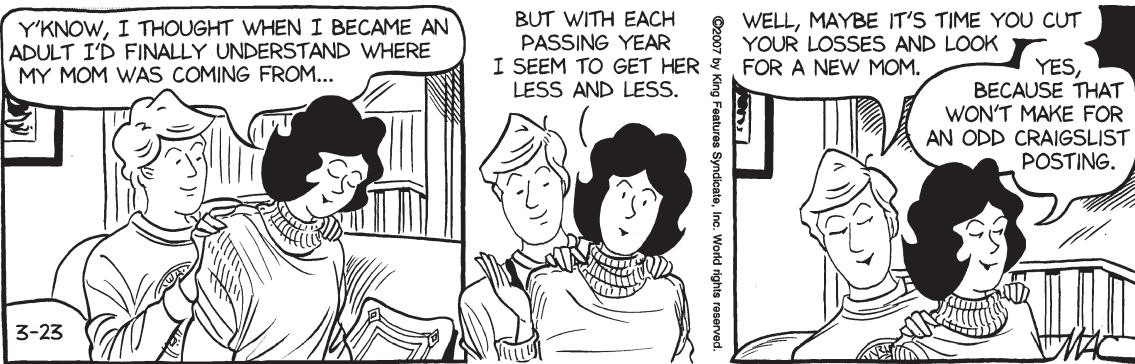


Sally Forth • Greg Howard



Zits • Jim Borgman & Jerry Scott



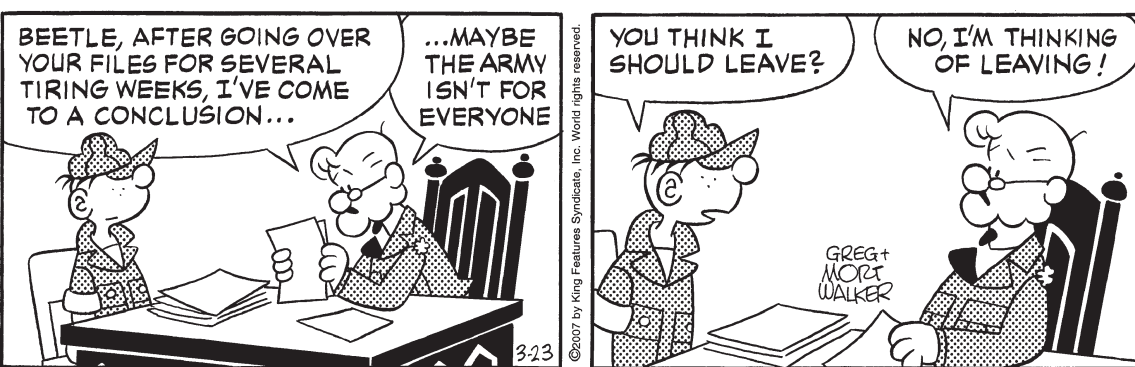
Hagar the Horrible • Chris Browne



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

KH WFI UMTT D HDTVMOFFQ
QIGKPS D VUDUM FH
KPDJUKCKUW, K'Q JTDKL

UODU WFI'GM TWKPS QFGLDPU.
Yesterday's Cryptoquip: MY DAUGHTER IS SO NUTS ABOUT SELLING AUTOMOBILES, SHE RECENTLY CHANGED HER NAME TO CARLOTTA.
Today's Cryptoquip Clue: U equals T

BGSJP FQPFXQSHW X JXQWP
EPXJ, RGP DIIO BGI GXZ
FISMIH IXO PCFPQSPHDPZ
MIEP OSRDGPH SRDGSH'.
Yesterday's Cryptoquip: IF YOU TELL A FALSEHOOD DURING A STATE OF INACTIVITY, I'D CLAIM THAT YOU'RE LYING DORMANT.
Today's Cryptoquip Clue: I equals O

Crossword

ACROSS

1 Faraway saucer
4 Flightless bird
7 Macrame, e.g.
12 "Smoking or —?"
13 Once around the track
14 Two under par
15 Sort
16 Scouring product
18 Dead heat
19 German surrealist
20 It has its ups and downs
22 Recognizes in a lineup
23 Church section
27 Remiss
29 Serious attempt
31 Bonfire remnants
34 Storage story
35 Pick
37 Go blue?
38 Spuds' buds
39 Dundee denial

41 Suggestive
45 The
Dionne Quintuplets, e.g.
47 Greek cross
48 Metallic musical instrument
52 First X?
53 "101 Dalmatians" dad
54 Do some downsizing
55 Curved line
56 Man of morals
57 Archery-bow wood
58 Genet-icist's abbr.

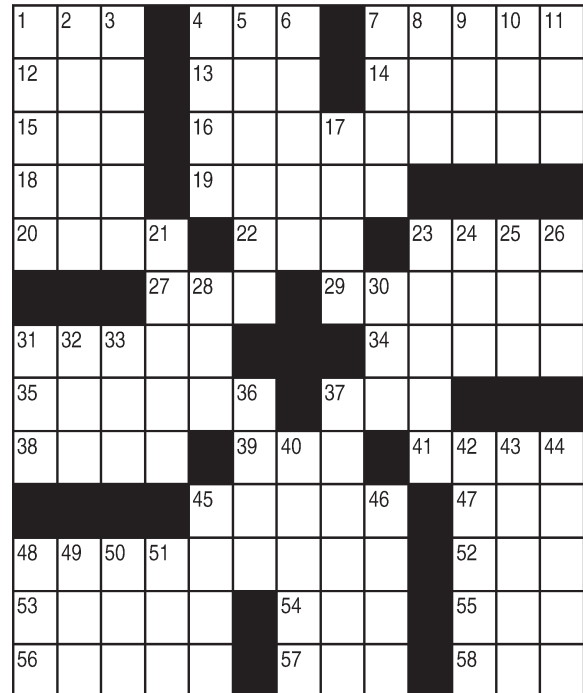
DOWN

1 Oneness
2 Page number
3 Singing properly
4 Differently
5 Grid of dots
6 Overturn
7 Highlander
8 Uncivilized
9 Past
10 Showman
11 Comm. device
17 Being, to
21 Dairy-section wares
23 Pursuing
24 Cauldron

25 — Lanka
26 List-ending abbr.
28 Fool
30 Wray of "King Kong"
31 Expert
32 Bashful
33 Weeding tool
36 Oklahoma city
37 Ritzy
40 Dress splendidly
42 Oil of roses
43 Stone pile serving as a landmark
44 Colorado's — House National Monument
45 Thick semiliquid
46 Kind of duck
48 Resort
49 Pirouette pivot
50 Type units
51 Swelled head

Solution time: 25 mins.

Yesterday's answer 3-23



ACROSS

1 Type squares
4 Writes in the margin
8 Be philanthropic
12 "Annabel Lee" writer
13 Rue the run
14 Second-hand
15 Doctrine
16 Stylish
17 Hosiery woe
18 Mistaken cautioner
21 That girl
22 "War of the Worlds" carrier
23 Gold measure
26 Fingers, in a sense
27 Tackle moguls
30 Wield a blue pencil
31 DiMaggio or Montana

32 Hamilton-Burr event
33 Affirmative action?
34 Cutesy crossword clue
35 "Is that your — answer?"
36 St. Bernard's burden
37 Petrol
38 Youngster
45 Set down
46 "The — King"
47 Historic period
48 Sty cry
49 Right on the map?
50 Early bird
51 Vortex

52 Deteriorates
53 Part of UCLA
DOWN

1 Grand scale
2 Go wild at a rock concert
3 Big rig
4 LP holder
5 Earthy color
6 Reedy
7 Quarantine
8 Verve
9 "— It
10 Scallopini base
11 Advantage

19 Fireside occurrence
20 Conditions
23 "Jeopardy!" juggernaut
24 Big fuss
25 Disen-cumber
26 Charged bit
27 Baltimore newspaper
28 Mauna —
29 Poorly
31 For whom things are often up in the air?
32 Platter
34 Nerd-pack item
35 Swoons
36 Eccentric
37 Spirit
38 Black-thorn
39 Settled up
40 Orange coat
41 Bambino's bye-bye
42 Carina
43 Therefore
44 Kvetches

Solution time: 27 mins.

Yesterday's answer 3-24



Bidding Quiz — Bridge

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

East	South	West	North
Pass	Pass	Pass	1 [S]
Pass	?		

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

- [S] Q852 [H] AJ842 [D] 73 [C] K6
- [S] - [H] J853 [D] Q762 [C] J9642
- [S] QJ [H] KJ52 [D] K964 [C] QJ3
- [S] KQ84 [H] 72 [D] AJ7652 [C] 6

1. Three spades. Responses by a player who has passed originally have a different meaning than those made by a player who has not previously passed. For example, the three-spade bid recommended here is not forcing, and partner is permitted to pass. Similarly, a two-heart response would not be forcing. In both cases, partner would be required to bid again had you not passed initially. The reason such bids are nonforcing is logical enough. If your partner opens the bidding third- or fourth-hand after you've passed, he is in a good position to know whether or not a game is possible. If his judgment indicates that a game cannot be made, even though you jump the bidding or change suits, he is under no obligation to bid again. The three-spade bid more or less reflects the strength you hold, and partner will go on to game with a satisfactory hand. If he passes, the chances are he won't make 10 tricks. Change one of the diamonds to a club and you would bid four spades. 2. Pass. There's no point in looking for trouble. The chance of making game is remote, and the chance of improving matters by looking for a better trump suit is more imaginary than real. Your best bet is to leave well enough alone. 3. Three notrump. You'll never be able to convince partner you passed this 13-point hand if you respond with two notrump, which shows 11 or 12 points and is not forcing under the circumstances. Perhaps you shouldn't have passed originally, but it was at best a marginal opening bid. Now there's only one way to compensate for the earlier pass, and that's by bidding game. 4. Four spades. You might have opened the bidding with this hand also, but that's a debatable proposition. Having decided to pass, you must make up for it by bidding game. However, you wouldn't bid this way if partner had opened with, say, one club. In that case, you would have responded with one diamond and awaited developments. What makes the spade game attractive is that partner's opening spade bid changes the value of your hand enormously — so much so that you can treat it as the equivalent of an opening bid or better. A case can be made for jumping to three diamonds if you play this as forcing, but since many players do not play a jump-shift by a passed hand as forcing, it is not recommended.

South dealer.
North-South vulnerable.

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

WEST		SOUTH	
♠	A Q 9 7 4	♠	K 3 2
♥	6 5 2	♥	Q 7
♦	6 4 3	♦	A K Q 2
♣	8 5	♣	10 9 6 3

The bidding:

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

Opening lead — seven of spades.

A Suicide Squeeze

There is a play in bridge called a suicide squeeze, and it can be highly effective on the rare occasions when it may arise. Instead of declarer cashing his winners and squeezing one of his opponents — which is the usual case — declarer arranges matters so that one opponent squeezes the other!

Consider this deal where West leads a spade. Declarer wins East's jack with the king and can count only eight sure tricks. It appears that South's only chance is to try a club finesse, hoping to find West with the king. But if South attempts the finesse, he goes down, losing a club and four spade tricks. Declarer has a better method of play available, however. His best chance lies in returning a spade at trick two! If West declines to cash his spades, he never scores them, and South makes the contract after losing a club to East's king. Let's assume, therefore, that West continues with a third and fourth spade, declarer discarding a diamond from dummy and a club from his hand. On the third spade, East can part with a club, but on the fourth spade he is unremittingly squeezed. He cannot spare a heart, a diamond or a club, because whatever he discards, South gains his ninth trick in that suit. Furthermore, East's position gets even worse if West cashes his last spade. Declarer reasons from the start that if West turns up with only four spades originally, a club finesse can eventually be taken in safety and the contract thus assured. But if West started with five spades to the A-Q, he is unlikely to also have the king of clubs, because he would probably have overcalled South's opening diamond bid with one spade. In that case, returning a spade at trick two offers the only real chance to salvage the contract.

Family Circus • Bill Keane

