

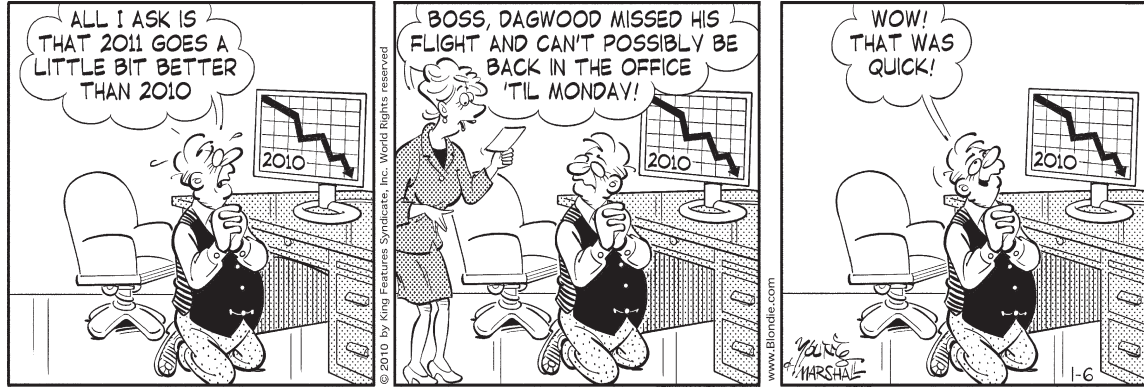
**Baby Blues** • Rick Kirkman & Jerry Scott



**Beetle Bailey** • Mort Walker



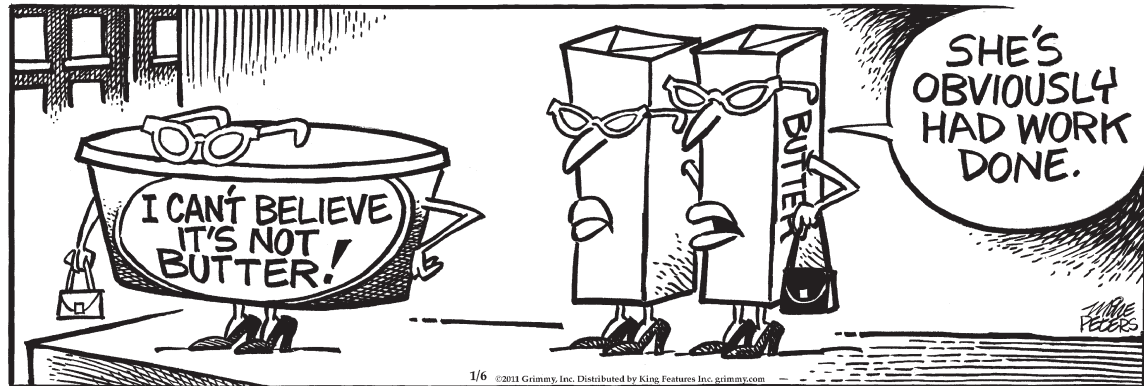
**Blondie** • Chic Young



**Hagar the Horrible** • Chris Browne



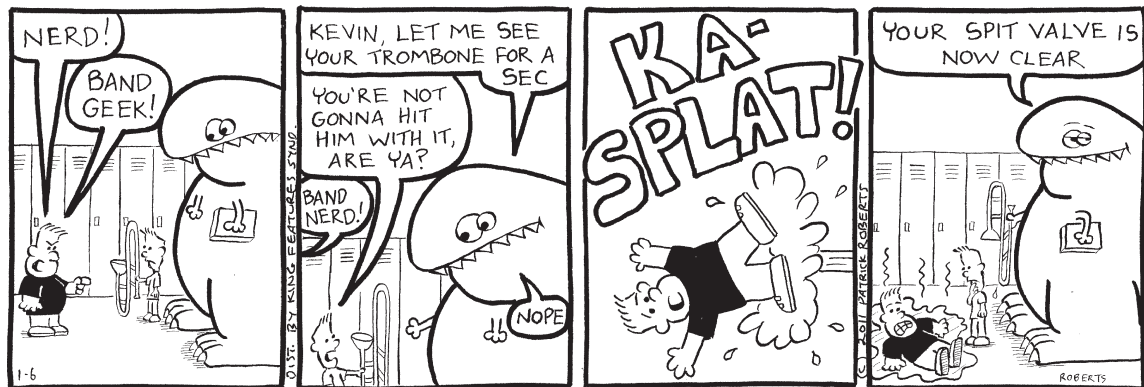
**Mother Goose and Grimm** • Mike Peters



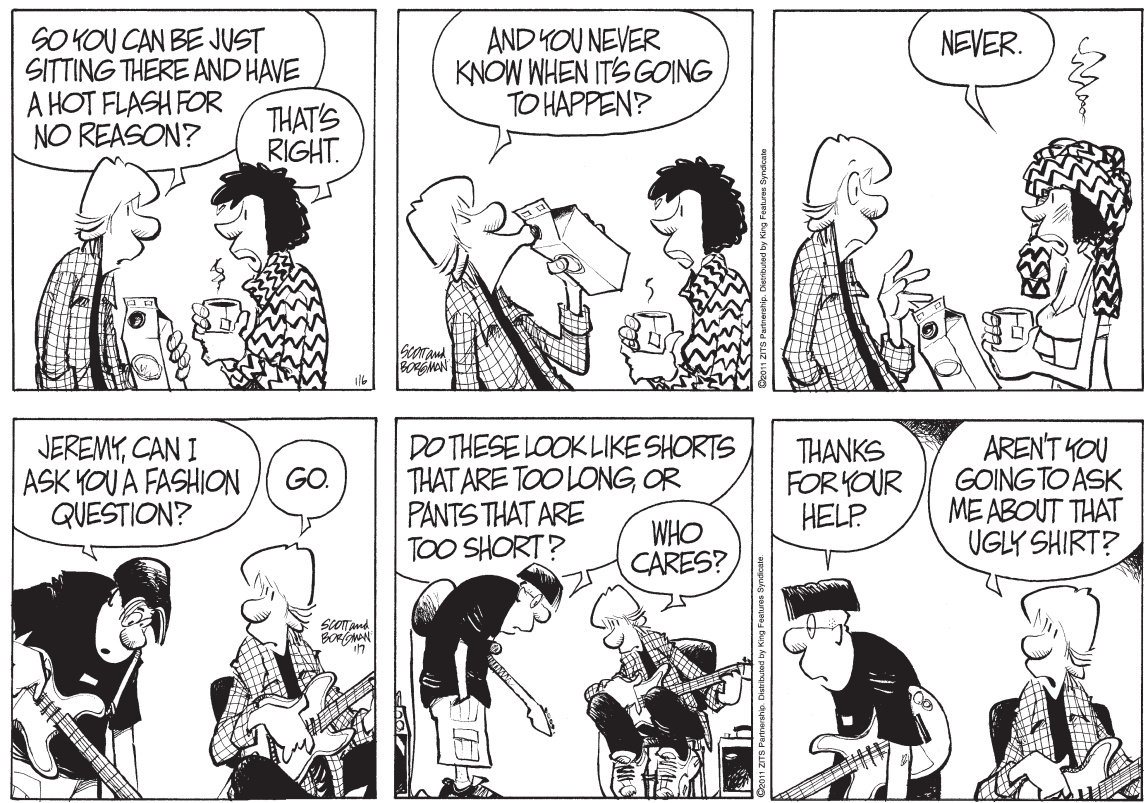
**Sally Forth** • Greg Howard



**Todd the Dinosaur** • Patrick Roberts



**Zits** • Jim Borgman & Jerry Scott



**Dr. Joyce Brothers**

• Ask Dr. Brothers

**Teen violence varies widely**

**Dear Dr. Brothers:** My son is in a school where there seems to be a lot of violence. It is hard to get through a week without hearing there were fights at school or after school. My son is interested in being popular, and I don't want him in with a group that could be a gang or interested in fighting. Do you have any insight into how to steer him away from this sort of thing? I am a worried Latin mom. — R.R.

**Dear R.R.:** Of course you want to encourage your son to turn to friends who are not involved in confrontation, defending turf or other red flags that predict violent behavior. If he has a talent or ability that can be developed — such as art, mechanics or a sport — that can go a long way toward finding him a good peer group and positive role models. At the same time, he should be given every opportunity to plan for his future with definite goals and attainable milestones so he has something to look forward to in his high-school years.

A study published in a recent issue of *Academic Pediatrics* looked at the ways violence can be prevented in groups of teens and suggested that a one-size-fits-all type of program is not as effective as one targeted to specific groups. It found that alcohol use, high-risk sexual behavior and drugs can contribute to violent behavior among certain groups, as can depression, poverty and academic difficulties. With Latino youth there seemed to be a possibility that addressing depression could be effective. The teens pointed to the need for support from at least one person at school as a positive factor in preventing violence, so a talk with school authorities would be in order for you.

**Dear Dr. Brothers:** My son is 10 years old, and is a big fan of video games. We are not a family who hunts or owns guns. Yet he keeps asking for shooting lessons. Apparently one or two of his friends have parents who encourage this. We don't know if we are comfortable with the idea. Would it be wrong to suggest a different "sport"? He's not athletic and is rather shy, so he needs confidence-building. — C.H.

**Dear C.H.:** It used to be that boys looked to the older male members of their families for ideas and guidelines on what they would do as they grew older. If your dad went fishing, you usually learned to fish. If he didn't hunt, chances are you would never pick up a gun either. But times have changed and today children get ideas about hobbies and interests from their peers or from video games, the Internet, TV shows and advertisements. They can't help but be influenced by what "everyone" is doing or talking about.

But guess what? You are still his parents! When the object of your son's affection is a deadly weapon, you have every right to nip this in the bud. Although there are firearm-safety courses for kids, the safest course might be to steer clear, especially if you both know little or nothing about guns. What you don't want, though, is your son sneaking around or joining other families who approve of guns and inadvertently might put your son's life in danger. So see if you can reach a compromise. Try a gun safety course followed by a different hobby that he might find just as exciting — fencing, football or maybe even good old fishing.

(c) 2010 by King Features Syndicate

**Bridge** • Steve Becker

North dealer.  
North-South vulnerable.  
**NORTH**  
♦ A Q 10 6  
♥ 3  
♠ J 10 6 5 4 3  
♣ 7  
**SOUTH**  
♦ K J 7 2  
♥ A Q 10 4  
♠ —  
♣ A Q 10 6 5  
The bidding:  
North East South West  
1♦ Pass 2♠ Pass  
2♦ Pass 2♣ Pass  
4♦ Pass 6♣ Pass  
Opening lead — nine of spades.

**Look Before You Leap**

Far too many players embark on a crossruff without bothering to count the number of tricks that will result, even if all goes well during the play.

This deal from a duplicate game provides a case in point. At most tables, North-South wound up in six spades. However, only one declarer managed to take 12 tricks on a hand where only one trick should be lost with proper play.

It isn't hard to figure out why so many declarers failed to make the slam. They chose to crossruff, trumping hearts or clubs in dummy and ruffing diamonds in their hand.

However, there aren't enough trumps and top tricks in the combined hands for this approach to succeed. Even if declarer were able to score all eight of his trumps separately (not possible, of course, after a trump lead), these tricks plus the three side aces do not add up to 12.

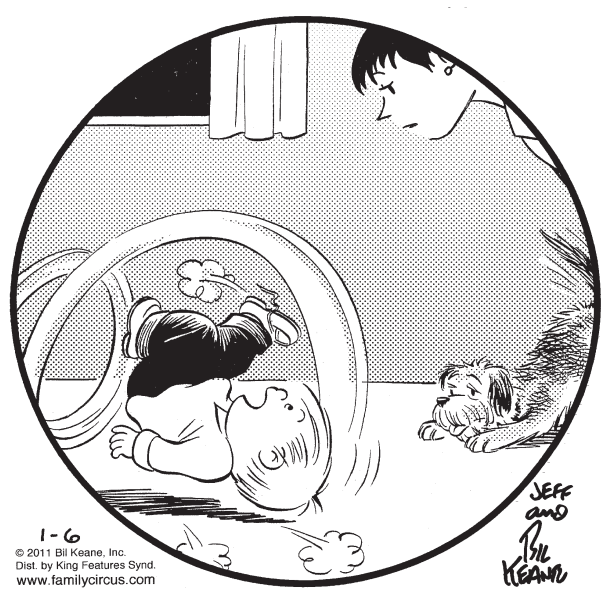
The simple mathematics of the situation was duly noted by the one declarer who made the slam. After determining that he was sure to fall short of his goal by adopting a crossruff, he decided instead to establish dummy's diamonds.

He won the spade lead with dummy's ten, cashed the ace of diamonds and trumped a diamond, felling West's king. He then overtook the jack of spades with the queen, cashed the spade ace and conceded the jack of diamonds to East's queen.

Dummy's remaining diamonds were now good, and the six of spades provided the entry to them. With the two singletons in dummy covered by South's aces, the slam was home.

(c)2010 King Features Syndicate Inc.

**Family Circus** • Bil Keane



**Conceptis Sudoku** • Dave Green

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

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

**Cryptoquip**

VAVRIGN BGNCAAL QAW ZMA  
IAEPX CA WA QDEDLW ZDCM  
G VANCCKIP KNPGCMDLW  
G VVGNGCRX: XBRKG-QAA.

**Yesterday's Cryptoquip:** MY PLANTS LOOKED SICKLY WHEN I USED THAT ORGANIC GARDENING MULCH. IT'S NOT WORTH RE-PEATING.

Today's Cryptoquip Clue: A equals O

**Crossword** • Eugene Sheffer

- |                                     |                        |                     |
|-------------------------------------|------------------------|---------------------|
| <b>ACROSS</b>                       | <b>DOWN</b>            | <b>DOWN</b>         |
| 1 Capri, e.g.                       | 37 Heal, as a fracture | 1 "It Roman-tic?"   |
| 5 Simon or Mc-Cartney               | 38 Hawkeye 40 3.1416   | 2 Boot attachment   |
| 9 Moving vehicle                    | 41 "Teflon Don"        | 3 Tardy job         |
| 12 Practice pugilism                | 43 Breathing woe       | 4 Gofers' home      |
| 13 News, for short                  | 47 — Baba              | 5 Compassion        |
| 14 Praise in verse                  | 48 Hell                | 6 Blackbird generis |
| 15 What the "food pyramid" involves | 51 Resume              | 7 Venusian vessel?  |
| 17 Smoked salmon                    | 52 Sea bird            | 8 Hermit            |
| 18 Pact                             | 53 Formerly, formerly  | 9 Free will         |
| 19 Be                               | 54 Trinity member      | 10 Commotions       |
| 21 Denial                           | 55 Campus VIP          | 11 On deck          |
| 22 Deserve                          | 56 Untouchable         | 16 Judge            |
| 24 Street                           | Eliot                  | Lance               |
| 27 Scatter seed                     |                        | 20 Louis —          |
| 28 Passport endorsement             |                        | 22 Grieve           |
| 31 Upper limb                       |                        |                     |
| 32 Color                            |                        |                     |
| 33 Lord's Prayer start              |                        |                     |
| 34 "Dragnet" star                   |                        |                     |

Solution time: 25 mins.

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

Yesterday's answer 1-6

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			40			
41	42					43			44	45	46
47					48	49	50				
51					52			53			
54					55			56			