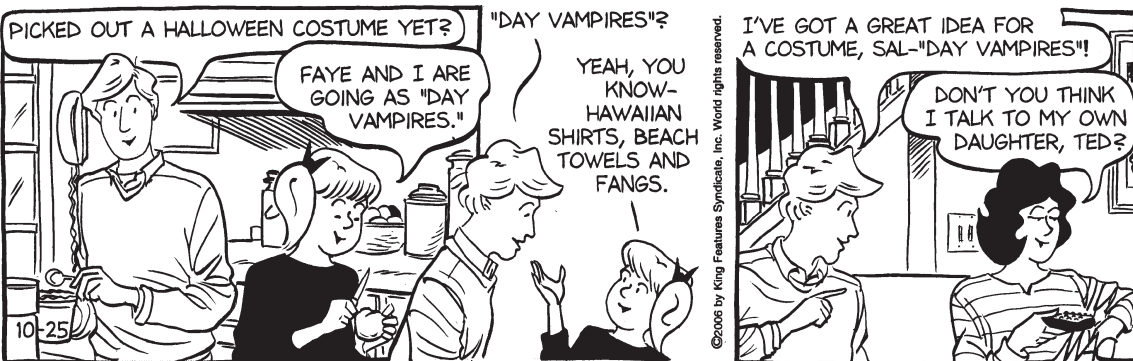


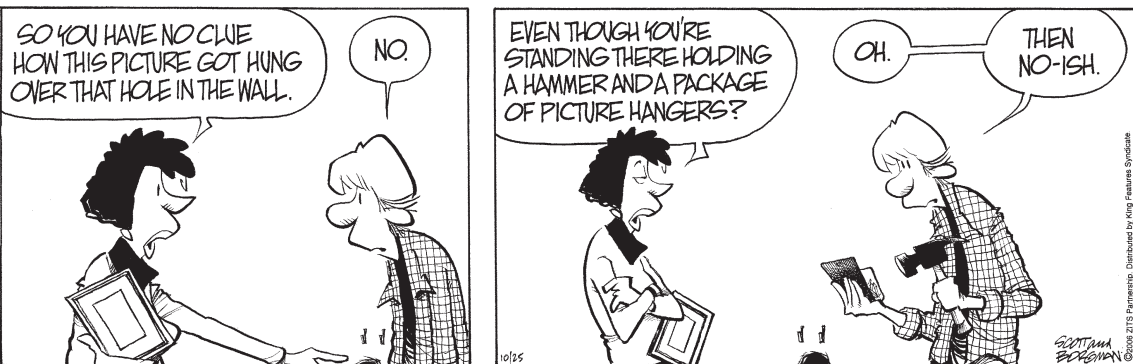
## Sally Forth • Greg Howard



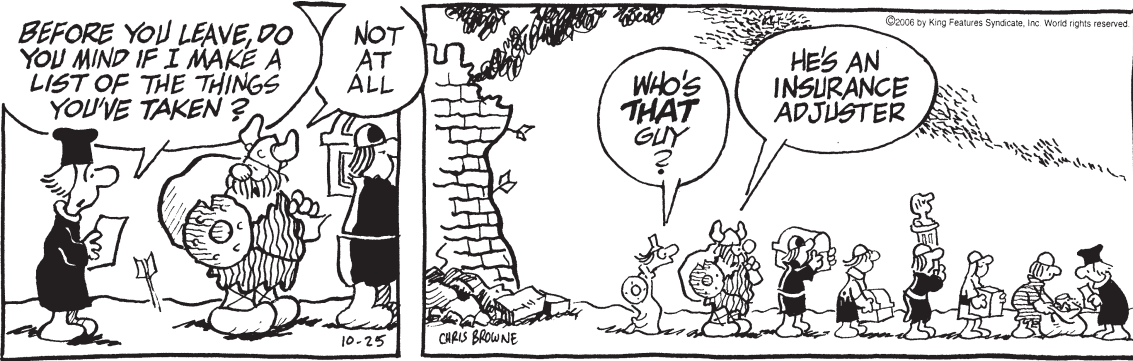
## Zits • Jim Borgman &amp; Jerry Scott



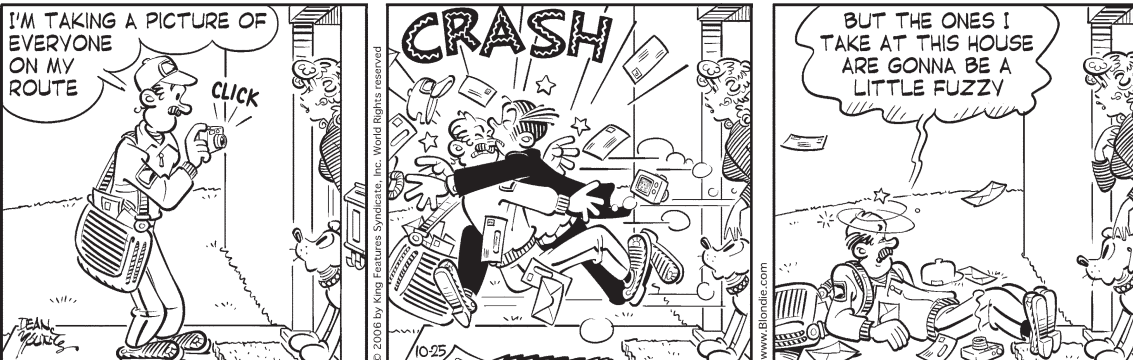
## Zits • Jim Borgman &amp; Jerry Scott



## Hagar the Horrible • Chris Browne



## Blondie • Chic Young



## Beetle Bailey • Mort Walker



## Baby Blues • Rick Kirkman &amp; Jerry Scott



## Crankshaft • Tom Batiuk and Chuck Ayers



## Cryptoquip

CGTS DORGS WYDMYEM QO D RTFO QE UFDRTQKS  
 UTQQ T LTIQP UGTXXMI, XVA UV AEF D RVYDKZFI,  
 KRQP-QYYJOER LXMTJATWS Q'Z RDYY XVA DK

OSMD? TE TCAKQ CTAAQM!  
 Yesterday's Cryptoquip: IF FILM DIRECTOR MARSHALL IS ALL DOLLED UP, ONE COULD SAY THAT'S A PRETTY PENNY.

Today's Cryptoquip Clue: E equals N

DHHIFKUQRF QK EUIDQKQKS.  
 Yesterday's Cryptoquip: WHAT MIGHT SOMEONE CALL A BADLY CHARRED, UGLY-LOOKING BREAKFAST ITEM? AN AWFUL WAFFLE!

Today's Cryptoquip Clue: X equals Y

## Crossword

**ACROSS**  
 1 Liner, e.g.  
 5 Half a dance?  
 8 Difficult  
 12 End of a song  
 13 "— the land of the free ..."  
 14 Hodge-podge  
 15 Lotion additive  
 16 "Wichita Lineman" singer  
 18 Hotel staffer  
 20 Beginning  
 21 Meadow  
 22 Sticky stuff  
 23 Large, showy parrot  
 26 Muck-raker  
 30 Future  
 31 Store-front sign abbr.  
 32 Big fib  
 33 Ameche's brother in "Trading Places"

**DOWN**  
 2 "Hail, Caesar!"  
 25 West Coast st.  
 26 Have a go at it  
 27 Stately shade source  
 28 Women's —  
 29 Writer  
 31 "Let me think ..."  
 34 Smooth cotton threads  
 35 Wan  
 36 Pickle holder  
 37 Cheerful range  
 39 Like some pretzels  
 40 Cook-book qty.  
 41 Back end  
 42 Saxophone  
 43 Ironside  
 44 Therefore  
 45 Stead  
 46 "— we forget ..."  
 48 Craze

**36** Huge  
**38** Doctrine  
**39** Potential syrup  
**40** Oscar the Grouch's decor  
**43** Weight-lifter's item  
**47** Excessive amount, as of food  
**49** One of HOMES  
**50** Give a 47-  
**51** Illustrations  
**52** Census data  
**53** Experts  
**54** Parched

**55** Advertise enthusiastically  
**56** Wound cover  
**57** Pit  
**58** "American —"  
**59** Rice recipe  
**60** Winter-time treat  
**61** Jalopy  
**62** Branch  
**63** Mingle  
**64** Brewery creations  
**65** Anger  
**66** Nitwit  
**67** Indigent  
**68** Chop  
**69** Petrol  
**70** Unruly group

Solution time: 21 mins.

ALFA	DAM	TISAR
GERT	IRA	HUGE
OVUM	VERTEBRA	
GIGLO	TARTAR	
SARD	PIER	
VERTICAL	SASH	
IRE	DEVIL	CUE
EAST	DIVERTED	
EON	DESI	
RAMROD	ITALIC	
AMBIVERT	LISA	
COLE	LEU	TOLD
EKES	IMP	ONES

Yesterday's answer 10-24

1	2	3	4	5	6	7	8	9	10	11
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		

**ACROSS**  
 1 "Of course"  
 4 Needing repair  
 7 Daytime drama  
 8 Command to Fido  
 10 Beat  
 11 Christmas-tree glitter  
 13 Steven-son's two-in-one  
 16 Rds.  
 17 Queues  
 18 "Wham!"  
 19 Hang in the balance  
 20 Stare stupidly  
 21 On the qui vive  
 23 Cheese selection  
 25 On the briny  
 26 Oodles  
 27 Hot tub  
 28 Wild ass of Asia

**DOWN**  
 1 They often get separated from their surroundings  
 2 Uncomplicated  
 3 Bee participant  
 4 Put one's two cents in  
 5 Gives temporarily  
 6 Morse T  
 7 Tallow source  
 8 Leave one's seat  
 9 Touch-tone array  
 10 Nightwear, for short  
 12 Treatment for Parkinson's

Solution time: 21 mins.

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

Yesterday's answer 10-25

qui vive

**23** Cheese selection

**25** On the briny

**26** Oodles

**27** Hot tub

**28** Wild ass of Asia

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

**32** Guitar's kin

**34** Send out

**35** Henchman of Captain Hook

Yesterday's answer 10-25

		1	2	3		4	5	6				
	7					8				9		
10						11					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				

## Family Circus • Bill Keane



## Bridge

North dealer.  
 Both sides vulnerable.

**NORTH**  
 ♠ K 5  
 ♥ Q 6 5 2  
 ♦ A K Q J  
 ♣ A 7 4

**WEST**  
 ♠ Q J 10 9 6 3  
 ♥ A 4  
 ♦ 10  
 ♣ J 10 8 2

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

**SOUTH**  
 ♠ 8 4  
 ♥ K 8 7 3  
 ♦ 9 5 2  
 ♣ K Q 9 3

The bidding:  
 North 1 ♦  
 East Pass  
 South 1 ♥  
 West 1 ♠

Opening lead — queen of spades.

## The art of card reading

Card-reading is the art of deducing how the opponents' cards are divided. Each bid made and each card played by the defenders tells a story. The trick is to read the story, interpret it correctly, and then find a way, if possible, to take advantage of the knowledge gained.

Take this case where South reached four hearts after West had overcalled with one spade. West led the queen of spades, and East took dummy's king with the ace. East returned a spade, taken by West, who then led his singleton diamond to dummy's jack. Declarer's problem was to avoid the loss of more than one trump, since he had already lost two tricks.

South saw that he would have to lose more than one trump trick if the suit was divided 4-1 or 5-0. Only if the hearts were divided 3-2 was there a chance of losing just one trump trick.

But this alone would not do the job. The player with the doubleton heart would have to have the ace if the contract was to be made. And the first heart lead would have to come from the correct hand to have any chance of success.

Since West had made a vulnerable overcall on a queen-high suit, it seemed likely that he had the ace of hearts. The first heart play therefore had to come from the South hand.

Accordingly, declarer crossed to his hand with a club at trick four and led a low heart. West played low, and dummy's queen held. On the next heart, East produced the ten and South ducked. West was forced to win with the ace, and the contract was home.

The key to the winning play was West's spade bid, marking him with some high-card strength, combined with East's turning up with the ace of spades at trick one. All that remained was to work out how to take advantage of the knowledge that West had the ace of hearts. Tomorrow: The percentage play.

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South dealer.  
 North-South vulnerable.

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

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

**EAST**  
 ♠ K 9 4  
 ♥ K 8 4  
 ♦ A 3 2  
 ♣ K 10 7 2

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

The bidding:  
 South 1 ♠  
 West Pass  
 North 1 NT  
 East Pass

Opening lead — five of hearts.

## The Percentage Play

The one-notrump response indicates six to 10 points. Therefore, if opener rebids three spades, he is asking responder to continue bidding if he is in the upper half of the range for his notrump bid, and to pass if he is not.

Expressed pointwise, responder is being urged to bid with eight, nine or 10 points, and to pass with six or seven. The three-spade bid is an invitation — not a command — to responder to bid again.

A four-spade bid is made by opener when he feels he will have a good chance for game even if responder has only six or seven points. Today's South hand, for example, is so promising for game that South should not risk being dropped at three spades.

Declarer makes the contract if he chooses the right finesse to take after his only entry to dummy is forced out by the opening lead. If he finesses the queen of clubs, he makes the contract; if he takes the trump finesse, he goes down against best defense.

Granting that either finesse has a 50 percent chance of winning, the club finesse is clearly the better play. This is not because it succeeds in the actual deal, but because there is a better chance for the contract if the club finesse wins than if the spade finesse wins.

For practical purposes, the hand is over if the club finesse wins. But if South tries the trump finesse instead, he will still have to lose a trump trick if East was dealt three or more spades including the king.

Because a successful club finesse will make the contract about half the time while a successful trump finesse won't, it is the indicated play at trick two. It is the percentage play.

Tomorrow: The early bird catches the worm.

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