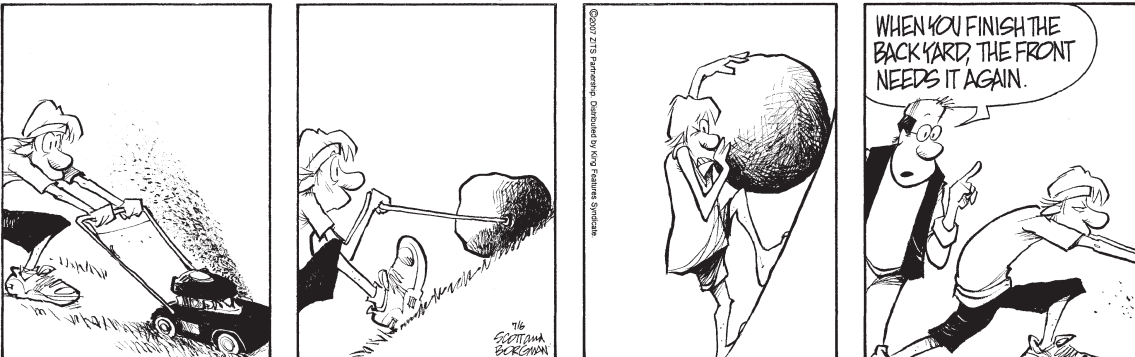


Sally Forth • Greg Howard



Zits • Jim Borgman & Jerry Scott



Hagar the Horrible • Chris Browne



Blondie • Chic Young



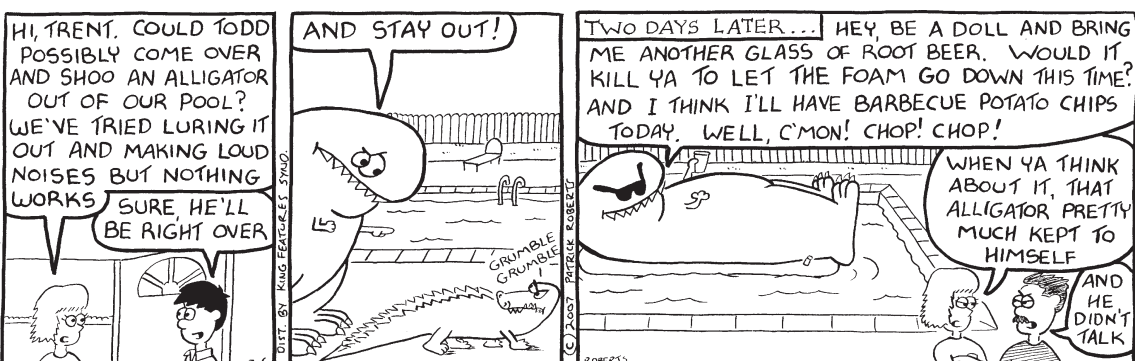
Beetle Bailey • Mort Walker



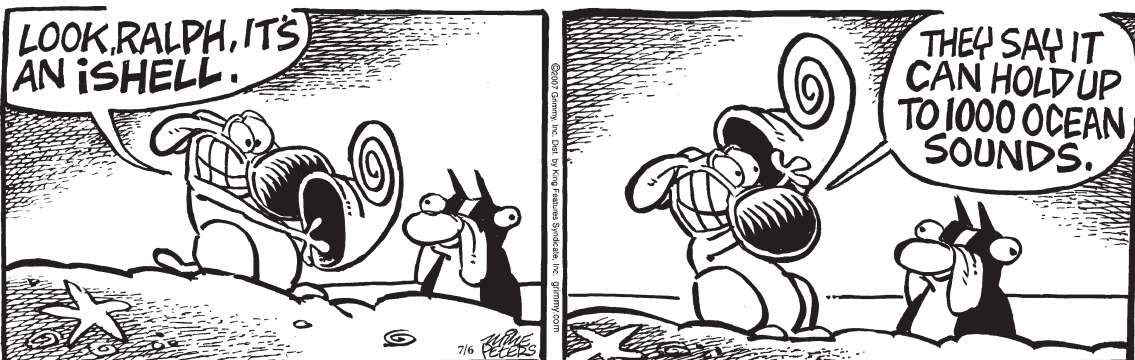
Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

ML ICA LV HMJH VTFZ QY EYB FBGGYFD RMUR  
ICZALQF ZCYSV EJAL UCCV FYCD PYOAF CTSMR  
ZJEWJTUX EJXJULNF. HMLQ'NL JYIFTQDX U XDSBOUX KUX  
UNLJH JH FWTX ZCXHNCS. YP FYUG U KURMQUE JUAD?  
Yesterday's Cryptoquip: WHEN A SHOREBIRD SHOWS SHAMELESS BOLDNESS, I GUESS YOU MIGHT SAY THAT'S SEA-GALL. Yesterday's Cryptoquip: HE JOKED THAT DISC JOCKEYS COULD MAKE GOOD CAMPAIGN MANAGERS. THEY'RE GREAT AT SPIN CONTROL.  
Today's Cryptoquip Clue: M equals H Today's Cryptoquip Clue: Q equals D

Crossword

ACROSS 34 Hearty drink 35 Paul of "The 40 Year Old Virgin" 36 Nursery types 37 Ordeal 40 Knitting maneuver 41 Pugilism venue 42 Keyboard instrument 46 Choir member 47 Advertise 48 Squirrel's hangout 49 Menial laborer 50 Basilica area

DOWN 1 Skill 2 Prohibit 3 Chinese dish 4 Hero of New Orleans? 5 "American —" 6 Anti 7 Beatitudes verb 8 Elk 9 Lo-o-ng time (Var.) 10 Kermit, for one 11 Rent 16 Broom closet items

Solution time: 25 mins.

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

Yesterday's answer 7-6

Bridge

1. You are declarer with the West hand at Six Diamonds. North leads the ace and another spade. How would you play the hand?

West: ♠ Q ♥ 8 2 ♦ A K J 10 5 ♣ A K Q 6 4

East: ♠ K 5 4 ♥ A Q J 6 ♦ Q 9 2 ♣ 8 5 3

2. You are declarer with the West hand at Three Notrump. North leads the jack of hearts. How would you play the hand?

West: ♠ A K 7 ♥ A K ♦ A J 9 5 3 ♣ K 7 2

East: ♠ J ♥ Q 5 ♦ 10 7 6 4 2 ♣ Q 8 6 4 3

\*\*\*

Test Your Play

1. The danger is that the opposing clubs might be divided 4-1, in which case if you were to discard a heart on the king of spades at trick two, you would very likely finish down one.

The best method of play is to ruff the second spade lead, draw trumps and then play the A-K of clubs. If both opponents follow suit, you have the rest of the tricks, but if either opponent shows out on the second club, you still have two heart finesses to fall back on to save the day. Thus, you would make the slam on the suggested line of play if North held something like SA1098 HK1097 D7643 C9, but you would almost surely go down if you made the mistake of prematurely discarding a heart on the king of spades at trick two.

2. After winning the heart, you must resist the temptation to immediately develop the diamond suit. Four diamond tricks and four tricks in the majors would not be enough, and when you attempted to score the ninth trick by leading a club, the enemy would grab the ace and cash at least three hearts to put you out of business.

Instead of pursuing such a hopeless course, you should win the heart and lead a low club at trick two. This play offers a legitimate chance for the contract. If North has the A-x or A-x-x of clubs, he must play low; otherwise, you'll breeze home with nine tricks — two spades, two hearts, a diamond and four clubs.

Once you succeed in "stealing" a club trick, you can then attack diamonds, intending to finesse if South follows low. Unless North turns up with all three missing diamonds, you make the contract.

North dealer. East-West vulnerable.

NORTH: ♠ 6 5 3 ♥ A K 8 ♦ A 4 ♣ K 10 8 7 2

WEST: ♠ A Q J 10 7 ♥ 10 7 5 2 ♦ J 6 3 ♣ 5

EAST: ♠ 4 2 ♥ 9 6 3 ♦ Q 9 7 2 ♣ Q 6 4 3

SOUTH: ♠ K 9 8 ♥ Q J 4 ♦ K 10 8 5 ♣ A J 9

The bidding: North 1 ♣, East Pass, South 2 NT, West Pass. Opening lead — queen of spades.

A 100 Percent Solution

The most interesting hands to play are those where there is a substantial danger of defeat and declarer, despite the threat, finds a way to protect himself against every possible lie of the adverse cards.

Consider this simple example where West leads the spade queen against three notrump. Declarer's only real problem is the location of the queen of clubs. If he knew where the missing lady was located, nine tricks would become a certainty, since a finesse in the right direction would easily do the job.

But, lacking this information, South nevertheless found a line of play that ensured the contract. He started by ducking the queen of spades. This kept West on lead and free to attack wherever he wished, but powerless to inflict mortal damage whatever he did next.

If West continued with the ace and another spade, South would counter by leading the A-J of clubs, willing to lose a finesse to East, who could do him no harm.

If West elected instead to lead the jack of spades at trick two, South would win and follow the same plan. If the club finesse lost to East's queen, East either wouldn't have a spade to return because the suit was originally divided 5-2, or he would return a spade, in which case the spades were divided 4-3. Either way, South would be sure to score at least nine tricks.

Also, and with equal effectiveness, if West chose to shift to a heart or a diamond at trick two, declarer would win in dummy, lead the ten of clubs and let it ride. He wouldn't care whether the finesse won or lost, because if West had the queen, he couldn't harm South, while if East had the queen, the finesse could be repeated to assure the contract.

Family Circus • Bill Keane

