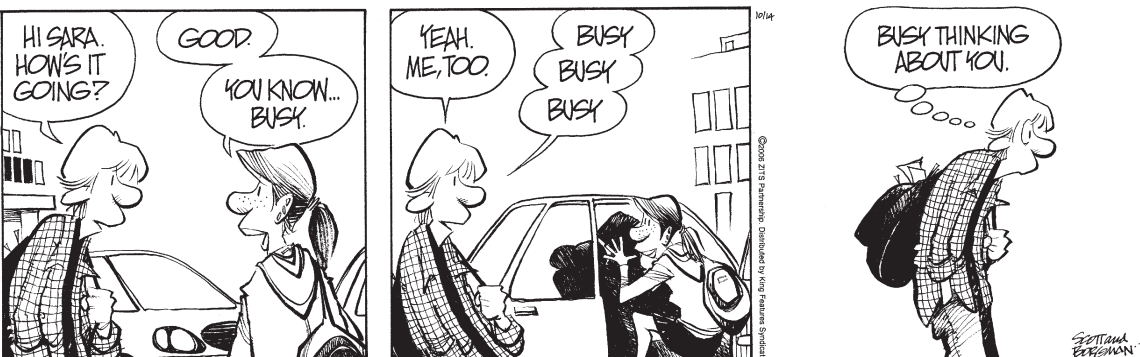


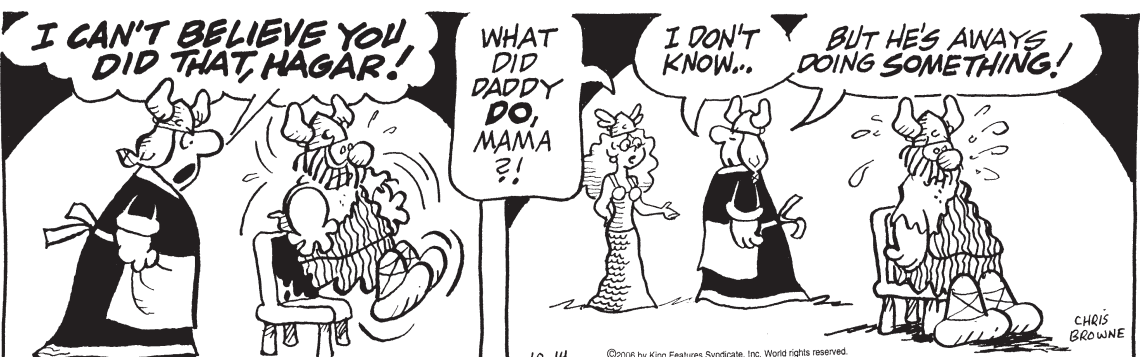
**Sally Forth • Greg Howard**



**Zits • Jim Borgman & Jerry Scott**



**Hagar the Horrible • Chris Browne**



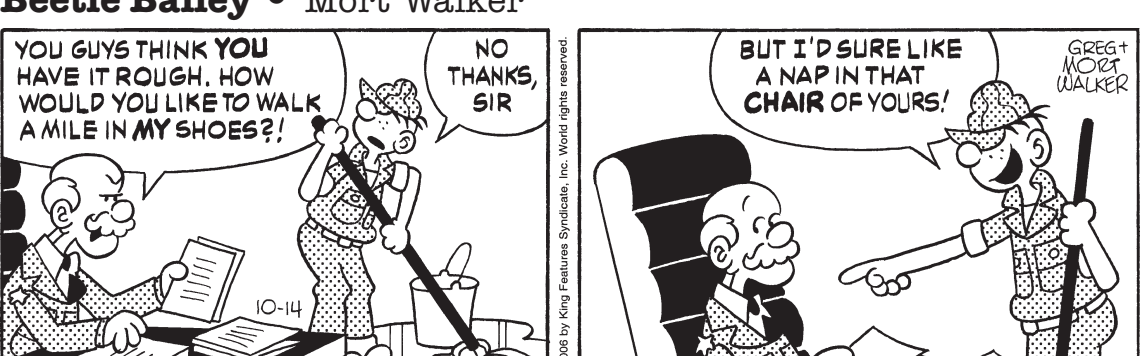
**Blondie • Chic Young**



**Beetle Bailey • Mort Walker**



**Beetle Bailey • Mort Walker**



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



**Crankshaft • Tom Batiuk and Chuck Ayers**



**Cryptoquip**

VACX ZRJD XM R HRJC, KWQ | GF GYDFBT XCGX DJGAZG XDM  
YAWQBE REE LQHA YQMRG. | JGHFVMC LZGAVXT IZYCX  
DP VDBB LRJC KWQG | XI ED BGAADU XCD  
ZDPPCG ZRPPCG ZCPPCG. | AGLZLDH BIFXHIA EIGHU.  
Yesterday's Cryptoquip: BEING CHECKMATED SIX TIMES IN A ROW, IT'S NO WONDER I BEGAN TO EXPERIENCE CHESS PAIN. | Yesterday's Cryptoquip: WHEN BAKING A CAKE, YOU SHOULD ADD MUCH SUGAR. IT WILL MAKE YOUR BITTER BATTER BETTER.  
Today's Cryptoquip Clue: P equals T | Today's Cryptoquip Clue: X equals T

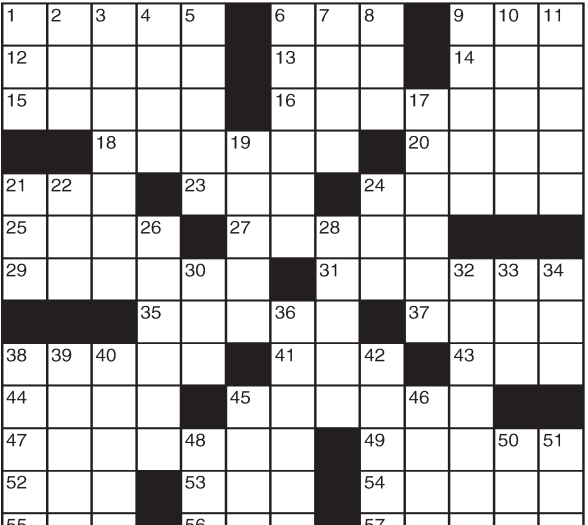
**Crossword**

- ACROSS**  
1 Half a 1960s quartet  
6 Skilled player  
9 Put away  
12 Insignificant one  
13 Off-tattooed word  
14 Illumination measure  
15 Avian penthouse  
16 Superior in quality  
18 "— in the Wind"  
20 Eastern potato  
21 Greek vowel  
23 Fairway start  
24 Take as one's own  
25 Unaccompanied  
27 Step  
29 Man with all the answers?  
31 Penguin's adversary  
35 "If You Knew —"  
37 A few  
38 Michael-mas daisy
- DOWN**  
1 Harper Valley grp.  
2 Shock partner  
3 Sheet material  
4 Carreras rendition  
5 Exhausted  
6 Magic charm  
7 Manage somehow  
8 North Sea feeder  
9 Crockett's last stand  
10 Tiny Tim's flower  
11 Work the muscles  
17 West Point newbies  
19 Classroom array  
21 "Guinness Book" suffix  
22 Anderson's "High —"  
24 Khan title  
26 Haunt one's mind  
28 As cross as —  
30 One side of the Ural Mts.  
32 Carter's veep  
33 "I — Camera"  
34 Kans. neighbor  
36 Block  
38 Terrible  
39 Coastline  
40 "Flying Down —"  
42 U.N. goal  
45 Thick chunk  
46 Fermi's unit  
48 "Eureka!"  
50 Actor Cariou  
51 Hallucination letters

**Solution time: 25 mins.**

R	A	I	D	D	A	B	S	A	N	E	
A	N	T	E	I	L	L	C	U	E	S	
S	N	O	B	L	E	U	A	D	O	S	
P	A	N	A	M	A	E	R	M	I	N	E
J	A	C	K	O	R	A	T	I	O	N	S
O	V	A	R	E	L	L	R	U	E		
B	E	T	R	A	I	A	L	L	I	N	E
J	E	O	N	E	G	O					
J	A	G	U	A	R	G	O	C	A	R	T
I	R	O	N	U	F	O	A	V	E	R	
B	T	R	D	N	O	R	L	I	N	E	
S	A	I	S	T	R	I	E	D	D	I	

Yesterday's answer 10-13

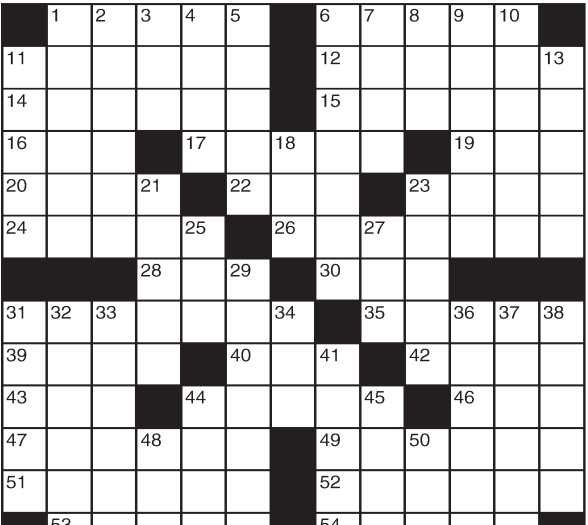


- ACROSS**  
1 Bluster  
6 Disgusting  
11 Young woman, to Aussies  
12 Small finch  
14 Unanimously  
15 Relaxed  
16 Chances, for short  
17 Liquor  
19 Crony  
20 Oil cartel  
22 Dander  
23 Unaltered  
24 City of India  
26 "The Da Vinci Code" device  
28 Gentleman's title (Abbr.)  
30 Old French coin  
31 Faint  
35 Intact  
39 Curved paths
- DOWN**  
1 Boutique, maybe  
11 Re-mained upright  
13 Fax fore-runner  
18 Imaginary creature  
21 Spassky's game  
23 Mettle  
25 Equi-  
27 Ad-dressee  
29 Provide a home for  
31 Chaplain  
32 Stir up  
33 Perfumes  
34 Uncle (Sp.)  
36 Flirtatious fellow  
37 180s  
38 Raise a glass to  
41 Doc was one  
44 Just adorable  
45 Burr-Hamilton affair  
48 Feed-bag morsel  
50 Coll. transcript no.

**Solution time: 27 mins.**

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

Yesterday's answer 10-14



**Family Circus • Bill Keane**



**Bridge**

**You are South, both sides vulnerable. The bidding has been:**

North	East	South	West
1♥	Pass	1♠	Pass
2♣	Pass	?	

**What would you bid now with each of the following five hands?**

- ♠ KQ85 ♥ 742 ♦ 9642 ♣ A9
- ♠ AQ972 ♥ 106 ♦ 87 ♣ KJ42
- ♠ KJ984 ♥ K95 ♦ A962 ♣ 7
- ♠ AQ85 ♥ J8 ♦ KQ105 ♣ J65
- ♠ KQ965 ♥ J ♦ 63 ♣ AQ842

\* \* \*

1. Two hearts. All you can do at the moment is show a preference for partner's first suit. Partner's actual strength is unknown — he might have a minimum opening bid or extra values not yet disclosed. Two hearts shows willingness to stop at a partscore and therefore implies that your first response was based on fairly minimum values. If partner were now to bid three hearts, however, you should happily carry on to four, since you have more than your first two bids have shown.

2. Three clubs. This invites partner to go on to game with more than a minimum opening, but he is, of course, not forced to bid again. In this sequence, three clubs indicates about nine to 11 points.

3. Three hearts. It would be wrong to bid only two hearts, which would represent a much weaker hand, as in the first problem. Counting the heart fit, your singleton club and 11 high-card points, you have the equivalent of an opening bid facing an opening bid — which means game. Accordingly, you jump-raise rather than give partner a simple preference in hearts. You could also respond two diamonds (forcing), planning to vigorously support hearts at your next turn.

4. Three notrump. With 13 high-card points opposite an opening bid, you must undertake game, and it is likewise clear that the best chance for game lies in notrump. There is not much point to bidding two diamonds, even though this would be a forcing bid. It would suggest a more distributional hand rather than the notrump-type hand you have.

5. Four clubs. Game is highly likely, and even a slam is not out of the question. Though you have only 12 high-card points, your distributional features easily justify the jump-raise (forcing). While three notrump could prove to be a feasible contract, there is no way of reaching a notrump game without sacrificing the advantages of the jump-raise.

South dealer. Both sides vulnerable.

**NORTH**  
♠ A 7 4  
♥ Q 10 8 3  
♦ A 2  
♣ Q 9 5 4

**WEST**  
♠ J 8 2  
♥ 9 5  
♦ K Q 10 4  
♣ J 10 7 6

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

**SOUTH**  
♠ K 5  
♥ A K J 7 2  
♦ 9 6  
♣ A K 8 3

The bidding:  
South 1♥ Pass  
West Pass  
North 3♥ Pass  
East 4♦ Pass

Opening lead — king of diamonds.

**Better Safe Than Sorry**

Assume you're declarer at six hearts and West leads the king of diamonds. How would you play the hand?

Obviously, you have to lose a diamond; there is simply no way around it. That's the bad news. The good news is that if the opposing clubs are divided 3-2, as they will be two-thirds of the time, you have no other losers. As a careful declarer, however, you should also be considering what, if anything, can be done if the missing clubs are divided 4-1 or 5-0. And, after giving this possibility sufficient thought, you should realize that if you take the proper preliminary steps, you can overcome even a bad club break.

Accordingly, you win the opening diamond lead and draw trumps in two rounds. Next you cash the K-A of spades and ruff a spade. You then cash the ace of clubs and exit with the nine of diamonds.

It doesn't matter which opponent wins the diamond. In the actual case, East can't afford to take the trick because he would then have to yield a ruff-and-discard, eliminating your potential club loser.

But if West wins the diamond, he is no better off. Regardless of which club he returns, you merely play low from dummy and automatically avoid losing a club trick. Any other return by West gives you a ruff-and-discard.

Note that the outcome would be exactly the same if East started with four or five clubs. He would presumably win the diamond, but would have no safe exit card.

Of course, if it turns out that the clubs are divided 3-2, all your preparatory maneuvers will turn out to have been unnecessary. But, as always, it's better to be safe than sorry.

