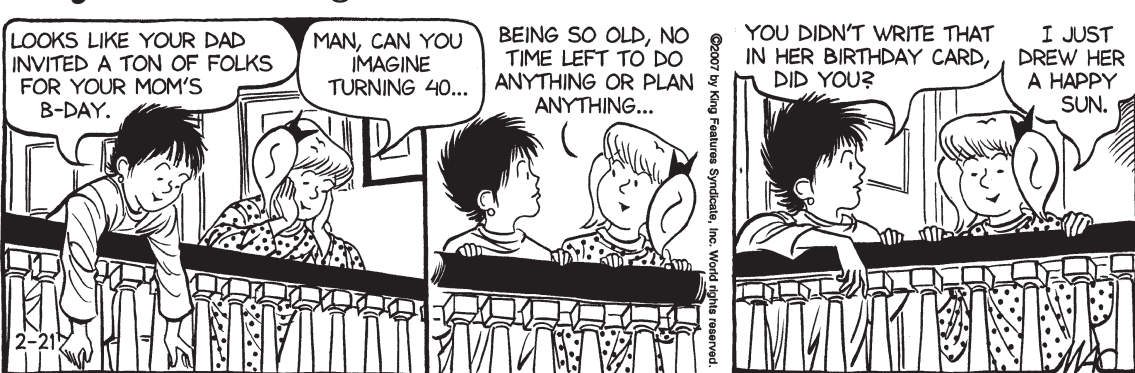


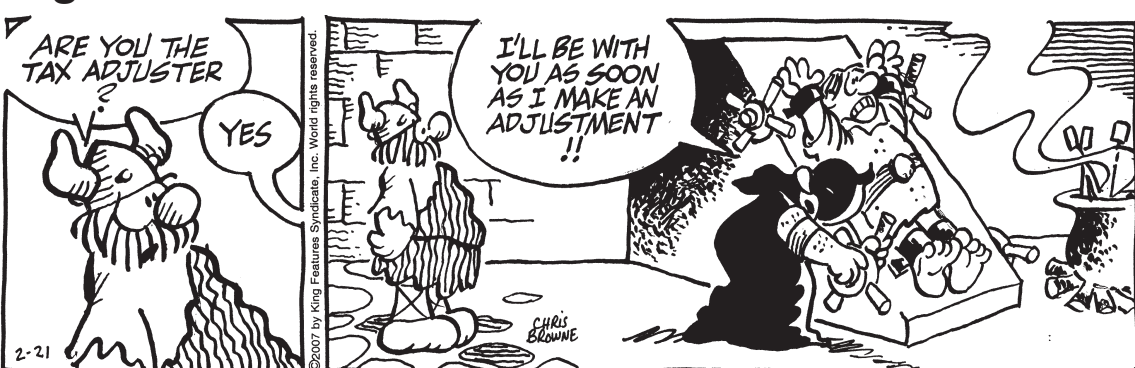
### Sally Forth • Greg Howard



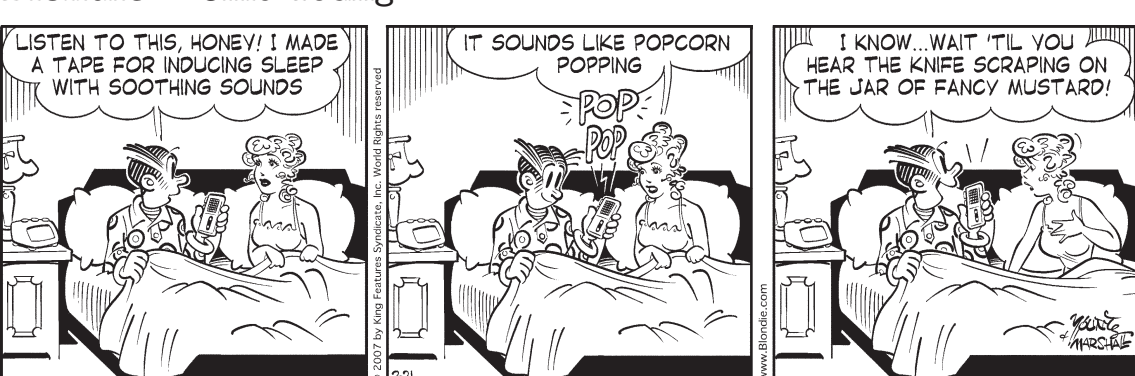
### Zits • Jim Borgman & Jerry Scott



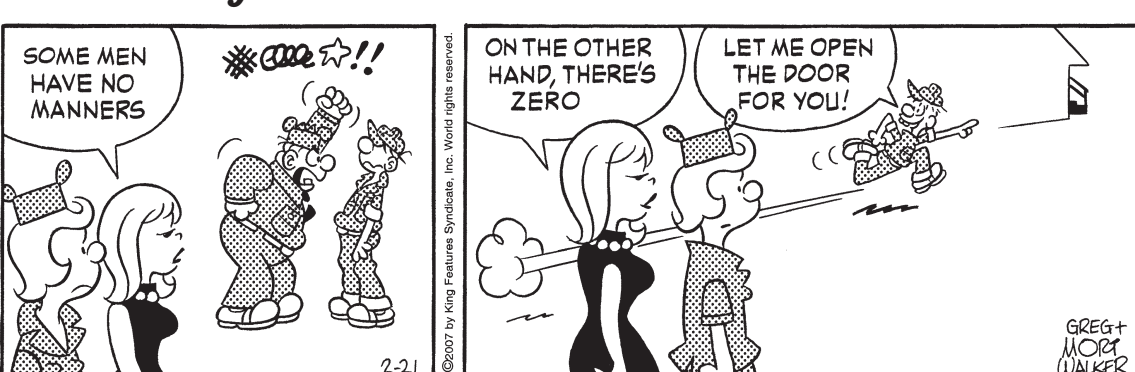
### Hagar the Horrible • Chris Browne



### Blondie • Chic Young



### Beetle Bailey • Mort Walker



### Baby Blues • Rick Kirkman & Jerry Scott



### Tod the Dinosaur • Patrick Roberts



### Mother Goose and Grimm • Mike Peters



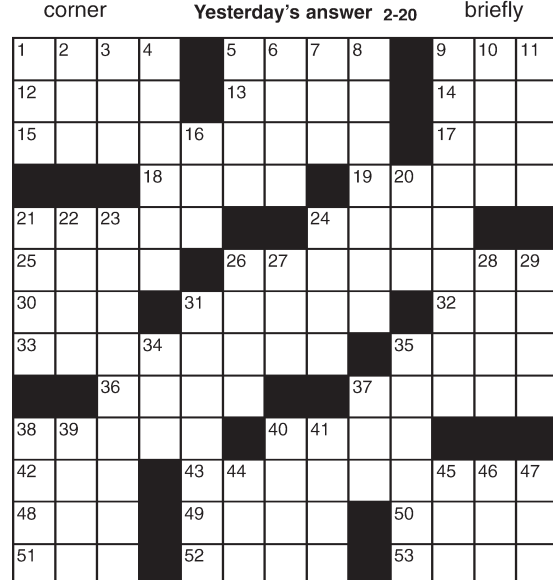
### Cryptoquip

GQKF UGI RKIRTK MZK | FP T WTS PTKKQ TSC  
RMZUBWBRMUBFD BF MF | IJFUQ T NZZNJ, F HERQQ  
IFTBFK XRKKH WIFUKXU, B'H | MZE WFHJN QTM FN  
XMC UQKC'ZK K-ZMWBFD.  
Yesterday's Cryptoquip: IF A COOLING DEVICE RUNS VERY WELL, I GUESS YOU WOULD HAVE TO SAY THAT IT'S FAN-TASTIC.  
Today's Cryptoquip Clue: Z equals R

### Crossword

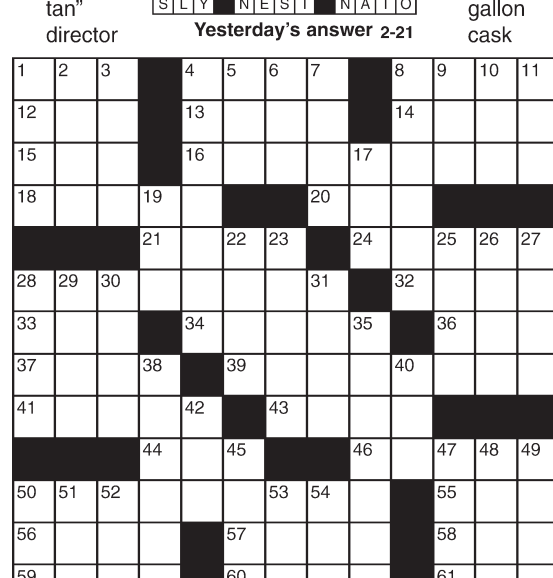
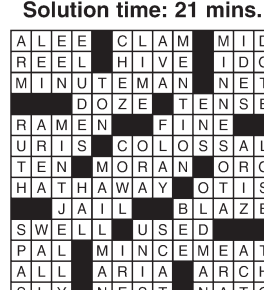
ACROSS  
1 Sheltered  
5 One disinclined to talk  
9 Central  
12 Tape-recorder part  
13 Apiary structure  
14 Altar affirmative  
15 Colonial soldier  
17 Surfer's domain  
18 Nap  
19 Jittery  
21 Oriental noodles  
24 Okay  
25 "Exodus" author  
26 Huge  
30 X rating?  
31 Erin of "Happy Days"  
32 Acapulco gold  
33 Shakespeare in-law  
35 Elevator name  
36 "Monopoly" corner  
37 Conflagration  
38 Distend  
40 Second-hand  
42 Crony  
43 Thanksgiving pie filling  
48 The whole enchilada  
49 Met melody  
50 Foot part  
51 Crafty  
52 Egg container?  
53 Treaty grp.  
DOWN  
1 Branch  
2 Mainlander's memento  
3 Still, in verse  
4 Ducks  
5 At the home of (Fr.)  
6 Rickey flavorer  
7 Ms. Gardner  
8 Bring up  
9 Gophers' place  
10 Bad day for Caesar  
11 With "on," adore  
16 Heavy weight  
20 Em halves  
21 — Bader  
22 Vicinity  
23 Lamb adornment  
24 Excoriate  
26 Part of a Batman costume  
27 Man-mouse link  
28 N.Mex. neighbor  
29 Come in second  
31 Cliff Clavin, e.g.  
34 Actor Holbrook  
35 "Sid and Nancy" star  
37 Spell-down  
38 Resorts  
39 Humpty's perch  
40 Les Etats-  
41 Jazzy ad-libbing  
44 Anger  
45 Geological time  
46 Performance  
47 Nevertheless, briefly

Solution time: 21 mins.



ACROSS  
1 After-hrs. bank  
4 Dalai —  
8 Somewhere out there  
12 "Annabel Lee" writer  
13 Culture medium  
14 Scoop holder  
15 Blunder  
16 Vacationers' mail  
18 Duffer's digging  
20 Pouch  
21 Matador's foe  
24 "Swell!"  
28 Put off  
32 Moreover  
33 — tree (caught)  
34 Fun's directive  
36 Corn spike  
37 One of the help  
39 Stamp canceling a stamp  
41 "Manhattan" director  
43 Tide type  
44 Satchel  
46 Halloween  
4 Portable PCs  
5 Past  
6 More, to Manuel  
7 Crafts' mates  
8 Gum arabic  
9 Supporting  
10 "Not only that, but ..."  
11 Dos' neighbors  
17 Has the where-withal  
19 Mel of baseball  
22 Cavort  
23 Whopper topper  
25 Dog bane  
26 Despot  
27 Lancaster adversary  
28 Cougar  
29 October stone  
30 Emulate  
31 Otherwise  
35 Open shelving  
38 IOU signatory  
40 Speedometer abbr.  
42 "Unh-unh"  
45 React in horror  
47 Shrek, for one  
48 Drench  
49 Heavy reading  
50 Faux —  
51 Frequently  
52 Mme., across the Pyrenees  
53 Hot tub  
54 252-gallon cask

Solution time: 21 mins.



### Bridge

West dealer. Neither side vulnerable.  
NORTH  
♠ A Q 4  
♥ A Q J  
♦ 8 7 6 2  
♣ K 6 4  
WEST  
♠ K 9 7 6  
♥ 8  
♦ Q J 10 3  
♣ Q 10 9 8  
EAST  
♠ J 10 8 5 2  
♥ K 3  
♦ 9 5 4  
♣ A J 3  
SOUTH  
♠ 3  
♥ 10 9 7 6 5 4 2  
♦ A K  
♣ 7 5 2  
The bidding:  
West 1 Pass  
North 1 NT  
East Pass  
South 4♥  
Opening lead — queen of diamonds.

Getting Your Ducks in Order  
When declarer has a choice of plays to make, the order in which he makes them is often of critical importance.  
Here is a typical situation. South wins the diamond lead and has three different plays to consider. He can take a spade finesse, a heart finesse or lead a club to the king.  
Since there is no urgency about leading spades or clubs, South starts by taking a trump finesse. If West has the king, South's troubles are over. However, East wins dummy's jack with the king and returns a diamond. Declarer wins, plays a trump to the queen and ruffs a diamond. This brings him to the point where he must decide whether to broach the clubs or spades next.  
It should not take South long to see the advantage in leading a spade and finessing the queen, even though he has only a singleton spade. In the actual deal, the spade finesse wins and assures the contract, since South can discard a club on the ace of spades. He later loses two club tricks, but winds up making four. However, as can be seen, if declarer tackles clubs ahead of spades, he loses three clubs and goes down one.  
There are two good reasons for taking the spade finesse before leading clubs. First, it costs nothing to try the finesse. If it is unsuccessful, declarer loses a spade trick unnecessarily, but is sure to get the trick back because the ace of spades is still available to take care of one of his club losers. The transaction amounts to an exchange of losers.  
But the chief reason for playing spades first is that if the finesse fails, South retains his chance that West may have the ace of clubs, while if he tackles clubs first and the ace is in the wrong hand, he goes down with a club return by East. By tackling spades before clubs, South thus gives himself two chances to

South dealer. Neither side vulnerable.  
NORTH  
♠ J 5 3  
♥ K 7 4  
♦ K 10 9 8 5  
♣ 10 4  
WEST  
♠ 9 7 6 2  
♥ J 10 9 8 3  
♦ 6 4 2  
♣ 3  
EAST  
♠ A 10 4  
♥ 5 2  
♦ A Q 7  
♣ Q J 9 8 7  
SOUTH  
♠ K Q 8  
♥ A Q 6  
♦ J 3  
♣ A K 6 5 2  
The bidding:  
South 1♣  
West 2 NT  
North 3 NT  
East Pass  
Opening lead — jack of hearts.  
The Delicate Art of Defense  
There are players who spend so much time memorizing complicated bidding conventions, or trying to master squeezes and other advanced plays, that their ability to reason correctly — which counts more than anything else you can name — frequently gets lost in the shuffle.  
Take this case where East, playing more by rote than reason, misdefended three notrump. Declarer took West's opening heart lead with the queen, led the jack of diamonds and let it ride. East won with the queen and returned a heart, taken by South with the ace.  
Declarer then led a diamond to dummy's eight, ducked by East, and a third diamond lead dislodged the ace. East shifted to a low spade, but declarer won and finished with 10 tricks, losing only a spade and two diamonds.  
If East had taken the time early in the play to work out declarer's probable values for the jump to two notrump, he would have held South to just the eight tricks he was entitled to make.  
To begin with, South had to have the K-Q of spades, A-Q of hearts and A-K of clubs for his two-notrump bid. This in turn meant that unless declarer had four spades, he could score only two spade tricks, three hearts and two clubs and would therefore need to make two diamond tricks. East's defense consequently should have been aimed at limiting South to one diamond trick.  
To accomplish this, all East had to do was to let South's jack of diamonds hold at trick two. That would have effectively killed dummy's remaining diamonds, and no matter how South continued, he could not have come to nine tricks.

### Family Circus • Bill Keane

