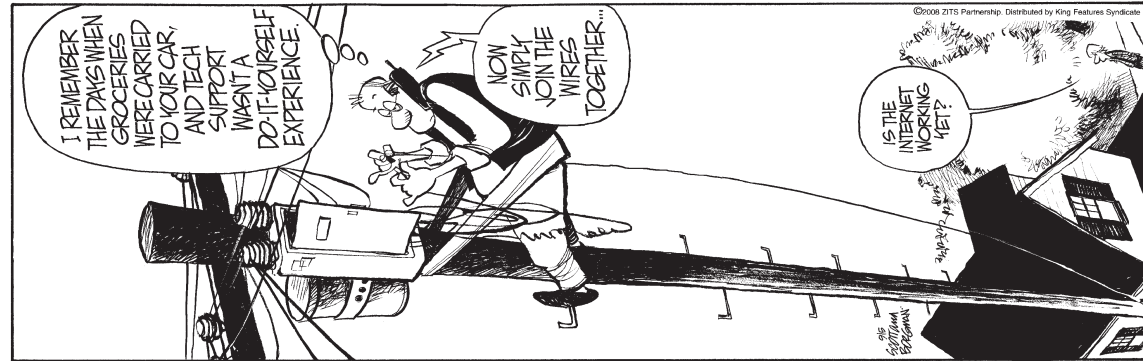


Sally Forth • Greg Howard



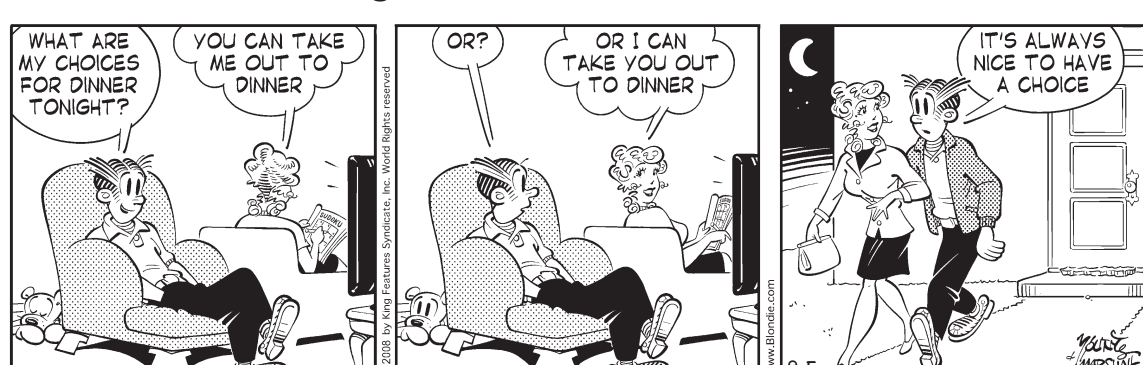
Zits • Jim Borgman & Jerry Scott



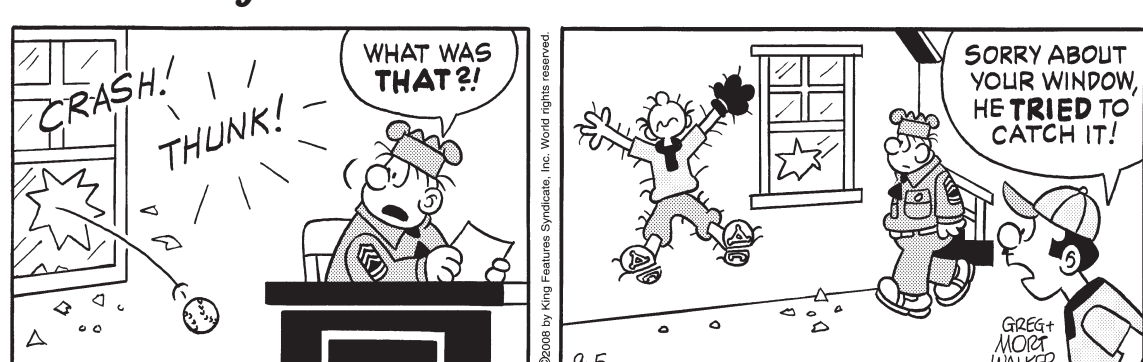
Hagar the Horrible • Chris Browne



Blondie • Chic Young



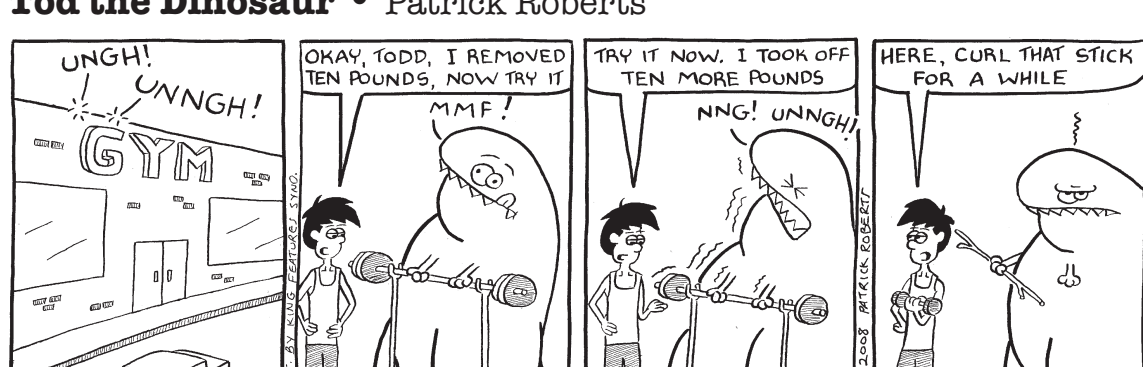
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

HNMSP MBOPENHX RVNENR PH DBT AB IAPFPYC HBZ R
VJU HZSV J EZGZFNZBH GBGTJRZ VIILJD YIVNSRCRKYI,
PGNHXPMSP, N YBZEU HJD VP P NTGGBN I DBT'ZI CIFFPYC
ENOPU XVP ENKP BK YDENP. FB VBZL BY FPSI.
Yesterday's Cryptoquip: MUCH-WATCHED SITCOM ABOUT A MAN WHO FAVORED CERTAIN KINDS OF NOTEBOOKS: "I LOVE LOOSE-LEAF."
Today's Cryptoquip Clue: E equals L
Yesterday's Cryptoquip: SINCE NOVELIST PHILIP HAD SUCH A LUXURIOUS EXISTENCE, I WOULD SAY HE LIVED THE LIFE OF WYLIE.
Today's Cryptoquip Clue: F equals T

Crossword

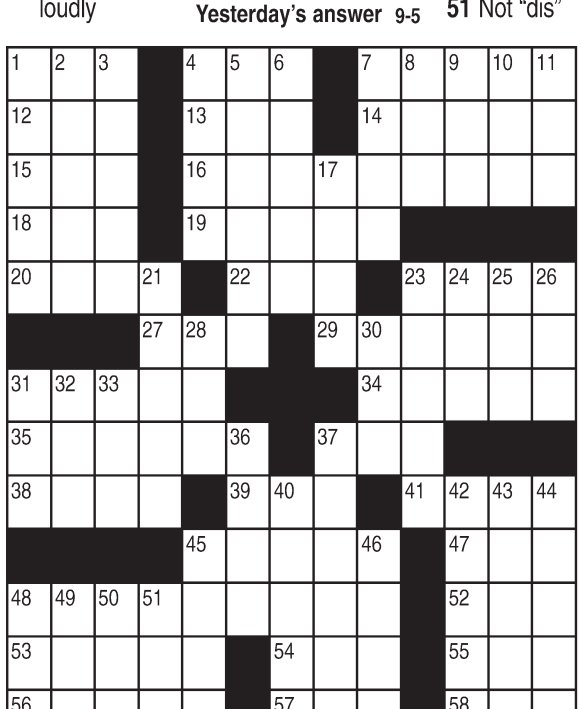
- ACROSS 1 Church seat 4 Boom times 7 "Jezebel" Oscar winner 12 Genetics abbr. 13 Total 14 "Oh, woe!" 15 Tourists' haven 16 "Roots" author 18 Seek restitution 19 Swing around madly 20 "— Congeniality" 22 Coffee-shop vessel 23 Complain 27 Upper limit 29 First name of 35-Across 31 Mystery writer's award 34 Be a glutton 35 "It's a Wonderful Life" hero 37 Weep loudly

Solution time: 25 mins.
PTA COPS ASPS
OAF UNDO STET
SOFTSOAP EASY
INT SOAPBOX
BOXTOP RUT
URI MUG FISTS
LEND PEG CHOW
LOGIC TAJ AGA
GOA TOPDOG
DOGGONE LEO
AXLE GONEAWAY
NEAR INON EVE
ANDS ESNE DEW

Bridge

You are South, and the bidding has gone:
West North East South
1♥ Dble Pass 1♠
Pass 2♣ Pass ?
What would you bid now with each of these four hands?
1. ♠ 107642 ♥ 843 ♦ K5 ♣ K62
2. ♠ 9863 ♥ AQ6 ♦ J94 ♣ J73
3. ♠ A8543 ♥ J62 ♦ 10 ♣ Q754
4. ♠ J9632 ♥ Q874 ♦ 852 ♣ 10

Bidding Quiz
You are South, and the bidding has gone: 1. Three clubs. It is clear that your partner has a very good hand. Apparently his values were too promising for a direct two-club overall, so he doubled first to identify his extra strength. This sequence typically identifies a 17-point or better hand that cannot be shown in any other way. You have two kings and support for his suit that he is totally unaware of—and the best way of letting him know this is by raising to three clubs.
Standing alone, your hand is not very impressive, but in conjunction with what partner has indicated he holds, there is surely a chance for game. For example, partner may hold SK5HA7DAJ3 CAQ10953, in which case three notrump is a virtual laydown.
2. Two notrump. You hold much more strength than your previous bid implied, so you owe it to partner to now inform him of your high-card values and double-heart stopper. Two notrump does not announce a powerful hand; if you had a better hand, you would have responded initially with a jump bid. Two notrump is also a far more encouraging try for game than a raise to three clubs would be.
3. Four clubs. Game appears to be just around the corner, and you can best let partner know that by jump-raising in clubs. One advantage of raising him to four rather than five is that it allows for the possibility that partner might next bid four spades (showing three-card support), which you'd pass. Ten tricks in spades could prove easier to make than 11 tricks in clubs.
To raise to only three clubs would show a lack of understanding of the power suggested by partner's first two bids. All too often, he would pass three clubs, and you'd wind up missing an excellent game contract. There is no good reason to pussyfoot in such a promising situation.
4. Pass. This setup is a hot potato, and the sooner you let go, the better off you'll be. Dangerous as your situation was at the start, partner's two-club bid has made it more so.
It is true that a spade contract might work out better, but as a practical matter it's not wise to test this possibility, lest the roof suddenly cave in. You're in a choice-of-evils position where a further bid would invite disaster.
Tomorrow: A shadow on the horizon.
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- ACROSS 1 Country club staffer 4 Bullets 8 Pulverize 12 Prune 13 Pro-found 14 Hardly ruddy 15 Work with 16 Lummock 17 Prepared to drive 18 Brain disorder also called BSE 21 Navy newbie (Abbr.) 22 Flowering time 23 Cries loudly 26 Vagrant 27 A mere handful 30 Satan's specialty 31 Felonious flight 32 Greek cheese 33 Joke 34 Christmas tree, often 35 Unclouded 36 ATM ID 37 Non-pro sports org. 38 What 18-Across can do? 45 Be a 51-Across 46 Doing 47 "A Chorus Line" song 48 Encounter 49 Banana holder 50 "Family Guy" daughter 51 Partner in crime 52 Withered comb compartment 53 Cribbage scorer 19 Honeycomb 20 Muppet eagle 23 Plead 24 Actress Gardner 25 Puke 26 Prohibit 27 Doctor's due 28 Timetable abbr. 29 Series of skirmishes 31 Lists of players 32 Chimney channel 34 Wee tale 35 Wheedle 36 Trivial 37 Pursuing 38 One of the Three Bears 39 First victim 40 Carina 41 Duel tool 42 Cavort 43 Place for a pad, maybe 44 Safe-cracker

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

The bidding: West Pass North Pass East 1♠ South 5♦ Opening lead — nine of spades.
A Shadow on the Horizon
The many forms a safety play can take are too great to enumerate. The most common ones are well-known and are easy enough to learn either through experience or in textbooks devoted to the play of the cards.
The trouble comes when an unusual situation develops that really belongs in the safety-play family and the declarer is unable to relate it to a previous experience. Unaware that safety measures are necessary, he plunges ahead without taking precautions against an obvious danger. As a result, he may sometimes go down in a contract that could have been made.
Take this case where South was in five diamonds. He won the spade lead with the ace and led a diamond. East took the ace and returned a spade. West ruffed, and South had to go down one — though he could have made the contract with the aid of an unusual play.
When declarer first sees dummy, he should realize that the primary threat to his contract is a spade ruff. Given East's opening spade bid, this is certainly a realistic possibility.
After this danger registers on South, he should start looking for a means of guarding against the ruff. It should also occur to him that ordinary measures will not avert defeat if West really does have only one spade.
Once declarer is thinking along these lines, it should not take him long to find the solution: Win the spade lead with dummy's king, cash the ace of hearts and discard the ace of spades!
From then on, he has smooth sailing. Dummy leads a diamond, taken by East with the ace. Declarer ruffs the spade return, and West cannot overruff. South then draws trumps and concedes the ace of clubs, and the contract is home safe and sound.
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Family Circus • Bill Keane

