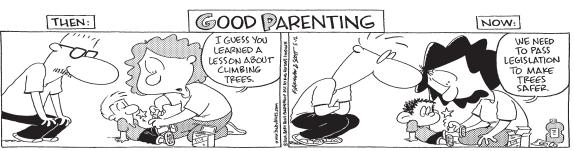
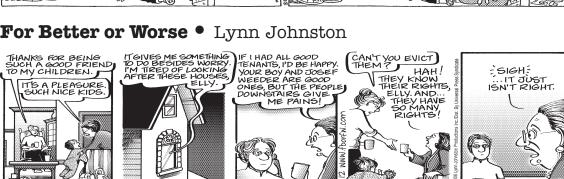
Page 14 Colby Free Press Friday, May 12, 2006

Retail • Norm Feuti (Sample)



Baby Blues • Rick Kirkman & Jerry Scott (Sample)





Sally Forth • Greg Howard

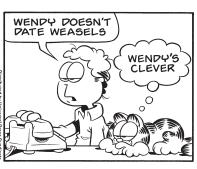




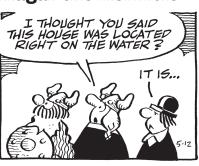
Garfield • Jim Davis







Hagar the Horrible • Chris Browne





Blondie • Chic Young







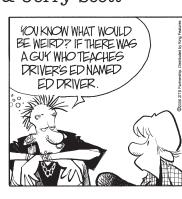
Beetle Bailey • Mort Walker





Zits • Jim Borgman & Jerry Scott







Cryptoquip

FKOY TSRO XOLGT FLYALLVL ACPT

LSUUTPYTZ KSMBP AJSA'U $L \quad T \land O \circ Q \circ C$ RLPO

CGJYP, CS WSV TVQQSTO HSZ AVV MZBYJAOQ OBA:

AKOW OYC VQ XGVJY AOL? Yesterday's Cryptoquip: IF A FILTHY RICH LADY HAILS FROM AN ISLAND NEAR SICILY, IS SHE A MALTA-MILLIONAIRE?

Today's Cryptoquip Clue: S equals O

"MOBPXTX MQ AJT HOBYJA." Yesterday's Cryptoquip: WHEN SOME BEARS WANT TO MAKÉ A ŜTEEPED DRINK, DO YOU SUPPOSE THEY END UP BRUIN TEA? Today's Cryptoquip Clue: V equals O

Crossword

- ACROSS 51 Wapiti 34 Amor-20 See 1 Cover 31-Across 4 Weak sci-fi **DOWN** 21 From the as an baddie 1 Started top 35 Ethereal 2 One of the 22 Like many excuse 8 Domesti-36 What Gershwins animals cate quibblers 3 Article 23 Fleur-de 12 Historic split opener
- time 37 Madagas-4 Expire 25 Gang or 13 Off base car critter 5 Vacation game **40** Pay 14 Alkali ender ina neutralizer heed to 6 Actress 26 Confirm **15** Tropical 41 Finished Gretchen 27 Stench tree 42 Flood 7 Shade 28 Plagiarizes
- 17 Main-46 Tarzan's source 8 Papeete's 30 Use a tained transport 18 Uncompli-**47** Egg island teaspoon container 33 Wreath cated 9 Dogfight 19 Danger 48 Ballmaterial fighters bearing 10 "Got —? 34 Confedous **20** Quiz 11 Vortex item eration

49 Tishri 16 Right on answer 36 Sugges-22 Hand preceder the map? tions 50 Trawler over 19 Answer 37 Cupid's 24 Troop specialty group Solution time: 25 mins 25 Jeff business? Probst's 39 Diner's show card **29** Yen 40 Has no fraction alternative

30 Mobius 42 Hostel 43 Society-31 Commo tion 32 Suffers 44 A util in the mouse! heat

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22 Michel-

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36 "Pink

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DOWN

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2 Took the

ACROSS 1 Comestiduck 4 Court angelo 42 Neverthebles (Sl.) activity master-**5** Tree trunk less **5** Mass piece 9 Urban 44 A little confusion 24 June transport lower? 6 Reed birthstone 12 Bonheur 48 Wish instrument 25 Cistern or Parks otherwise Grass-26 Reply to a 49 Shrek, e.g. 13 Black, to hopper J.P. **27** URL Browning? **50** Eastern 8 Em Waste bigwig halves suffix not a 51 Grecian 9 Burn most moment vessel around often 15 Midmonth 52 He's the edges 29 Stannum date 10 Show that 30 Listgonna 16 Medics get it gave us ending 17 Oklahoma 53 Cell body "Every abbr. Story Is a 31 "Zip-a-54 Old man citv 18 Make 55 Individuals Love Dee-Doocoffee 56 "Sports-Story' 35 It's good 19 Moldovan Center' 11 Abacus money net compofor a

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20 One

3 Addict

39 Gunk 23 Hot tub frazzle bus **25** Prey 40 Emana-41 Provide out 32 Pueblo pro tem 43 Canal 33 Big dog zone 45 Biblical from prophet Japan **34** "Love 46 Flaccid apple" 47 Drescher 36 Tool Lebowitz 37 Remiss 49 Discover-38 Computer

Yesterday's answer 5-13 16 29 | 30 | 31

Family Circus • Bill Keane



"Yipe! I've changed a lot since this baby picture was taken!"

Bridge — Bidding Quiz

You are South, both sides vulnerable. The bidding has

South West North East Pass 1 [H] 1 [C] 1 [S]

What would you bid now with each of the following six hands? 1. [S] Q94 [H] Q2 [D] K83 [C] AQ765

2. [S] 4 [H] KQ83 [D] AK6 [C] KQ873 3. [S] 87 [H] K64 [D] KQ5 [C] AJ732 4. [S] KJ94 [H] 5 [D] A92 [C] AKJ43 5. [S] 85 [H] AJ74 [D] AQ [C] KQ652

6. [S] AJ8 [H] Q2 [D] A10 [C] AQJ964

1. Pass. East's spade overcall relieves you of the obligation to respond to partner's heart bid, and by far the simplest way of letting him know you opened a minimum is to pass. To bid one notrump at this stage would tend to indi-

cate something more than a dead-minimum opening, while to bid two clubs would show a better hand and a stronger suit than you have. 2. Four hearts. You certainly aren't going to play this hand in less than game, so you bid four hearts to show

the expectation of making 10 tricks even if partner has only six points. Three hearts — a nonforcing bid — would be alto-

gether inadequate. 3. Two hearts. Admittedly, you'd like to have four

trumps for the raise, but three is all they dealt you. Raising with three-card support is surely better than passing and running the risk that partner will allow East to play in one spade. 4. Double. With six probable defensive tricks in your

hand, and a partner likely to contribute at least one or two more, the best contract appears to be one spade doubled played by East. Some of the biggest profits in bridge are collected on

5. Three hearts. Game prospects are good, but not good enough to ensure 10 tricks. All you can properly do at this point is make a jump-

hands where the opponents bite off more than they can

raise to invite partner to undertake game. If he passes, which he might do with a bad hand, he may have to struggle to make even nine tricks. The raise to three hearts shows 16 to 18 points, including distributional 6. Three notrump. It would be wrong to bid only two

notrump or three clubs at this stage, either of which partner could pass with minimum strength for his one-heart You should feel confident of making nine tricks in

notrump and disregard the relatively few hands partner might have that would not produce a good play for game.

East dealer. Both sides vulnerable **NORTH** A 8 **y** 9 ◆ Q 10 7 6 5 2 🛧 À Q 7 3 WEST ♠ J 9 4 2 **♠** K 10 7 6 3 **♥**AKJ8543 **♥** Q 10 6 **♣**J 10 6 2 SOUTH **↑** Q 5 **∀** 7 2 ◆ A K J 8 3 **♣**K 9 The bidding: East South Pass — king of hearts. Opening lead

There's Only One Right Play

Assume you're declarer with the South hand at five diamonds. West leads the king of hearts and shifts to the deuce of spades. How would you proceed?

The actual South played low from dummy, losing to East's king. East then exited with a spade to the ace, and when the clubs later turned out to be divided 4-1, declarer went down one.

South should have made the contract, however. His downfall came at trick two, when he should have gone up with dummy's ace of spades instead of playing low. This was the right thing to do for the best possible reason: Playing the ace guarantees the contract 100 percent regardless of who has the spade king or how the clubs are divided.

Observe what happens if declarer takes the ace at trick two. He next plays the ace of trumps, ruffs a heart in dummy and cashes the ace of clubs. After these preliminary moves, he then exits with a spade.

It doesn't matter to him which opponent wins the trick. In the actual case, East takes the king, but has no effective return. A heart or spade lead yields a ruff-and-discard, permitting South to dispose of his club loser; a low club permits declarer to win with the eight; a high club is taken in dummy and, after West shows out, leaves declarer with a marked finesse against East's remaining honor. The contract is likewise certain if West is the player with the king of spades. After taking the king, he would have to present declarer with a ruff-and-discard, or else make a similarly suicidal club return. Either way, South is sure to score 11 tricks.

Of course, it might have turned out that the clubs were divided 3-2 all along, and that either spade play from dummy at trick two would have been successful. While this is true enough, the fact remains that a method of play that is likely to succeed is not nearly as good as a method of play that is sure to succeed.

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"Mommy, can you take me shopping and not look at what we buy?'