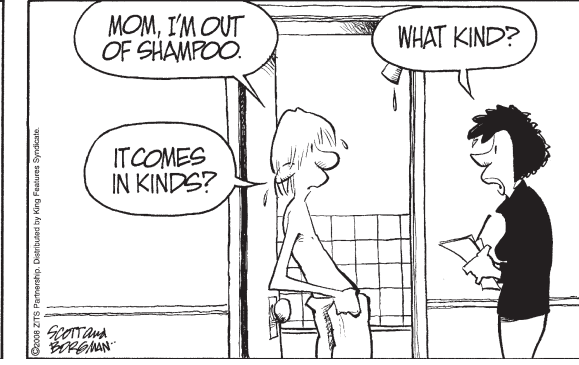
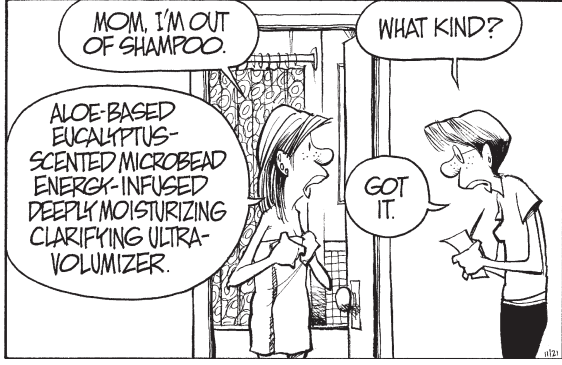


Sally Forth • Greg Howard



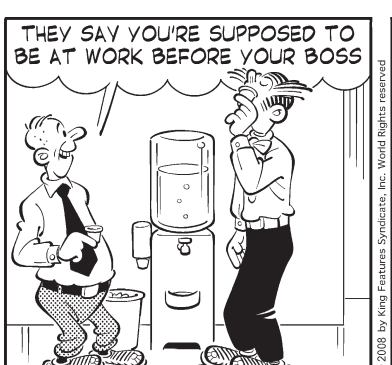
Zits • Jim Borgman & Jerry Scott



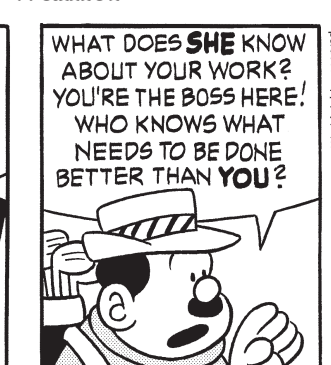
Hagar the Horrible • Chris Browne



Blondie • Chic Young



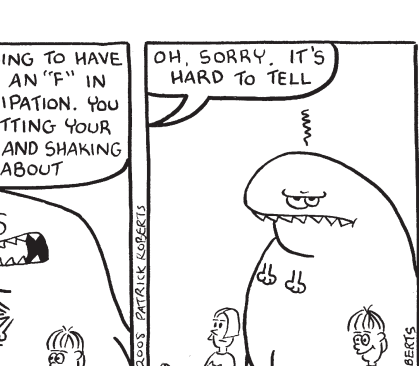
Beetle Bailey • Mort Walker



Baby Blues • Rick Kirkman & Jerry Scott



Tod the Dinosaur • Patrick Roberts



Mother Goose and Grimm • Mike Peters



Cryptoquip

RPMR EBOOKC WSHSF RVFWB
 RPS OTZPR BCTRLP KEE
 CPSW TR'B WKR TW VBS.
 PS'B ZKR M CMRR KE WSFHS!
 Yesterday's Cryptoquip: WHY DOES THE SERVER AT OUR DINER ALWAYS GET ILL? I BELIEVE IT MUST BE SOMETHING IN THE WAITER.
 Today's Cryptoquip Clue: E equals F

DNVG ISPV NVGI MJV
 XGXRXTTF KVRXGK RNVXJ
 NSRVT JSSPI, DSATU FSA BMTT
 XR M BNXCVCV BNVBC-XG?
 Yesterday's Cryptoquip: THAT FELLOW NEVER TURNS THE LIGHT SWITCH OFF WHEN IT'S NOT IN USE. HE'S GOT A WATT OF NERVE!
 Today's Cryptoquip Clue: X equals I

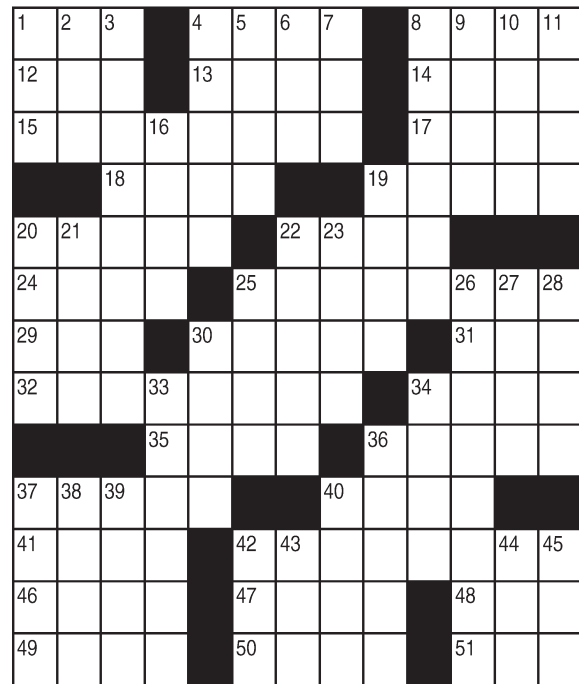
Crossword

- ACROSS**
 34 Wield
 1 Tavern
 4 Anything but that
 8 Lens holders
 12 "— Got a Secret"
 13 Jam ingredient?
 14 Impression
 15 Cotton or tobacco, e.g.
 17 Lancaster foe
 18 Do surveillance on
 19 Trumpet part
 20 Point of view
 22 Ap-proached home plate, maybe
 24 Millinery
 25 No. 1 recording
 29 St.
 30 Gap
 31 Sapporo sash
 32 Service stripe
- DOWN**
 1 Pen name?
 2 Actress Gardner
 3 Paraphrases
 4 Implied
 5 Throw hard
 6 Judge Lance
 7 Bribe
 8 Capital of Saudi Arabia
 9 "American —"
 10 Talk-show host Griffin
 11 Benefit
 16 —
 19 Work-bench attachment
 20 Persian sovereign
 21 Stromboli outflow
 22 Agent 86
 23 Deficiency
 25 Bridge
 26 Apiary critter
 27 Sacred wading bird
 28 Gratuities
 30 Too confident
 33 Yearn
 34 Stuff like that
 36 Overly talkative
 37 "— on first?"
 38 Carry on
 39 Killer whale
 40 Croupier's tool
 42 Seesaw quorum
 43 Plagiarize
 44 Wall climber
 45 Wedding announcement word

Solution time: 25 mins.



Yesterday's answer 11-21

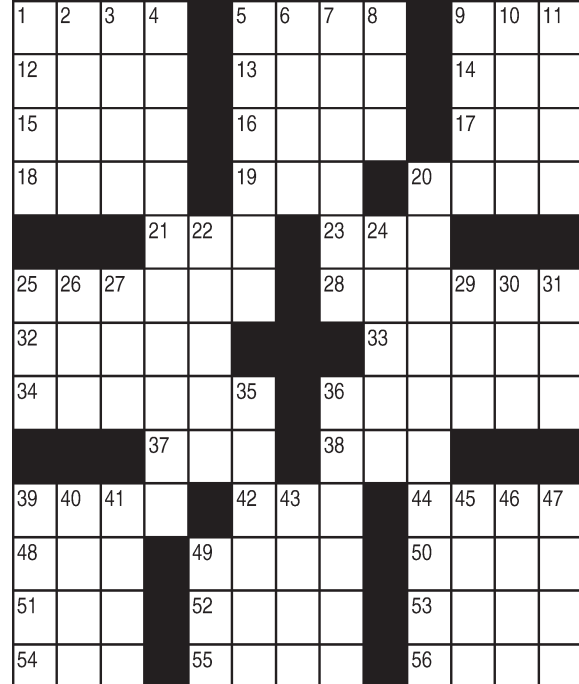


- ACROSS**
 1 Overly theatrical
 5 Rue the run
 12 Pelvic bones
 13 Tactic
 14 Commotion
 15 Turnpike fee
 16 Whine
 17 Mal de —
 18 Bigfoot's cousin
 19 Got the ball rolling
 20 Hormel product
 21 Away from SSW
 23 "Born in the —"
 25 Legend-ary
 28 Proces-sion
 32 Out in the open
 33 Semi-precious azure stone
 34 Preceding
- DOWN**
 1 On-campus housing
 20 Joe Biden's opponent
 22 Dame lead-in
 24 "The Crucible" setting
 25 Joe after an apple?
 26 Hail or farewell
 27 Gridiron decider
 29 Mimic
 30 Insult (Sl.)
 31 "Guinness Book" suffix
 35 Top
 36 Rancorous
 39 Influence
 40 Sandwich treat
 41 Wield
 43 Roundish do
 45 Wedding shower?
 46 Acknowl-edge
 47 Crooked
 49 Personal question

Solution time: 27 mins.



Yesterday's answer 11-22



Bridge

You are declarer in each of the following four situations:
 1. You have the A-K-10-2 of a suit, and dummy has the Q-3. You lead dummy's queen and then the three, both opponents following low. Should you play the ace or the ten to give yourself the best chance for four tricks?
 2. You have the A-J-4-3-2, and dummy has the K-9. How would you play this combination to give yourself the best chance for four tricks?
 3. You have the A-K-J-10-9-4-3, and dummy has the singleton deuce. If you need seven tricks in the suit, should you cash the A-K or finesse the jack?
 4. You have the A-10-3-2 facing the K-9-4 in dummy. How would you play the suit to give yourself the best chance for three tricks?

Combinations and Percentages

You are declarer in each of the following four situations:
 1. You have the A-K-10-2 of a suit, and dummy has the Q-3. You lead dummy's queen and then the three, both opponents following low. Should you play the ace or the ten to give yourself the best chance for four tricks?
 2. You have the A-J-4-3-2, and dummy has the K-9. How would you play this combination to give yourself the best chance for four tricks?
 3. You have the A-K-J-10-9-4-3, and dummy has the singleton deuce. If you need seven tricks in the suit, should you cash the A-K or finesse the jack?
 4. You have the A-10-3-2 facing the K-9-4 in dummy. How would you play the suit to give yourself the best chance for three tricks?

1. If you finesse the ten, you have a 50 percent chance of success. If you cash the A-K instead, hoping to drop the missing jack, you have only a 36 percent chance of making four tricks in the suit. The finesse is therefore the better play.
 2. Lead the deuce and finesse dummy's nine. This gives you a 68 percent chance for four tricks. Cashing the king first and then finessing the jack will give you only a 61 percent chance for four tricks. A first-round finesse of the nine is therefore the better play.
 If you needed only three tricks in the suit, the best method of play would be the king followed by a finesse of the jack, which would yield three tricks 94 percent of the time.
 3. If you finesse the jack, you have a 37 percent chance of scoring seven tricks. If you cash the A-K, hoping to catch the queen, you have only a 33 percent chance of success. The finesse is therefore the better play.
 4. Lead the deuce and, if your left-hand opponent follows low, finesse dummy's nine. Assuming that the nine loses to the jack or queen, you plan to cash the king next and then the ace. This will give you about a 75 percent chance of making three tricks (assuming the opponents always choose their best method of defense).
 The suggested line of play is slightly better than cashing the A-K in the hope of catching a singleton or doubleton honor, which, added to a 3-3 division of the opposing cards, offers about a 70 percent chance of success.
 Tomorrow: Hook, line and sinker.
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North dealer.
 East-West vulnerable.
NORTH
 ♠ J
 ♥ 5 2
 ♦ K Q J 10 9 8
 ♣ A 9 8 6
WEST
 ♠ A 6 3
 ♥ J 9 7 4
 ♦ 5 2
 ♣ K Q J 10
EAST
 ♠ Q 9 8 5
 ♥ Q 8
 ♦ 7 6 4 3
 ♣ 7 3 2
SOUTH
 ♠ K 10 7 4 2
 ♥ A K 10 6 3
 ♦ A
 ♣ 5 4

The bidding:
 North: 1♦, 2♦, 3♣
 East: Pass, Pass, Pass
 South: 1♦, 2♦, 3 NT
 West: Pass, Pass, Pass
 Opening lead — king of clubs.

Hook, Line and Sinker

The great advantage of being declarer is that you can immediately see all of your assets and liabilities when dummy comes down, while if you are a defender you see only half of your side's resources and half of declarer's resources.
 Declarer thus knows at once exactly where he is weak or strong, while the defenders don't. It is because of this that declarer sometimes makes a contract that it seems impossible to make.
 Take this case where declarer had to enlist the aid of an unwitting opponent to get home safely. West led the king of clubs, and South saw at once that he was in trouble. He had nine tricks, all right, but no way to cash them because the diamonds were blocked and there was no entry to dummy outside of the ace of clubs, which West's lead was about to dislodge.
 Declarer ducked the club lead, hoping West would shift to another suit and give him a chance to cash the ace of diamonds before the club ace was forced out of dummy.
 But West continued with the queen, destroying that hope. The situation now appeared almost hopeless -- until it suddenly occurred to South that another holdup in clubs might pay surprisingly good dividends. Declarer realized that the second duck could forever sever his contact with dummy, but he also realized that West might not know this.
 Sure enough, West next played the jack of clubs, and declarer was out of the woods. He discarded his ace of diamonds on the club ace, then cashed six diamonds and two hearts to make the contract.
 Perhaps West should somehow have divined the actual situation and discontinued clubs after two rounds of the suit, but this decision is much easier to make if one has the advantage of seeing all 52 cards.
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Family Circus • Bill Keane

