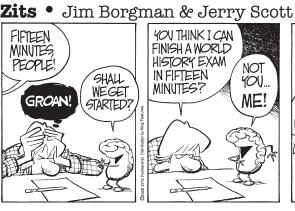
#### Sally Forth • Greg Howard









**Hagar the Horrible** • Chris Browne





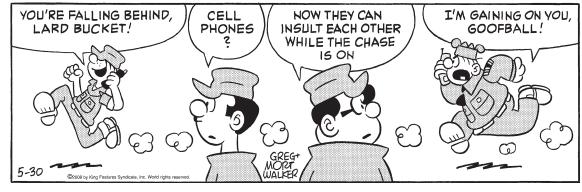
**Blondie •** Chic Young







Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott





**Tod the Dinosaur** • Patrick Roberts





**Mother Goose and Grimm** • Mike Peters



# Cryptoquip

PFA YD YV YGZIDDYLHR VI

WRRZ DRBTRVD YO C LCOW?

Y TRBWIO VFRTR CTR PCA

VII GCOA VRHHRTD.

Yesterday's Cryptoquip: WOULD YOU REFER TO THE PERSON YOU'RE PLAYING A ROUND OF GOLF WITH AS A PARRING PARTNER?

Today's Cryptoquip Clue: I equals O

ZRPEAJR V'G FRETTI QAJMVCU

JI PWGQABRF GRGWFI BW

/BJ ABGWJB TVGVBJ, VJ

3 M E B Z E B B R F V C U F E G? Yesterday's Cryptoquip: WHY IS IT IMPOSSIBLE TO KEEP SECRETS IN A BANK? I RECKON THERE ARE WAY TOO MANY TELLERS.

Today's Cryptoquip Clue: V equals I

Crossword ACROSS **DOWN** 23 One of **33** Mix 1 Mosquito **1** "Hum-34 Altar Michael's brothers bug!" affirmaattack 2 Liniment 24 Valhalla 4 Pronto, tive 35 Send target VIP on a memo quickly 3 He's 25 Reduce, 8 Phony 36 Bell gonna 12 Bump off get it expenses creation (SI.) 37 Head 4 Short 26 Revue **13** One segment honcho sock 27 of a **39** Downy **5** Fortunehistoric -European accessory teller trio 40 ld coun-6 Black 28 Yucky 14 Turkish terpart bird sub-**41** Get there 7 Shouldercoin stance 45 Verve 29 Vobiscum **15** Be length ambitious 48 Exstyle preceder 17 Worked 8 Hurled hausted 32 Oriental 50 Alternates 9 The with temples **51** Vicinity 33 Puppe-**18** So guy's 52 Rage as to 10 Exist teer raise **53** Duel tool **11** Crazy Lewis goose **54** Broker's 16 Dracula's 35 Pea soup bumps advice shift **36** Doorway **19** A billion 20 Tin Man's 38 Thick 39 Roll with years Francisco need 21 Solidify a hole Solution time: 25 mins. 22 Circus Rainbow tent 3 Miles of 26 Vision Holly-29 Rep. wood 4 Paradise 5 CBS logo Dem. 30 Greek 6 Once around mounta 31 Gordiu 7 Shock

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**36** Sculpture

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37 Seek

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ARRIVE

**51** Victory

**53** "Sail —

Ship of

#### **Bridge**

You are the dealer, neither side vulnerable, and have opened One Heart. Your partner has responded Two Clubs. What would you now bid with each of the following four hands?

1. ♠ A6 ♥ AKJ93 ♦ 63 ♣ A1084 2. ♠ AQ4 ♥ KQ987 ♦ K5 ♣ A62 3. ♠ 84 ♥ AK732 ♦ QJ4 ♣ A105 4. ♠ 7 ♥ AQ643 ♦ AJ75 ♣ AQ9

### **Bidding Quiz**

1. Four clubs. There should be little doubt at this point that there is a game in the combined hands. The only remaining question is whether there might be a slam. Partner's two-club response can be based on as little as 10 points, but he also may have considerably more. Although you have the values for a direct five-club bid, this action is not recommended because it cramps the bidding space. Partner should be left room to investigate both small- and grand-slam possibilities. Thus, the four-club bid permits partner to cuebid four diamonds, in which case you can next bid four spades to show the ace, or four notrump to check for aces and kings.

2. Three notrump. With 18 points facing partner's 10-plus points, the notrump game should be undertaken at once. The jump to three notrump promises a balanced hand of 18 or 19 points, with the unbid suits stopped. The doubleton diamond king is treated as a stopper, because if the suit is led by your left-hand opponent, the king is sure to take a trick. A rebid of two notrump over two clubs would show a lesser hand of 13 or 14 points.

3. Three clubs. You cannot rebid two notrump, since you have no spade stopper, so the remaining choices are two hearts and three clubs. In general, it is best to avoid rebidding a five-card suit when another option exists, and here there is no reason not to raise partner's suit, which will usually be at least five cards in length. If partner next returns to three hearts, you plan to bid four hearts; if he bids three notrump, you will pass; and if he bids three spades, you will bid three notrump.

4. Two diamonds. Here the suit in which the hand will play best is in considerable doubt, as is the level of the final contract. By bidding two diamonds (forcing) now, and supporting clubs vigorously next, the excess over a minimum opening bid will be suitably pictured to partner. The singleton spade will be implied at the same time, and may prove to be the key to reaching a good slam.



### Thinking Things Through

Let's say you're declarer in five diamonds and West cashes two clubs and shifts to the jack of hearts. You win with the queen and draw two rounds of trump, but what do you do next?

There are two obvious chances for the contract. One is that the opposing hearts will divide 3-3, and the other is that a spade finesse will succeed if the hearts don't divide evenly.

Neither prospect is attractive. First, the odds are clearly against a suit dividing 3-3, even if the opponents haven't bid. But after West's takeout double, he is more likely to have four hearts.

Second, you shouldn't invest even a plugged nickel on the chance of winning the spade finesse. West is virtually certain to have the king, as he could scarcely double without it.

Since these two probabilities add up to going down one, you start looking for another way to make the contract. And if you look hard enough, you find the Assuming your preliminary diagnosis is correct, West will have to guard both the hearts and the spades, and you can put him under extreme pressure

by cashing your remaining trumps. So you play four more rounds of diamonds, reducing your hand to the A-Q of spades and 7-5 of hearts while retaining the jack of spades and A-K-4

of hearts in dummy. On your last trump lead, West must choose a discard from the K-6 of spades and 10-8-6 of hearts. He cannot spare a heart, so he discards the six of spades.

You now cash the A-K of hearts, on which East shows out, and then lead the jack of spades toward your A-Q. When East follows low, you go up with the ace, since West's last two cards are almost surely the ten of hearts and king of spades.

## Family Circus • Bill Keane



"Thumbs do. Sometimes they're green."

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