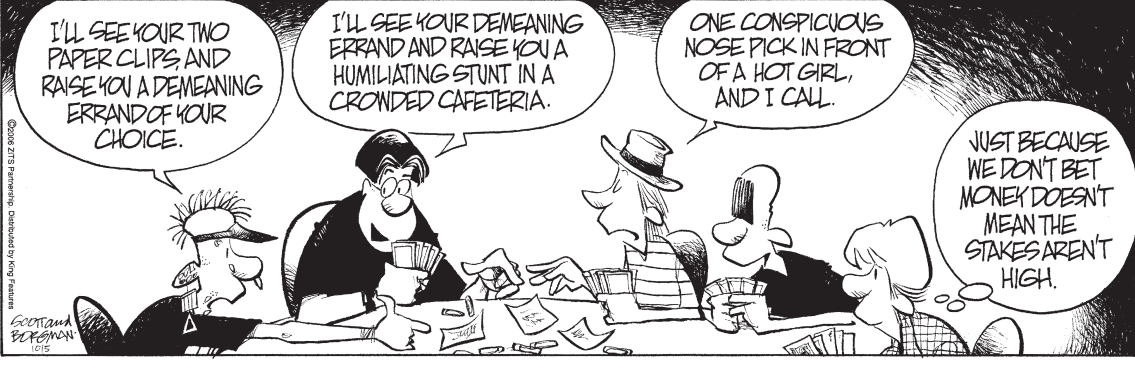


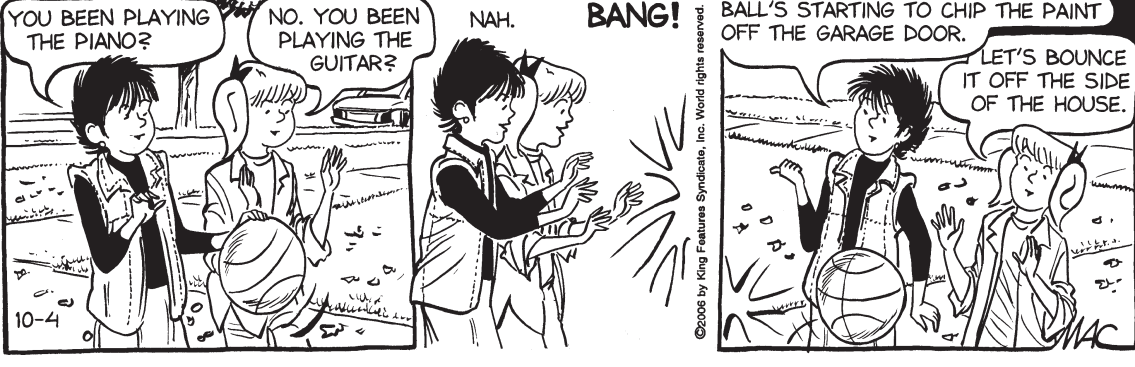
**Zits • Jim Borgman & Jerry Scott**



**Zits • Jim Borgman & Jerry Scott**



**Sally Forth • Greg Howard**



**Sally Forth • Greg Howard**



**Hagar the Horrible • Chris Browne**



**Beetle Bailey • Mort Walker**



**Blondie • Chic Young**



**Baby Blues • Rick Kirkman & Jerry Scott**



**Cryptoquip**

EA P VQLKVHRDLQ AEOFK P RUAD ZW JACSHAI SCI  
 VED DYPD'K YPBODHF, KAQD KEDBCCW NPBQPN PS  
 E XBHKK YH GEXYD RPUU IEA, E ZBW UBHA PS JEI

DYPD P XYLBUHF GEOH. EP B KQSDI KBQARACC.  
 Yesterday's Cryptoquip: SINCE MY CAT ALWAYS LIKES GOING OUT IN A DOWNPOUR, DOES THAT MAKE HIM A SHOWER PUSS? Yesterday's Cryptoquip: IF A PROSPECTOR FINDS A PIT THAT'S HAUNTED, I GUESS HE MIGHT CALL THAT A GHOULED MINE.

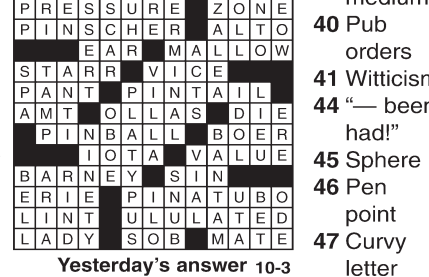
Today's Cryptoquip Clue: K equals S

Today's Cryptoquip Clue: E equals I

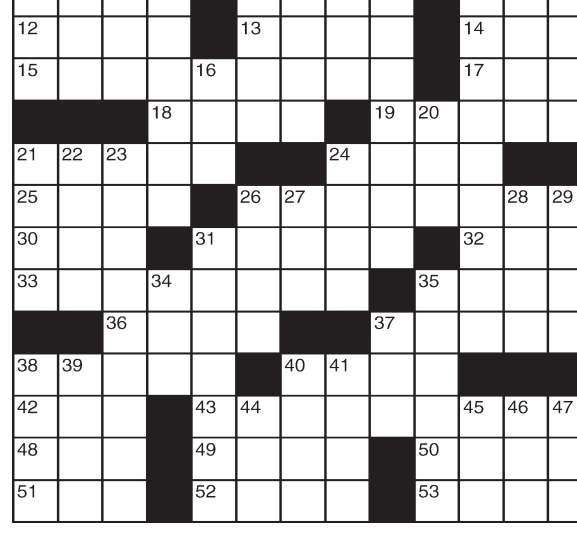
**Crossword**

- ACROSS**
- 1 Mosque
  - 5 Model T man
  - 9 Enthusiast
  - 12 Unaccompanied
  - 13 Hebrew month
  - 14 Anger
  - 15 Heavy burden
  - 17 Sugar
  - 18 Layer
  - 19 "... and hungry look"
  - 21 Burlap fibers
  - 24 Iowa city
  - 25 Shortly after
  - 26 Gifted
  - 30 \$ dispenser
  - 31 — energy
  - 32 Inseparable
  - 33 Helium or krypton
- DOWN**
- 35 Winter forecast
  - 36 Je ne —
  - 37 Body of verse
  - 38 "The Ring" actress
  - 40 Open a crack
  - 42 Past
  - 43 Significant point
  - 48 Has the skill
  - 49 Currier's partner
  - 50 Rainbow
  - 51 Galena
  - 52 "— Si Bon"
  - 53 Recedes
- DOWN**
- 1 Doctrine
  - 2 Miss Piggy's pronoun
  - 3 Every last crumb
  - 4 Liquefied by heat
  - 5 Lot
  - 6 Smell
  - 7 Scooted
  - 8 Visionary
  - 9 Tire brand
  - 10 Domingo ditty
  - 11 Night light
  - 16 Family member
  - 20 Writer
  - 21 Marichal or Perón
- 22** The responsibility of
- 23** O.K. Corral site
- 24** "Oh, woe!"
- 26** Raiments
- 27** Carte
- 28** Slaughter of
- 29** —-eyed (naive)
- 31** Re earth- quakes
- 34** Long, crosser
- 35** Raid
- 37** — de deux
- 38** Texas city
- 39** Culture medium
- 40** Pub orders
- 41** Witticism
- 44** "— been had!"
- 45** Sphere
- 46** Pen point
- 47** Curvy letter

Solution time: 21 mins.



Yesterday's answer 10-3



- ACROSS**
- 1 Census statistic
  - 4 Gung-ho
  - 8 Inclination to anger
  - 12 Cattle's chaw
  - 13 Erté's style
  - 14 Swag
  - 15 Work unit
  - 16 Dixie
  - 18 Blue shoe material
  - 20 Historic period
  - 21 Means justification
  - 24 Parts of goblets
  - 28 Superficial
  - 32 Jib, for one
  - 33 Hostel
  - 34 Lou Grant portrayer
  - 36 Schuss
  - 37 Cookware
  - 39 Inundated, maybe
  - 41 Unemotional
  - 43 Basilica area
- DOWN**
- 44 Jane Smiley novel
  - 46 Downright
  - 50 "Star Trek" venue
  - 55 Vast expanse
  - 56 Option from
  - 57 Grand-scale tale
  - 58 Blunder
  - 59 Verifiable
  - 60 "Phooey!"
  - 61 Society newbie
- 3** Advantage
- 4** Book supplement

**5** Churchill gesture

**6** Lemieux milieu

**7** Nitwit

**8** Distends

**9** Chit

**10** Realtor's offering

**11** Ordinal ending

**17** Grads-to-be (Abbr.)

**19** Hideaway

**22** Cubicle furniture

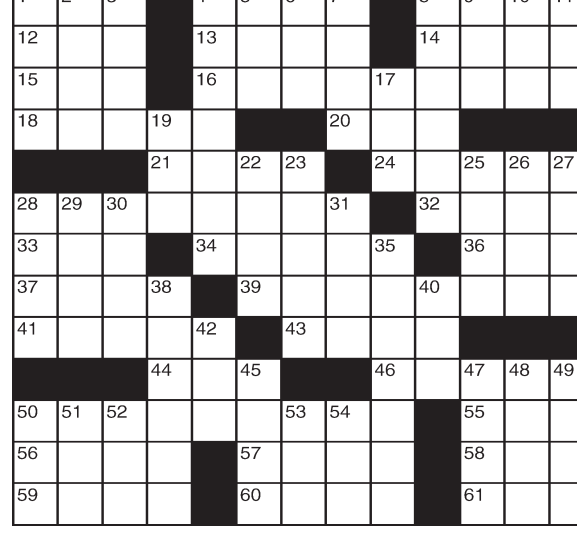
**23** Purgative pod

**25** Facility

Solution time: 21 mins.



Yesterday's answer 10-4



**Bridge**

South dealer. Neither side vulnerable.

**NORTH**

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

**WEST**

♠ Q 8 5  
♥ 9 8 4 2  
♦ 7 2  
♣ J 10 6 3

**EAST**

♠ J 10 9 6  
♥ K 10 6  
♦ K 8 5  
♣ Q 7 4

**SOUTH**

♠ A K 4 3  
♥ A 7 3  
♦ J 4  
♣ A K 8 5

The bidding:  
 South 1♣  
 West Pass  
 North 1♦  
 East Pass  
 3 NT  
 Opening lead — two of hearts.

**Haste Makes Waste**

Assume you're in three notrump and West leads a heart, on which you play dummy's jack. If East covers with the king, you have an easy time making 11 tricks. You win with the ace, lose a diamond finesse to East's king and eventually wind up with five diamond tricks, two spades, two hearts and two clubs.

But if East plays low on the jack of hearts at trick one, as he should, you go down against proper defense. When you later lead the jack of diamonds, East ducks, and from that point on you're in trouble, since you can't bring dummy's diamonds home.

However, if you play the hand more carefully, you can't be stopped from making five notrump. The proper play from dummy at trick one is the five of hearts, not the jack!

Observe the effect of this play. You win East's ten with the ace, lead the jack of diamonds and finesse. If East ducks, you try another finesse, losing to the king. East's return is immaterial because, whatever he does, you cannot be denied access to dummy with either the queen or jack of hearts to score your five diamond tricks.

Playing a low heart from dummy at trick one is obviously correct if you stop to consider the play of the hand as a whole. It guarantees at least 11 tricks, regardless of how the cards are divided. The same cannot be said of putting up dummy's jack.

But the sad fact is that many declarers would impulsively play the jack of hearts at trick one and, after East followed low, then start to think about how to play the hand. They would play in haste but repent at leisure.

North dealer. Both sides vulnerable.

**NORTH**

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

**WEST**

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

**EAST**

♠ 7 4 2  
♥ K Q J 10 4  
♦ K 6 3  
♣ 8 5

**SOUTH**

♠ A J 5  
♥ 7 2  
♦ Q 10  
♣ K Q 9 7 4 2

The bidding:  
 North 1♦  
 East Pass  
 South 3♣  
 West Pass  
 4♣  
 Pass  
 5♣  
 Opening lead — ten of spades.

**A Logical Inference**

Guessing situations perplex, confound and bewildering players at times, but if you know anyone who guesses right a high percentage of the time, rest assured it's not just luck. The chances are that the guy (or gal) knows exactly what he's doing.

Take this case where West leads a spade against five clubs. South wins with the jack, draws two rounds of trumps, cashes two more spades and exits with a heart to force the opponents to lead diamonds.

Let's say East wins the first heart with the ten and the second one with the king. He must then return a diamond; otherwise, declarer gets a ruff-and-discard and makes the contract.

South now has a crucial decision to make on the low diamond return.

He must guess whether to play the ten or the queen. If he guesses right, he makes the contract; if he guesses wrong, he goes down.

If declarer thinks East has the jack and West the king, he plays the ten. If he thinks East has the king and West the jack, he plays the queen. (If either defender has both honors, declarer's play does not matter.)

South does not have a difficult guess if he is on the ball. He should play the ten. Playing the ten is simply a matter of logic. Declarer assumes that if East had the king of diamonds, the defenders would have arranged for West to win the second round of hearts in order to lead a diamond.

Since they failed to do so, it follows that West must have the king.

Once declarer reaches this conclusion, he realizes he cannot gain by playing the queen, so he plays the ten and hopes for the best.

**Family Circus • Bill Keane**

