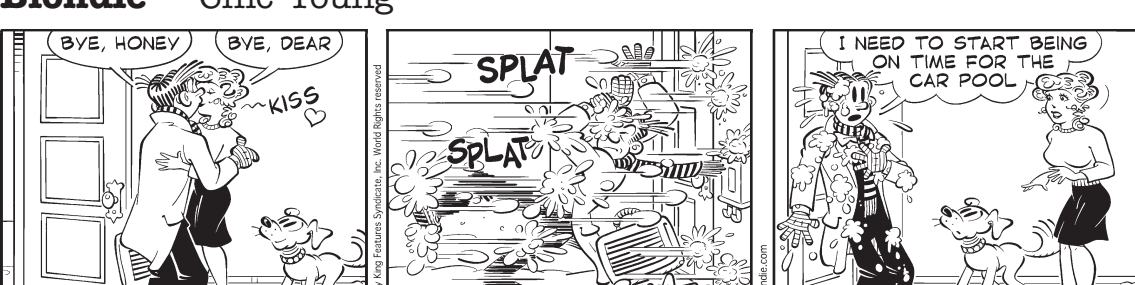
**Garfield • Jim Davis**



**Hagar the Horrible • Chris Browne**



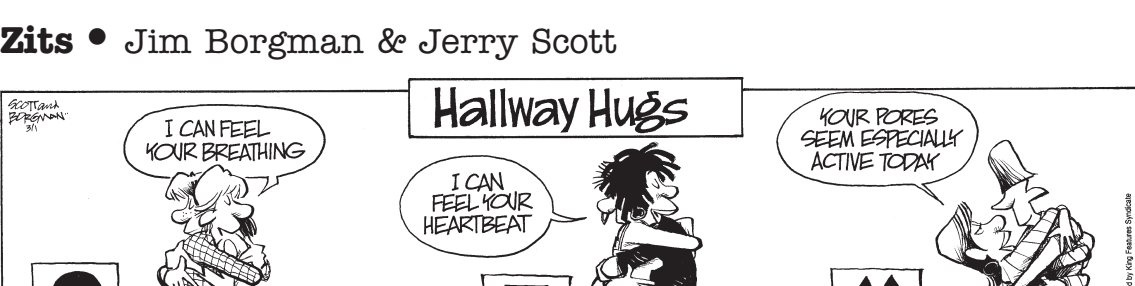
**Blondie • Chic Young**



**Beetle Bailey • Mort Walker**



**Zits • Jim Borgman & Jerry Scott**



**Sally Forth • Greg Howard**



**Cryptoquip**

2-28 CRYPTOQUIP  
 K HWUC'M PKW UXPN  
 MIKOONR QX IJN AQRON  
 UH IJN WUKR. Q QAKCQXN  
 JN JKR IU CNI QI IUKR.  
 Yesterday's Cryptoquip: IF A POTATO FARMER PLAYS AN INSTRUMENT, I'D SAY HIS FIRST CHOICE SHOULD BE THE TUBER.  
 Today's Cryptoquip Clue: I equals T

3-1 CRYPTOQUIP  
 QW U CIXUJAUS KGXA  
 WPULEIPJ JQZLQXVUIS  
 UELGXIK, Q KEBBXP QL  
 ZXENJ CPU BNUS XV AXIJK.  
 Yesterday's Cryptoquip: A FROG'S CAR ONCE STALLED IN THE MIDDLE OF THE ROAD. I IMAGINE HE HAD TO GET IT TOAD.  
 Today's Cryptoquip Clue: B equals P

**Crossword**

- ACROSS**  
 1 Options list  
 5 Boom times  
 8 Unaccompanied  
 12 It takes the cake  
 13 Alternative to "believe it"  
 14 Gunk  
 15 Baffle  
 17 Peruse  
 18 Excessively  
 19 Hateful  
 21 House-paint ingredient  
 24 Spill the beans  
 25 "Sad to say, ..."  
 26 One with real faith  
 30 Calendar abbr.  
 31 Groups of eco-communities  
 32 Sapporo sash  
 33 Tyro  
 35 Online journal
- DOWN**  
 22 Lotion additive  
 23 Piquancy  
 24 Jaunty chapeau  
 26 Rendered senseless  
 27 Lemming's cousin  
 28 Black, in verse  
 29 Predetermines the outcome  
 31 Child's play  
 34 Sudden incursion  
 35 Rifle part  
 37 Existed  
 38 Collapse  
 39 Hodge-podge  
 40 Cold War faction (Abbr.)  
 41 Second-hand  
 44 Historic time  
 45 Long March leader  
 46 — out a living  
 47 Roulette bet

**Solution time: 21 mins.**

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

Yesterday's answer 2-28

1	2	3	4	5	6	7	8	9	10	11	
12				13				14			
15			16					17			
18						19	20				
21	22	23				24					
25						26			27	28	29
30						31				32	
33						34				35	
36									37		
38	39	40						41			
42						43	44		45	46	47
48						49			50		
51						52			53		

- ACROSS**  
 1 Groovy  
 5 Beyond that  
 8 Jason's ship  
 12 Check out, in a way  
 13 Luau souvenir  
 14 Bellow  
 15 Game-show partner  
 17 Tree trunk  
 18 Man of La Mancha  
 19 Skeptical apostle  
 21 Quick drinks  
 24 Prepare for battle  
 25 Greet the villain  
 28 Greek letters  
 30 Mimic  
 33 Tic-tac-toe victory  
 34 Pine kin  
 35 Foil material  
 36 Wilde-beest  
 37 Six-sided state  
 38 Retainers  
 39 Meadow  
 41 Mexican money
- DOWN**  
 1 Barracks array  
 2 Curved molding  
 3 "The Good Earth" heroine  
 4 Slot-machine symbols  
 5 Carte preceder  
 6 Bottom line  
 7 Regiment  
 8 Vinyl shelter  
 9 Oscar, to Felix  
 10 Big bash  
 11 Mined-over matter  
 16 Modern-day X-ray (Abbr.)  
 20 Diner fare, maybe  
 22 Bog material  
 23 Backpack part  
 25 Glutton  
 26 Saturn auto model  
 27 Romance quest  
 29 Rue the run  
 31 Chart type  
 32 Navy newcomer (Abbr.)  
 34 Island shindig  
 38 Data-organization method  
 40 English salts city  
 42 Sauce source  
 43 Long-running Broadway show  
 44 Oodles  
 45 Skewer  
 47 Hamlet was one  
 48 Sicilian spouter  
 49 Stench  
 52 Whopper  
 53 Succor

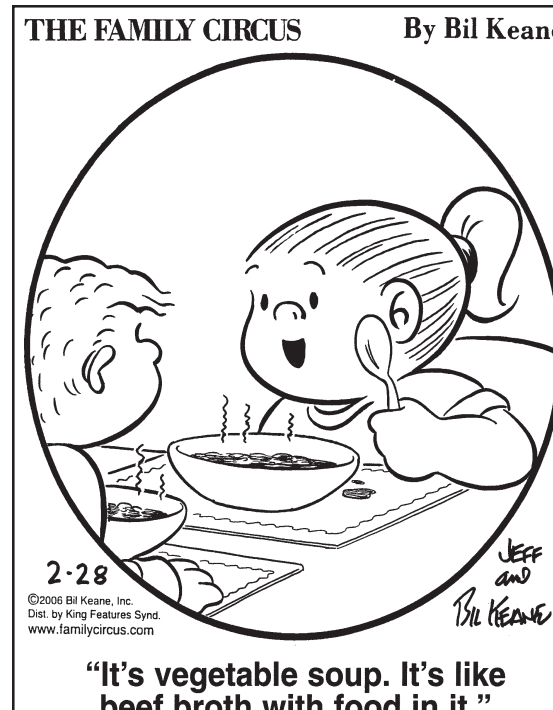
**Solution time: 21 mins.**

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

Yesterday's answer 3-1

1	2	3	4	5	6	7	8	9	10	11		
12				13				14				
15			16					17				
18						19	20					
21	22	23				24						
25	26	27				28			29	30	31	32
33						34				35		
36						37				38		
39	40					41			42			
43	44					45			46	47	48	49
50						51	52	53				
54						55			56			
57						58			59			

**Family Circus • Bill Keane**



**Bridge**

North dealer.  
 Both sides vulnerable.

**NORTH**  
 ♠ A Q 4  
 ♥ K 9 4  
 ♦ K J 5  
 ♣ J 9 6 3

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

**EAST**  
 ♠ K 10 3 2  
 ♥ 6 3  
 ♦ Q 9 7  
 ♣ Q 10 8 5

**SOUTH**  
 ♠ 8 7  
 ♥ A Q J 10 7 5  
 ♦ A 6 2  
 ♣ 4 2

The bidding:  
 North 1♣ East Pass South 1♥ West Pass  
 1 NT East Pass 4♥  
 Opening lead — king of clubs.

When declarer starts off with a 3-to-1 chance of making his contract, he has good reason to feel hopeful of the outcome. Even so, declarer would be derelict if he did not try to improve on the odds already in his favor. Consider this deal where West began by leading the K-A and another club against four hearts. South ruffed East's ten at trick three and could see that if either of two finesses worked — a 75 percent probability — he would make the contract. Accordingly, after drawing two rounds of trumps, he led a spade to the queen, losing to East's king. East returned the club queen, ruffed by South, who then cashed the diamond ace and led a diamond to the jack. When East turned up with the queen, South was down one. While it is true that South was unlucky to find East with both the spade king and diamond queen, the fact remains that he misplayed the hand. A much surer method of play, after cashing the A-K of trumps, is to lead the jack of clubs from dummy and discard either a spade or a diamond on East's queen! Saddled with the lead, East is forced to yield the contract whatever he chooses to do next. A spade return into dummy's A-Q hands declarer his 10th trick, and the same is true if East instead leads a diamond into dummy's K-J. By voluntarily conceding a club trick to East that he doesn't have to lose, declarer increases his 75 percent chance of success to 100 percent, and thus changes a high probability of success into a certainty of success. Opportunities like the one shown here don't arise all that often, but when they do they should be greeted with open arms. Tomorrow: Sylvia apologizes to partner. (c)2006 King Features Syndicate Inc.

East dealer.  
 Both sides vulnerable.

**NORTH**  
 ♠ 10 9 8  
 ♥ A 2  
 ♦ Q 8 7 4  
 ♣ 10 9 6 5

**WEST**  
 ♠ 6 3  
 ♥ K Q J 10 6 3  
 ♦ K J 9 5 2  
 ♣ —

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

**SOUTH**  
 ♠ A K Q 7 5 4 2  
 ♥ 5  
 ♦ A 3  
 ♣ 8 4 2

The bidding:  
 East 1♥ South 2♣ West 3♥ North 3♠  
 4♥ Pass 5♣ 5♥ Dble  
 Opening lead — king of hearts.

When Sylvia first started to play at the club, she followed the practice pursued by most beginners of trumping dummy's losers in her hand — even though she did not actually gain tricks by these maneuvers. So it was in this deal, where West led a heart against five spades doubled. After winning with dummy's ace, Sylvia promptly ruffed the deuce of hearts. By itself, this did not produce an extra trump trick for her — she had seven trump tricks with or without the ruff — but it gave Sylvia a feeling of supreme power to win a trick with a deuce. After drawing two rounds of trumps, she played the A-3 of diamonds. West took the king and returned the jack to dummy's queen, on which Sylvia discarded a club. Then, pursuing her policy of ruffing losers, Sylvia led dummy's last diamond and trumped it — with a club! She promptly apologized to her partner for this inadvertence, and did it so profusely that West, in a sporting gesture, offered to let her withdraw the club and substitute a trump instead. But Sylvia, always a stickler for the rules, insisted on letting the trick stand. So West won the diamond with the nine and unhappily found himself forced to lead a heart or a diamond. This in turn permitted Sylvia to ruff in dummy as she discarded the last club from her hand, so she wound up making five spades doubled! Of course, had she ruffed dummy's last diamond, she inevitably would have lost two club tricks to East and gone down one. Tomorrow: Extra chance. (c)2006 King Features Syndicate Inc.

