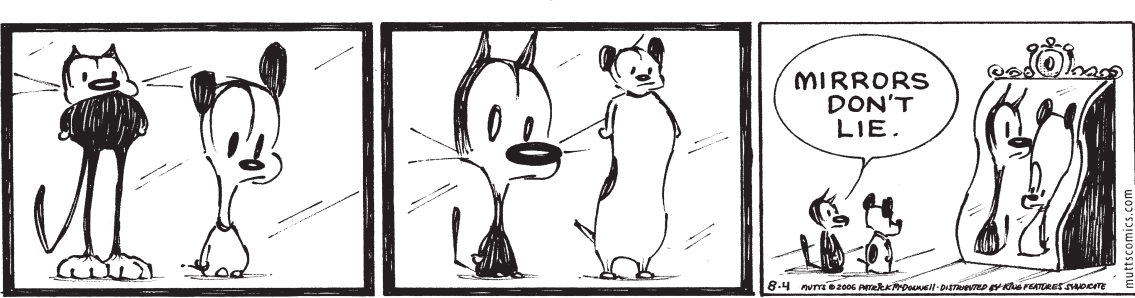


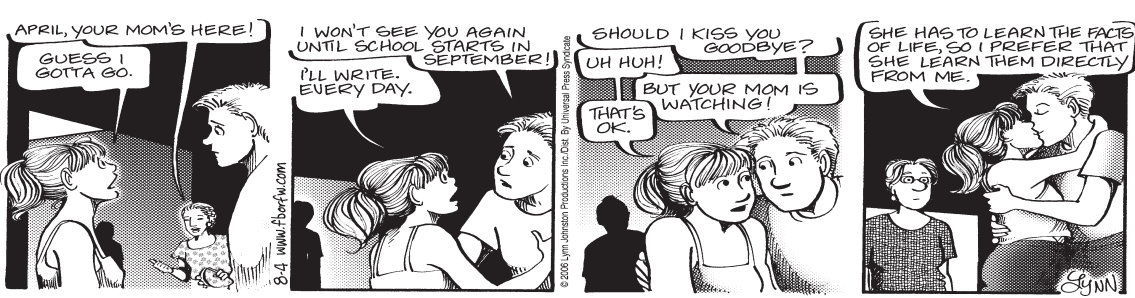
**Mother Goose & Grim** • Mike Peters (Sample)



**Mutts** • Rick Kirkman & Jerry Scott (Sample)



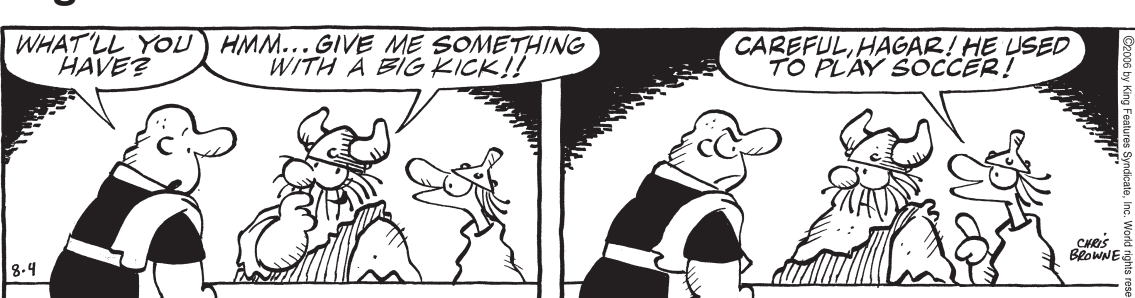
**For Better or Worse** • Lynn Johnston



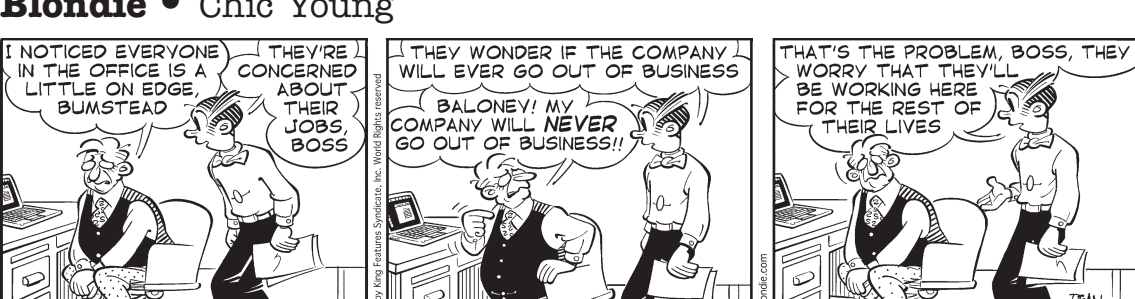
**Garfield** • Jim Davis



**Hagar the Horrible** • Chris Browne



**Blondie** • Chic Young



**Beetle Bailey** • Mort Walker



**Zits** • Jim Borgman & Jerry Scott



**Sally Forth** • Greg Howard



**Cryptoquip**

ASH Z KYTH WSMTC WGTZD | OXHL Y UHVJTL'J RTI MJ  
 JTGCALZQ ZDDTLDSAL DA | RZJB UXGJMWYK KYITV,  
 USCYTC YT JGTJZGTC, SC | OTZKC GTZ JYG BXYB XH  
 DYZD DTLUTG AMLT KZGT? | HYVLJ Y EYLZYK MLWTEH?  
 Yesterday's Cryptoquip: I AM VERY SURE | Yesterday's Cryptoquip: IF A CHEF GIVES  
 SOMEONE LIKE GOLD-MEDALIST GREG | GREAT PERSONAL ATTENTION TO DISHES HE  
 LOUGANIS KNOWS EVERY DIVE IN TOWN. | PREPARES, IS THAT TENDER OVEN CARE?  
 Today's Cryptoquip Clue: D equals T | Today's Cryptoquip Clue: G equals Y

**Crossword**

**ACROSS**  
 1 "O Sole —"  
 4 Comical Caroline  
 8 Overly theatrical viper  
 12 Venomous  
 14 Neighborhood  
 15 Chestnuts' site, in song  
 17 Venue for Holyfield  
 18 Bleak, filmwise  
 19 Flat paper?  
 20 Ain't got  
 22 Debauched one  
 24 Canyon phenomenon  
 25 Reins  
 29 Pi follower  
 30 Unclear  
 31 Shell-game need  
 32 Withholds

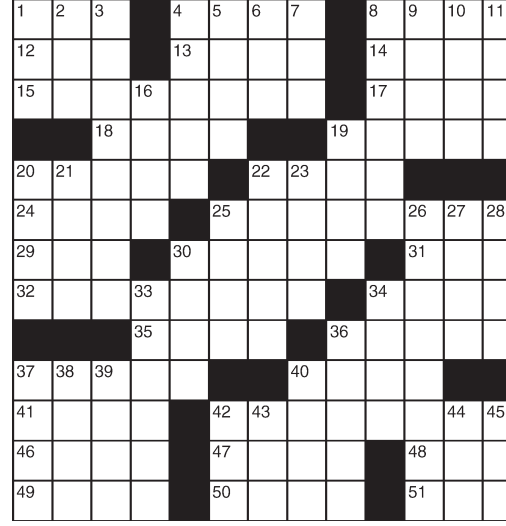
**DOWN**  
 1 1960s jacket eponym  
 2 AOL, for ex.  
 3 Nonunion setup  
 4 Update the equipment  
 5 Locks  
 6 Goof up  
 7 Pub  
 8 Vocation  
 9 Met melody  
 10 Clothing-store department  
 11 Senate staffer  
 12 Forbidden activity  
 13 Guitars ancestor  
 14 Drove's group  
 15 Finished  
 16 Thickly populated  
 17 Palatal pendant  
 18 Hawk  
 19 Streamlet  
 20 Showing polish?  
 21 — Domini  
 22 Gilpin of "Frasier"  
 23 Have bills  
 24 Slender  
 25 Did laps, maybe  
 26 CSA  
 27 Soldier

**21** Rue the run  
**22** Radioer's assent  
**23** Responsibility  
**25** Bear lair  
**26** Freedom of access  
**27** Not so much  
**28** Japanese beverage  
**30** "— Las Vegas!"  
**33** Deodorant type  
**34** Fender bender  
**36** Pants material  
**37** Caspian Sea feeder  
**38** Tarzan's transport  
**39** Radius's neighbor  
**40** Miles of film  
**42** Chances, for short  
**43** Seat of the church?  
**44** Ram's mate  
**45** Society newbie

**DOWN**  
 1 1960s jacket eponym  
 2 AOL, for ex.  
 3 Nonunion setup  
 4 Update the equipment  
 5 Locks  
 6 Goof up  
 7 Pub  
 8 Vocation  
 9 Met melody  
 10 Clothing-store department  
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 17 Palatal pendant  
 18 Hawk  
 19 Streamlet  
 20 Showing polish?  
 21 — Domini  
 22 Gilpin of "Frasier"  
 23 Have bills  
 24 Slender  
 25 Did laps, maybe  
 26 CSA  
 27 Soldier

**Solution time: 25 mins.**

YESTERDAY'S ANSWER 8-4



**ACROSS**  
 1 Chinese dog breed  
 5 Entreaty  
 9 "Great!"  
 12 Emanation  
 13 Ladder component  
 14 Right angle  
 15 Metal dross  
 16 Hodge-podge  
 17 Greek vowel  
 18 Headlight?  
 19 Oktoberfest item  
 20 Amorphous mass  
 21 Slight bite  
 23 Ruin the veneer  
 25 Had better rethink  
 28 A Musketeer  
 32 Dizzying designs  
 33 Duck

**DOWN**  
 1 Moolah  
 2 Luau  
 3 Exam format  
 4 Oater  
 5 Cue  
 6 Lollapalooza  
 7 Baffler  
 8 Past  
 9 Sense  
 10 Sax range

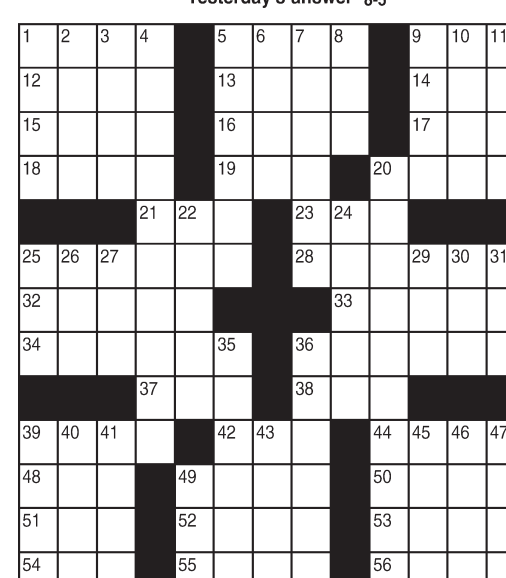
**34** Kate Hepburn's foursome  
**36** Star Chicago running back  
**37** Charged bit  
**38** Superlative ending  
**39** Depressed  
**42** Expert  
**44** Massages  
**48** — out a living  
**49** Go no farther  
**50** From the top  
**51** Listener  
**52** Wile E.'s supplier

**53** Notion  
**54** Easter egg enhancer  
**55** Son of Odin  
**56** Standard

**11** Spill the beans  
**20** Source of easy money  
**22** Preamble  
**24** Geometry answers  
**25** Cattle call  
**26** Boom times  
**27** Pouch  
**29** Welcome sight?  
**30** "— not choose to run"  
**31** Yen fraction  
**35** Grab  
**36** Eye  
**39** "Monopoly" card  
**40** Suitable  
**41** "— off to see ..."  
**43** "It's impossible" singer  
**45** Destroy  
**46** "Cheers" order  
**47** Emulated  
**49** Perched

**Solution time: 27 mins.**

YESTERDAY'S ANSWER 8-5



**Bridge**

**You are South** and have the following hand:  
 ♠ AQ953 ♥ 10 ♦ K6 ♣ AQ872

**1. The bidding has gone:**

North	East	South	West
1 ♦	Pass	1 ♠	Pass
1 NT	Pass	3 ♠	Pass
3 NT	Pass	?	Pass

What would you bid now?

**2. The bidding has gone:**

North	East	South	West
1 NT	Pass	3 ♠	Pass
3 NT	Pass	4 ♠	Pass
4 ♠	Pass	?	Pass

What would you bid now?

**3. The bidding has gone:**

North	East	South	West
1 ♦	Pass	1 ♠	Pass
2 ♠	Pass	3 ♠	Pass
4 ♠	Pass	?	Pass

What would you bid now?  
 \* \* \*

**Bidding Quiz**

1. Pass. Partner has a minimum opening bid, judging from his one-notrump rebid, and he does not appear to be enamored with either of your suits. Since a slam is unlikely under these circumstances, and because there is no good reason to insist on playing the hand in one of your suits, the best bet is to pass. Partner's hand may look something like: [S] K6 [H] AK7 [D] Q9752 [C] J64, in which case three notrump would be relatively safe while a slam would have almost no chance.

2. Six clubs. You can't very well settle for less than either six clubs or six spades opposite an opening 16- to 18-point notrump bid — even though partner seems unenthusiastic about a slam.

However, since he may easily have better clubs than spades in this sequence, you should offer him a choice of suits by jumping to six clubs. Partner may have: [S] K8 [H] K972 [D] AQ94 [C] KJ3, in which case the proper contract would be six clubs.

3. Six spades. Partner's two-spade bid showed a hand in the minimum opening bid range, with three- or four-card spade support.

However, his jump to four spades shows that his two-spade bid was on the upper end of the range, and that he also has four spades — which is about all you need to know to undertake a slam.

You could use Blackwood first, if you were so minded, but you'd surely bid a slam whether partner showed one or two aces in response. Partner's hand might look something like: [S] KJ64 [H] 72 [D] AQ853 [C] K10.

South dealer.  
 North-South vulnerable.

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

**WEST**  
 ♠ K 9 8 7 4 3  
 ♥ Q 6 2  
 ♦ K Q J  
 ♣ 4

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

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

The bidding:  
 South West North East  
 1 ♣ 1 ♠ 2 ♣ 2 ♠  
 3 NT 4 ♠ Pass Pass  
 5 ♣

Opening lead — king of diamonds.

**No Way Out**

In notrump contracts, declarer frequently refuses to win the first trick even though he has the ace. This refusal to win the trick, called a hold-up play, usually occurs when declarer is under attack in a suit where he is relatively weak. The purpose of the hold-up is to interfere with enemy communications.

The hold-up occurs much less frequently in suit play, but it can be just as effective as the hold-up in notrump play. Here is a case in point.

South reaches five clubs as shown, and West leads the king of diamonds. If South takes the king with the ace, he ultimately goes down one. Whenever he returns a diamond, West wins with the jack and shifts to a low heart. East's king forces the ace, and declarer winds up losing two diamonds and a heart.

But if South ducks the diamond king at trick one, he makes the contract regardless of what West does next!

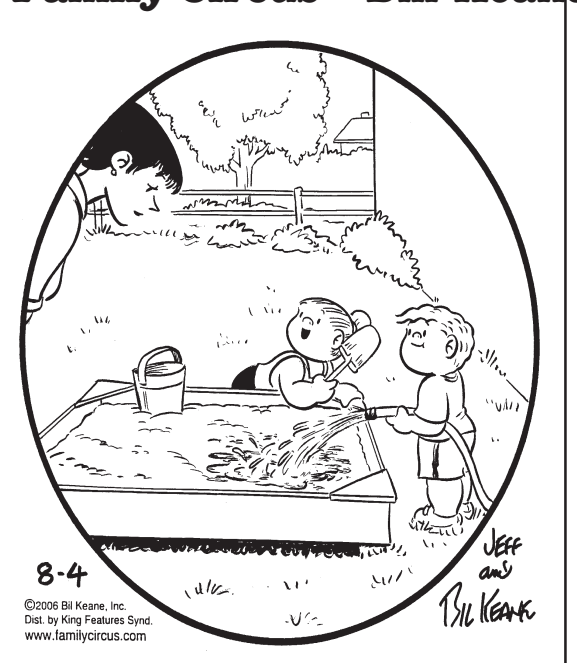
Suppose West continues with a diamond. Declarer takes his ace, draws trumps and plays a third diamond. Dummy's remaining diamonds thus become established and easily take care of South's heart loser.

Now let's suppose West shifts to a low heart at trick two. Declarer wins East's king with the ace, draws trumps and returns the ten of hearts. This establishes dummy's jack of hearts as a trick, and South avoids a second diamond loser by discarding the diamond nine on the heart jack.

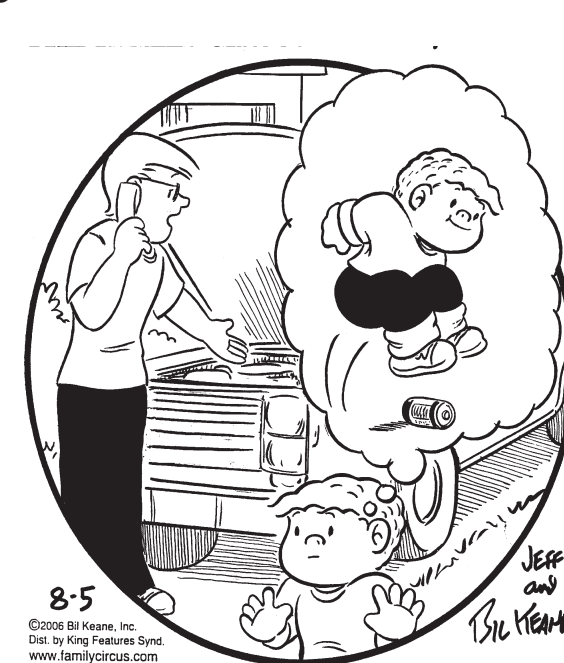
There is no risk attached to ducking the diamond king. Even if West has the K-Q-J-10 of diamonds, it makes no difference whether or not East ruffs a diamond continuation at trick two. Either way, South cannot be stopped from establishing dummy's fifth diamond as a trick.

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**Family Circus** • Bill Keane



8-4  
 ©2006 Bill Keane, Inc. Dist. by King Features Synd. www.familycircus.com  
 "We need our sandbox wet enough to build a sandcastle!"



8-5  
 ©2006 Bill Keane, Inc. Dist. by King Features Synd. www.familycircus.com  
 "I need someone to jump a battery."