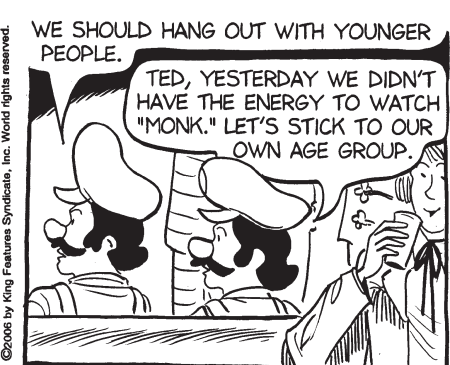
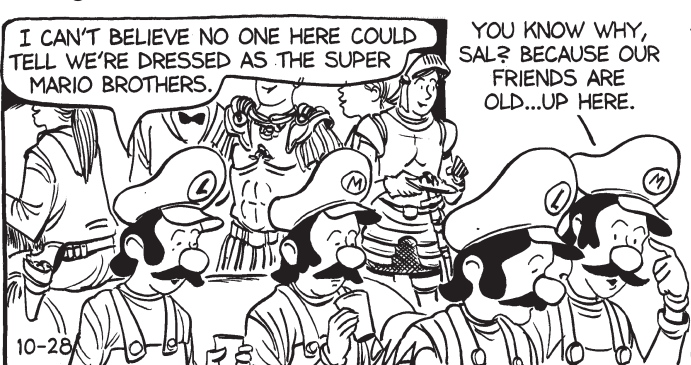


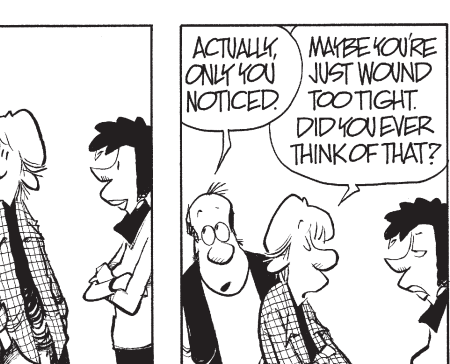
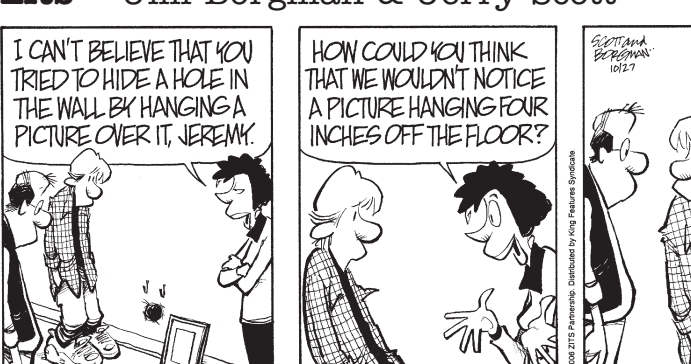
Sally Forth • Greg Howard



Sally Forth • Greg Howard



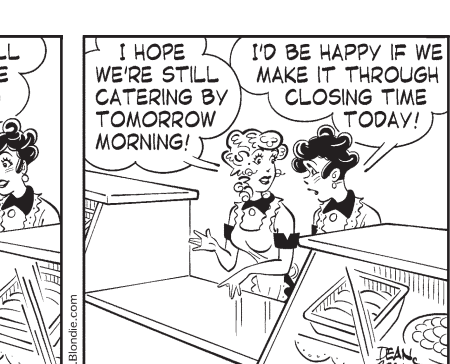
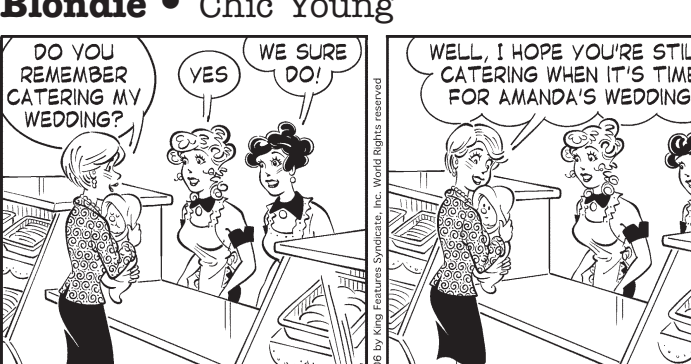
Zits • Jim Borgman & Jerry Scott



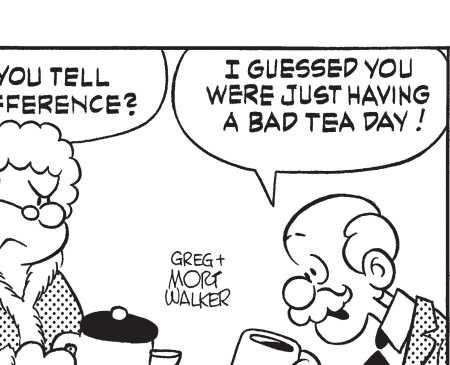
Hagar the Horrible • Chris Browne



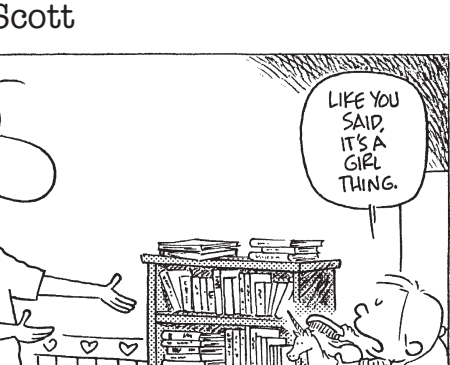
Blondie • Chic Young



Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Crankshaft • Tom Batiuk and Chuck Ayers



Cryptoquip

ROWFM VAOR OR VAM VOKM KM Z PJR DGXH EZLHJWEZUUX
 VX RDCZE JZVMC XW KE RJXJ KP Z MZBGS L BZFZQKPJ,
 DBZWVR, O JXQBN FZBB BKFOW DGS IZUU OKB WOJ
 OV Z KORV XDDXCVOVOVE. HPKIH GMWKBJ?
 Yesterday's Cryptoquip: THE MOVIE COMPANY WAS SCRAMBLING WITHOUT A FULL STAFF, BUT EVENTUALLY IT GOT A GRIP. Yesterday's Cryptoquip: SINCE THIS IS THE TIME TO SPRAY WATER ON MY PLANTS, I WOULD CALL IT A MIST OPPORTUNITY.
 Today's Cryptoquip Clue: O equals I Today's Cryptoquip Clue: J equals E

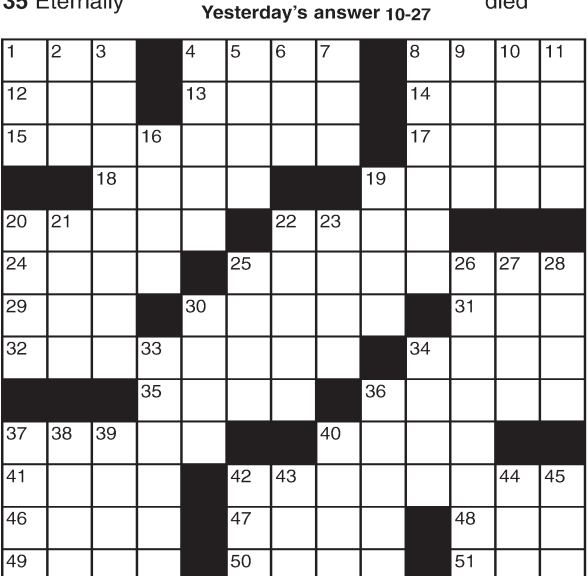
Crossword

ACROSS
 1 Cock and bull?
 4 Bread spread
 8 TV chef
 12 Moulton
 14 Reaction to a bad taste
 15 Fashion
 14 Family
 15 Bullring
 17 VIP
 17 "It — Necessarily So"
 18 Rue the run
 19 Visualization
 20 Omega's opposite
 22 Camel feature
 24 Provider of veritas
 25 Spittoon
 29 Before
 30 Capitols' caps
 31 Play with plastic
 32 Brazilian port city
 34 Dorm dweller
 35 Eternally

DOWN
 1 Shack
 2 Id counterpart
 3 Remnants of ammo
 4 Nebraska city
 5 Source of riches
 6 Tokyo's old name
 7 "— the ramparts ..."
 8 Trattoria seafood entree
 9 Others (Lat.)
 10 Pealed
 11 Initial chip
 16 Toyota subcompact
 19 Satan's staff
 20 Iron era
 21 Trevi toss, once
 22 Comedy writer's sine qua non
 23 Addict
 25 "The Da Vinci —"
 26 Calamitous time
 27 Actor
 28 Cincinnati squad
 30 Comic Letterman
 33 Truth
 34 Blue hue
 36 Some women's footwear
 37 Work at the keyboard
 38 Cling to
 39 "Zounds!"
 40 Blueprint
 42 Turf
 43 Favorable vote
 44 Lennon's lady
 45 Skedad-dled

Solution time: 25 mins.

Yesterday's answer 10-27

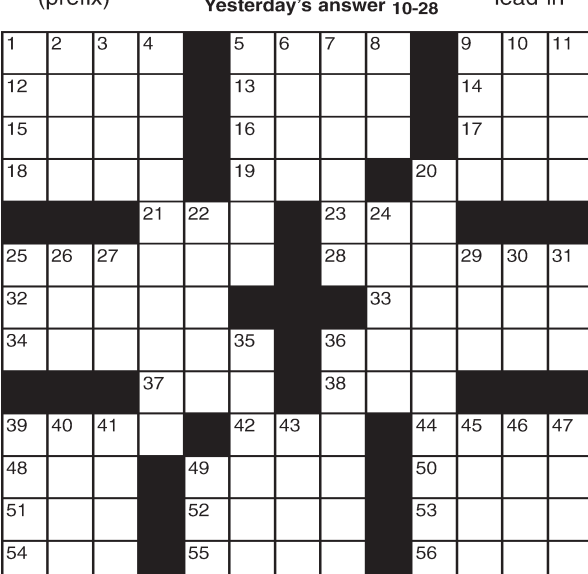


ACROSS
 1 Diner offering
 5 Eremitic's home
 9 Go like a frog
 12 From one end to t'other
 13 Still unpaid
 14 Altar affirmative
 15 Henhouse
 16 Singer Mouskouri
 17 Gift-tag word
 18 Fictional villain
 19 Go blue?
 20 Paddock pop
 21 Kanga's kid
 23 Ostrich's kin
 25 Camelot king
 28 Two-edged sword
 32 Holler
 33 Skin (prefix)

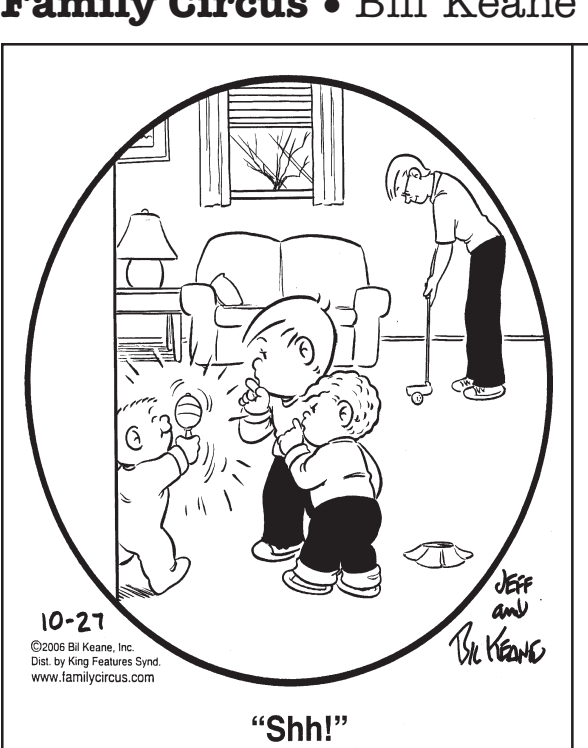
DOWN
 1 Leave a lasting impression?
 2 "Hi, sailor!"
 3 Stomped (on)
 4 Herculean
 5 California vulture
 6 Vacationing
 7 Surface
 8 Writer LeShan
 9 Stereo hookup
 10 Smell
 11 Skin opening
 20 Boss
 22 External
 24 "The Treasure of the Sierra —"
 25 Volcano output
 26 Plato's P
 27 Craggy peak
 29 Anger
 30 Type squares
 31 "You dirty —!"
 35 Legal
 36 Desert water-course
 39 Hoosergow
 40 Never again?
 41 Concept
 43 Lobs' paths
 45 Almost black
 46 Genealogy chart
 47 Galley supply
 49 Carte lead-in

Solution time: 27 mins.

Yesterday's answer 10-28



Family Circus • Bill Keane



Bidding Quiz

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

North	East	South	West
1 ♦	Pass	1 ♥	Pass
2 ♦	Pass	3 ♥	Pass
3 NT	Pass	?	

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

- ♠ J7 ♥ AKQJ952 ♦ 63 ♣ J8
- ♠ KJ ♥ KQ9872 ♦ Q974 ♣ 4
- ♠ 72 ♥ KQJ9764 ♦ A5 ♣ J6
- ♠ AJ8 ♥ KJ8743 ♦ A75 ♣ K

* * *

1. Pass. There is no good reason to think that four hearts is safer than three notrump. On the contrary, partner will almost certainly be able to take nine quick tricks in notrump, as your hearts are solid and partner should have a stopper in any suit that is led. At four hearts, you could conceivably lose four tricks, particularly with partner having twice shown minimum values after opening the bidding. The hand can stand four losers in notrump, but not in hearts.

2. Four diamonds. This hand does not figure to lend itself well to notrump and is obviously better designed for suit play. Four diamonds (forcing) permits partner to go on to five diamonds, or possibly show belated support for hearts. Minor-suit games are relatively rare, since most hands with a potential for 11 tricks usually produce at least nine in notrump, but here the likelihood of making nine tricks in notrump is too remote.

3. Four hearts. The chance of making four hearts is excellent, while three notrump might prove very precarious. The danger in notrump is that the opponents, having the advantage of the opening lead, might establish their long suit before dummy's hearts can be established.

It might turn out that four hearts and three notrump can both be made, depending upon partner's hand, but in the long run four hearts will prove the surer bet.

4. Four diamonds. It's almost a sure thing that partner can make three notrump, but passing is not right because there is still too good a chance for a slam. For example, six diamonds would be a breeze if partner held:

[S] K92 [H] 5 [D] KQ9863 [C] AJ4

Investigating a slam by bidding four diamonds does not really jeopardize game possibilities. It keeps the avenue open to both a game and a slam, and what you do next depends largely on how partner reacts. Thus, if he now cuebids five clubs, indicating the club ace and interest in slam, you would go right to six diamonds.

East dealer.
 Both sides vulnerable.

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

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

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

EAST
 ♠ K 10 2
 ♥ A K Q J 8
 ♦ 8 5 3
 ♣ 9 5

The bidding:
 East 1 ♥
 South Dble
 West Pass
 North 1 ♠
 Pass 3 ♦
 Pass 5 ♦
 Opening lead — ten of hearts.

Detective Work Works Well

You can't see the adverse hands when you're declarer, but as the play proceeds, it often becomes possible to visualize them perfectly, enabling you to achieve the best possible result.

Here is a simple case that shows how it's done. South becomes declarer at five diamonds after East opens one heart, and West leads the heart ten. East wins with the jack and continues with the ace.

South ruffs high, enters dummy with a trump and leads a low spade to the queen. As expected, the finesse succeeds, and declarer then cashes his three remaining trumps to produce this position:

North — [S] J 7; [H] 9; [C] Q 8 2
 West — [S] 9 8; [C] J 10 6 3
 East — [S] K 10; [H] K Q; [C] 9 5
 South — [S] A 3; [C] A K 7 4

Declarer may hope the clubs are divided 3-3, but he knows that even if they're not he is still sure of the contract. No lie of the cards can defeat him.

He cashes the A-K of clubs and plays a club to dummy's queen. East shows out on the third club and is forced to discard the heart queen in order to guard the spade king. To this point, East has shown up with precisely five hearts, three diamonds and two clubs. East therefore started with exactly three spades and so is now known to hold the K-x of spades and king of hearts. Accordingly, South leads dummy's nine of hearts and discards his club loser on it. East wins, but is compelled to return a spade, allowing declarer to win the last two tricks with the ace and jack of spades.