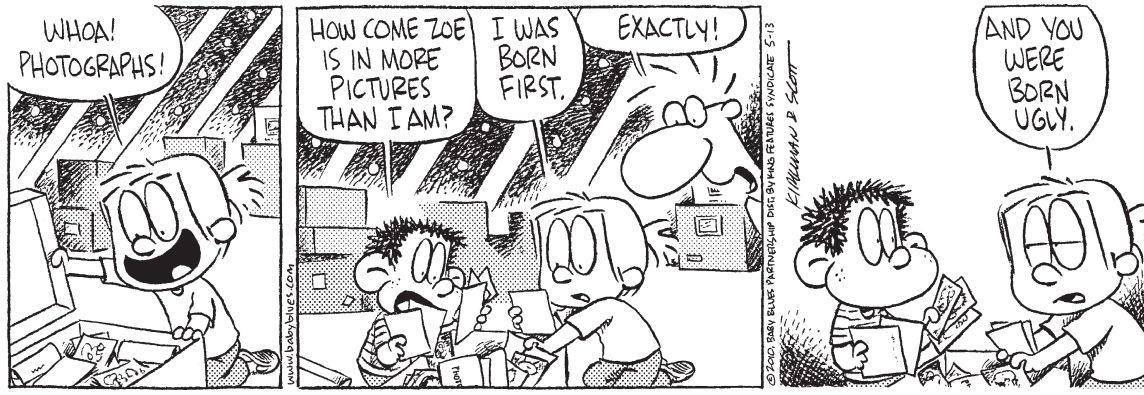
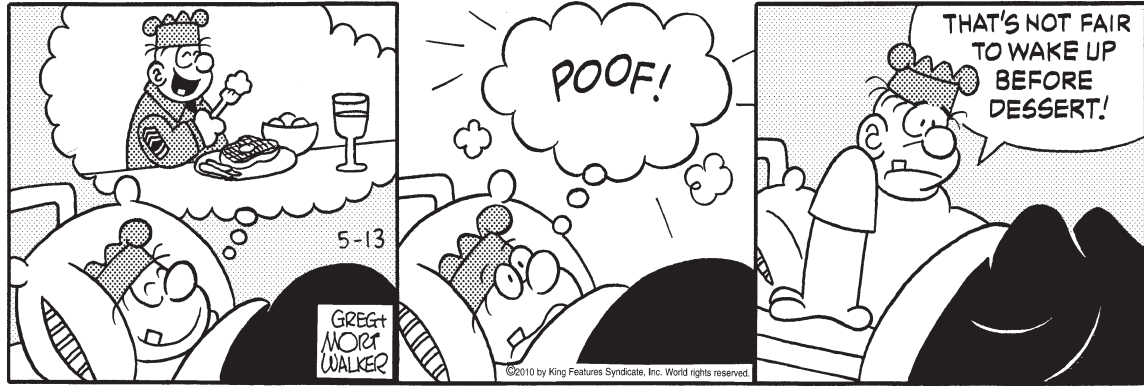


Baby Blues • Rick Kirkman & Jerry Scott



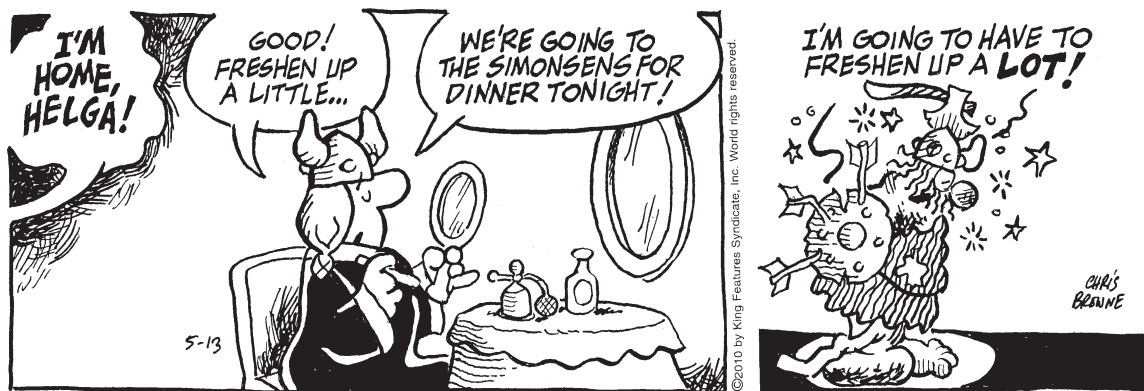
Beetle Bailey • Mort Walker



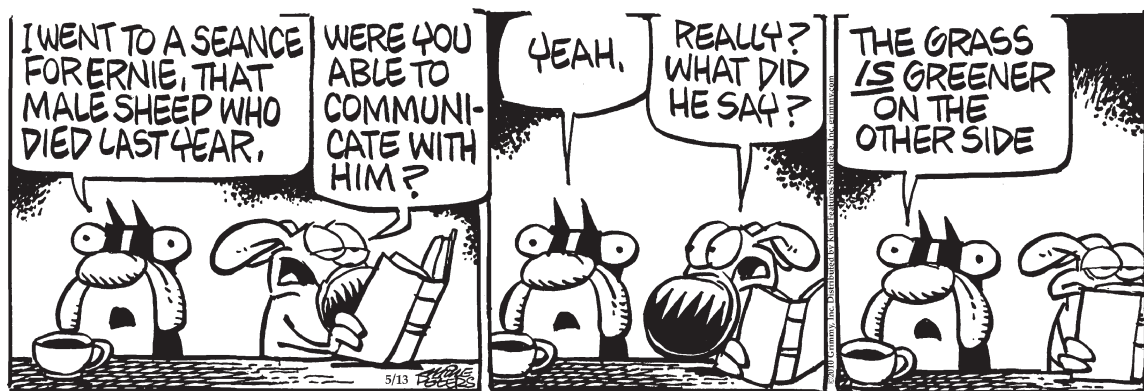
Blondie • Chic Young



Hagar the Horrible • Chris Browne



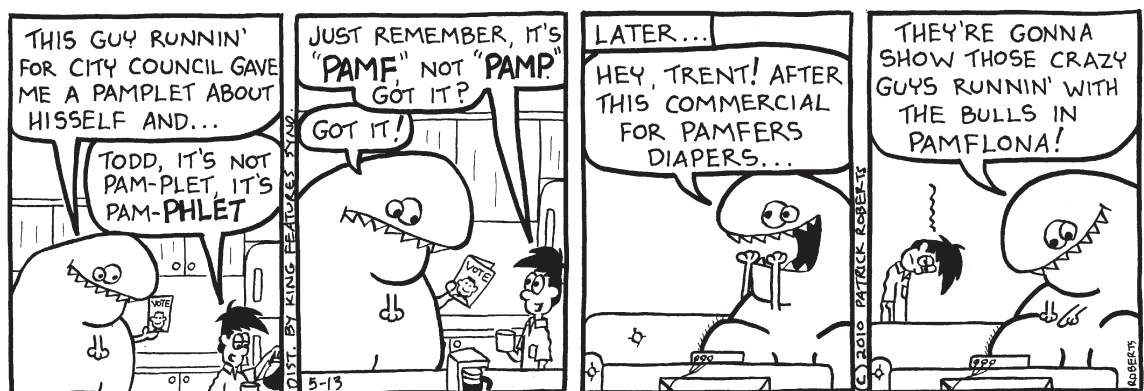
Mother Goose and Grimm • Mike Peters



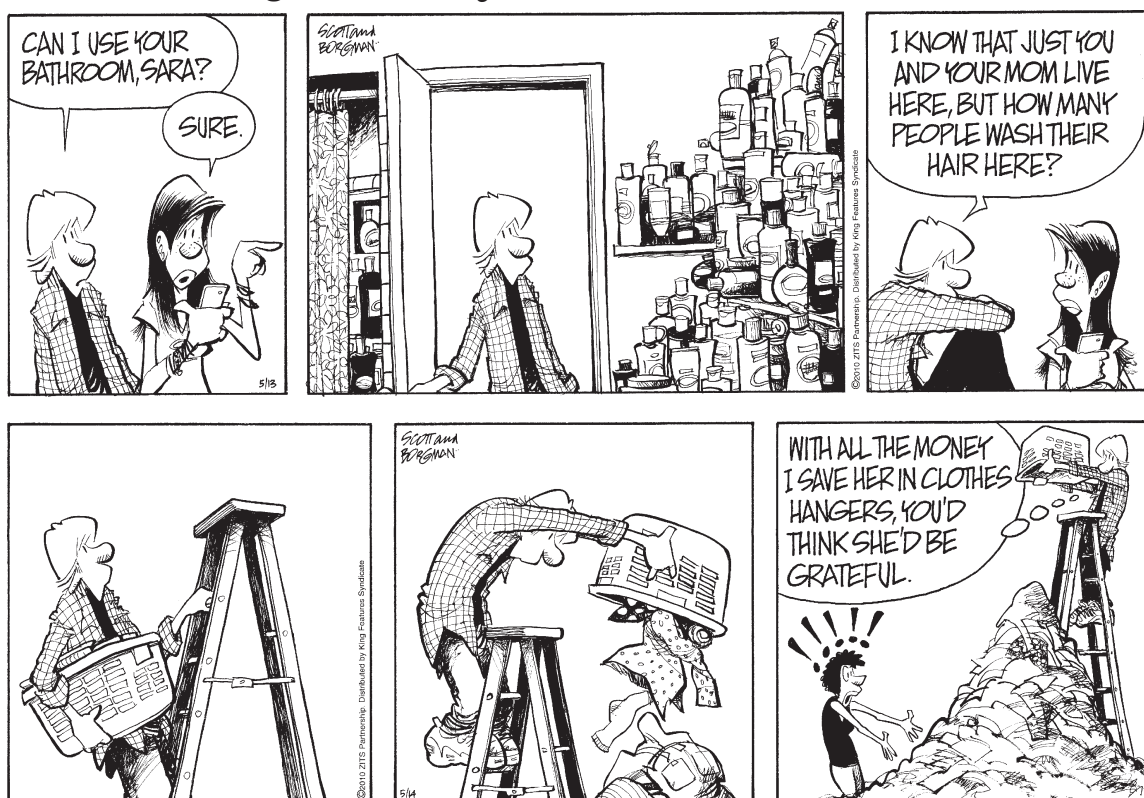
Sally Forth • Greg Howard



Todd the Dinosaur • Patrick Roberts



Zits • Jim Borgman & Jerry Scott



Dr. Joyce Brothers

• Ask Dr. Brothers

Kids argue with house rules

Dear Dr. Brothers: I have two young kids, and I can't comprehend why they sometimes follow rules we've made, and other times argue to the point of tantrums. I don't think my husband and I are overly strict, but we do have rules the kids have to follow. I'm starting to feel like some of them are a lost cause, like getting dressed up for church or eating cauliflower. Are there some rules that kids just won't follow? — P.N.

Dear P.N.: Although kids never follow all the rules all the time, they're more likely to follow rules that make sense to them. Explaining the rationale for rules sometimes can make headway in how often those rules are followed — although it might not stop complaining. For instance, rather than telling them they have to finish their cauliflower, you can tell them that to be healthy, they need some vegetables, and then give them a choice of cauliflower, broccoli or spinach.

Rules for kids seem to break down into four categories, and most of the rules kids resist fall into only one of these categories. There are moral rules (no hitting, share with your sister), safety rules (don't go swimming by yourself) and rules of social convention (say "please" and "thank you"), which kids will resist only when they're in a particularly contrary mood. The fourth category is rules about kids' personal lives and choices, and these are where the vast majority of conflicts come in. Your kids want some area of autonomy in their lives, and most appropriately, that falls to who they spend their time with, what they do with their free time and sometimes such choices as what to wear and when to bathe. If you can give your kids some choice in these matters, they may be a little less unruly.

Dear Dr. Brothers: I have a 10-year-old daughter, and her school just started a mentoring program for kids in her grade to help younger students get used to school. My daughter wants to participate, but I feel she's too young to be able to take a leadership role. Is there any harm in letting her try, as long as she's supervised? — A.G.

Dear A.G.: There definitely is no harm in letting your daughter participate in a mentoring program. While you may think she is not grown-up enough to contribute to younger kids' education, it actually can help her to become more mature. Your daughter acts as a role model for students younger than her, as someone they can look up to. She also will be able to gain perspective on her own life by talking to younger kids.

It's funny to think about an elementary-schooler looking back and taking stock of her life, but it's important for her development. She may have accomplished more than she realizes or grown up in ways she didn't notice, and by comparing herself now to the person she used to be, can see how far she's come. Mentoring also can help your daughter develop interpersonal skills, like active listening, empathy and patience. It is better for her to start becoming comfortable with taking leadership roles as early as possible so she can grow into these important life skills.

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Bridge • Steve Becker

West dealer.
East-West vulnerable.
NORTH
♦ 10 7 2
♥ 1 8 6
♠ A Q 5 4
♣ A Q
WEST
♦ 8 5
♥ A 3
♠ J 10 8 7
♣ 10 8 7 5 2
EAST
♦ 6 3
♥ K Q 10 9 4 2
♠ K 6
♣ 9 4 3
SOUTH
♦ A K Q 9 4
♥ 7 5
♠ 9 3 2
♣ K J 6
The bidding:
West North East South
Pass 1♦ 1♥ 1♠
Pass 2♣ Pass 4♣
Opening lead — ace of hearts.

It Works Like a Charm

Among the first things one learns in bridge is how to finesse. But after you've played the game awhile, you start looking for ways to avoid finessses, because experience has taught you there are often other methods of play that will give you better than the 50-50 chance normally offered by a finesse.

Assume you reach four spades as shown and West leads the A-3 of hearts. East wins and plays a third heart, which you ruff high. You cash two trumps and three clubs, discarding a diamond from dummy, and East follows suit throughout. This brings you to what you have been worrying about from the outset — that you might lose two diamond tricks.

However, a quick review of what has transpired thus far would seem to indicate that West is more likely to have the king of diamonds. This is because East has turned up with six hearts, two spades and three clubs, leaving him with at most two diamonds, and West with at least four.

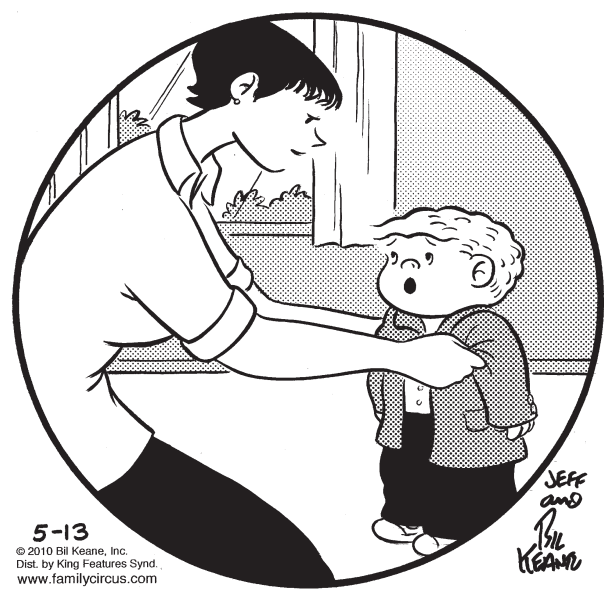
It might therefore seem that you should next lead a diamond to the queen, because if West has the king, you'd immediately make the contract. But the possibility that East, who overcalled, may have the king keeps nagging at you.

So you start thinking of how to avoid the finesse, and pretty soon you realize that even if East has the king of diamonds, you are certain to make the contract anyway. Accordingly, you cash the ace of diamonds, return to your hand with a trump and play a diamond toward the queen, hoping to find West with the king.

In the actual case, the queen loses to East's king, but, since he has no more diamonds, he is forced to return a heart. This allows you to discard your remaining diamond as you ruff in dummy, and the contract is safely home.

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Family Circus • Bil Keane



5-13
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"I don't know if I'm rarin' to go, 'cause I don't know what rarin' means."

Conceptis Sudoku • Dave Green

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

Difficulty Level ★★★

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.

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

Cryptoquip

XT PMBCMLC PWAPYXYWYCP
MLC TVAQXS PVBZKC XL ZKVSC
MT VLMYFCQ, X PWZZMPC
FC PJXYSFCP PJVYSFCP.

Yesterday's Cryptoquip: WHY DID THE HAIR SALON HIRE SO MANY SAINTLY TWENTYSOMETHINGS? I GUESS ONLY THE GOOD DYE YOUNG.

Today's Cryptoquip Clue: X equals I

Crossword • Eugene Sheffer

- | | | |
|----------------------------|-----------------------|--------------------------------|
| ACROSS | DOWN | DOWN |
| 1 Vegas-based TV series | 39 Knock | 21 Cornfield intruder |
| 4 Rebuff a masher | 41 Sailor's assent | 22 Circle dance |
| 8 Satan's minions | 42 Conclude | 2 D.C. VIP |
| 12 Coop | 44 Abate | 3 Highly excited |
| 13 Portable phone | 46 Thwarts | 4 Guppy troop? |
| 14 "— nome" | 50 Shoe width | 5 It may be worn with a muumuu |
| (Verdi aria) | 51 Ginormous | 29 Sort of |
| 15 Soon | 52 Hardly calm | 30 Terrier type |
| 17 Eastern potentate | 56 "— have to do" | 6 Partner in crime |
| 18 Additionally | 57 Manage somehow | 7 Accordion feature |
| 19 Football stat | 58 Old French coin | 8 Summer-time beverage |
| 21 Khaki pants | 59 Jamie Oliver, e.g. | 9 One of the Three Bears |
| 24 Body art, for short | 60 Basin accessory | 10 Bluenose |
| 25 Cartoonist | 61 Away from WSW | 11 Aching |
| Chast | | 16 Triumphed |
| 26 Depressed | | 20 "Go, team!" |
| 28 Robbery | | 45 Vast expanse |
| 32 Rice-shaped pasta | | 46 Stylish |
| 34 Joker | | 47 Naomi's daughter-in-law |
| 36 Egyptian symbol of life | | 48 Look lasciviously |
| 37 "The Duke" | | 49 Winter forecast |
| | | 53 Mimic |
| | | 54 Charged bit |
| | | 55 Prompt |

