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# **Baby Blues** ● Rick Kirkman & Jerry Scott (Sample)



### For Better or Worse • Lynn Johnston

THANK YOU FOR MY NAME, JESSE. IT'S BEAUTIFUL.







## Garfield • Jim Davis







## **Hagar the Horrible •** Chris Browne





## Blondie • Chic Young







# **Beetle Bailey •** Mort Walker

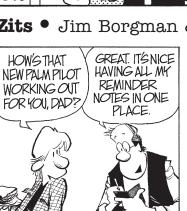




# **Zits** • Jim Borgman & Jerry Scott

WLVILUI ZAIBIAW XL

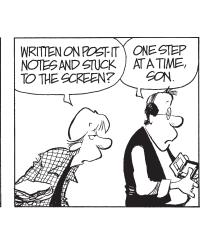
MRXCLJX QIXXRUQ



Cryptoquip

TSXI





# LOIGUNY NHHXO

NH PSGKA LSYGOHGOF, N

WIOHXDO GPUG 0 S X K F

MSUXW UL ARUQW SXXSYCIT. Yesterday's Cryptoquip: WHAT DID THE BOWLING

VSAARIT, R WJZZLWI CI

PIN PROCLAIM TO THE APPROACHING BOWLING BALL? "PLEASE, SPARE ME!"

Today's Cryptoquip Clue: Z equals P

LIOUGO U GSWNLUK HGSID. Yesterday's Cryptoquip: IF SOMEONE PREFERS TO DATE WITHOUT GETTING MARRIED, I SUPPOSE HE WANTS NO RINGS ATTACHED.

Today's Cryptoquip Clue: G equals T

# Crossword

13

14 F

15

ROSS	36	Rids of	DC	NWN	24	One of
Diamond		rind	1	Eurasian		HOMES
arbiter	37	Decem-		range	25	Change
Skirt		ber	2	Silent		for a
ength		birthstone		actor		fifty
Cop's	39	Scale	3	Bard	26	At the
orotective		member	4	Punk		home of
garb	40	Put into		hairstyle		(Fr.)
Carnival		the mix	5	Pastoral	27	Eastern
city	41	Hire		work		royal
Valhalla	45	"Lion	6	Insult (Sl.)	28	State
۷IP		King"	7	Whole		with
Rainbow		villain		number		conviction
February	48	Septem-	8	Wakefield	29	Bleacher-
oirthstone		ber		cleric		ite

9 Historic 32 Kind of 17 Overly birthstone **50** 1960s theatrical chair or period 18 Deadly 10 Scrooge musical tie 51 Hodge-19 JFK info 33 Jackie portrayer 21 Piercing 11 Recipe Gleason podge 52 Bottom 22 January 16 Macbeth's 35 Pantheon birthstone 53 Actress member title Rossum 20 Bugs's 36 Cheertempered 54 Paper "devil" foe leader's 23 In the quantity prop 55 Pond fish **38** Tote area of

one Shriner's **39** Old chapeau Solution time: 25 mins. 30 Previous photo 42 Nexus **31** Own 43 Sandwich Sherman 44 Bigfoot's called it hell kin **45** The 33 Picnic lassie hamperer 34 Away 46 Rotating from part WSW 47 Intention 49 Brewery table call

40 Approach- 3 Merriment 25 Not Rep. **ACROSS** 1 Impro-4 Shellor Dem. ing vises 42 Carte game item 26 Lowly 6 Dull lead-in 5 Kal-El's people 28 Clergy 12 Environ-44 Newts alias ment 46 Year-end 6 Scoff 30 Not worth

13 Smoothholiday 7 Demons 50 Sodadoings 31 Tackle's ing device shoppe 8 Lustrous 14 Catch treat black 33 Baby 15 Which-52 Disserta-9 Cowardly 10 Requireever one tion

ment

11 Screws

12 Bumped

18 Inflexible

bin. -

Berliner"

weather

23 Under the

24 "Ulalume"

writer

into

21 "lch

up

54 Manet or

Monet

17 Count 55 De-soaps **56** Old counterpart Spanish 19 Mag. money staffers **57** Long

22 Round DOWN Table 1 Veritas address source 24 Spot on a 2 Choir member domino 27 Mosque Solution time: 27 mins.

16 Gridlock

sound

20 Throng

29 Come in last 32 Rare 35 Dutch cheese 36 "Peter Pan" pooch

chaw

**37** Cow's 38 007, e.g.

15 55

## Family Circus • Bill Keane



"They oughta have glass-bottom planes, so we can see what we're flying over.'

## Bridge — Bidding Quiz

You are the dealer, both sides vulnerable. What would you bid with each of the following three hands: 1. [S] KQ863 [H] AQ [D] KQ5 [C] AJ7

2. [S] K9842 [H] AKQ93 [D] 9 [C] 85 3. [S] AK943 [H] — [D] 864 [C] KQ875

1. Two notrump. The only bids that can be seriously considered are one spade and two notrump. There are several objections to the one-spade bid. First, there is the danger that partner might pass with four or five points, and a good game contract might be missed. Then there is the possibility that partner might respond one notrump, which you would have to raise to three notrump - a contract that would probably play better with the strong hand as declarer rather than as dummy. Also, there is the natural ambiguity associated with

any opening of one of a suit, a bid that can run the gamut of high-card values and distribution. As opposed to this, the two-notrump bid delivers a precise message all in one breath. It shows 21 or 22 points (some play 20 or 21), balanced distribution and

stoppers in all suits — which is exactly what you have. The most descriptive bid almost always works out best. 2. One spade. After opening with one spade, you intend to bid your hearts twice, thereby implying at least a 5-5 distribution. You do this even though the hearts are much stronger than the spades.

If you were to bid hearts first and then follow up by bidding spades twice, you would mislead partner on two counts: First, he would assume that you had six hearts and five spades. Secondly, because such a sequence would constitute a "reverse," indicating 17 points or more, partner would assume you had a much stronger hand than you actually have. 3. One club. While it is true that the higher ranking of

two five-card suits is ordinarily named first when opening the bidding, as in the previous problem, an exception is usually made when the two suits are spades and The reason for the exception becomes apparent when the rebid problem is considered. If you were to

open one spade, it would be necessary to go into the three level to show your clubs if partner responded two hearts or two diamonds, and this might easily get you overboard or result in your winding up in the wrong suit. By opening one club, the spade suit can next be

shown on the one level if partner makes the expected response of one diamond or one heart. It is true that at that moment, partner will think you have only four spades, but you plan to bid spades again at your next turn, thereby informing him that you have five spades rather than four. At the same time, this will tell him that you have five or six clubs, since you would not have opened one club with a holding of five spades and only

**NORTH** 

♦ K Q 9 5 2

**↑** A K 7 **♥** J 7 5 2

South dealer.

a -

teammate

nightmare

sitter's

**34** Trail the

pack

**41** Zoo

39 Fermenta-

howler

**42** Now, in

43 Tackle-

45 Greek-

**48** Bor-

tion cause

an e-mail

ingredient

47 Cold War

rower's

burden

ceous

charac-

51 Conk out

no time

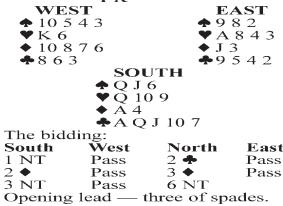
at all

49 Curva-

ter?

53 Waste

Both sides vulnerable.



## **David Versus Goliath**

Bad contracts sometimes produce good drama, as seen in this deal where declarer got to six notrump missing the A-K of hearts.

There is no way West could have known to lead a neart — which would have spoiled a good story — and he instead made the more prosaic lead of a spade. It might seem that declarer should still have gone

down one since the diamonds were divided 4-2 instead of 3-3, but South managed the affair exceptionally well

and brought the slam home. He won the spade lead with the ace, cashed the king

of clubs, returned to his hand with a spade and played the A-Q-J-10 of clubs, discarding three hearts and a diamond from dummy to produce this position:

North [H] [D] KQ95 West K 6 [D] 10876 East [H] [D] A843 J3 South [S] Q109

Α4 When he next led a spade to the king, West had no choice but to discard a heart, and when declarer then cashed the A-K of diamonds, felling East's jack, the

crucial point of the play was reached. Assessing the situation perfectly, South led the jack of hearts from dummy, sounding the death knell for the

East could not afford to rise with the ace, so he ducked. West won with the king and was forced to return a diamond from the 10-8 to dummy's Q-9, whereupon declarer finessed the nine to put the final touch on a very well-played hand.

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"Our family's plane trip was fun, cept for when we ran into some disturbulence."