

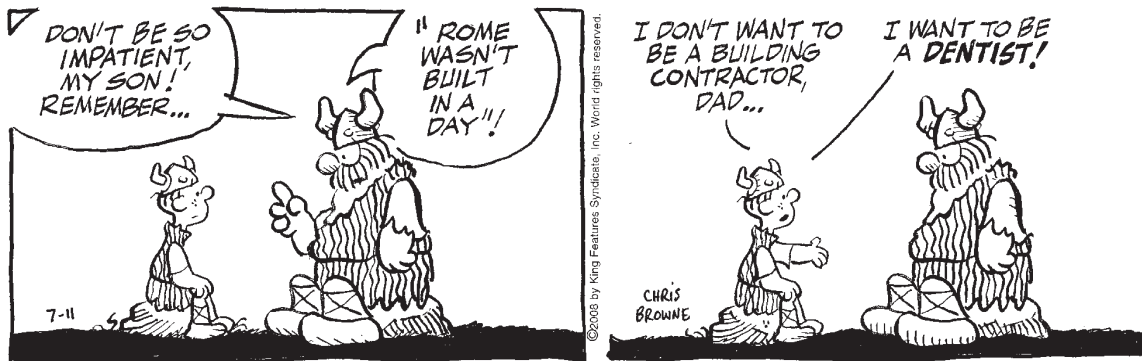
**Sally Forth • Greg Howard**



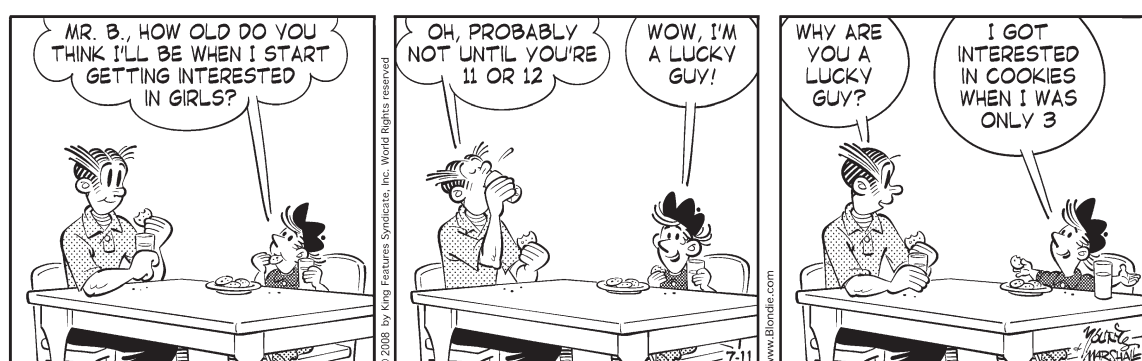
**Zits • Jim Borgman & Jerry Scott**



**Hagar the Horrible • Chris Browne**



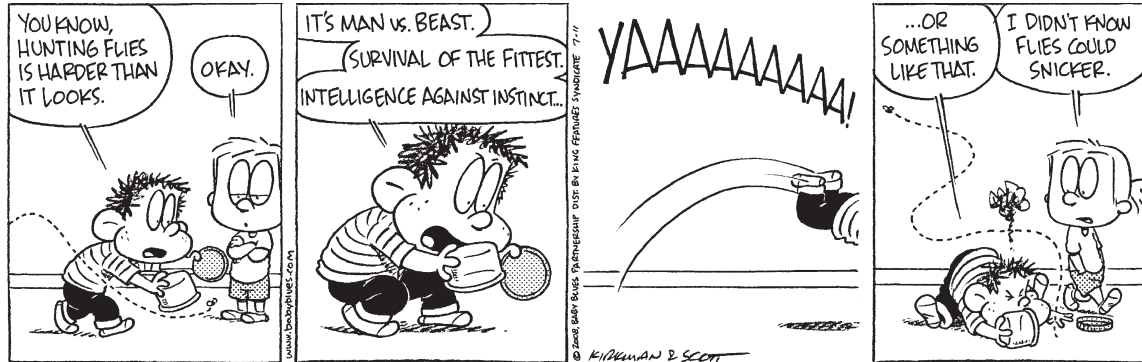
**Blondie • Chic Young**



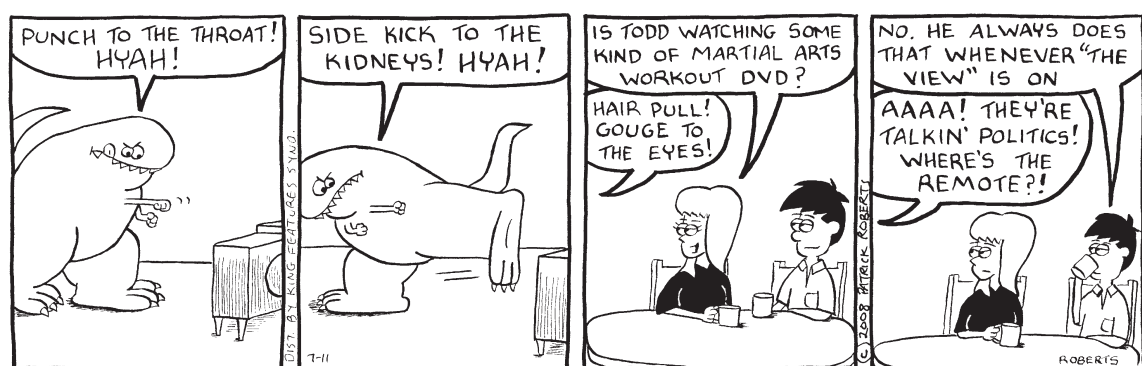
**Beetle Bailey • Mort Walker**



**Baby Blues • Rick Kirkman & Jerry Scott**



**Tod the Dinosaur • Patrick Roberts**



**Mother Goose and Grimm • Mike Peters**



**Cryptoquip**

J VNLZW LYM YNRM  
 JQYFELVFDNQ NQ ITFFZDQS  
 RMFXNWX. YXNLZW D IM  
 EMGMEDQS FN FXM GDSXF  
 RTQLTZ?

Yesterday's Cryptoquip: WHEN I FINALLY FOUND MY LONG-MISPLACED HOLE-PUNCHING FOOL, I ANNOUNCED "AWL IS NOT LOST!"  
 Today's Cryptoquip Clue: L equals U

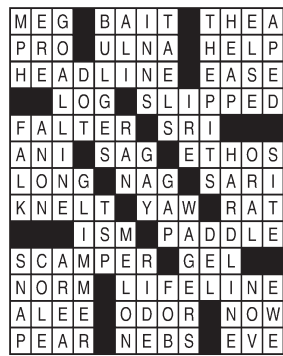
CB P VAPXXZ OSTYZ MPZ,  
 L LGRAYSCSTXZ OVPFFAM  
 GZ ECSEN RPM PBM YNVAJ  
 ESTNLCB YC YNA JLBM.

Yesterday's Cryptoquip: I COULD USE SOME INSTRUCTION ON BATTLING METHODS. SHOULD I BE REFERRING TO THE FIGHT MANUAL?  
 Today's Cryptoquip Clue: Y equals T

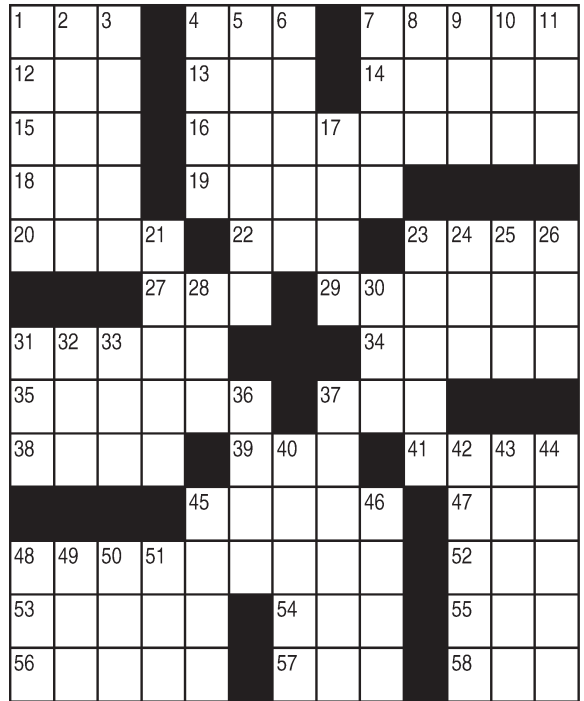
**Crossword**

- ACROSS**  
 1 Tit-for-t health? 3 November stone 24 Prior to 25 Ostrich's kin  
 4 English channel? 45 Soaring 47 Farm 5 Walloped 6 Lacy-mose one  
 7 Binge female 48 Paper-back book 7 Big bag 8 Country-club staffer  
 12 In bygone times 52 Weir 53 Bird-related 54 Pitching stat 9 Gun the engine  
 13 "— the ramparts ... " 55 Infuriation 56 Hiawa-tha's craft 57 1/6 fl. oz. = 1 — 11 Listening device  
 14 Game venue 15 Play with Bubble Wrap 16 Chair protector 18 Savings acct. 19 Surf 'n' turf's turf 20 Heckle 22 Screw up 23 Rude look 27 Anti-quoted  
 29 Jenna Elfman role 31 Acid type 34 Enjoyed a lot 35 WWII fleet 37 Coloring agent 38 Frenchman 39 Type of cube
- DOWN**  
 1 Rhino's cousin 2 Old-time marketplace 21 Of a region 23 House-paint ingredient 42 Started over 43 Cognizant 44 Red Sea nation 45 Dermatology subject 46 Snare 48 Pouch 49 Eggs 50 Shark part 51 The way, in China

Solution time: 25 mins.

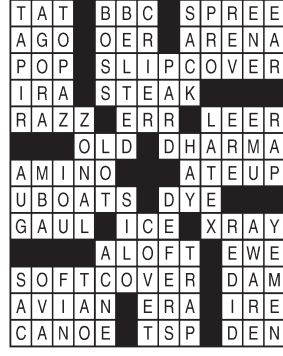


Yesterday's answer 7-11

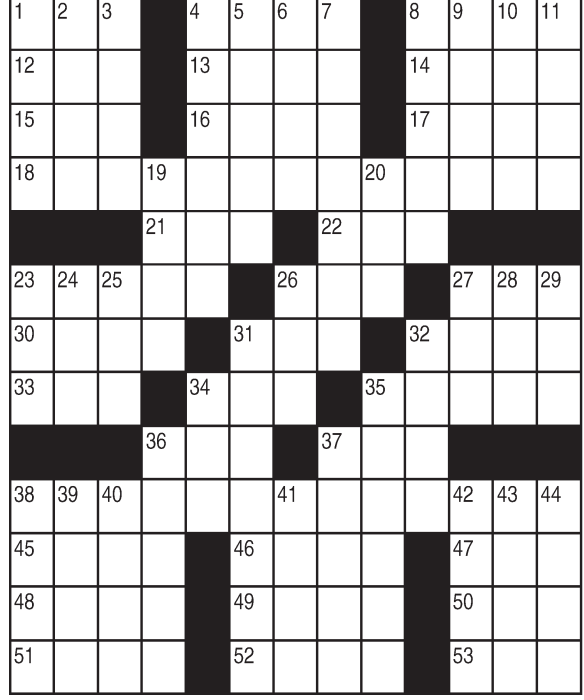


- ACROSS**  
 1 TVA structure 4 Mountain-eeer's challenge 8 "Pretty Woman" actor 12 Dander 13 Stromboli spillage 14 Teeny bit 15 Witness 16 The gamut 17 Hum-dinger 18 Whip of a sort 21 Way back when 22 — relief 23 Puts cheese in the mouse-trap 26 Carton 27 A mere handful 30 Opulent 31 "Mayday!" 32 Woeful breath 33 Mined-over matter 34 Inlet 35 A couple of sizes too big 36 Wrigley product 37 Frat party need 38 Make people look twice 45 Draftable 46 Tarzan's transport 47 Make marginalia 48 Name above the title 49 Uses an abacus 50 Carte lead-in 51 Bribes 52 Laugh-a-minute guy
- DOWN**  
 1 Frisbee, e.g. 2 Neighborhood 3 Come together 4 Trolley sounds 5 Proportion 6 Revlon rival 7 Belvederes 8 Big bashes 9 Needle case 10 Throw the dice 11 Flightless flock 19 Inauguration recitation 20 Levy 23 Street address? 24 Melody 25 Bar supply 26 Lad 27 Newton ingredient 28 Early bird? 29 "Explain yourself!" 31 Tea urn 32 Wise one 34 Clear the tables 35 Command 36 Growls 37 Japanese form of fencing 38 Pitch 39 "Do — others ..."

Solution time: 27 mins.



Yesterday's answer 7-12



**Bridge**

You have the following hand, neither side vulnerable:  
 ♠ 8 7 4 ♥ 5 ♦ Q 8 3 ♣ AK 9 7 6 2  
 1. Your partner opens One Notrump, and your right-hand opponent bids Two Hearts. What would you bid?  
 2. Your partner opens One Spade, and you respond Two Clubs. Your partner then bids Two Spades. What would you bid now?  
 3. Your left-hand opponent opens Three Hearts, which your partner doubles, and the next player passes. What would you bid?  
 4. Your partner opens One Spade, and you respond Two Clubs. Your partner then bids Two Hearts. What would you bid now?  
 \* \* \*

**Bidding Quiz**

1. Three notrump. You can't be sure this is the best contract, but the odds favor making three notrump. Most players treat three clubs in this situation as a nonenforcing competitive bid, and it would therefore be unwise to run the risk of partner's passing with a hand likely to produce game at notrump.  
 Partner is a strong favorite to have at least one heart stopper, and once this is granted, the best chance for game lies in notrump. Five clubs could be a better contract than three notrump, but there is no way of exploring that possibility without bypassing the notrump game.  
 2. Four spades. You have only nine points in high cards, but game is nevertheless likely given partner's spade rebid and the added value of your singleton heart. To merely invite partner to go on by bidding three spades is too pessimistic a view to take. It is unlikely partner will lose four tricks opposite this hand.  
 3. Five clubs. You can't afford to bid only four clubs because you would do that with a much weaker hand. The best way of showing your values is by jumping to five clubs, which just about represents what you have.  
 If partner passes, you will probably make just five clubs; if he raises to six, you will probably make that also. The trap to avoid is four clubs, which would not 4. Two spades. Partner is most likely to have five spades and four hearts, or five spades and five hearts. Since you have a definite preference for spades, you should let partner know that right now. Partner already knows you have enough points to respond initially on the two-level, so there is no need to do anything more than bid two spades.  
 Note the difference in approach as compared with problem No. 2, where partner almost surely has six spades and did not bid a second suit.

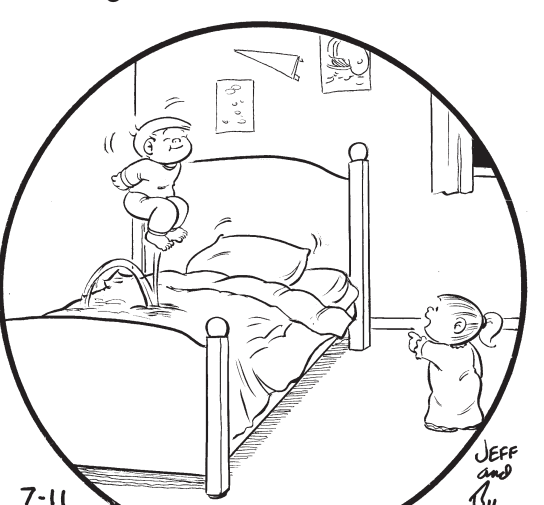
South dealer.  
 North-South vulnerable.  
**NORTH**  
 ♠ 8 7 6 2  
 ♥ 9 7 5 2  
 ♦ A  
 ♣ Q J 10 3  
**WEST**  
 ♠ K Q J 9 4  
 ♥ 10  
 ♦ Q 10 7 3  
 ♣ K 6 2  
**SOUTH**  
 ♠ A 10 3  
 ♥ A K 6 4 3  
 ♦ K J 5  
 ♣ A 9

The bidding:  
 South 1♥ West 1♠ North 2♥ East Pass  
 Opening lead — king of spades.

**Careful Play Saves the Day**

Many sound contracts fail because of an unlucky division of the opposing cards, but some of them can be salvaged by careful play.  
 Consider this deal, where, if you look at all four hands, it would seem that South must go down one. The hearts break 3-1, so that a trump trick must be lost, and the club finesse, if and when attempted, fails. These losers, on top of the two spade losers, make it appear that declarer cannot escape the loss of four tricks.  
 But if South plays his cards as he should, he makes the contract. Furthermore, the right line of play does not depend on a peek at the East-West cards; normal play will do the job.  
 When dummy comes down, South sees that the outcome depends on either not losing a trump trick or not losing a club trick. Declarer has no control over the trump division, but has some control over the club situation.  
 In an effort to avoid the club finesse -- which might lose -- South wins the spade lead and plays a diamond to the ace, followed by the A-K of hearts. After learning that East has a trump trick, declarer cashes the king of diamonds, discarding one of dummy's The stage is now set for the decisive play. Ignoring the club finesse, South leads a spade from dummy! West takes his two spade tricks but must then lead a club from his king or yield a ruff-and-discard.  
 Either way, South is home free. His only losers are two spades and a trump trick. The club finesse, despite its apparent inevitability, never enters the picture at all.

**Family Circus • Bill Keane**



7-11  
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