Sally Forth • Greg Howard

Zits • Jim Borgman & Jerry Scott

Hagar the Horrible • Chris Browne
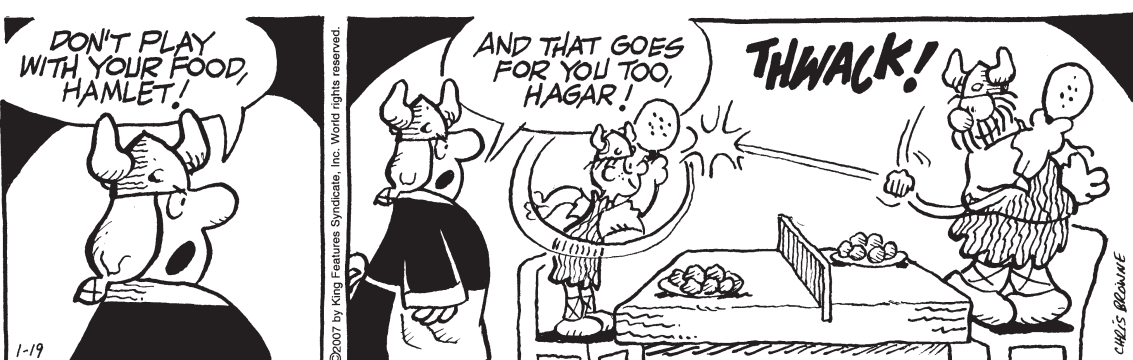
Blondie • Chic Young

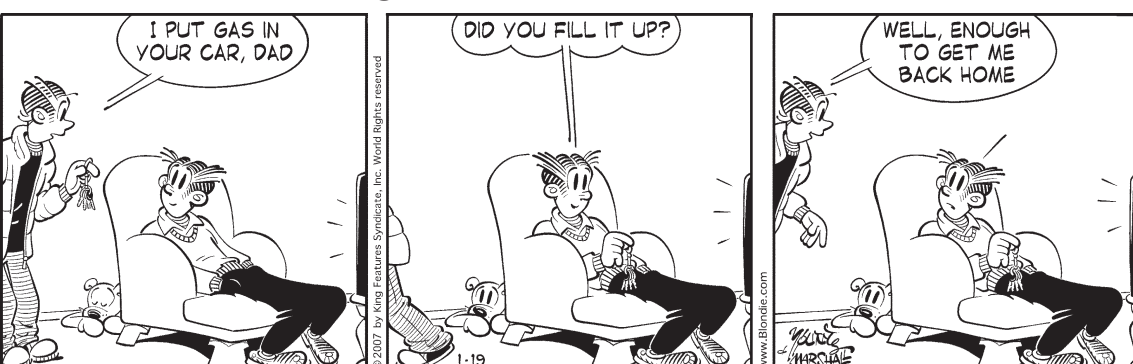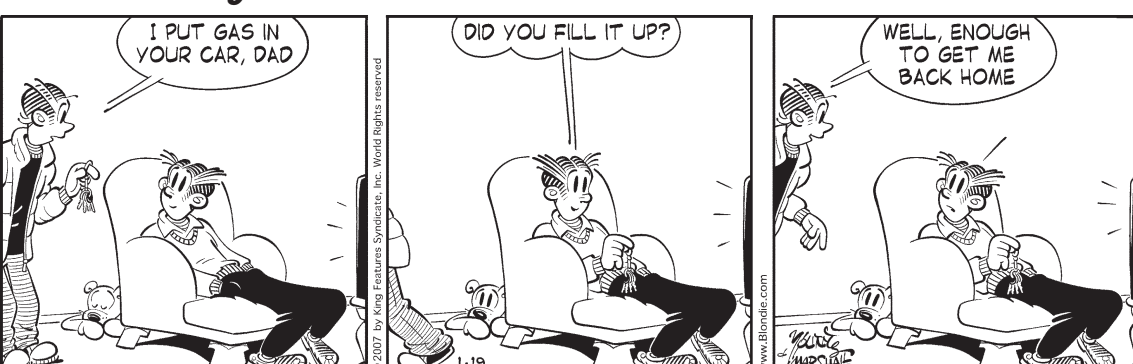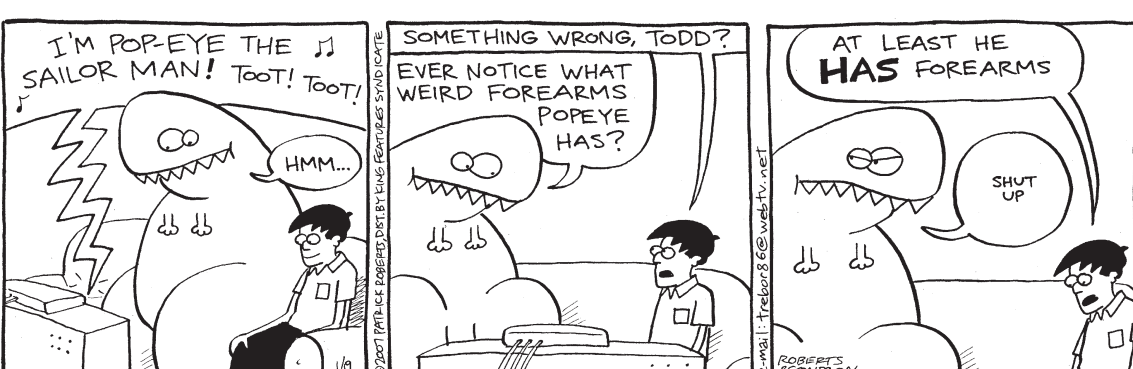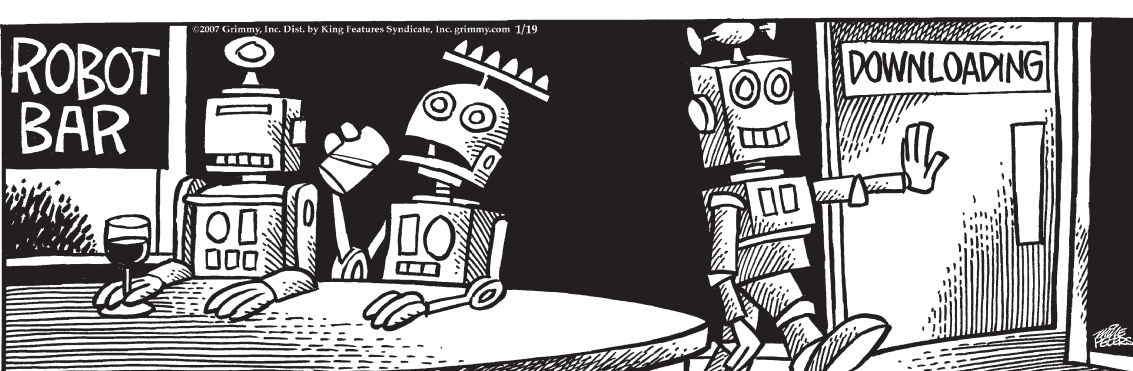## Beetle Bailey • Mort Walker

Baby Blues • Rick Kirkman & Jerry Scott

Tod the Dinosaur • Patrick Roberts

Mother Goose and Grimm • Mike Peters

Cryptoquip

E W F F Y E V U X   V   L Q H   Q   K V S A

K L Y   K Y I T A H   Q E   Q   Z Q I U V A ,

V   I A Z T Y U   E Y R A   K Y W P H

Z Q P P   L A I   R B   S Q V I   P Q H B .

Yesterday's Cryptoquip: BECAUSE I OFTEN GET CRAVINGS FOR BREAD AND PASTA, WOULD PEOPLE SUPPOSE I HAVE A WHEAT TOOTH?

Today's Cryptoquip Clue: Q equals A

H X   W G F ' Q A   U G I   S G   K G S A W

L B Q A Z   F D   I G   L D A B R   G X ,

H I   K H U C I   V A   L B H Z   I C B I

W G F   C B Q A   B   V M B S R   B N N G F S I .

Yesterday's Cryptoquip: SUPPOSING I HAD A WIFE WHO WORKED AS A CARNIE, I RECKON SOME WOULD CALL HER MY FAIR LADY.

Today's Cryptoquip Clue: Q equals V

Crossword

ACROSS
1 Speeding ticket stat
4 Leprechauns' dances
8 Gets stuck
12 — distance
13 "Exodus" author
14 Monad
15 Fracture type
17 Winning margin, sometimes
18 Bucks' mates
19 Fang fluid
20 Drink heartily
22 "Star Wars" princess
24 Settled down
25 Round
29 Charged bit
30 Rapper's entourage
32 Sapporo sash
32 Barren
34 Change for a five
35 "Phooey!"
36 Taps instrument
37 Rabbits' kin
40 St. Louis landmark
41 Elderly
42 Terrier type
46 Let fly
47 Great Lake
48 McKinley's first lady
49 Dandling site
50 Rosary component
51 Trigger's passenger

DOWN
1 — -jongg
2 Sch. org.
3 Sharp turns
4 Kentucky Derby quaff
5 Eye part
6 Martini ingredient
7 Away from NNW
8 Alaska's capital
9 Any minute now
10 Soybean paste
11 Goblet feature
16 Disastrous defeat
19 Sermon subject
20 Deposited
21 Lotion additive
22 Shopping aids
23 Gaelic
25 Cover completely
26 Classical-music lover
27 First victim
28 React to yeast
30 Asset
33 Tense
34 Smart remark?
36 AKC classification
37 Warmonger
38 Not "fer"
39 Descartes or Magritte
40 Met melody
42 "Charlotte's —"
43 Rage
44 "— not choose to run"
45 Bob's longtime partner

Solution time: 25 mins.

Yesterday's answer 1-19

ACROSS
1 Mediocre
5 "Beetle Bailey" dog
9 Ref
12 Tibetan monk
13 Masticate
14 Afternoon affair
15 Microwave
16 Ringlet
17 Massachusetts cape
18 "West Side Story" group
19 Exploit
20 Hoodlum
21 Mischievous tyke
23 Hot tub
25 Small bus
28 Self-defense art
32 Grammarian's concern
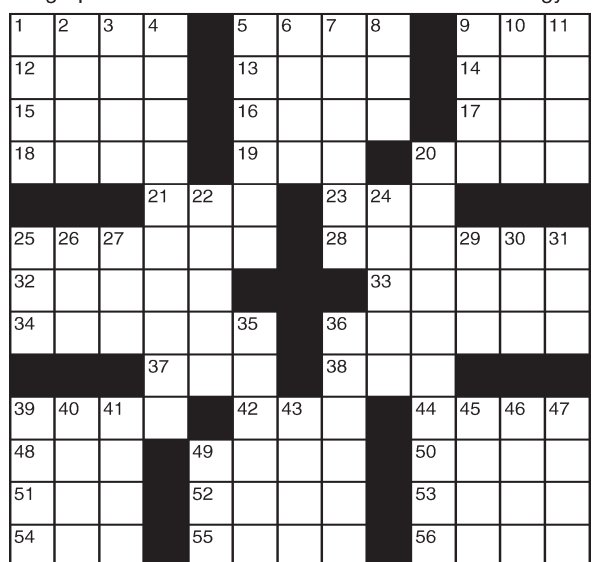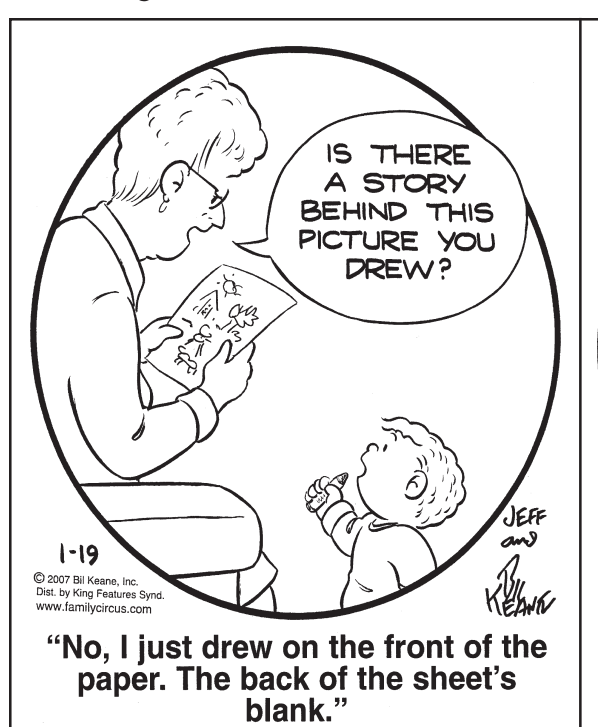33 Eye cosmetic
34 Pornographic
36 CBer's nickname
37 Language suffix
38 Neighbor of Pak.
39 Satyr's kin
42 Pompous sort
44 Boone portrayer Parker
48 B&B
49 Experts
50 Concept
51 Singer DiFranco
52 Month in a Jewish calendar
53 Competed
54 Youngster
55 Nabors role
56 Sicilian spouter

DOWN
1 Web diary
2 56-Across's output
3 Congregation's call
4 Surfer's trick
5 Be in
6 So
7 Soprano Stratas
8 Pussy-cat's partner
9 Western state
10 Waiter's handout
11 Throe
20 Resting for a bit
22 Bumps into
24 Rice recipe
25 Roast beef au —
26 Doctrine
27 Greek cross
29 Neither Rep. nor Dem.
30 Benicio — Toro
31 Raw rock
35 Annual
36 Big deal
39 Authoritative decree
40 Domini preceder
41 Troop group
43 Beelzebub's purchase
45 Tend texts
46 Witnessed
47 Actress Thompson
49 Energy

Solution time: 27 mins.

Yesterday's answer 1-20

Bridge

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

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

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

1. ♠ 10 ♥ KQ863 ♦ K7 ♣ AJ942
2. ♠ J6 ♥ AQ74 ♦ 832 ♣ AK95
3. ♠ KJ4 ♥ QJ853 ♦ 75 ♣ K86
4. ♠ AK7 ♥ AQ983 ♦ 7643 ♣ 5

* * *

Bidding Quiz

1. Three clubs. A basic rule of bidding is that whenever the responder names a new suit, the opening bidder must bid again. In this case, for example, your initial one-heart response is 100 percent forcing, and partner must bid again even if he started with a rock-bottom minimum.

The same principle applies when responder, at his second opportunity, again bids a new suit. However, there is one important exception to this rule, and that is when the opening bidder has rebid one notrump at his second turn.

In that case, if responder wants to name a new suit and be sure that partner will bid again, he must jump to the three-level. Since you have every reason here to believe that your side can make a game in some denomination, you must jump to three clubs to force partner to continue bidding.

2. Three notrump. With 14 high-card points and a notrump-type hand, you should go directly to game. There would not be much point to a three-club bid, because it is unlikely that game in either minor suit would prove a better proposition than game in notrump.

3. Pass. There is no good reason to disturb one notrump. Game is unlikely with only 10 high-card points facing a hand that can contain, at most, 15 points.

The only question to be resolved is whether one notrump or two hearts is the better partscore contract. Seven tricks at notrump figure to be made on high-card power alone, while two hearts runs the risk that partner might have poor heart support, in which case a bad trump break could cost you the partscore.

4. Three diamonds. Again we have an opening bid facing an opening bid, but the best game contract is by no means clear at this point. Partner's assistance in choosing the best contract should therefore be enlisted by jumping to three diamonds.

If partner next bids three hearts, indicating three-card support for your suit, you will happily carry on to four, while if he chooses diamonds or notrump as the best denomination, you intend to abide by his decision.

North dealer.
East-West vulnerable.

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

The bidding:

North	East	South	West
Pass	Pass	1 ♦	Pass
3 ♦	Pass	6 ♦	

Opening lead — king of hearts.

The Telltale Heart

The finesse is a remarkable device that enables you to win a trick with a card lower than one held by an opponent. But, like all good things, it is sometimes abused.

A finesse against a particular card has an even chance of succeeding unless there are factors that indicate otherwise.

If an alternative line of play is available that offers better than a 50-50 chance of success, that approach should be chosen rather than a finesse.

Consider this case where South was in six diamonds and West led the king of hearts, ruffed by declarer. The slam seemed to rest upon the success of the club finesse, so South, after playing a trump to the ace, returned a club to his queen, losing to West's king. He later lost another club trick and went down one.

Before pinning all his hopes on a club finesse, declarer should first have sought another line of play. He would not have had to look too far. West had led the king of hearts, marking him with the ace. This vital piece of information was all South needed to put him on the right track.

Declarer should ruff the heart king and plot a course to endplay West.

He can do this in several ways, but the simplest is to draw trumps and cash the A-K-Q of spades, discarding the heart ten from dummy. He then enters dummy with a trump, leads the queen of hearts and discards the six of clubs on it.

West wins with the ace but is hors de combat. He is forced to return a club or yield a ruff-and-discard, either of which hands South the slam. The club finesse never enters the picture, and declarer gets home safely without running any risk at all.

Family Circus • Bill Keane

"No, I just drew on the front of the paper. The back of the sheet's blank."

"If it's a kid bigger than you, don't hit. Tickle!"