

Sally Forth • Greg Howard



Zits • Jim Borgman & Jerry Scott



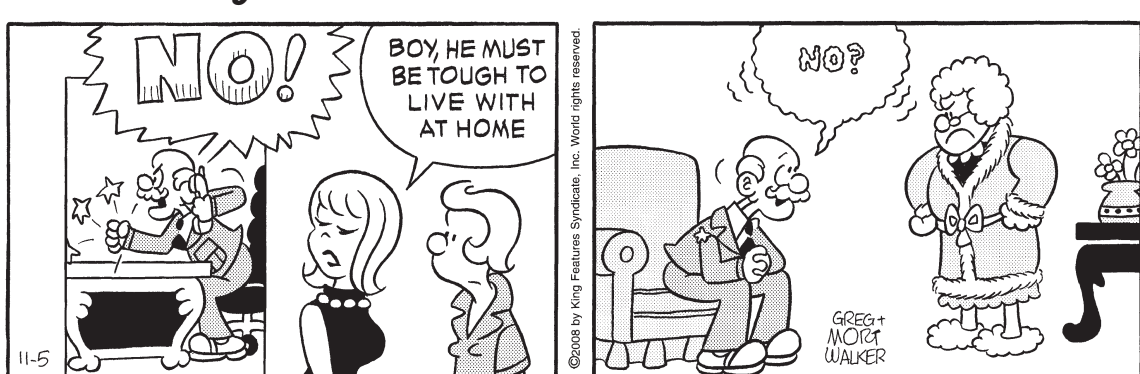
Hagar the Horrible • Chris Browne



Blondie • Chic Young



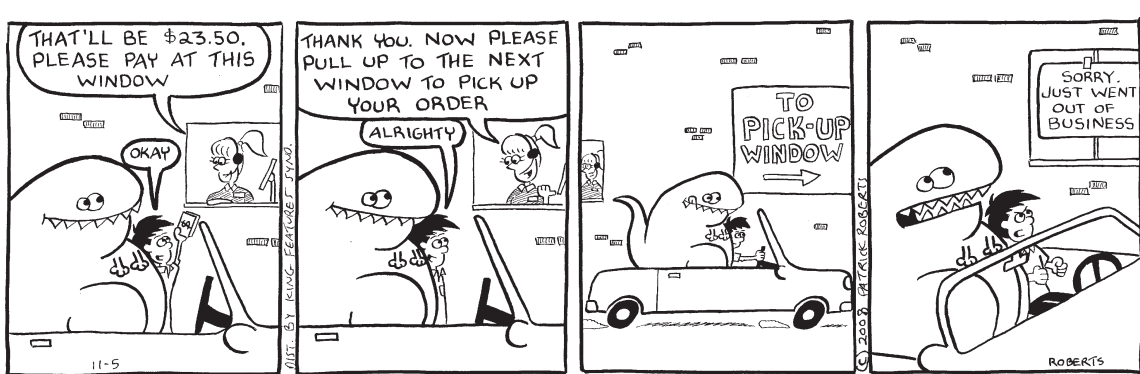
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

Y FVYTL Y SXQ IKBXNCQ
JHF QBG FVXF ABN XW X
SXKYBTHFFH EBKHLK YR Y

ETPD H OXGV XB VXXYPDSNK
OIXNVXDY XSB DPBS XD H
SGPP, EQINV KQI FHNN STHS

AGWF IGCC X RHE WFKYTJW.
Yesterday's Cryptoquip: FAMOUS MOVIE ABOUT A PERSON WHO ALWAYS LEAPS EXCITEDLY INTO CABS HEADFIRST: "TAXI DIVER."
Today's Cryptoquip Clue: T equals N

OGHDFT VGPBBXDY?
Yesterday's Cryptoquip: I THINK I MAY PROBABLY GET YOU THAT JOB AS A MARIONETTE WORKER IF I JUST PULL A FEW STRINGS.
Today's Cryptoquip Clue: O equals B

Crossword

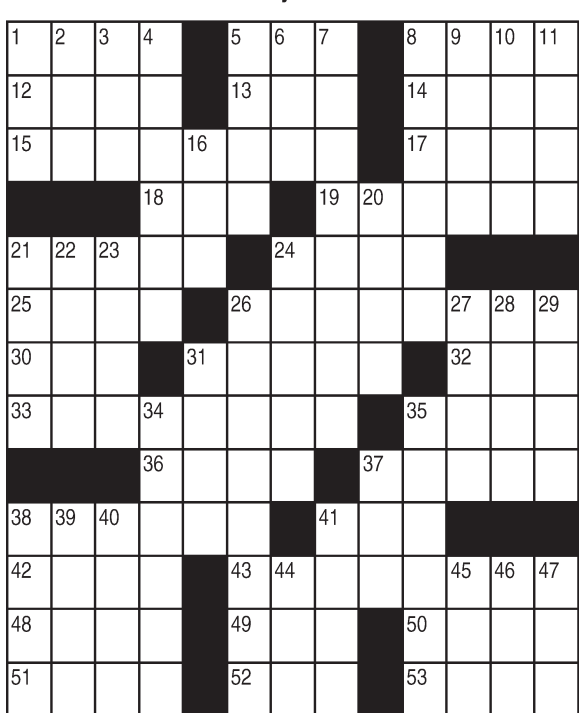
ACROSS
1 Moist
5 Occupation
8 Cronos
12 Reed instrument
13 Blackbird
14 Geometry calculation
15 Dry red wine
17 Eastern royal
18 Reason to say "alas"
19 Drank
21 Pray in a synagogue
24 Arsonist
25 Phrase of understanding
26 Nightclubs
30 Round Table address
31 Bear
32 "Great Expectations" lad

DOWN
1 "What's up, —?"
2 Lawyers' org.
3 Horde
4 Runt
5 Tarzan's mate
6 Inseparable
7 Gradually
8 Port
9 Bedouin
10 Chromosome component
11 Aforementioned
16 Director Howard
20 Persia, now
21 Platter
22 Largest continent
23 Action word
24 Obey a comma
26 Indispensable
27 Grand tale
28 "Scrabble" piece
29 Dalmatian marking
31 Radar-screen sound
34 Fleet
35 Jungle trek
37 "Terrific"
38 Goblet feature
39 Pepsi rival
40 A long time
41 Final notice
44 Brewery product
45 Card-table call
46 Wapiti
47 Crafty

Solution time: 21 mins.

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

Yesterday's answer 11-4



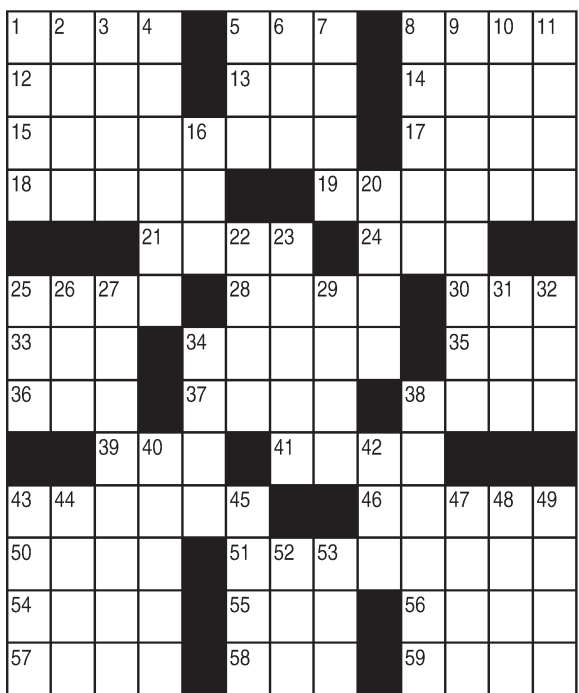
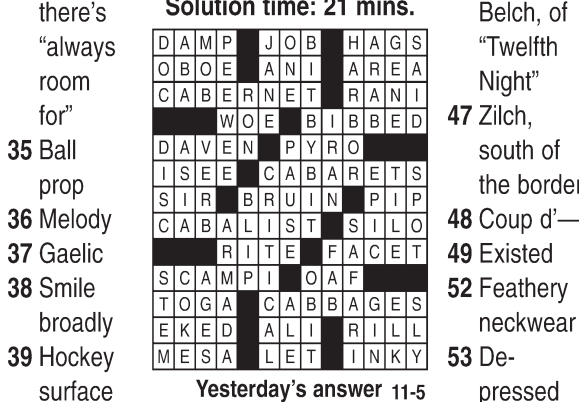
ACROSS
1 Lysol target
5 Rage
8 Dreary
12 Finished
13 Rotation duration
14 Mature
15 Steer
17 Small bit
18 Martini garnish
19 Perceive intuitively
21 Grounded flock
24 Cribbage scorer
25 Related
28 Droops
30 Tray contents
33 Neither partner
34 Dessert there's "always room for"
35 Ball prop
36 Melody
37 Gaelic
38 Smile broadly
39 Hockey surface

DOWN
1 "Kissing disease"
2 Ellipse
3 Jeans-maker Strauss
4 Compelled
5 Mrs. McKinley
6 Snitch
7 Ogled
8 Somber
9 Battle in court — a
10 "a spreading concept"
11 Jewel
12 Addict
13 Tortilla topping
16 Preceder
19 Assessor
20 Facto

Solution time: 21 mins.

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

Yesterday's answer 11-5



Bridge

East dealer.
Both sides vulnerable.

NORTH
♠ A 5
♥ 8 4 2
♦ A Q 10 9 5
♣ 6 4 3

WEST
♠ Q 9 6 4 2
♥ K 10
♦ 6 4
♣ J 9 7 5

EAST
♠ J 8 7 3
♥ Q 7 6 5 3
♦ K J
♣ 10 2

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

The bidding:
East Pass
South 1 NT
West Pass
North 3 NT
Opening lead — four of spades.

East dealer.
Declarer's primary task in most deals is to try to make the contract and not to concern himself with overtricks. While overtricks have some value in the scoring, they are of minor importance when a game or a slam is at stake. This basic principle gave birth many years ago to a vast family of plays known as safety plays. They enable declarer to better perform his No. 1 function of trying to score, in as safe a manner as possible, the number of tricks his side has contracted to make. One characteristic feature of many safety plays is the willingness to lose a trick unnecessarily in order to increase the overall chance of fulfilling the contract. Today's hand provides an example of this type. Declarer's best chance of making three notrump lies in developing the diamonds without losing two tricks in the suit. If he loses two diamond tricks before the suit becomes established, he will also lose at least three spades and so go down. The safest way of broaching the diamonds is to win the opening spade lead with the king and play a diamond to the ace. As it happens, East's jack falls, and making the contract then becomes routine. However, let's suppose that instead of playing a diamond to the ace, South leads a diamond to the queen at trick two. East wins and returns a spade to the ace. Declarer then crosses to his hand with a club and leads another diamond. West follows low, and South is now faced with a very difficult guess. He must decide whether East was originally dealt the K-J doubleton of diamonds or the singleton king. He may, of course, guess correctly, but as often as not he will misguess. However, the guess is one that declarer has carelessly created for himself. The ace play on the first round of diamonds spares him the need to guess and guarantees the contract unless East has K-J-x or K-J-x-x in the suit. The queen play carries no such guarantee. True, it may gain a trick -- 30 points -- from time to time, but it will lose the contract often enough to render any such overtrick inconsequential. Tomorrow: The hardest bid of all. (c)2008 King Features Syndicate Inc.

South dealer.
East-West vulnerable.

NORTH
♠ J 10 3 2
♥ Q 10 9 5 3 2
♦ J
♣ Q J

WEST
♠ A Q 7 6 5
♥ J 6
♦ Q 10 3
♣ A 10 8

EAST
♠ K 9
♥ A K 8 7 4
♦ 9 7 4
♣ 7 6 2

SOUTH
♠ 8 4
♥ A K 8 6 5 2
♦ K 9 5 4 3

The bidding:
South 1♦
West 1♠
North 2 NT
East 3 NT
Pass
Pass
Pass
Pass
Opening lead — jack of hearts.

The Hardest Bid of All
Players who bid too much constitute a large segment of the bridge-playing fraternity. So much so that one frequently hears it said that the hardest word to pronounce in bridge is "Pass." Today's hand, surprisingly enough, was played in a world championship match between Italy and the U.S. When the Italians were North-South, they wound up in four clubs doubled on the bidding shown. Declarer went down three -- 500 points -- scoring only the A-K of diamonds, two diamond ruffs in dummy and three ruffs in his own hand. It seems odd that South waited for the opponents to get to three notrump before introducing his club suit. Even more embarrassing was the discovery, after the play ended, that West could not have made three notrump! When an Italian pair held the East-West cards at the second table, they also had difficulty saying "Pass." Here the bidding went:
South 1 [D]
West 1 [S]
North Pass
East 2 [H]
South 3 [C]
West Pass
North Pass
East 3 [D]
South Dble
West Pass
North Pass
East Pass

East could easily have thrown in the towel after South's three-club bid and West's pass. Game was extremely unlikely, and the potential partscore was not worth fighting for. But East found himself psychologically unable to pass, and West wound up at three spades. West did not fare well. He ducked the queen-of-clubs lead, and North shifted to a heart. South ruffed and cashed the A-K of diamonds, North discarding the jack of clubs. North trumped the diamond return and gave South another heart ruff. Then South returned a club, ruffed by North. The Italian declarer thus lost the first seven tricks to go down three -- 300 points -- and the U.S. team gained 800 points on the deal. Tomorrow: The cards speak for themselves. (c)2008 King Features Syndicate Inc.

Family Circus • Bill Keane

