



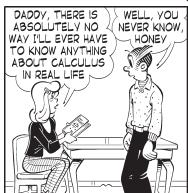


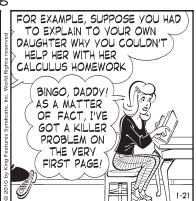
Beetle Bailey • Mort Walker





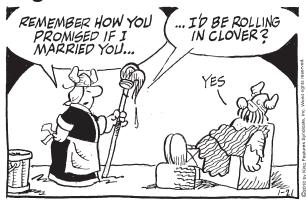
Blondie • Chic Young







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









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Dr. Joyce **Brothers**

Ask Dr. Brothers

Grandson is too far away

Dear Dr. Brothers: My wife and I just became grandparents! We're excited to meet our daughter's son and experience grandparenting. My wife is worried we'll miss out on a lot because we live across the country, and has been talking about moving. We've lived in our town for a long time, though, and neither of us wants to leave. Is it possible to be involved across the country? – W.F.

Dear W.F.: First, congratulations on the arrival of your grandson! Grandparenting is an entirely different experience from parenting, and you are sure to enjoy it. Grandparents often are able to give kids experiences their parents can't, and this is one of the rewards. Although it is sad to live far away from family, your role is still quite important in your grandson's life. You can indeed foster a close relationship without moving. If you were looking for a reason to move, this might be a good motivation, but since you seem invested in your town, there is no reason to uproot your lives. In fact, sharing your personal history, including the town you've lived in, with your grandson is important in nurturing the relationship.

You can bridge the distance, especially with email. It's become easier to share videos and photos via the Internet. Sharing hobbies and being a good listener are also important. Don't worry if your grandson's interest waxes and wanes - he will be busy, but appreciate consistency on your part. It's safe to say your grandson probably enjoys letters, e-mails, photos and gifts, even if you don't hear back right away.

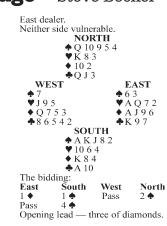
Dear Dr. Brothers: I'm a first-time dad, and my son is scared of bedtime. He won't let me leave the room when he's falling asleep or turn out the light without checking for monsters in the closet, behind the curtains – you get the idea. He's particularly afraid of monsters and creatures like dragons. I'm worried this isn't normal, and I have no idea how far to go with playing along. How do I help him get over these fears? – V.N.

Dear V.N.: Being afraid is a normal part of childhood development, and many parents go through similar struggles. A recent study in the journal Child Development looked at responses to fear in kids age 4 through 7. The researchers found that around age 4, children don't understand thoughts can reduce their fears, but by age 7 are able to understand this idea. This means that when confronted with a scary idea, younger kids benefit from positive thoughts - such as pretending the dragon is friendly – while older children should be reminded about reality, by stressing that the dragon is imaginary and can't hurt them.

Regardless of your son's age, respect his fears. Helping him talk through what is scaring him and how you can fix it together is more important than easing the fear itself. Allow your son to face his fears in a supportive environment. There's nothing wrong with "playing along" by checking under the bed, for instance – as long as you're not patronizing but are empowering your son.

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Bridge • Steve Becker



So Near and Yet So Far

The most embarrassing mistakes are those where a blind spot causes a declarer or defender to overlook what is essentially an easy play. Consider this deal where a thoroughly experienced declarer went astray.

East won the diamond lead with the ace and returned the jack to declarer's king. Faced with the prospect of possibly losing three heart tricks, 26 South decided to try to arrange a potential endplay against East. Accordingly, he cashed the A-Q of trumps and led a low club from dummy to his ten. When the finesse succeeded, South cashed the ace of clubs, ruffed a diamond and ruffed the queen of clubs.

With diamonds and clubs now eliminated from both hands, declarer led a low heart toward dummy, planning to insert the eight and thus endplay East. But West unobligingly played the nine of hearts, after which South had to lose three heart tricks and go down one regardless of how he proceeded.

Declarer would have made his game had he not missed a very simple play. The ingredients for a successful endplay were all there, especially because South knew from the bidding that East almost surely had the ace of hearts and king of clubs.

All the early plays were correct. After two rounds of diamonds, two rounds of trumps and two rounds of clubs, including the finesse, it was right to ruff a diamond in dummy.

But when declarer next led the queen of clubs, covered by East with the king, South should have discarded a heart instead of ruffing. East, on lead, would then have found it impossible to defeat the contract.

If he returned a heart, dummy's king would become a trick; if he returned a diamond, declarer would discard another heart as he ruffed in dummy. Either way, South would finish with

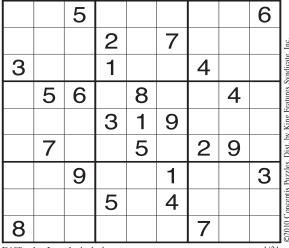
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Family Circus • Bil Keane



"No, Daddy! Let's make him a NON-SMOKER so he'll last longer!"

Conceptis Sudoku • Dave Green



Difficulty Level ★★★

This is a logic-based number placement puzzle. The goal is to enter a num-

ber, 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.

	2	1	4	5	7	8	3	9	6	
	9	3	6	4	2	1	8	5	7	
	5	8	7	3	9	6	1	2	4	
	1	5	8	2	6	9	4	7	3	
	7	9	2	8	3	4	5	6	1	
	4	6	3	1	5	7	9	8	2	
	8	2	5	7	1	3	6	4	9	
	6	7	1	9	4	5	2	3	8	
	3	4	9	6	8	2	7	1	5	
Difficulty Level ★★★									1/2	

Cryptoquip

GPGU AWMJG LRVAG ECXWGA

ZGL VM C JGULCWM ALCLG

TMWPGUAWLO JCZDTA, LRGO'PG 🏟

UGZCWMGX DGMM DCEA. Yesterday's Cryptoquip: DESIRING TO HIDE THE PRECIOUS PIECES OF FRUIT IT HAS FOUND, A GROUNDHOG OFTEN BURIES BERRIES.

Today's Cryptoquip Clue: P equals V

2 —

standstill

of the

Crossword • Eugene Sheffer

44 Big Mac

ACROSS

12 13

14

15

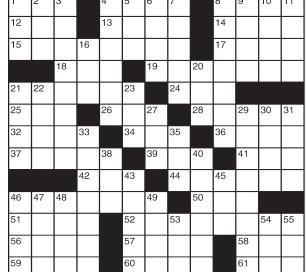
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42 Scull

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13	Ugandan		emplo	oyee		pal			and
	despot	52	Terrie	er	6	Piz	zazz		buggy,
14	Easter		type		7	Foll	low		e.g.
	emblem	56	Hech	e or		as a	а	27	— de
15	Sharp		Hathaway			resi	ult		deux
	turns	57	List-e	nd-	8	Cre	dit	29	Classical-
17	Shaving		ing al	bbr.		car	ds		music
	cream	58	401(k	()	9	Rer	n-		lover
	add-in		alterr	na-		bra	ndt	30	Foil's
	Knock		tive			crea	ations		cousin
19	Surmised		Stage		10	Wit	h	31	Crystal
21	Nicklaus	60	Say i	t		11-l	Down,		gazer
	contem-		ain't	so		hav	ring	33	Diver's
	porary	61	Roule	ette		dar	k		aid
	Corrode		bet			pee	pers	35	Chest
25	Foreman				11	See	9		protector
	rival		NWO			10-	Down		Pop
	Pinch	1	Spee	d-	16	Arie	es	40	Without
	Incenses		omet	er	20	Cor			courtesy
32	Equi-		stat			spil	ке	43	Used 42-
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41	Once		A N D				E R E		Scooted
	called	-	GOG				SAN	54	Anger
42	Scull	R	DE		o s	S	TNT	55	"Way



Yesterday's answer 1-21