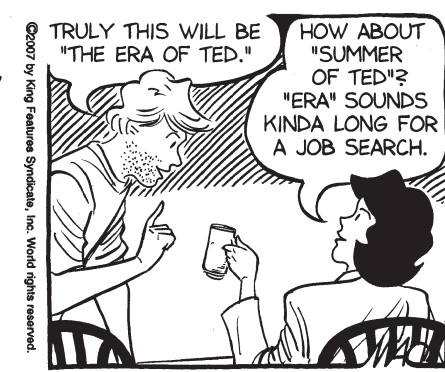
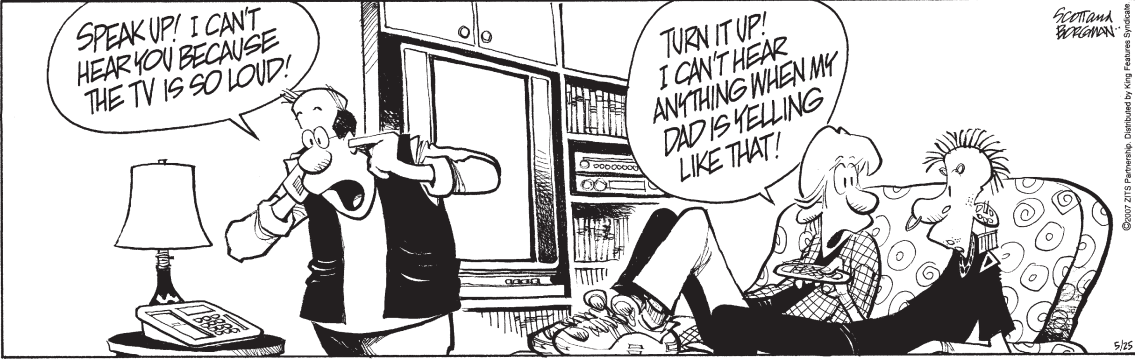


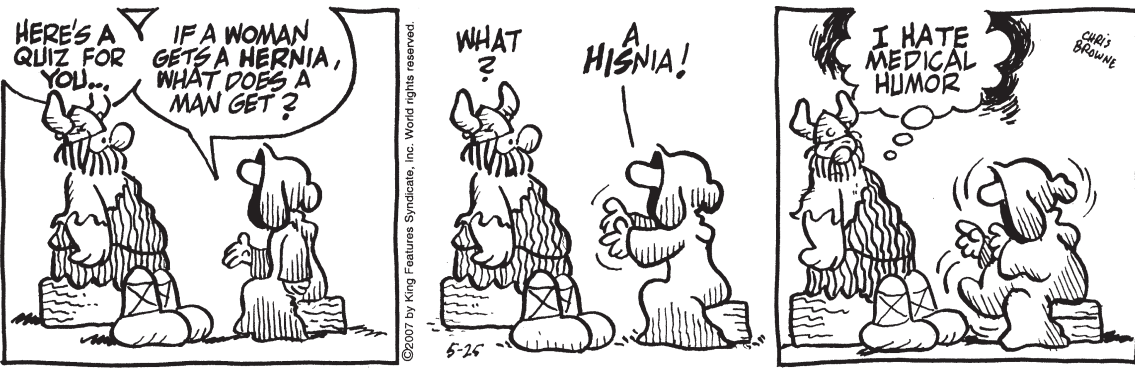
Sally Forth • Greg Howard



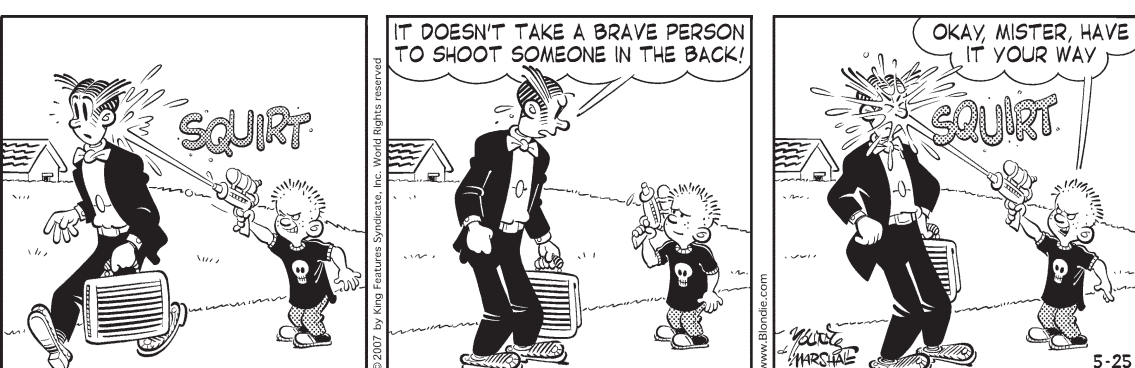
Zits • Jim Borgman & Jerry Scott



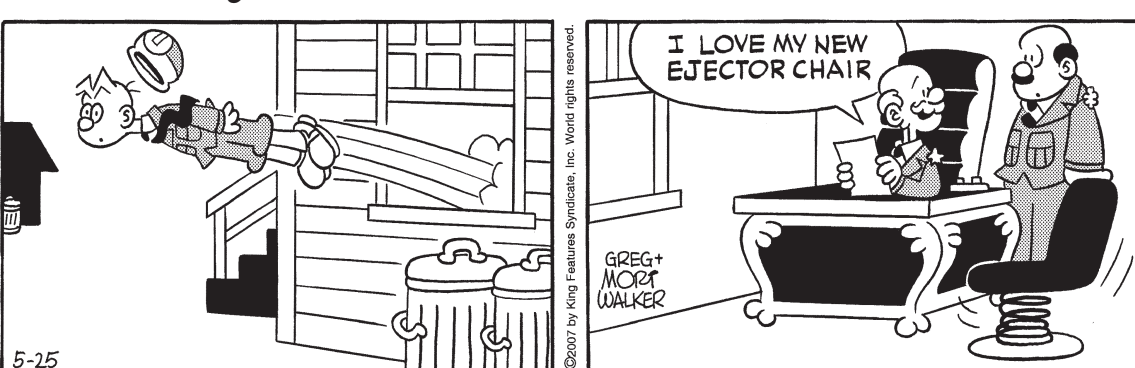
Hagar the Horrible • Chris Browne



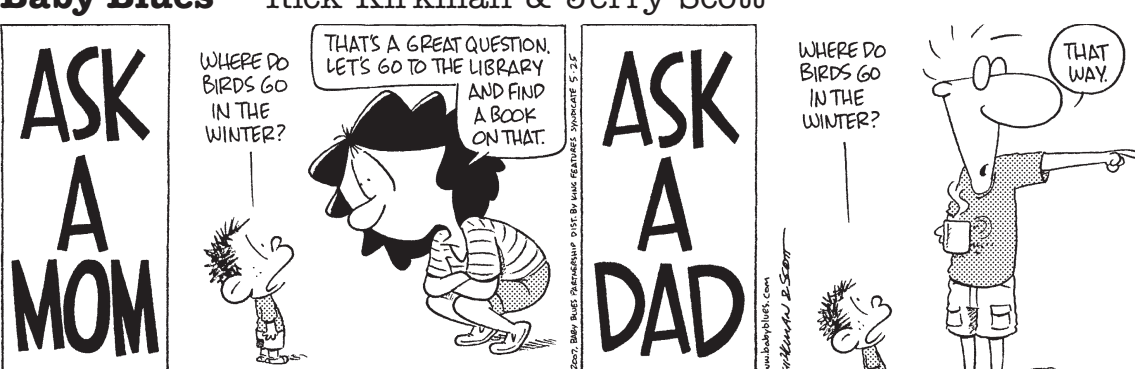
Blondie • Chic Young



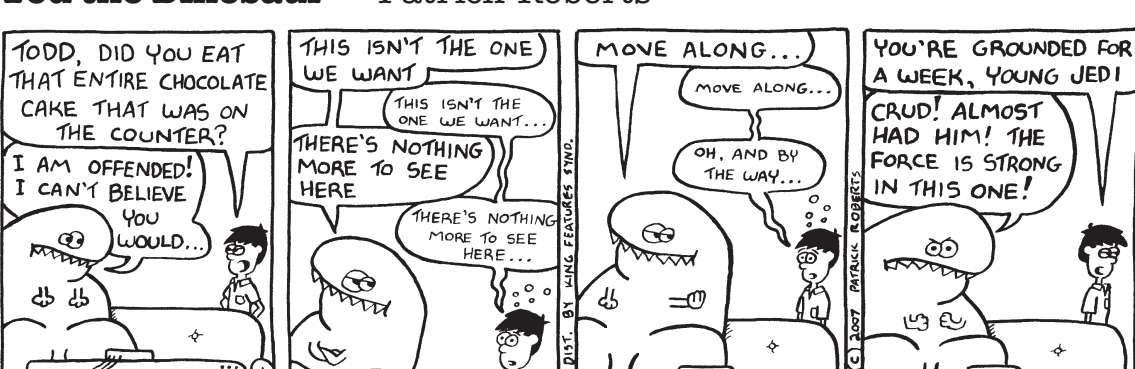
Beetle Bailey • Mort Walker



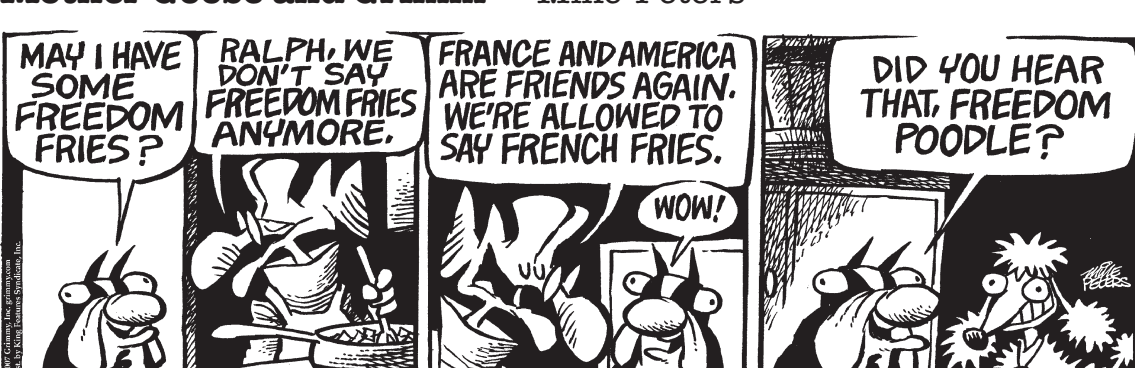
Baby Blues • Rick Kirkman & Jerry Scott



Todd the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

ZBNT FBN VNHGYC XSTGOYT IWOOTICEH ITOZUET ICPPI
 KSF SHF SV XNG, BMD QUR GUZZCSR ICEHSZ RTE
 VNCCSZ EYDDYCD OMKBF'EN TZ OQCP, IQS'R KS
 WASRCYMONG "DNAV'D HW!" EUGSR KFSZPM SFSZPM.
 Yesterday's Cryptoquip: DO YOU SUPPOSE YESTERDAY'S CRYPTOQUIP: WHEN THE FEUDAL BONDMAN GOT OUT OF BED, HIS FELLOW VASSALS MIGHT'VE PROCLAIMED "SERF'S UP!"
 Today's Cryptoquip Clue: F equals T Today's Cryptoquip Clue: R equals D

Crossword

- ACROSS**
 1 Azure gem
 6 Gear tooth
 9 Jungfrau, e.g.
 12 Skip a phoneme
 13 Rd.
 14 Earl Grey, e.g.
 15 "Bananas" director
 16 Fireplace tool
 18 Sailor of India
 20 Send forth
 21 Past
 23 Many millennia
 24 Talkative
 25 Layers
 27 Founded
 29 Acceptable
 31 A little lower?
 35 Giraffe's cousin
- DOWN**
 1 Meadow refuge
 2 Every last
 3 Cushions
 4 Concept
 5 Logic
 6 Pool-side shelter
 7 Finished out a living
 8 Tooth-paste type
 9 Fermi's bits
 10 Clark's companion
 11 Meat pie
 17 Prelude
 19 Charmed slitherer
 21 Deluge
 22 Sticky stuff
 24 "Holy cow!"
 26 Sandbox toy
 28 Work hours
 30 —
 32 Ensues
 33 Greek vowel
 34 Sleep phenom
 36 Chase
 38 Fructose, for one
 39 Vestige
 40 Looked slyly
 42 Bid
 45 Vacationing
 46 Language of Pakistan
 48 "— the ramparts ..."
 50 Pimple
 51 Type measures

Solution time: 25 mins.

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

Yesterday's answer 5-25

- ACROSS**
 1 Big Bad Wolf's breaths
 6 Sand-trap club
 11 Slain
 12 Big lizard
 14 Start of a Cole Porter title
 15 14-Across follower
 16 Billboards
 17 Graf rival
 19 Pitch
 20 Active one
 22 Equipment
 23 Ms. Moore
 24 Sin city
 26 Muse of music
 28 Rowing tool
 30 Shriill bark
 31 Release
 35 Sweet (Ital.)
 39 Cupid's alias
 40 Seesaw quorum
 42 Legal
- DOWN**
 1 Jinx
 2 Still in the box
 3 Nourished
 4 Not so tall tales?
 5 Villain's countenance
 6 Mobster
 7 Hollywood clashers
 8 Press for payment
 9 Spat
 10 Set up a bivouac
 11 Pairs
 13 High nest
- 18 Golfer's concern**
21 Santa's runways
23 Station
25 Scratch
27 Young Mr. Lincoln
29 Safe haven
31 Anatomical partitions
32 Imperfections
33 Shoe reinforcement
34 Ram's ma'am
36 Bottom
37 Warehouse stack
38 Group character
41 Yellow-brown shade
44 Old-time actor
45 Went like 90
48 Sapporo sash
50 Fellow

Solution time: 27 mins.

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

Yesterday's answer 5-26

Bridge

1. You are declarer with the West hand at Three Notrump, and North leads the jack of hearts. How would you play the hand?
West
 ♠ A K
 ♥ A K Q
 ♦ Q 6 2
 ♣ Q J 10 8 3
East
 ♠ 10 7 2
 ♥ 8 4
 ♦ K J 7 5 4 3
 ♣ 9 2

2. You are declarer with the West hand at Six Clubs, North having opened the bidding as dealer with one diamond. North leads the queen of diamonds. How would you play the hand?
West
 ♠ Q 3
 ♥ A Q 5 2
 ♦ —
 ♣ A K Q 9 8 7 3
East
 ♠ K J 6 4
 ♥ 9 7
 ♦ A 8 7
 ♣ J 10 6 2

Test Your Play

1. This is one of those cases where, with proper play, you're sure to make the contract regardless of how the opponents' cards are divided. Win the heart and play the queen of diamonds, not a low diamond. If the suit is divided 4-0 and the defender with the A-10-9-8 takes the ace, you later lead a low diamond and play low from dummy to assure nine tricks; if the defender with four diamonds does not take the ace, stop playing diamonds and attack clubs.
 If both opponents follow to the diamond queen and it holds the trick, lead another diamond to dummy's jack. If the jack also wins, shift your attention to clubs, forcing out the A-K and thus making four notrump.
 If you were to make the mistake of leading a low diamond to the jack at trick two, you might find yourself going down if, for example, South had the A-10-9-8 of diamonds and took the jack with the ace.
 2. It is virtually certain that North has the ace of spades and king of hearts for his opening bid. It would therefore be wrong to rely on a heart finesse, especially when there is a much safer method of play.
 The best approach is to start by ruffing the queen of diamonds. It would be wrong to play the ace from dummy, which would force you to make a discard from your hand before you are ready to do so.
 After drawing trumps, you next lead the three of spades toward dummy, placing North squarely on the horns of a dilemma. If he goes up with the ace, you can later discard the Q-5-2 of hearts on the K-J of spades and ace of diamonds. Alternatively, if North ducks the spade, you win with dummy's jack, discard the queen of spades on the ace of diamonds, lose a heart finesse to North's king and later trump two hearts in dummy. Either way, you make the slam.

South dealer.
 North-South vulnerable.

NORTH
 ♠ Q J 6
 ♥ K 5
 ♦ K J 8 5 3
 ♣ A Q 7

WEST
 ♠ K 9 3 2
 ♥ 7 4 3
 ♦ 10 2
 ♣ 10 8 6 2

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

SOUTH
 ♠ A 5
 ♥ A Q J 10 9 8 2
 ♦ A 6
 ♣ 9 4

The bidding:
 South 1♥
 West Pass
 North 2♦
 East Pass
 Opening lead — two of clubs.

A Wide Choice of Plays

Assume you're in six hearts and West leads a club. There are many factors to consider before playing a card from dummy. You have 11 sure winners and numerous chances for a 12th trick, all depending on how the adverse cards are divided. You could try a club or spade finesse, or even a diamond finesse, or you could try to establish dummy's diamonds.
 You can't safely test all these possibilities, so you must decide at trick one which line of play to adopt.
 The best way to start is by playing a low club from dummy. This relinquishes the possibility of immediately winning the trick with the queen, but there are excellent reasons for rejecting the finesse.
 First, West may have led from J-8-6-2, in which case East might play the king instead of the ten, handing you your 12th trick immediately. Then, too, West might have led low from the J-10-x-x of clubs, which will again establish dummy's queen as a trick after East takes the king.
 But the most compelling reason for playing low is that you retain an extra entry to dummy that might come in handy later on. If you were to finesse the queen, you would lose this advantage after East won and returned a club, dislodging dummy's ace.
 East wins the first trick with the jack and returns a spade. Again you decline the finesse, which offers only a 50 percent chance. Instead, thanks to your duck at trick one, you can now play for a 3-3 or 4-2 diamond division (an 84 percent chance).
 After taking the spade, you cash the queen of hearts and A-K of diamonds. You then ruff a diamond high, lead a trump to the king and ruff another diamond, establishing the jack as a trick. After you draw West's last trump, your carefully preserved ace-of-clubs entry permits you to discard your spade loser on the jack of diamonds, and the slam is home.

Family Circus • Bill Keane



5-25
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"Why does it have to rhyme?"