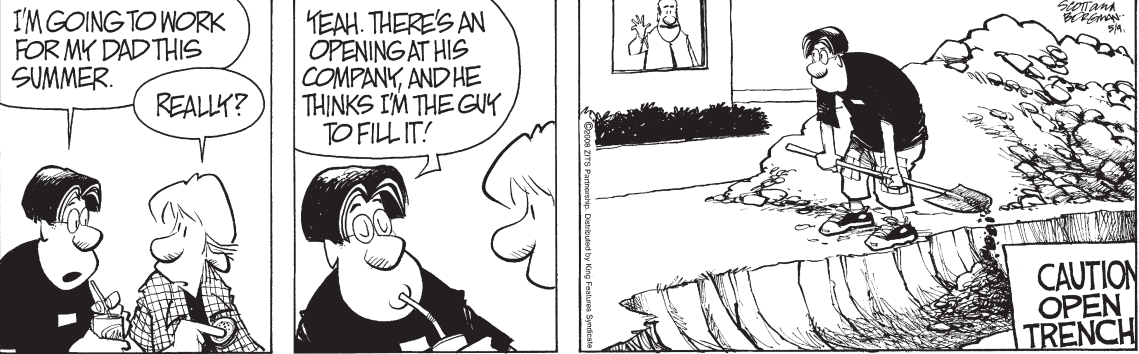


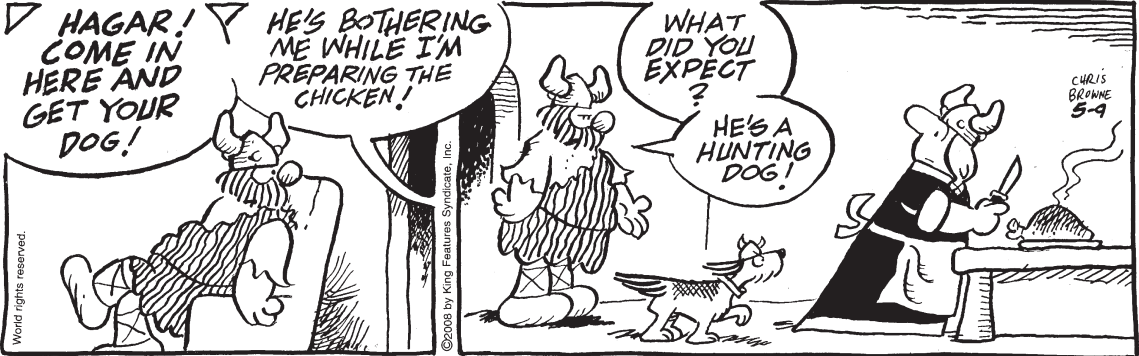
Sally Forth • Greg Howard



Zits • Jim Borgman & Jerry Scott



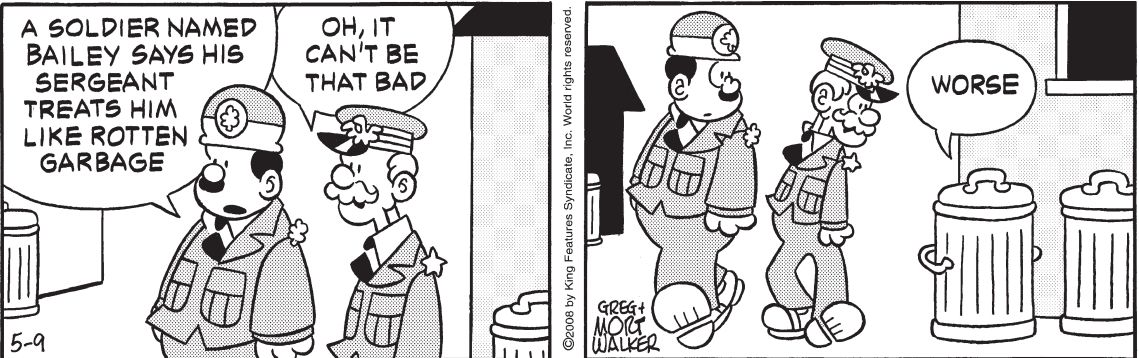
Hagar the Horrible • Chris Browne



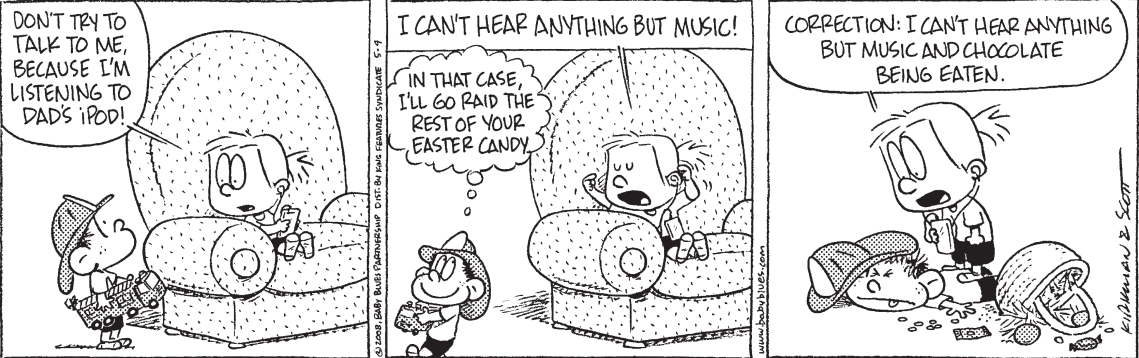
Blondie • Chic Young



Beetle Bailey • Mort Walker



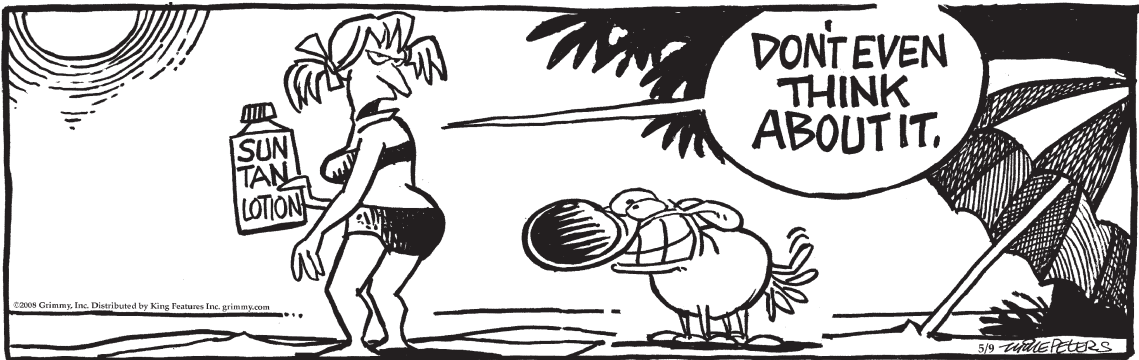
Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

PCC QI BK ADX PJG BPRMGJR

PM MEG VJPIM QI VJQVEGMDXW

KQS BDWEM VPCC SR F

VCQRG-AXDM IPBDCK

Yesterday's Cryptoquip: WHEN PEOPLE DWELLING IN A COUNTRY ARE LARGELY SLOW-WITTED, I'D CALL THAT POPULATION DENSITY.

Today's Cryptoquip Clue: K equals Y

KNDV WUGFSRGDVYRVI GD

UV NUK GBWN XND SRADZ

GP NUGDGJZD XPOBF, XND

ODJSSP FUBODZ RY UV YNRWA.

Yesterday's Cryptoquip: ALL OF MY KIN ARE MASTERS AT THE CRAFT OF CROCHETING. YOU MIGHT CALL US A CLOSE-KNIT FAMILY.

Today's Cryptoquip Clue: G equals M

Crossword

**ACROSS**

1 Old hand

4 Garbage barge

8 Pedestal occupant

12 Past

13 Benedict, for one

14 PBS science show

15 Aesopian victor

17 Tipster

18 Rotate

19 "The Velvet Fog"

20 Burning

22 33-Down et al.

24 Coffee additive

25 Refuses to patronize

29 Under the weather

30 Penta-teuch

31 Discover-er's cry

32 Culs-de-sac

34 Stiffly proper

35 Invites

**DOWN**

36 Silly group

37 Liberty's handful

40 Atmosphere

41 Touch

42 With sluggishness

46 Inquisitive

47 Leak slowly

48 U.K. ref. bk.

49 Boat's backbone

50 Suppligate

51 Prescriptions (Abbr.)

3 Steinbeck's "Flat"

4 Fungal cell

5 Invent, as a word

6 Chances, for short

7 Teeny

8 Sans omission

9 "Let's Make a Deal" option

10 Egg

11 Tardy

16 Istanbul dweller

19 Georgia or Cal

20 Surrounded by

21 Alpha-betize, maybe

22 1970s First Family

23 Baby hawk

25 Hit on the noggin

26 Bullfighter

27 Anything but that

28 A handful

30 New-age musician

33 Long-short, in verse

34 Gilpin of "Frasier"

36 Tiny fish

37 Fail miserably

38 Reed instrument

39 Stratagem

40 Vicinity

42 Recipe meas.

43 "the ramparts ..."

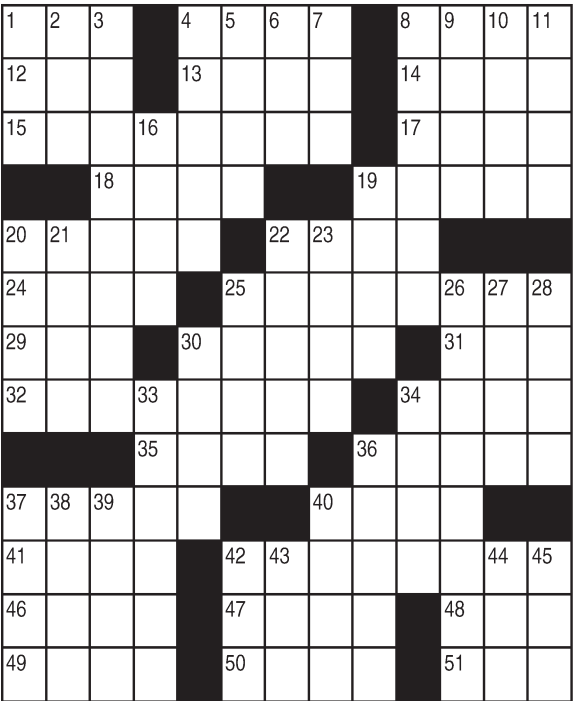
44 Superman foe Luthor

45 Gridiron stat

**Solution time: 25 mins.**

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

Yesterday's answer 5-9



**ACROSS**

1 Mine in part

5 Entreaty

9 Pump up the volume

12 Ship's front

13 — Christian Andersen

14 Ball prop

15 Being, to Brutus

16 Pruritic feeling

17 Undivided

18 Houston acronym

19 Meadow

20 Boot attachment

21 Less than quadri-

23 Take blades to blades

25 Decline

28 Easily assembled

32 For this purpose

**DOWN**

33 Newspaper, usually

34 Personality

36 Start a town

37 Crucial

38 18th letters

39 Luggage

42 Sprite

44 Drove

48 E.T.'s craft

49 Pivot

50 Skunk's defense

51 Lard

52 Clue

53 Tower

54 To and —

55 Unconventional

3 Attempt

20 Cheap factories

22 Pleated trim on a garment

24 Sequence

25 Baby food

26 Billboards

27 Bashful

29 Healthy

30 The whole enchilada

31 "See ya!"

35 It's often covered in shadow

36 OSHA concern

39 Enthusiast

40 Way out there

41 Attend

43 Breather?

45 Tend texts

46 Santa —, Calif.

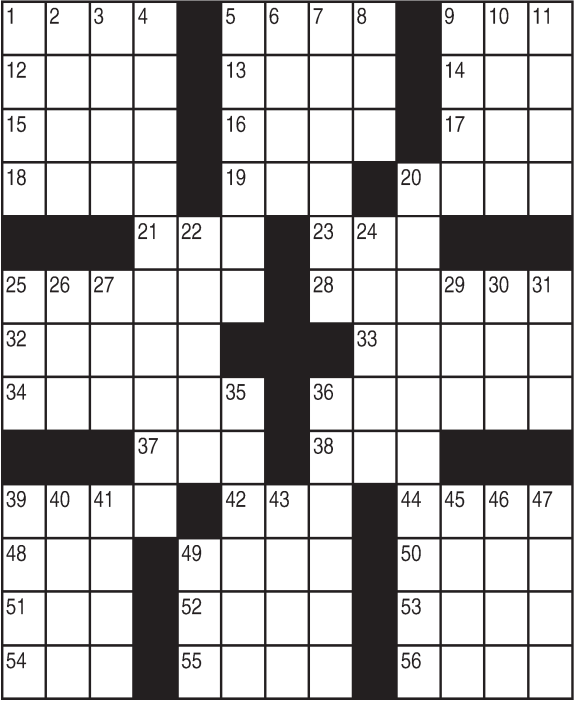
47 Unexciting

49 The girl

**Solution time: 27 mins.**

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

Yesterday's answer 5-10



Bridge

Partner bids One Diamond, and the next player passes, both sides vulnerable. What would you bid with each of the following five hands?

- ♠ KJ84 ♥ Q963 ♦ 72 ♣ 985
2. ♠ 63 ♥ 82 ♦ Q654 ♣ AQ974
3. ♠ 85 ♥ KJ75 ♦ AQ642 ♣ 83
4. ♠ KQ98 ♥ AQ74 ♦ — ♣ KQ632
5. ♠ 98752 ♥ AJ6 ♦ Q5 ♣ AK8

Bidding Quiz

1. One heart. With six or more high-card points, you must respond to partner's opening bid, so the only question is what to say at this point. The usual practice is to respond in the lower-ranking of two four-card suits when at the one-level, and there isn't any reason not to do that here. The one-heart response leaves room for partner to bid one spade next, thus allowing the partnership to find a fit in either major suit on the one-level. A response of one spade would prevent the partnership from locating a heart fit at less than the two-level, and might easily result in not finding the heart fit at all. A response of one notrump would be wrong in that it would violate a cardinal principle of bidding, namely, that the first aim is to seek a major suit fit.

2. Two diamonds. This shows six to 10 points and at least four-card trump support. It is more important to identify the diamond fit and the point-count range than it is to bid two clubs, which would neither reveal the diamond fit nor accurately describe the number of points you hold.

3. One heart. This hand is too strong for two diamonds and not good enough for three diamonds (forcing). The heart bid not only investigates the possibility of a fit in that suit, but also has the advantage of putting the response in the wider six- to 16-point range. You hope that this temporary ambiguity can be clarified later after partner rebids over one heart.

4. Two clubs. The search for a trump fit is begun by bidding the longest suit first. You intend to bid hearts and spades at your next two turns, if feasible, and thus identify your 4-4-0-5 pattern. Mentioning clubs before bidding the other two suits tells partner that the clubs are greater in length. If the suits were each four cards in length, they would be bid in the regular order — cheapest suit first.

5. One spade. While this hand lends itself to notrump play and might therefore suggest a response of two notrump, it is better to investigate the possibility of game in spades first. Notrump can always be bid next time if partner can't support your suit.

South dealer.  
Both sides vulnerable.

**NORTH**

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

**WEST**

♠ 7  
♥ 9 6 5 3  
♦ J 8 7 6 4 2  
♣ 9 2

**EAST**

♠ Q 9 4 2  
♥ 8 7 4  
♦ Q 10 3  
♣ A K 10

**SOUTH**

♠ A J 10 8 5 3  
♥ K J 2  
♦ K  
♣ Q 6 5

The bidding:  
South 1 ♠  
West Pass  
North 2 NT  
East Pass

Opening lead — nine of clubs.

Forewarned Is Forearmed

Good card play is simply a matter of doing the right thing at the right time and seldom requires more than orderly and uncomplicated thinking. The more advanced plays in bridge fortunately do not arise very often, but even when they do, they are usually not hard to figure out.

The grand coup, for example, is a rather forbidding term for one type of advanced play, but it is not really difficult to execute when the opportunity presents itself. The nice part about it is that you know exactly what you're up against when the coup becomes necessary, and all you have to do is work out the details.

West led a club, and East cashed the A-K and returned the ten, ruffed by West. West returned a heart, taken with dummy's ten. Declarer then cashed the king of spades, on which West showed out.

South had already lost three tricks, and the problem now was to avoid losing a trump trick. He could take one finesse against East by leading dummy's last spade, but how was he then to overcome East's remaining Q-9?

This is the typical grand coup situation where declarer has to take what in effect amounts to a trump finesse without having a trump to lead from dummy. The answer to how this is done lies in declarer's first reducing his trump length to that of his opponent's, and then leading a card from dummy at the crucial point to trap the adverse honor.

In the given case, declarer starts out by taking the spade finesse at trick six and then leads the king of diamonds and overtakes it with the ace! Next he ruffs a diamond, crosses to the queen of hearts, and ruffs another diamond.

Family Circus • Bill Keane

