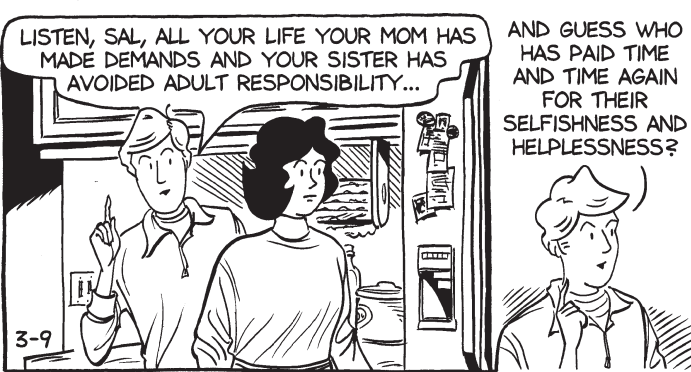
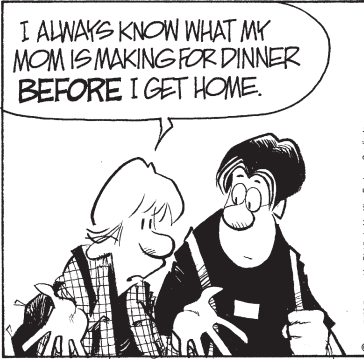


Sally Forth • Greg Howard



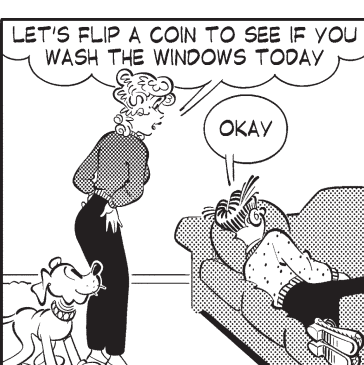
Zits • Jim Borgman & Jerry Scott



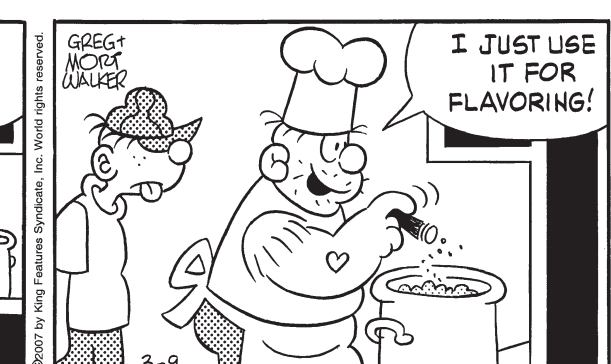
Hagar the Horrible • Chris Browne



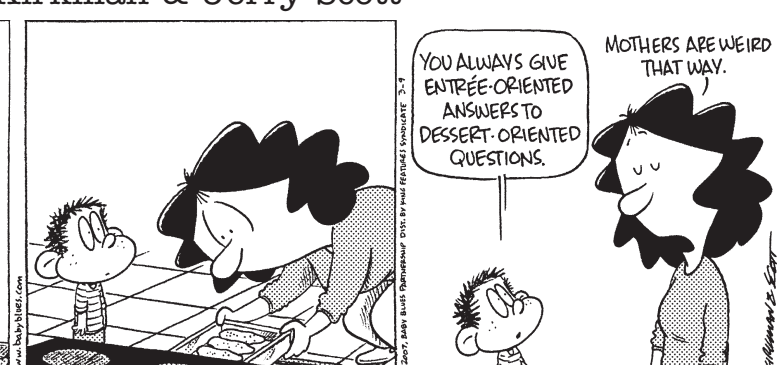
Blondie • Chic Young



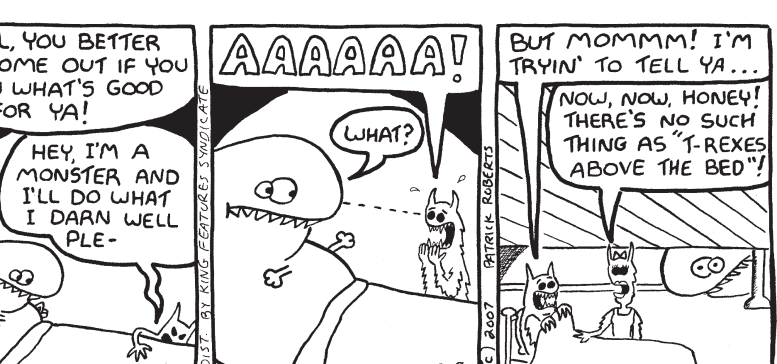
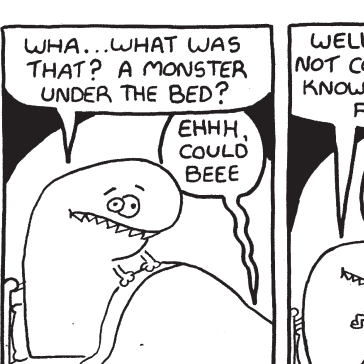
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

VQDU C WHUIDN OJ SCZZNOUF
 C XDA WHF KXHU OAJ
 TCSI, O VHXYW QCPD AH
 SCYY OA ZHPDZ-TDCZOUF.
 Yesterday's Cryptoquip: IF I CREATE A PLAN TO FOOL A PERSON INTO EATING BREATH MINTS, IT MIGHT BE A TIC TAC TACTIC.
 Today's Cryptoquip Clue: O equals I

W MDYIRV DC MVRVAG JWBV
 AVVS CDYSL ES W BVQK
 RVFJWQHGM GFWFV. E HYVGG
 FJVK WQV GFYIDQ-GFWQG.
 Yesterday's Cryptoquip: WHEN A DONKEY IS CARRYING A PET DOG UPON ITS BACK, I WOULD HAVE TO CALL IT ROVER-BEARING.
 Today's Cryptoquip Clue: V equals E

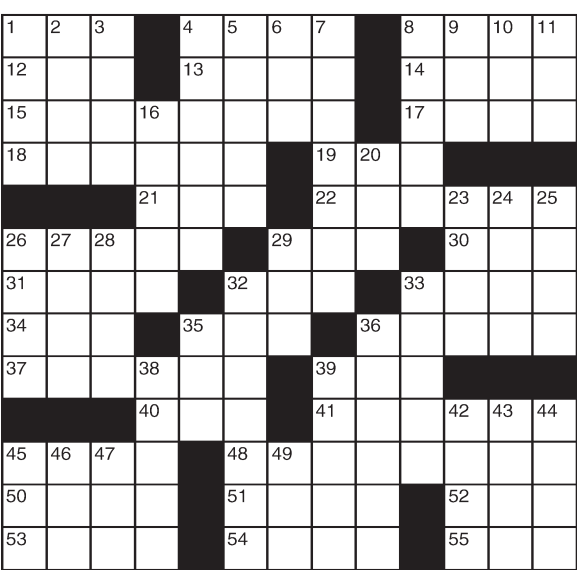
Crossword

- ACROSS**
 1 Flow stopper
 4 Big name in video games
 8 Merriment
 12 Anger
 13 Dumb-struck
 14 Old Italian bread
 15 Sitcom "about nothing"
 17 State with certainty
 18 Occupation
 19 High times
 21 Fool
 22 Trig ratio
 26 Intelligent
 29 Doggy doc
 30 Coquettish
 31 Crones
 32 Danson or Demme
 33 — on (love too much)
- DOWN**
 1 Compact
 2 Neighborhood
 3 Israel's Golda
 4 Least risky
 5 Basin
 6 Solidify
 7 Gave as evidence
 8 Tumbler
 9 Tyler or Ullmann
 10 Before
 11 Corn spike
 16 Approaches

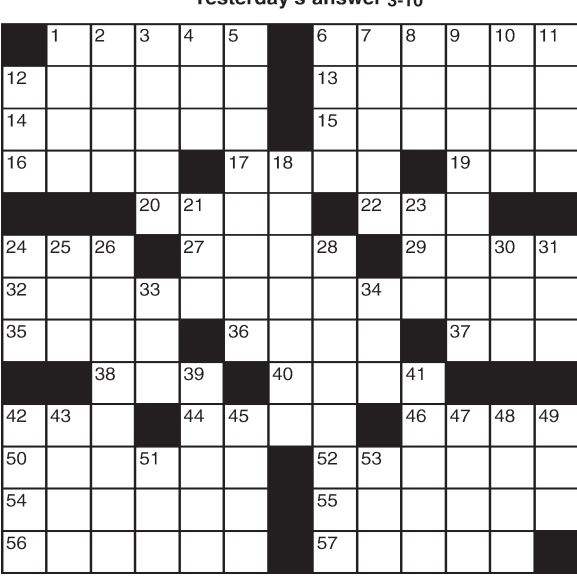
Solution time: 25 mins.

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

Yesterday's answer 3-9



- ACROSS**
 1 Vegas area
 6 Texas city
 12 Quarterback
 13 Straw hat
 14 Tabletop protector
 15 Writer José — y Gasset
 16 No different
 17 Nays' cancelers
 19 Lap dog, for short
 20 Fonteyn's frill
 22 Past
 24 Comprehended
 27 Spoof
 29 Loosen
 32 Foreign bloc
 35 Ornamental case
 36 Hoosergow
 37 Ball-bearing item
 38 Will Ferrell movie
- DOWN**
 1 Writer Teasdale
 2 Svelte
 3 Construction-site holder
 4 Chemical suffix
 5 Vichyssoise ingredients
 6 Heinz instrument
 7 Back
 8 Nosh
 9 "Hurry!"
 10 Lily variety
 11 Composer Khachaturian
 12 Range components (Abbr.)
 18 Mexican peninsula
 21 Strike caller
 23 Rev the engine
 24 "By gosh!"
 25 Chic no more
 26 Realistic
 28 Drawers, in Devonshire
 30 Buck's mate
 31 Inseparable
 33 Tin Man's need
 34 Swiss canton
 39 Suckers
 41 Happy companion
 42 Joint-inflammation ailment
 43 Sea flier
 45 Race place
 47 Cash drawer
 48 Kilmer inspiration
 49 Brit. ref. bk.
 51 Trinity member
 53 Encountered



Family Circus • Bill Keane



Bridge

You have the following hand, both sides vulnerable:
 ♠ KQ963 ♥ A ♦ KJ5 ♣ QJ82

1. Your partner opens the bidding with One Heart, and the next player passes. What would you bid now?

2. Your right-hand opponent opens One Heart, which you double, and your left-hand opponent bids Two Hearts, which is followed by two passes. What would you bid now?

3. You deal and bid One Spade. Partner responds Two Hearts. What would you bid now?

4. Your partner deals and bids Three Clubs, and the next player passes. What would you bid now?

5. You deal and bid One Spade. Partner responds Two Clubs. What would you bid now?

Bidding Quiz

1. One spade. The only other possible bid is two spades, but most experts would consider this hand not good enough to justify a jump-shift opposite a one-heart opening. Two spades would be the proper bid if partner opened with a club or a diamond because of the increased possibility of making a slam. But opposite one heart, a suit for which you have no fit, most experts would respond one spade, leaving any potential giant steps to be taken later.

2. Double. This is still a takeout double, even though partner had the opportunity to respond and didn't. Obviously, the hand is too good to give up without bidding again, and the best way of competing further is to double once more. The alternative bid of two spades is a close second, but the spade suit is a bit too weak to mention independently at this level.

3. Three clubs. You have the high-card values to justify a bid of three notrump, but the wrong distribution. The unbalanced nature of your hand will be suggested by the three-club bid. This is a forward-going bid and indicates values well above a minimum opening.

4. Five clubs. Three clubs is a preemptive bid intended to make life difficult for the opponents. Because the bid denies the high-card values for a normal opening one-bid, partner cannot be credited with as much as seven clubs to the A-K and a side ace.

The most partner can have is a good club suit and a high card or two of secondary value, which should produce a good play for game. Three spades (forcing), followed by a raise to five clubs if partner does not support spades, is also acceptable.

5. Four clubs. The jump-raise shows approximately the high-card values you have, as well as implying distributional features. At the same time, it leaves room for partner to cuebid or use Blackwood if he is interested in a slam.

South dealer. Both sides vulnerable.

NORTH
 ♠ A K 8 4
 ♥ J 4
 ♦ J 9 4 3
 ♣ 8 4 2

WEST
 ♠ 9 5 3
 ♥ Q 6 5
 ♦ Q 10 6 5
 ♣ K 10 3

EAST
 ♠ 10 7 6 2
 ♥ K 10 9 7
 ♦ 7
 ♣ J 9 6 5

SOUTH
 ♠ Q J
 ♥ A 8 3 2
 ♦ A K 8 2
 ♣ A Q 7

The bidding:
 South 1♦ West Pass North 1♠ East Pass
 3 NT
 Opening lead — five of diamonds.

Putting It All Together

Whenever a player becomes declarer, he must give his assignment the closest attention possible. He must have his objective clearly in mind when he starts to play, and must form a preliminary plan he intends to follow. Naturally, he must also be prepared to deviate from the original plan when, as and if the circumstances change.

Plays hastily made before a plan of attack is formulated often lead to disaster. Witness this hand where South reached three notrump on the bidding shown.

West led a diamond, and declarer won East's seven with the eight. He could count nine tricks consisting of four spades, a heart, three diamonds and a club. The only trouble was that the tricks were easier to count than to take.

The four spade tricks were impossible to cash. If declarer cashed the Q-J, he would have no way of reaching dummy to collect the A-K, while if he cashed the queen and then overtook the jack, he would score only three spade tricks.

South adopted the latter line of play and then took a club finesse. West won with the king and returned the ten of clubs, and declarer eventually finished down one.

What happened to South should not have come as a surprise. The problem of collecting four spade tricks should have engaged his attention before he won the first diamond trick with the eight.

What South should have done was to win the first diamond with the king (or ace). Next he would cash the Q-J of spades and ace of diamonds. A diamond toward the J-9 would then assure an entry to dummy, and nine tricks would be there for the taking.

