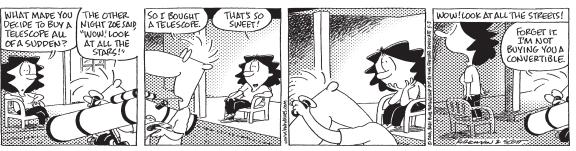
### **Retail** ● Norm Feuti (Sample)



**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



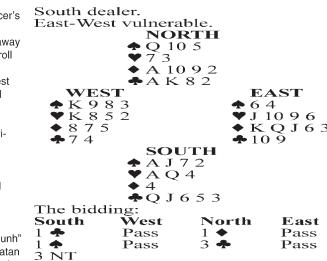
Cross	word		
ACROSS	<b>36</b> "A	DOWN	21 An-
1 "Clueless"	mouse!"	1 Perfor-	nouncer's
interjec-	37 Gift-tag	mances	gig
tion	word	2 Daytime	22 Hideaway
5 Ump	38 Computer	drama	23 Bankroll
8 Ella's	language	3 Evoking	<b>24</b> Pub
specialty	41 Chance,	an	request
12 Gabrielle	old-style	"Eeeww!"	25 Petrol
Chanel	42 Ball	4 Adversary	26 URL
13 Greek	<b>45</b> Tel	5 Transfix	part
mountain	_	6 Paradise	27 Uncivi-
14 Ness,	46 Appear-	7 Remote	lized
for one	ance	8 Pajama	28 Fool
<b>15</b> Biz	change	party	<b>29</b> "Yo!"
acquisi-	48 Kelly or	9 Dag-	31 Squid
tion	Rayburn	wood's	squirt
17 One of	49 Opposite	boss's	34 Sushi
HOMES	of post-	wife	item
<b>18</b> 007,	50 Lose	10 Alkali	35 "Unh-unh"
e.g.	color	neutralizer	37 Charlatan
<b>19</b> Chaps	51 Tech sch.	11 The	38 Tweety's
<b>20</b> Like a	grad	bunch	home
snake's	52 Yon	16 Portent	39 It takes
eyes	maiden	20 Clothing	the cake
<b>21</b> Dog doc	53 Circulate	protector	<b>40</b> Bob's
<b>22</b> Quick			longtime
swim	Solution tim	ne: 21 mins.	friend
23 Cart	BROPA		41 Aesopian
26 Actress		1 O E W E R	also-ran
Kerr	A C M E P A		42 Office
<b>30</b> Jai —		QUESTS	shape
31 Physicist's		I E R N I E	43 Start from
bit			scratch
32 Bouquet	GIBBS.	JEZEBEL WON	44 Cauldron

33 D 35 Ir	olde )rop nforn ve		0	A L G E O O	N A D E R	I L	à	D D L R I O S P A	E	<b>46</b> S	onte Spee eter a Askev	dom- lbbr.
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# Bridge



Opening lead — eight of diamonds.

### Lost in the Twilight Zone

The chief danger in many deals lies in playing impulsively at a critical point instead of taking the time to think things out. Hasty play is advantageous in some games, but not in bridge.

Assume you're in three notrump and West leads the eight of diamonds. You can't afford to rise with the ace, which would leave the diamonds wide open, so you cover the eight with the nine, which loses to the jack. You plan to duck the next diamond if East returns the king, since East is marked by the opening lead with the K-Q-J. However, East shifts to the jack of hearts at trick two.

This is the moment when you must take care not to act too quickly by playing the queen. The temptation to finesse, whenever you have the A-Q-x facing two small, is almost irresistible, but it would be a dreadful play to make here.

If you go up with the ace, you can be 100 percent sure of the contract, regardless of how the cards are divided. You simply cross to dummy with a club and lead the queen of spades, planning to finesse. Win or lose, you are certain to score at least three spades, five clubs and the two red aces.

But if you finesse the queen of hearts, which you might do if you were thinking of where you parked the car that morning, a sad fate would befall you when West took the king and returned a heart.

You would take the spade finesse later on, in an effort to make the contract, but ultimately you would go down one, losing three hearts, a diamond and a spade.

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	Neither sid			
<b>)</b> "Lion		NOR	ГН	
King"		<b>A</b> K 8	52	
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6 Curmudg-				
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<b>)</b> Exist	<b>♥</b> KJ7€	)		A 10 3
<b>3</b> Solidify	◆ Q J 8			095
1 Mimic	<b>+</b> 972			Q 4
5 Ed, to		SOUT	ГН	
Johnny		<b>•</b> —		
7 "Terrif!"		♥Q 8 5	2	
9 IRS		<b>♦</b> 6 2		
		<b>♣</b> K J 10	) 8 6 5 3	3
employee	The biddin	ø:		
<b>)</b> Kennedy		East	South	West
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7 Trawler	Opening le	ad - six	c of hea	rts.
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### The Road to Good Defense

Ident To be a good defender, you must do a lot of theorizing about the composition of the two unseen hands. Fortunately, there are nearly always clues that stem from either the bidding or the play, so that the best method of ext? defense need not be treated as sheer guesswork. Take this case where East-West are defending ch against five clubs. It is not difficult for West to find a heart lead, given the reluctance of both North and South ۱id to bid notrump at any point. cal East wins the heart with the ace and returns of the ten. He hopes partner has the K-J, in which case, if oop dummy can be forced to ruff a heart, East's queen of clubs will become the setting trick. er Declarer covers the ten with the queen, and West wins with the king. West does not know at this 11 point that East has the Q-x of clubs, but he can easily deduce that the jack-of-hearts continuation offers the best chance of defeating the contract. West arrives at this conclusion by assuming that South, who bid clubs three times, must have at least seven of them. Since declarer has already produced two hearts, it follows that South's four unknown cards, whatever they are, are fully covered by dummy's two sets of 30 A-K's. It is therefore clear that no advantage can accrue from returning a heart, a diamond or a trump at trick three. The only real chance is that East has either the Q-x or J-10 of clubs, in which case forcing dummy to ruff a heart will promote a trump trick for the defense. 50 If West fails to lead the jack of hearts at trick three, declarer makes the contract, but with that lead, South must go down one. Tomorrow: The never-say-die spirit. (c)2006 King Features Syndicate Inc.

Zits • Jim Borgman & Jerry Scott



#### Sally Forth • Greg Howard







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### Cryptoquip

-	
HWOZOD, BGFOZQL,	K LHYD WD TYSKDO Y
WGQBM O EKBBL, XGQDM	XKHT ZCDECFCU YFWIDU
NOBL EKGEDK VODD HF	CYEKDO YDU UFKDSKDO,
"VKBF GWO XGNOB?" Yesterday's Cryptoquip: THE OLD CHURCH, LACKING ANY KEYBOARD INSTRUMENTS, MAY SOON BE SEEKING AN ORGAN DONOR.	Z Y H H C U "O I H L X K Z E K W D ." <b>Yesterday's Cryptoquip:</b> IF A GAL, NOT A GUY, FOUND A PENNY, WOULD MANY PEOPLE CALL IT "CENT OF A WOMAN?" Tradevic Crusternin Cluss V eracle A
Today's Cryptoquip Clue: E equals P	Today's Cryptoquip Clue: Y equals A

# Family Circus • Bill Keane

55

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"Today was a lot like yesterday, Grandma. So you're right history does repeat itself."



"I'd be better at marbles if it was a video game."