

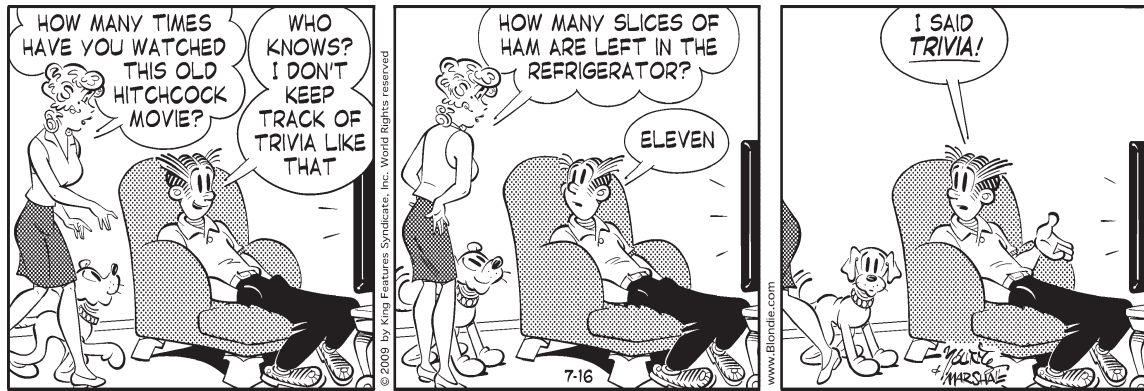
**Baby Blues** • Rick Kirkman & Jerry Scott



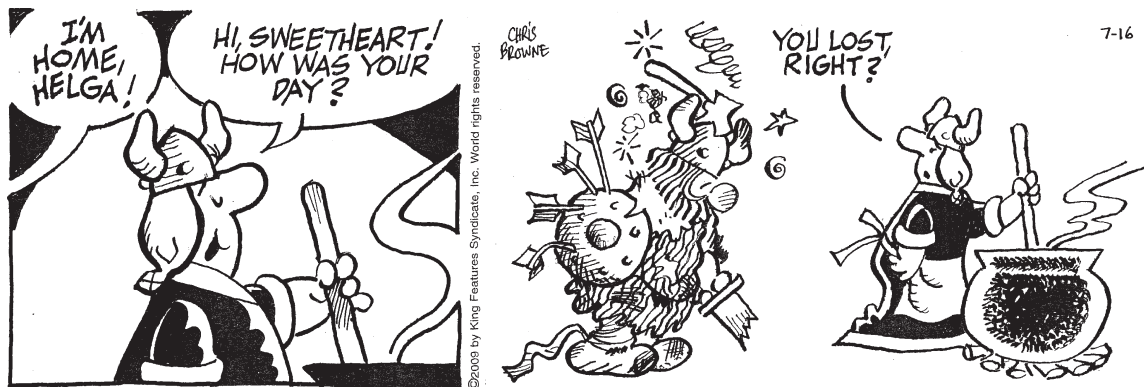
**Beetle Bailey** • Mort Walker



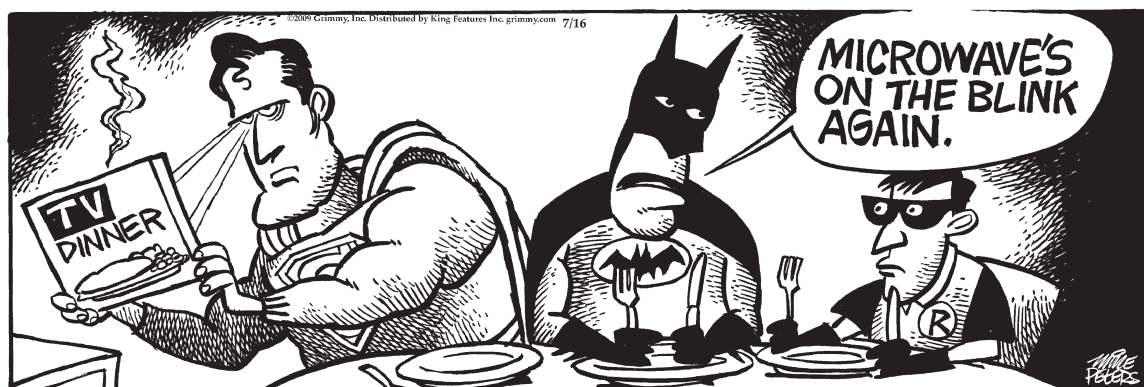
**Blondie** • Chic Young



**Hagar the Horrible** • Chris Browne



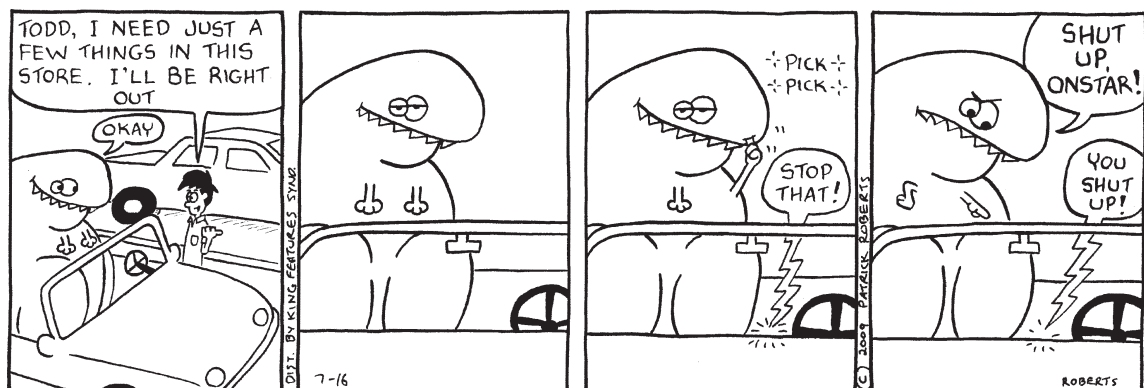
**Mother Goose and Grimm** • Mike Peters



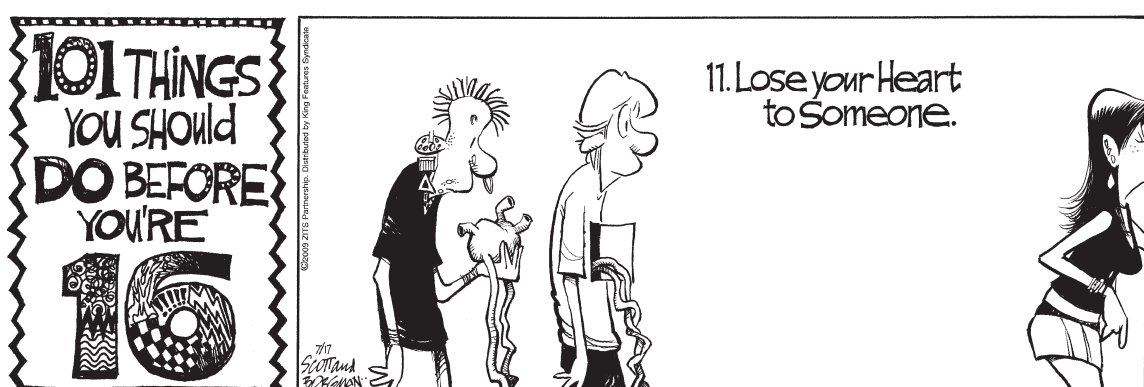
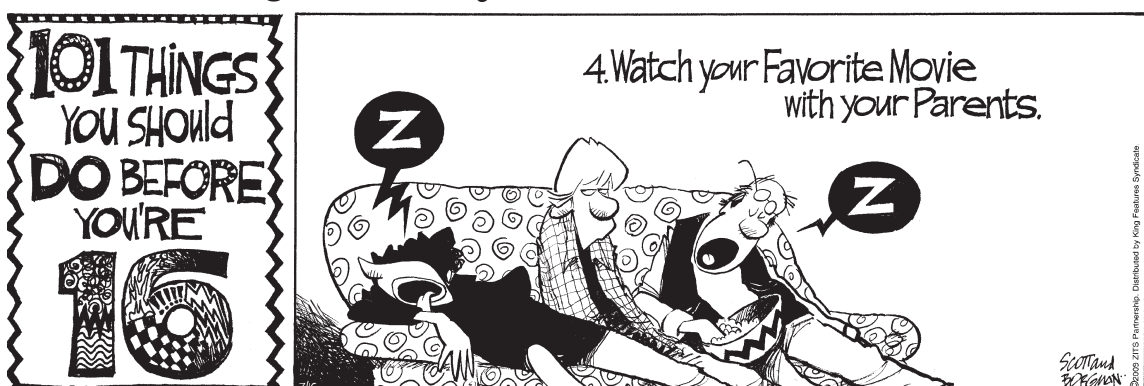
**Sally Forth** • Greg Howard



**Todd the Dinosaur** • Patrick Roberts



**Zits** • Jim Borgman & Jerry Scott



**Dr. Joyce Brothers**

• Ask Dr. Brothers

**Will daughter be a wallflower?**

**Dear Dr. Brothers:** I know what it is like to not be popular. When I was a kid, I wore thick glasses and was not very athletic. What saved me was a talent in art. But I'm looking at my own child now. She's a sweet little thing but very shy and not into the beauty pageant circuit. She doesn't have a special interest or talent that I know of, and yet I am desperate to find something for her to shine in. What should I do now to help her become more popular? — D.S.

**Dear D.S.:** First off, you should redefine what you consider popular -- or at least what you want your daughter to be popular for. Do you really want her to run with the beauty pageant crowd? What will your daughter learn in that circle? Kids naturally gravitate to other kids they have something in common with. Your little girl probably doesn't want to be around the beauty queens because it doesn't appeal to her.

Just because she hasn't shown any special interests yet is no need to think your daughter is doomed to a dreary childhood. Sometimes it takes a while for kids to find out what they like. Maybe it's time to open up her world a little bit. After all, anyone's options are limited to what they know and see. Do some experimenting. Maybe a trip to a museum might awaken interest in art. A day trip to the zoo could start a child on the road to being a vet. No matter what, the more you present, the more she has to choose from. Too often, we define our world narrowly. If your daughter's choices are limited only by her imagination, she will no doubt be successful in her life.

**Dear Dr. Brothers:** I am a single guy who likes to have a good time. I met a cool girl and want to focus on her, but she surprised me last weekend. We rented a boat for a couple of hours, and she ended up sitting glued to the spot for two hours! She wouldn't even take off her life vest when we were anchored. I asked her what was up, and she said she has always been afraid of boats. Does this mean she's going to be nuts? — H.T.

**Dear H.T.:** Before you decide to throw the whole thing overboard, take a look at the big picture from shoreline. We all have bugaboos that manifest themselves at various times. A person who is afraid of insects, for instance, is not going to freak out until confronted with a big, hairy spider. Her behavior doesn't mean she's going to be -- as you call it -- "nuts," it just means that if you decide to pursue this relationship, it might not be the type you seem to be looking for.

You need to find out just what her parameters are for a "good time" -- and see if they can jibe with yours. It may be that for whatever reason she has a fear of being on the water, but would have no problem skydiving or hang-gliding. Find out what activities you can share together that won't leave one of you frozen in fear. In any relationship, a couple needs to find a common ground. If you can't agree on what's fun, it doesn't make one person sane and the other one "nuts" -- it just means you simply may be incompatible. It's up to you to decide.

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**Bridge** • Steve Becker

East dealer, North-South vulnerable.

**NORTH**  
 ♠ A 8 6  
 ♥ 10 7 5  
 ♦ K Q 8  
 ♣ A 7 5 3

**WEST**  
 ♠ 5 3  
 ♥ K J 2  
 ♦ 9 5 4 2  
 ♣ J 10 9 8

**EAST**  
 ♠ J 10 7 4 2  
 ♥ 9 8 6 3  
 ♦ 10 6  
 ♣ 6 4

**SOUTH**  
 ♠ K Q 9  
 ♥ A Q 4  
 ♦ A J 7 3  
 ♣ K Q 2

The bidding:  
 East 2 NT, South 3 NT, West Pass, North 6 NT  
 Opening lead — jack of clubs.

**The Art of Circumvention**

The finesse is undoubtedly a vital weapon in declarer's arsenal, but it is a play that most declarers use far more often than they should. If there is an alternative that raises the chances of making the contract to better than 50-50, the finesse should ordinarily not be employed.

Take this deal where South starts with 11 sure tricks — three spades, a heart, four diamonds and three clubs — and must find a 12th to make his slam.

At first glance, it appears that the extra trick will have to come from either a 3-3 division of the missing clubs or, failing that, a successful heart finesse. But a third possibility exists, and South should keep it in mind as he proceeds.

Declarer starts by taking the club lead with the king and cashing four diamond tricks, discarding a heart from dummy as East discards a spade and a heart. Next he plays the A-K-Q of spades, West discarding a heart on the third round.

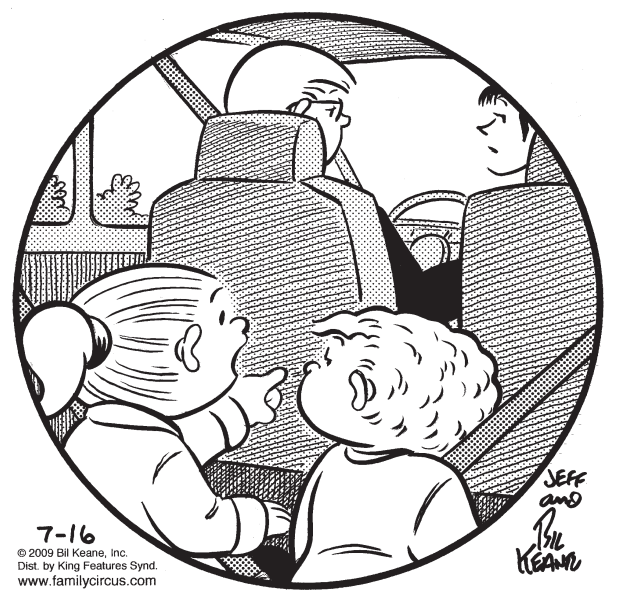
South now turns his attention to clubs, cashing the queen and leading to dummy's ace as East lets go of another heart on the third club. With the clubs failing to divide evenly, it might seem that the heart finesse must now be taken. But if declarer has been doing his homework, he should realize that he has much better than a 50-50 chance to make the slam. In fact, he has a sure thing!

Only three tricks remain to be played. West is known to have one club left and is also known to have no more spades or diamonds. His two remaining cards are therefore hearts. Whether one of them is the king is not known, but that doesn't matter in the slightest.

At trick 11, declarer leads dummy's last club. West has no choice but to win and return a heart into South's A-Q, and the slam is home.

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**Family Circus** • Bil Keane



7-16  
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**Conceptis Sudoku** • Dave Green

3				6		5		
	1			7		3		9
			9			8	7	
		1						2
6						4		
4						9		
9	6			2				
8		7		1			9	
	2		5					3

Difficulty Level ★★★ 7/16

This is a logic-based number placement puzzle. The goal is to enter a number, 1-9, in each cell in which each row, column and 3x3 region must contain only one instance of each numeral. The solution to the last Sudoku puzzle is at right.

5	2	3	4	7	1	9	8	6
6	7	8	3	9	2	4	1	5
4	1	9	5	6	8	3	2	7
2	6	4	1	8	7	5	9	3
7	8	5	9	3	6	1	4	2
9	3	1	2	4	5	6	7	8
1	4	7	8	5	3	2	6	9
8	5	2	6	1	9	7	3	4
3	9	6	7	2	4	8	5	1

**Cryptoquip**

GL Z EMWJNX UMAAJ TZXB  
 LGHJ ZJ QM GJ CWGLUGXF  
 NLL UN JAMME, NXM TGFQU

JZB QM'J ABGXFX GX HMC.  
**Yesterday's Cryptoquip:** I MET MY LOVELY EX-WIFE AT THE APPLIANCE CONVENTION. WE FIRST SAW EACH OTHER AT THE MIXER.  
 Today's Cryptoquip Clue: L equals F

**Crossword** • Eugene Sheffer

- |                                |                               |                               |                                   |
|--------------------------------|-------------------------------|-------------------------------|-----------------------------------|
| <b>ACROSS</b>                  | <b>38</b> Slow                | <b>DOWN</b>                   | <b>21</b> Omega precursor         |
| <b>5</b> Indispensable         | <b>39</b> Flightless bird     | <b>1</b> Plagiarizes          | <b>24</b> Navigation hindrance    |
| <b>8</b> Not up and about      | <b>40</b> Rotation duration   | <b>2</b> Watch impolitely     | <b>25</b> St. crosser             |
| <b>12</b> Shrek is one         | <b>42</b> Indicates "I dunno" | <b>3</b> Vicinity             | <b>26</b> Napoleon's downfall     |
| <b>13</b> Epoch                | <b>45</b> Star-related        | <b>5</b> Aussie critter       | <b>28</b> Lawyers' org.           |
| <b>14</b> Wheel hub            | <b>49</b> Lofty               | <b>6</b> Id counterpart       | <b>29</b> Curried recipe          |
| <b>15</b> Evicted              | <b>50</b> Hooter              | <b>7</b> Evergreens additive  | <b>30</b> "A Demons" mouse!"      |
| <b>16</b> Present              | <b>52</b> Vagrant             | <b>8</b> "— & Demons"         | <b>31</b> Desiccate               |
| <b>17</b> Smooth-talking       | <b>53</b> Shaving cream       | <b>9</b> Flamboyant           | <b>32</b> Charm along             |
| <b>18</b> Old salt             | <b>54</b> Privy               | <b>10</b> Satan's forte       | <b>33</b> Drag constrictor        |
| <b>20</b> Witch's incantations | <b>55</b> Piece of work       | <b>11</b> Socialist candidate | <b>41</b> For example             |
| <b>22</b> Mound stat           | <b>56</b> Ink smudge          | <b>12</b> Eugene              | <b>42</b> Impale                  |
| <b>23</b> Crafty               | <b>57</b> Yokoyama            | <b>13</b> If not              | <b>43</b> Corridor                |
| <b>24</b> Deer little one?     | <b>58</b> Profits             | <b>14</b> Song for one        | <b>44</b> Hitchcock tour de force |
| <b>27</b> Plundered            |                               |                               | <b>47</b> Touch                   |
| <b>32</b> Eggs                 |                               |                               | <b>48</b> Privation               |
| <b>33</b> Kimono belt          |                               |                               | <b>51</b> Triumphed               |
| <b>34</b> "— the ramparts ..." |                               |                               |                                   |
| <b>35</b> Borrow money         |                               |                               |                                   |

Solution time: 25 mins.

ELISE	EEL	ACHE								
CALIN	TALE	ROOD								
HOTSTUFF	ELBE									
OSSIE	TENDON									
	LAMA	TOAF								
LACE	OVEN	EAR								
AGO	BLOTS	ERA								
GEL	ODIN	STEW								
	DNA	DAMP								
ESCORT	ELOPE									
THUS	HOTWATER									
COTE	ADO	STAG								
HESS	WEE	HOSS								

1	2	3	4	5	6	7	8	9	10	11
12				13			14			
15				16			17			
18				19		20	21			
				22		23				
24	25	26		27	28	29			30	31
32				33					34	
35				36	37				38	
				39						
42	43			44	45			46	47	48
49				50	51			52		
53				54				55		
56				57				58		