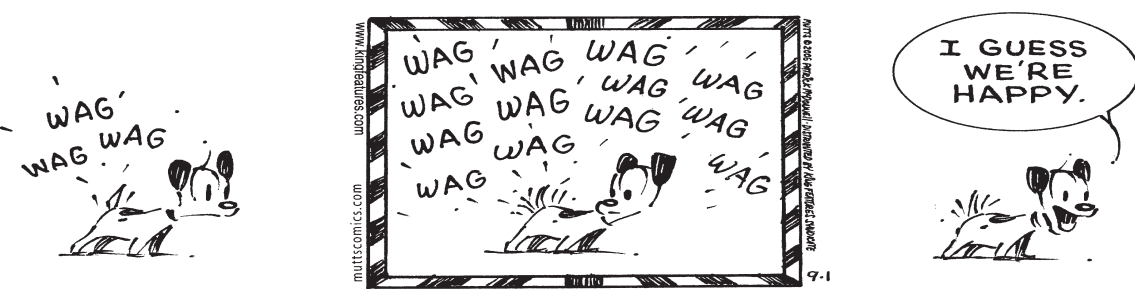


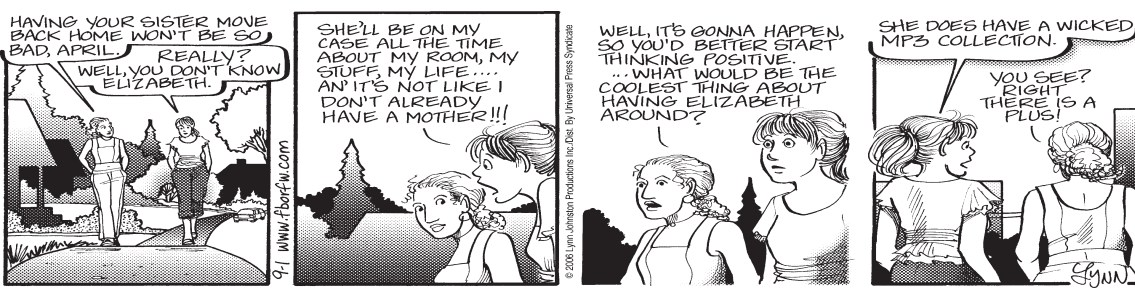
**Mother Goose & Grim** • Mike Peters (Sample)



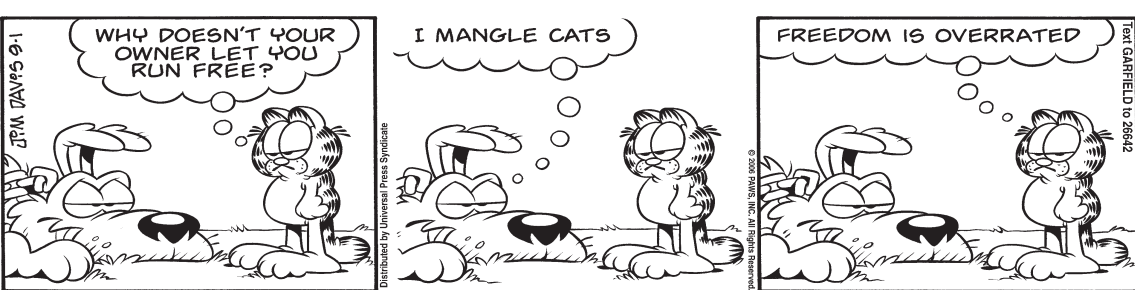
**Mutts** • Rick Kirkman & Jerry Scott (Sample)



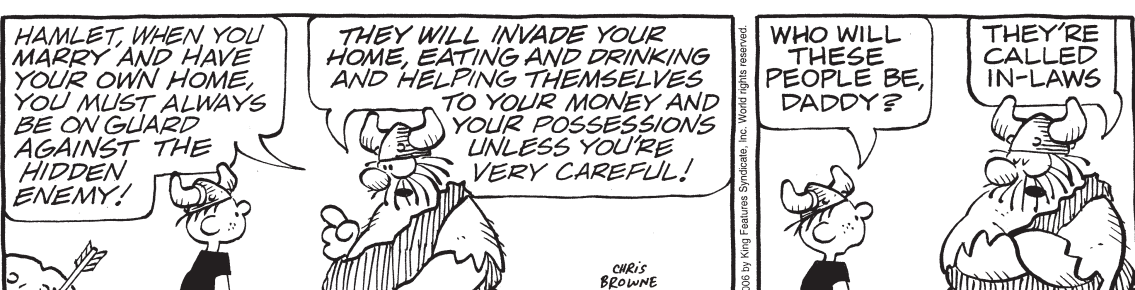
**For Better or Worse** • Lynn Johnston



**Garfield** • Jim Davis



**Hagar the Horrible** • Chris Browne



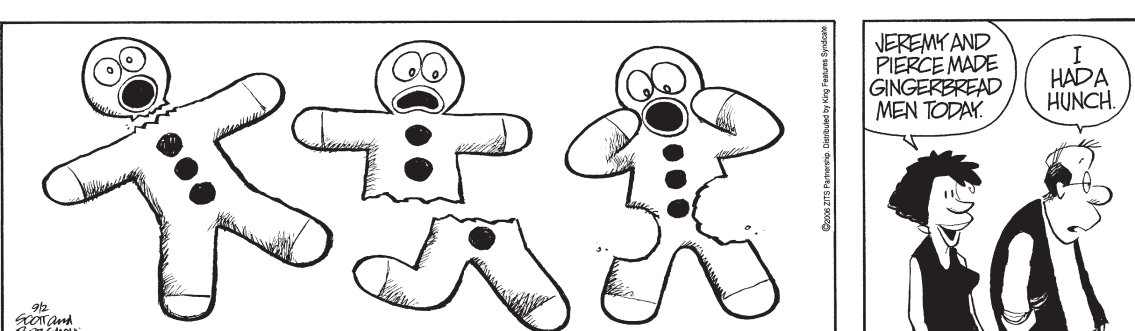
**Blondie** • Chic Young



**Beetle Bailey** • Mort Walker



**Zits** • Jim Borgman & Jerry Scott



**Sally Forth** • Greg Howard



**Cryptoquip**

E XPGS TLXEBI HN LRB  
 SR LFEBP CQLSZRQLCN,  
 MQS SFP MTU MRN LEHGCN  
 ZPVQLPU SR ICELSPB.  
 Yesterday's Cryptoquip: IF NOBODY IS CURRENTLY USING THAT OLD BEACH CHAIR, TAKE IT. IT'S YOURS FOR THE BASKING.  
 Today's Cryptoquip Clue: S equals T

UMOI ERKNI NT ZXSM  
 ELPSOC MLK TRLSMTPF ULTO,  
 L UNFPC MRWO SN KRX  
 LS URK R ZOCOR OWOIS.  
 Yesterday's Cryptoquip: I KEPT ASKING MY SON TO SHINE LUSTROUSLY, BUT THE BAD BOY SIMPLY REFUSED TO GLISTEN.  
 Today's Cryptoquip Clue: U equals W

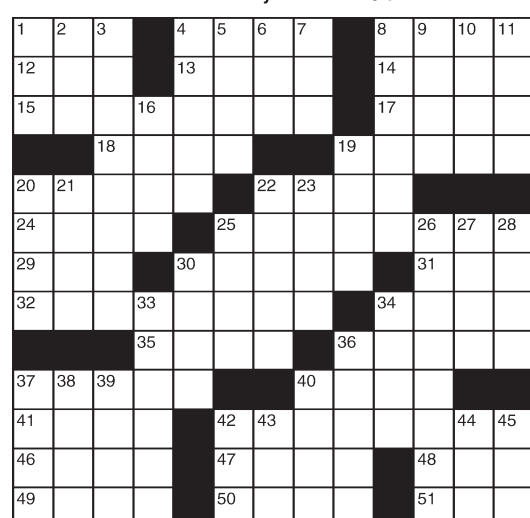
**Crossword**

- ACROSS**  
 1 U.K. fliers  
 4 Hay storage site  
 8 Addict  
 12 Greek vowel  
 13 "Boola Boola" venue  
 14 "Fuhged-dabuditt!"  
 15 Imaginary  
 17 Silent one  
 18 A whole lot  
 19 Pal  
 20 Nasality  
 22 No stay-at-home  
 24 Firetruck necessity  
 25 Forage plants  
 29 Numerical prefix  
 30 Glitch  
 31 Qty.  
 32 Sci-fi film classic  
 34 Dangling site  
 35 Abominate
- DOWN**  
 1 Ump  
 2 — glance  
 3 Film with dancing hippos  
 4 Untruthful  
 5 Lum-moxes  
 6 Winter ailment  
 7 — Aviv  
 8 Straighten  
 9 Auctioneer's cry  
 10 "Zounds!"  
 11 Michele's high-school pal  
 16 Traffic pylon  
 19 Suitor  
 20 So
- 21 Refuses to**  
**22 Sun problem**  
**23 Does in, Sopranos-style**  
**25 Body sci.**  
**26 Lively dance**  
**27 Congregation's call**  
**28 Marginalia notation**  
**30 Trade**  
**33 Beat**  
**34 Te Kanawa of opera fame**  
**36 Stupefies**  
**37 Throe**  
**38 Reed instrument**  
**39 Archie Bunker's creator**  
**40 Uppity sort**  
**42 Craze**  
**43 "The Greatest"**  
**44 Conclusion**  
**45 Seek restitution**

**Solution time: 25 mins.**

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

Yesterday's answer 9-1

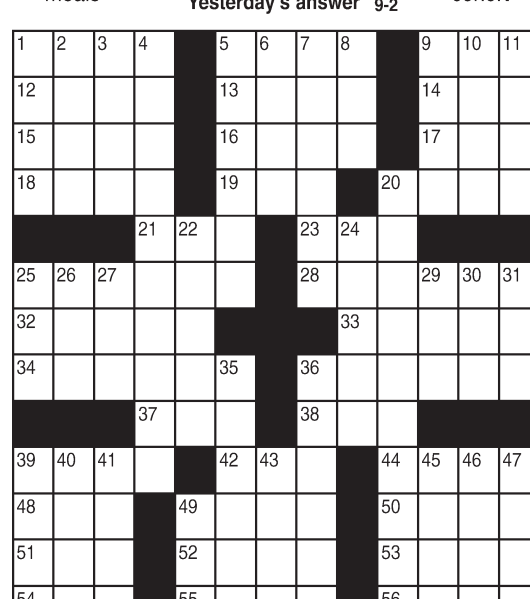


- ACROSS**  
 1 "Lion King" meanie  
 5 Goes up and down  
 9 Swelled head  
 12 Luau entertainment  
 13 Ab follower  
 14 12-Across adornment  
 15 The gamut  
 16 Ethereal  
 17 Part of UCSD  
 18 "Girl From Ipanema" saxophonist  
 19 Scale member  
 20 Twitch  
 21 Cambridge sch.  
 23 Altar constellation  
 25 Emits vapor  
 28 Ninja Turtles' meals
- DOWN**  
 1 Carpet style  
 2 Adorable  
 3 Oodles  
 4 Gaudy display  
 5 Critters  
 6 Medley  
 7 Coarse cloth  
 8 Crafty  
 9 Differently  
 10 Paraphernalia  
 11 Sty cry  
 20 Jolson characterization  
 22 Mirror's offering  
 24 Castor bean poison  
 25 Away from NNW  
 26 Heavy weight  
 27 Mess up  
 29 Buddhist sect  
 30 Hole in one  
 31 With-drawn  
 35 Rickrack  
 36 Submerged  
 39 Worked at a loom  
 40 Greet  
 41 Particular  
 43 Erstwhile Peruvian  
 45 Modern-day coin  
 46 Therefore  
 47 Twilight  
 49 Larry's cohort

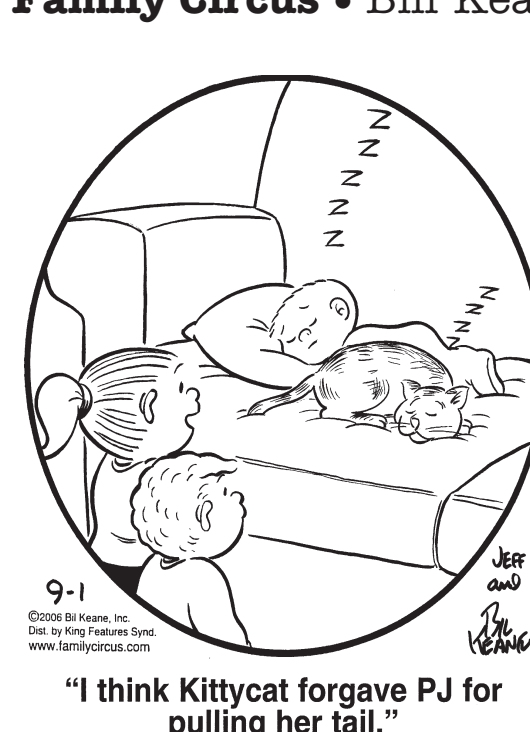
**Solution time: 27 mins.**

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

Yesterday's answer 9-2



**Family Circus** • Bill Keane



**Bridge**

Partner bids One Diamond, neither side vulnerable, the next player passes, and you have a partscore of 60. What would you bid with each of the following four hands?

- ♠ KJ8 ♥ A94 ♦ J62 ♣ AQJ7
- ♠ 94 ♥ K6 ♦ KQ83 ♣ AJ952
- ♠ K7 ♥ K93 ♦ Q75 ♣ K10642
- ♠ AKQ62 ♥ K4 ♦ K986 ♣ K8

**Bidding Quiz**

1. Two notrump. A response of two notrump to partner's opening bid of one of a suit normally indicates a balanced hand of 13 to 15 high-card points with stoppers in the side suits. Ordinarily, the opener is required to continue bidding until a game is reached. But when the bidding side has a partscore of 60, the two-notrump response has a different meaning. This is because one notrump would constitute a game contract, so the two-notrump bid, being one level higher than necessary, amounts to a slam try. Opener is not compelled to bid again and, in fact, is expected to pass with minimum values. The two-notrump response with a partscore of 60 is usually based on 15 or 16 high-card points.

2. Three diamonds. The same principle applies when responder raises a suit one level higher than necessary. This is intended to alert opener to the possibility of a slam, but, as before, the jump-raise is not forcing. It should also be noted that a response of two clubs — inasmuch as it is sufficient to complete the partscore — is not a forcing bid, and opener is free to pass.

3. One notrump. Without the partscore, the normal response would be two clubs. But a weak suit should not be bid under partscore conditions at a time when the opener is under no obligation to bid again, since he might pass with two or three small clubs. This could result in defeat if the trumps were banked against declarer.

The notrump response, however, permits the contract to be made on high-card strength alone, without running the risk of an unlucky distribution of the opposing trumps. With 11 high-card points facing an opening bid, you should have no concern about making seven tricks at notrump — if partner is willing to accept that contract.

4. Two spades. The jump in a new suit — i.e., a jump-shift — is 100 percent forcing and compels opener to bid again regardless of the nature of his hand. The jump-shift differs from the jump-raise, which is merely an invitational step toward a slam. There is no upper limit to the strength shown by a jump-shift.

West dealer. Neither side vulnerable.

NORTH		EAST	
♠	A K Q 3	♠	10 6 5 2
♥	A 9 8 4 2	♥	J
♦	K	♦	J 10 7 3 2
♣	Q 6 5	♣	J 7 2

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

The bidding:  
 West 1♦ North Dble Pass East 1♥ South 1♥  
 Pass 3♥ Pass 4♥  
 Opening lead — ace of diamonds.

**Maximizing Your Chances**

Declarer often obtains valuable information about the opponents' hands from the bidding. Since a great part of the skill in dummy play rests upon deducing how the defenders' cards are divided, such knowledge can be the key to producing the best result.

This deal occurred in a pair event. At most tables the final contract was four hearts, and in every case but one, the contract was defeated when declarer lost two trumps, a diamond and a club.

Where a spade was led or shifted to later in the play, declarer won and led the ace and another heart. This resulted in the loss of two heart tricks and down one.

But one alert declarer, his ears tuned to the bidding, lost only one trump trick and so made four hearts. He reasoned that West could hardly have an opening bid without the king of hearts. Therefore, when West shifted to a spade at trick two after leading the diamond ace, this South won the spade with the jack and returned the queen of hearts.

Whether West covered with the king or not, he could score only one trump trick, and the contract was home.

The successful declarer clearly made the best play when he led the queen of hearts, even though that card was not backed up by the jack or ten.

It is true that this play would have cost the contract if West's king had been a singleton, but against that possibility were all the hands where West might hold two, three or even all four hearts.

Declarer should reason that when the hearts are divided 2-2, it does not matter which heart he leads. But when West has three hearts including the king, the queen play guards against the possibility that East's singleton is the jack or ten.

(c)2006 King Features Syndicate Inc.