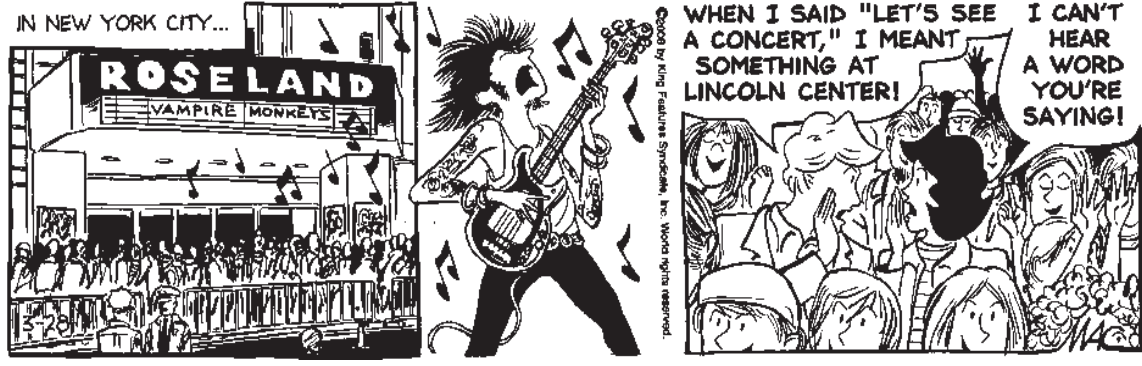
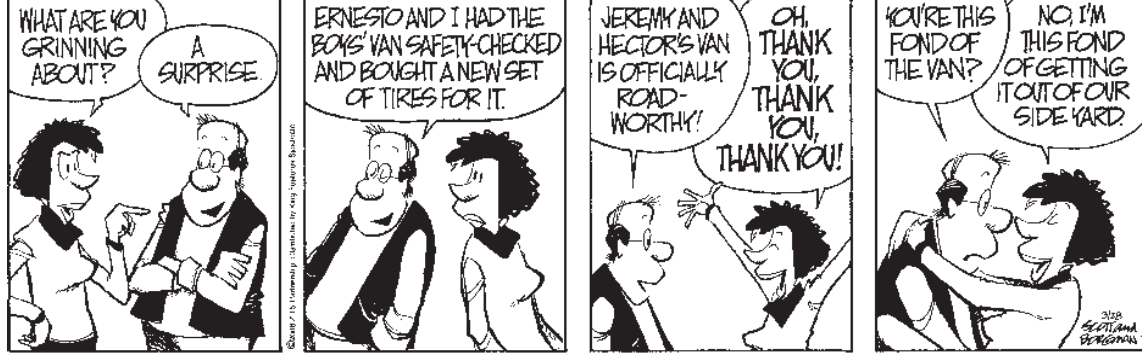


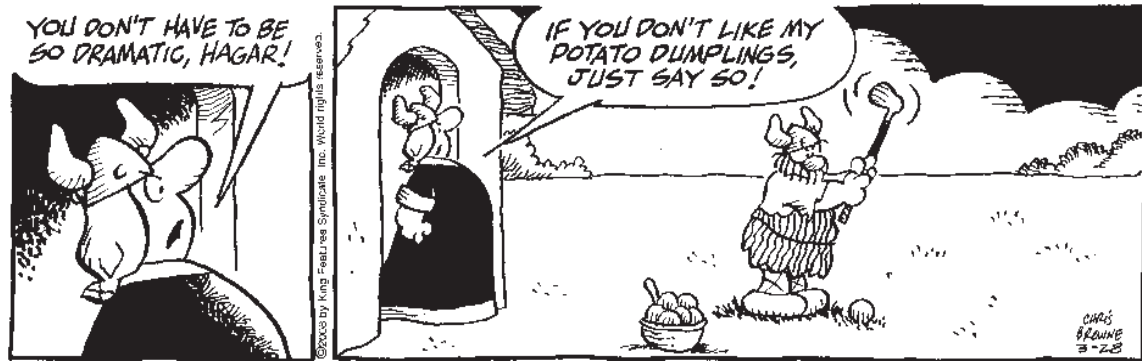
Sally Forth • Greg Howard



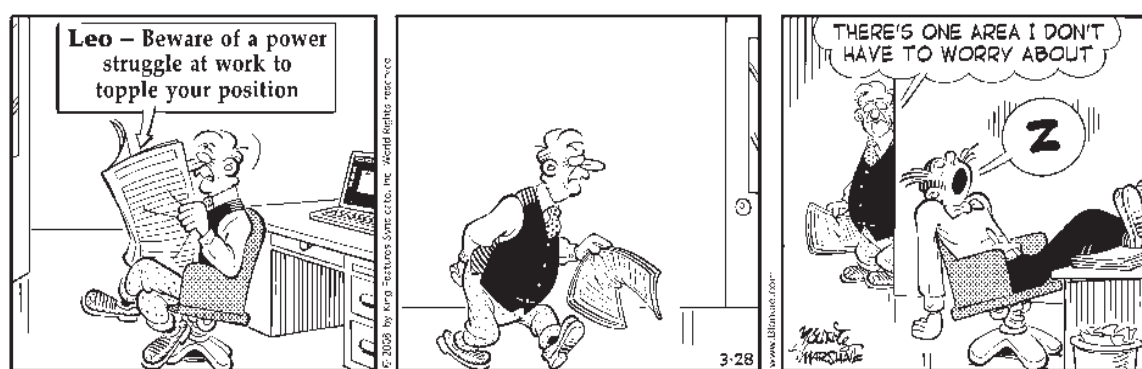
Zits • Jim Borgman & Jerry Scott



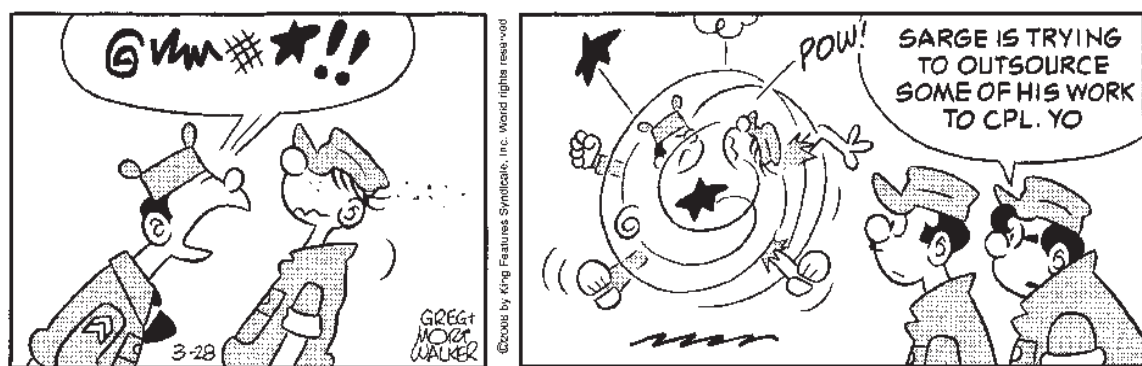
Hagar the Horrible • Chris Browne



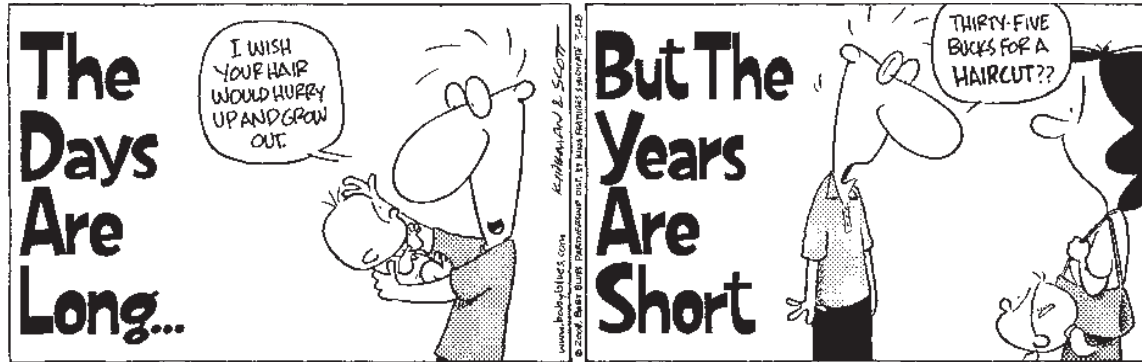
Blondie • Chic Young



Beetle Bailey • Mort Walker



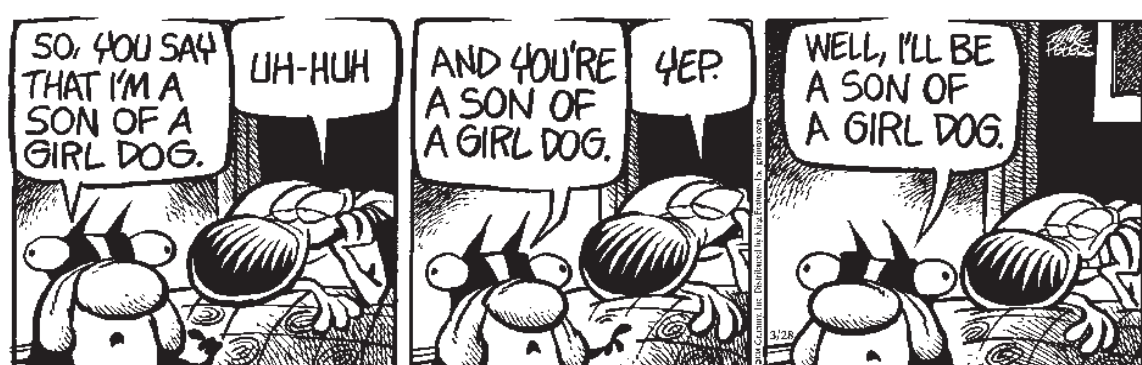
Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

HT GB GBHEGJ ZNLGUHXSHQK WJKX ZSOXIE WIQU CS
 EGMN G UHMNX XT LHQ YHIRW JIB JS HOSYWJSU KE
 JHTN. VXWJM HK ZN G YKO. K CRXW XYL, KW BYX
 VSNGKWSN KNGVLNS TNGKWSN? YE KEXZKOYWKIEYQ XWIOL.
 Yesterday's Cryptoquip: SONG A CLEANER YESTERDAY'S CRYPTOQUIP: IF AN ANIMAL
 LIKES TO SING WHEN HE'S READY TO TACKLE BEHAVIORIST MADE A VIDEO OF HIS LIFE,
 DIRTY DRESSES: "SEND IN THE GOWNS." COULD IT BE A CREATURE TEACHER FEATURE?
 Today's Cryptoquip Clue: H equals I Today's Cryptoquip Clue: W equals T

Crossword

- ACROSS**
 1 Chef's handwear
 6 Period
 9 Resort
 12 Had a home-cooked meal
 13 Poetic tribute
 14 Possesses
 15 Wild West show
 16 Destructive
 18 Laundry machine
 20 Guy
 21 Bill's partner
 23 Mai
 24 Pie-in-the-face sound
 25 "... bug in —"
 27 Preamble
 29 Put on eBay, maybe
 31 Swarms
 35 Skinflint
 37 Oompah instrument
 38 Custom
- DOWN**
 2 Judge
 3 Tiresome
 4 Layer
 5 Treat disdainfully
 6 Slain
 7 Bloodhound's clue
 8 Cowpoke's nickname
 9 Sandbar
 10 Zahn
 11 No liability
 12 Balance-of-trade factor
 13 Carpenter's supply
 14 Filch
 15 English channel?
 16 Author
 17 Wister
 18 Nene's habitat
 19 Sundry
 20 Do
 21 Reconnaissance
 22 Previous
 23 Candle count
 24 March King
 25 Allow
 26 Supporting
 27 Beginning
 28 Ford or Lincoln
 29 Raw rock
 30 "No seats"
 31 Early-June baby
 32 Pitch
 33 Torched
 34 Stirring skepticism
 35 Recede
 36 Pouch
 37 White-board accessory
 38 Run-down home
 39 Cognizant
 40 Jaunty chapeau
 41 Profundo
 42 "The Hunchback of Notre Dame" author
 43 PC symbol
 44 LummoX
 45 Exploit
 46 Tit for —

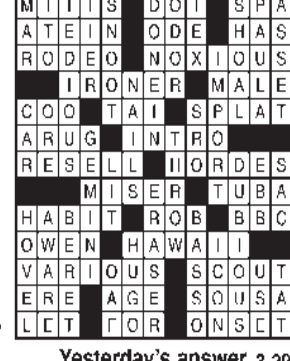
Solution time: 25 mins.



1	2	3	4	5	6	7	8	9	10	11	
12						13			14		
15						16			17		
	18				19				20		
21	22		23					24			
25		26		27		28					
29			30			31			32	33	34
			35			36			37		
38	39	40			41	42		43			
44				45			46				
47			48			49			50	51	
52				53			54				
55				56			57				

- ACROSS**
 1 Outburst of indignation
 6 Pursuing
 11 Harsh
 12 More lascivious
 14 Strapless
 15 Squat
 16 Every last
 17 Home run legend
 19 Prompt
 20 Burden
 22 "Poppycock!"
 23 Small plateau
 24 Nerd
 26 Hair ointments
 28 Pen point
 30 Actor Herbert
 31 Adorn gaudily
 35 Roll with a hole
 39 Pre-diploma hurdle
 40 Boundary (Abbr.)
- DOWN**
 2 Palatal
 3 Pensioned (Abbr.)
 4 Killer whale
 5 Betty Ford Center
 6 Booze
 7 Flowerless plant
 8 One and the same?
 9 Brought out
 10 Disqualify (oneself)
 11 Nearly boil
 13 Ostriches' look-alikes
 18 50 Cent piece
 19 Jeans material
 21 Half a 1960s quartet
 25 Occupation, for short
 27 Crowd
 29 Hotel staffer
 31 Summer vacation venue
 32 Banishes (oneself)
 33 Fourth Hebrew letter
 34 Zero
 36 Attic
 37 Jong and Kane
 38 Frivolous
 41 Very small
 44 Farm fraction
 45 Flushing stadium
 48 Society-page word
 50 Boom times

Solution time: 27 mins.



1	2	3	4	5	6	7	8	9	10		
11						12				13	
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24			25		26		27				
			28		29		30				
31	32	33			34		35		36	37	38
39				40		41		42			
43				44			45		46		
47			48			49		50			
51						52					
53						54					

Bridge

You are South, and the bidding has gone:
 East 1♦ Pass
 South Pass
 West 2♦
 North Dble
 What would you bid now with each of the following four hands?
 1. ♠ Q9842 ♥ AQ5 ♦ 8753 ♣ 6
 2. ♠ K86 ♥ J7 ♦ QJ92 ♣ Q843
 3. ♠ J874 ♥ AQ53 ♦ 5 ♣ K962
 4. ♠ 104 ♥ J652 ♦ 973 ♣ AQ95

Bidding Quiz

1. Three spades. Partner's double is for takeout, and if you were to respond with only two spades, he might think you had a hand that looked something like: [S] Q742 [H] 875 [D] 8753 [C] 62
 The best way to represent your actual values is by jumping to three spades, an invitational bid indicating the game-going potential of your hand. If partner passes, you are unlikely to miss a game.
 2. Two notrump. It is far better to respond two notrump than three clubs, a bid you could make with no high-card values at all. Two notrump is a forward-going bid that indicates moderate values (about seven to 10 points) and at least one diamond stopper. Partner may or may not carry on, depending on the size and shape of his hand.
 3. Three diamonds. It's hard to imagine any hand partner could have where you wouldn't have a good chance for game. However, you can't jump to game in one of your suits because you might choose the wrong one and wind up in an inferior contract.
 The best way of locating the proper trump suit is by a cuebid that forces your partner to choose the suit. You plan to raise to game in whatever suit he names.
 4. Two hearts. Here you're not quite strong enough for a jump-response, so the problem is whether to bid two hearts or three clubs. Neither response indicates any high-card strength, but since a two-heart bid is far more likely to stimulate a further bid from partner than a three-club bid, the heart response should be preferred. If partner raises two hearts to three, you should gladly bid four, as you have substantially greater values than he has a right to expect.

North dealer. Both sides vulnerable.

NORTH
 ♠ K 7 3
 ♥ A J 5
 ♦ A 8 7 2
 ♣ A 8 6

WEST
 ♠ Q 10 5 2
 ♥ 9 4
 ♦ Q J 10
 ♣ 9 7 5 3

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

SOUTH
 ♠ A J 6
 ♥ K Q 10 7 2
 ♦ 5
 ♣ K Q J 4

The bidding:
 North 1 NT
 East Pass
 South 3♥
 West 4 NT
 North 5 NT
 East Pass
 South 7♥
 West Pass
 Opening lead: queen of diamonds.

Avoiding a Crucial Finesse

Probably the most difficult play in bridge to recognize is the dummy reversal. This is primarily because it involves doing the direct opposite of what a declarer normally does during the play of a suit contract. As a result, the dummy reversal is often overlooked, even by the best players.
 Consider this deal where South is in seven hearts and West leads a diamond. The outcome seems to depend entirely on a spade finesse, which would lose in the actual layout. But if declarer spots the possibility of a dummy reversal early enough in the play, the spade loser can be made to disappear.
 South begins by taking the ace of diamonds and ruffing a diamond. The K-A of hearts are then cashed to see how the trumps are divided. When they prove to be 3-2, declarer ruffs another diamond, leaving the lone missing trump outstanding.
 Dummy is next entered with a club, and the diamond eight is ruffed with South's last trump, the queen. Declarer then crosses to the king of spades and plays the jack of hearts, extracting the missing trump.
 It is on this trick that the potential spade loser vanishes. Since South has no trumps left, he is able to discard his jack of spades on the jack of hearts. The ace of spades and K-Q-J of clubs then take the last four tricks.
 By ruffing three diamonds in his hand, declarer scores six trump tricks instead of the obvious five, and so winds up with six hearts, four clubs, two spades and a diamond for 13 tricks in all.
 Note also that by testing the trumps early on, South learned that it was safe to adopt this line of play. Had the hearts turned out to be divided 4-1, he could have continued drawing trumps and later tried the spade finesse.

Family Circus • Bill Keane

