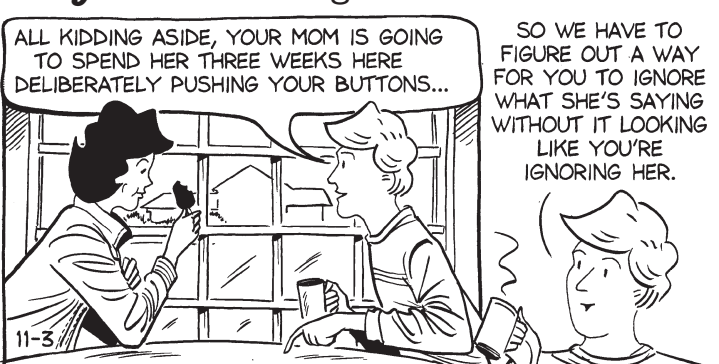


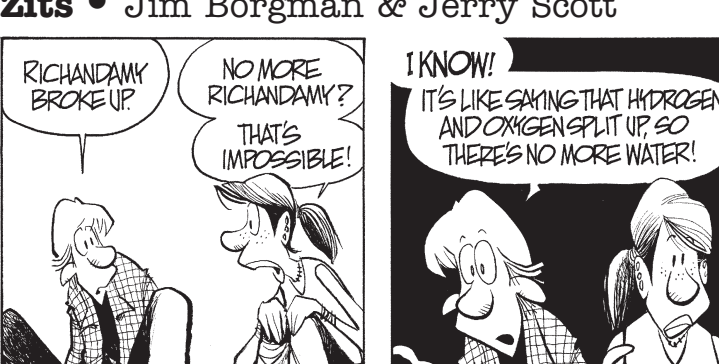
Sally Forth • Greg Howard



Sally Forth • Greg Howard



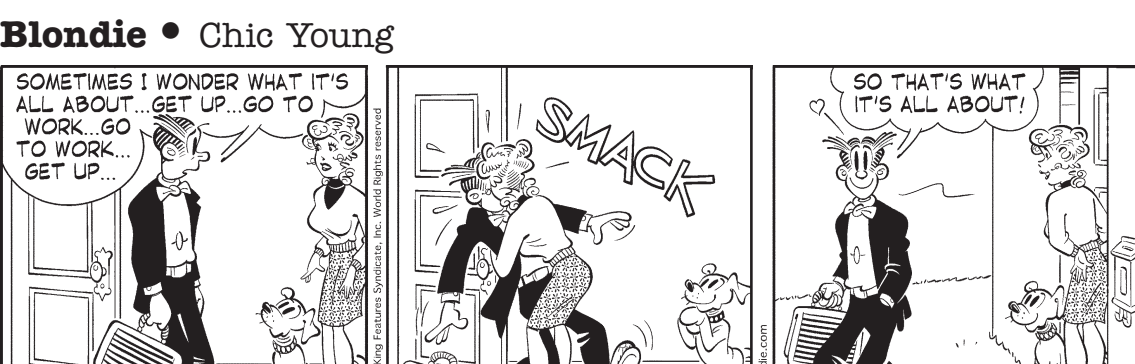
Zits • Jim Borgman & Jerry Scott



Hagar the Horrible • Chris Browne



Blondie • Chic Young



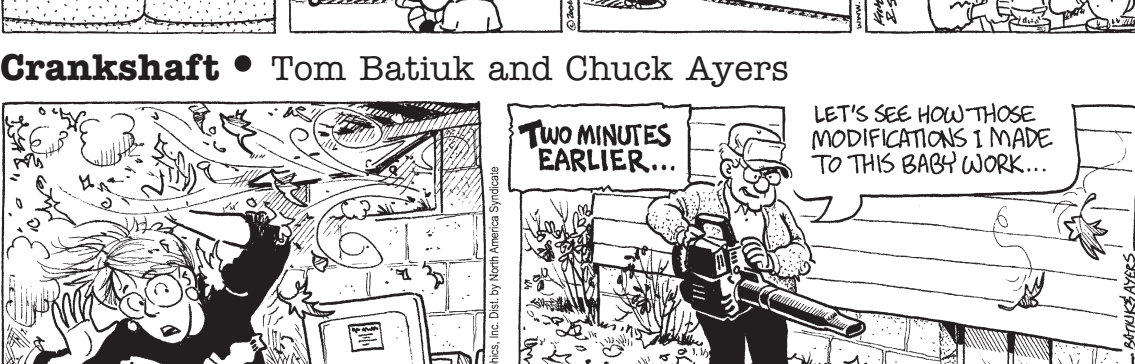
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Crankshaft • Tom Batiuk and Chuck Ayers



Cryptoquip

TF UND AVXAVLDUXV XB Q QNRPQSM CRJVJ XQVM
 UND NTEQUDO NXEFD, L WGKHHQSP LKFS CZMMJ RSL
 SEDFF L CXEWO FTJ JXE'VD JHXQCCQSP FKKL NQPGC AM
 LUF BVLSNUBEW XQD.V. MDHZMJML RJ RD RWCJ.
 Yesterday's Cryptoquip: IF A YOKED BEAST HANDLED MAIL, WOULD YOU EXPECT HIM TO BE KNOWN AS A POST-OFFICE OX?
 Today's Cryptoquip Clue: V equals R

Q QNRPQSM CRJVJ XQVM
 WGKHHQSP LKFS CZMMJ RSL
 JHXQCCQSP FKKL NQPGC AM
 MDHZMJML RJ RD RWCJ.
 Yesterday's Cryptoquip: AS THE PROPRIETOR OF THE HAUNTED HOUSE, I GUESS I WOULD SAY YOU'RE ITS FRIGHTFUL OWNER.
 Today's Cryptoquip Clue: D equals X

Crossword

ACROSS
 1 Pouch
 4 Type squares
 7 Tape-recorder parts
 12 That girl
 13 Acquire
 14 Correspond
 15 Previous to
 16 Tries
 18 Back talk
 19 Dulcet
 20 Greek-salad ingredient
 22 Mound stat
 23 "Cheers" supply
 27 Cover
 29 Falsely ingratiating
 31 Refuge
 34 Squabble
 35 "Last night I — I went to Manderley again"

DOWN
 1 Ledge
 2 Avian pent-house
 3 Went on all fours
 4 Coop collection
 5 Spoke like Morris
 6 Take the helm
 7 Huck's transport
 8 "I" strain
 9 Screw up
 10 Wahine's bestowal
 11 Congeal
 17 Sailor's septet
 21 Jennifer Garner series
 23 Kennel capophony
 24 Work unit
 25 Flightless bird
 26 Catcher's place
 28 Doctrine
 30 Scratch the surface
 31 Peculiar
 32 Exist
 33 Witness
 36 Glitch in print
 37 Spur on
 40 Propelled a scull
 42 Utter a thought
 43 Counter-top minerals
 44 Home of the Sphinx
 45 Somewhere out there
 46 List-ending abbr.
 48 Conditions
 49 Impresario
 50 Collegiate climber
 51 Born

Solution time: 25 mins.

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

Yesterday's answer 11-3

Bidding Quiz

You are South, neither side vulnerable. The bidding has gone:

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

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

- ♠ AK ♥ KQ853 ♦ 86 ♣ Q962
- ♠ 973 ♥ AQ74 ♦ KQ10 ♣ AJ6
- ♠ K7 ♥ QJ9852 ♦ QJ4 ♣ A5
- ♠ J82 ♥ AJ965 ♦ 984 ♣ 72
- ♠ QJ64 ♥ AQ752 ♦ K3 ♣ K8

1. Three clubs. Obviously, a game must be reached with this hand, but you are not in position at this point to know what the best game contract is. The jump to three clubs (forcing) tells partner you have good support for clubs, the values for an opening bid, and that game is feasible in clubs, hearts or notrump, depending upon his hand. If partner has three hearts, he must show them at his next turn.

2. Three notrump. This bid shows balanced distribution and 16 or 17 high-card points, and is therefore a mild slam try. A jump to two notrump would show 13 to 15 points and little interest in slam.

3. Three hearts. While your hand is satisfactory for notrump play, your main effort should be directed toward reaching a game in hearts. If partner is unable to raise your suit and bids three notrump, you plan to pass. In that event, your 13 high-card points, well distributed in all suits, should make three notrump the best contract. The three-heart bid is forcing to game unless your partnership has agreed otherwise.

4. Pass. The chance for game is remote, and the only problem is to find the best partscore contract. While there might be a better spot than one spade, it is hardly worth increasing the level of the bidding in search of it. Partner might take any further bid by you seriously, and there is no reason to run this risk.

It should be noted that a change of suit by the opening bidder does not force responder to bid again. That principle applies only when responder names a new suit.

5. Four spades. A raise to two spades in this sequence would show eight to 10 points, while a raise to three spades would show roughly 13 to 15 points. The jump to four spades, since it is stronger than three spades, implies interest in a slam, and indicates about 16 or 17 points. In all of these cases, distributional values are counted in addition to high-card values. Some partnerships prefer to play that a raise to three spades shows 11 or 12 points and is merely invitational, while a raise to four spades would show 13 to 15. These players would have to find a more circuitous route to game with 16 or 17 points, implying slam interest along the way.

West dealer. East-West vulnerable.

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

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

The bidding:
 West 1 ♣ North 1 ♥ East 2 ♣ South 3 ♦
 West 3 ♥ North 4 ♦ East Pass South 5 ♦
 Opening lead — king of spades.

Here is a tale of long-distance planning that turned out remarkably well.

West led a spade against five diamonds, and declarer realized that, given the bidding, he would probably go down with normal play. He had a right to assume that East had the king of clubs, but this in turn meant that West was sure to have the ace of hearts for his opening bid. Therefore, though he could avoid a club loser, he would eventually lose three heart tricks and go down one.

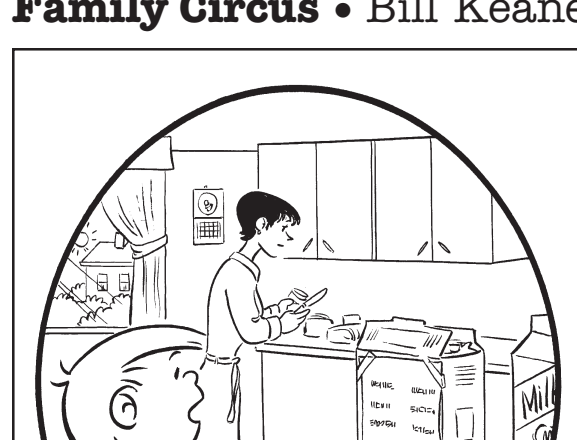
Faced with this problem — a difficult one to solve even with all 52 cards exposed — South came up with a brilliant solution. For starters, he ducked the opening lead of the king of spades!

West could do no better than play another spade, which declarer ruffed. South now cashed dummy's A-K of trumps, taking care to retain his deuce, after which he led the queen of clubs, which held. Next came the key play: He cashed the ace of spades and on it discarded the ace of clubs!

Having thus gotten out of his own way, declarer now led the jack of clubs from dummy. When East covered with the king, South ruffed high and re-entered dummy by leading his carefully preserved deuce of diamonds to dummy's four. He then discarded two hearts on the 10-9 of clubs, lost a heart trick to the ace and so made the contract.

Note that five diamonds could not have been made except in the highly unusual manner shown. But while South's play might be deemed sensational, plays of this sort do more than make a good story; they also make good sense.

Family Circus • Bill Keane



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