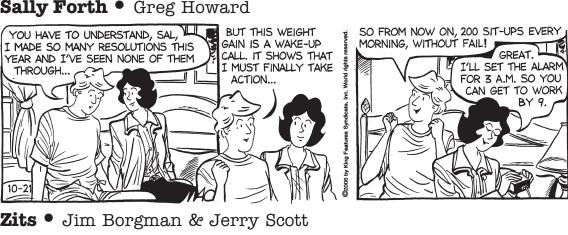
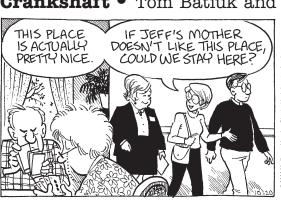
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Crankshaft • Tom Batiuk and Chuck Ayers





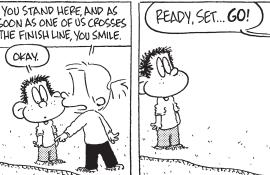
Crankshaft • Tom Batiuk and Chuck Ayers





2	3
	I DON'T INTEND TO SPEND THE REST OF MY DAYS LIVING WITH A BUNCH OF OLD FUDDIES, AND ATTENDING LECTURES ON MACULAR DEGENERATION!
1 2 8 70	

Baby Blues • Rick Kirkman & Jerry Scott







Hagar the Horrible • Chris Browne



Beetle Bailey • Mort Walker









Cryptoquip

A K U

J F J





HLEG-VSGX OVI FDBGC KHFZHKGEGX

GTLJSQFXW VEQMLTU VFTD ZHC-EIWOS GHMS IOSGF,

RIW

WDLTWD AEHKFXWMLX? KD

M K D

QLSBJ XLM MDBB E BUD. Yesterday's Cryptoquip: IF A SMALL CHILD FORMULATES IDEAS. I SUPPOSE PEOPLE COULD CALL THEM HIS TOT PROCESSES.

Today's Cryptoquip Clue: W equals G

OHBPDXK OFHQS? HFGYesterday's Cryptoquip: WHY DID THE SOAP-PRODUCING FACTORY FIRE GEORGE WASHINGTON? HE COULD NOT TELL A LYE. Today's Cryptoquip Clue: V equals W

FGMPIX

0 S G R

Crossword **ACROSS** 41 Word's

1 Jazz style

4	Mail co.		syllable		grp.
8	Compas-	45	Lint	3	Nuisance
	sion	48	Geological	4	Habitués'
12	Mimic		era		orders
13	Quarrel	50	Skewed,	5	Cause a
14	Path for		to		stain
	Hone and		Scots	6	Memo-

2 "Well"

financed

rized

9 Debtor's

letters

meas.

haste

20 Roulette

23 "M*A*S*H"

member

bet

cast

moments? 29 Shine

24 Cere-

25 Prognos-

ticator

26 Unwanted

e-mail

beeper

up

32 Unkempt

sleuth

epitome

grace

-relief

permis-

shrewdly

sion

38 Deceive

39 Welded

43 Carriage

44 Scored

45 Corpulent

46 "Eewww!"

follower

47 Wye

49 Right

42 Tittle

36 Grants

33 Hardly

the

of

27 Summon

12 Mir 13 Qu Cause a **14** Pa Hop 6 Memo-51 Puffed Crosby 15 Barbecue 52 Shirt 7 Got angry 28 Cupid's 8 Senior

type 17 Partially 53 Subsemine quently 18 Real 54 Automaker 19 Branch Ransom 10 Pitch 21 Sickly 11 Gridiron Eli -22 Gents 55 "Not only 16 With abbr. that, but

26 Glasses 29 Become DOWN 1 Crimson 30 Golfer Michelle Tide, for **31** End a short drive

32 Scoundrel 33 Charlie Brown's nemesis 34 Past 35 Carton 36 Change **37** Mexican liquor 39 Winter bua 40 Columbus

Solution time: 25 mins.

l	1				l	l	l			l	ı	
12				13					14			
15			16						17			
18							19	20				
			21				22			23	24	25
26	27	28				29				30		
31					32				33			
34				35				36				
37			38				39					
			40				41			42	43	44
45	46	47			48	49						
50					51					52		
53					54					55		

4 Didn't

een

6 "That

pay yet

5 Revealed

maybe

smarts!"

7 Donkey's

noises

preceder

pushed?

10 "The King

and I"

locale

12 Operated

takeout

cuisine

University 23 Frequently 42 Snatch

21 Request

18 Popular

11 Lip

9 Item that

gets

8 Diego

24 Un-

at Hallow- 25 Half a

returned

serve

dance

sensitive

tiny dots

of color

hood?

Race"

33 Actor

Amazing

episode

McBride

34 Acapulco

estate

41 Gradually

43 Relaxa-

tion

texts

48 Picnic

49 "Of

47 Kerosene-

lamp part

invaders

45 Tend

diminish

aold

39 Fourth

26 Over-

28 Having

30 False

31 "The

ACROSS 1 Jewel 6 Haunt one's

42 Come

44 Stink

54 St.

together

46 Vacation-

50 Scolded

harshlv

Francis

home

57 Straight-

DOWN

1 Part of

N.B.

on

2 Grooving

Hopkins

Solution time: 27 mins.

bladed

daggers

mind 12 Fame 13 Astronomers 52 Wolflike Muse 14 Country music? **15** Wall. to a 55 Puts up muralist 56 Command

16 Night light 17 Needing liniment 19 German river **20** Obi

22 Scale member 24 Performance 27 Gear for Picabo Street

29 Neither fish nor 32 Stew with a crust **35** Apiece 36 Bambi's ilk 37 Early bird 38 Half-ton

measure 40 Highlander

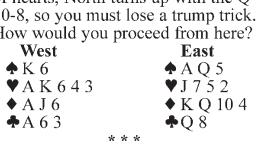
course" 51 Whopper 53 Swiss canton

Family Circus • Bill Keane

55

You are declarer with the West hand at Six Hearts, and North leads the jack of clubs. You play the queen from dummy and win South's king with the ace. When you cash the A-K of hearts, North turns up with the Q-10-8, so you must lose a trump trick. How would you proceed from here?

Bridge



Test Your Play

Obviously, you must try to dispose of both of your club losers before North can gain the lead with the trump queen to cash the setting trick in clubs. If all goes well, you can deposit one club on a spade and another on dummy's fourth diamond. The only problem is which of the two suits to play first. Strangely enough, the proper method of play calls

for tackling the diamonds first. There is an excellent reason for this, as can be demonstrated by assuming that the North hand looks something like: [S] 84 - [H] Q 108 - [D] 9732 - [C] J 1094If you started by playing the K-Q-A of spades, North would ruff the third one and cash the ten of clubs to put you down one. But if you started by playing the A-K-Q of diamonds and learned that North originally had four

diamonds (after South showed out on the third round), you could safely continue with the fourth round of diamonds and discard one of your clubs. You would then play the K-Q-A of spades and just get under the wire by discarding your remaining club loser on the third round of spades. Your only loser on this line of play would be a trump.

However, if North turned up with precisely three diamonds, you could not afford to continue with a fourth round of diamonds, since North could ruff and cash a club to defeat you. In that case, you would play three rounds of spades next, hoping North could not ruff, and then lead dummy's last diamond to get rid of your remaining club. The underlying principle is simple enough. Since it is impossible to make the contract if North has less than three diamonds, you proceed on the assumption that he has at least three. You therefore lead diamonds first to see exactly how many he started with and adapt your play according to what develops. Leading diamonds first can never be the cause of losing the contract, but leading spades first might be. South dealer.

NORTH 8763 WEST **1** 7 5 **V** 10 5 ♦ Q 9 6 SOUTH **♠** A J 10 9 6 3 2 AKO $A 10 \hat{5}$ The bidding: North South West 2. Pass Pass 1 Pass Pass Pass Pass strong, artificial

Neither side vulnerable.

That's All There Is to It!

Opening lead

deal. When you first look at dummy, you begin to wish you hadn't bid so much. The hand seems to depend wholly on finding the adverse hearts divided 3-3. You can draw trumps first and then cash the A-K-Q of hearts. If the suit breaks favorably, you can dispose of your diamond loser on the heart eight.

queen of clubs.

But you know from past experience that the odds are against a favorable heart break — actually, almost 2-1 against. So you begin looking for a way to

add to your chances of making the slam. Although any additional possibility might not be immediately apparent, the fact is that you can increase your chances significantly by playing for a squeeze without relinquishing the possibility of a favorable heart break. But it takes some careful preparation to bring about the position where a squeeze will operate successfully. Here's how it's done. You trump the club lead and cross to dummy with a spade to ruff another club. You then return to dummy with a trump and ruff a third club. The purpose of these plays is to put the entire burden of guarding against the nine of clubs on one of the opponents. Next you cash a spade and the A-K-Q of hearts, creating this position:

North — [H] 8; [D] K 4; [C] 9 West -[D]Q96;[C]JEast - [H] J; [D] J 8 7

South — [S] J [D]; A 10 5

Now you play your last trump. West must keep his club, so he discards a diamond as dummy lets go a club. East must keep his heart, so he is also forced to discard a diamond. You then win the last three tricks with the K-A-10 of diamonds.



how to be a grandma?'

