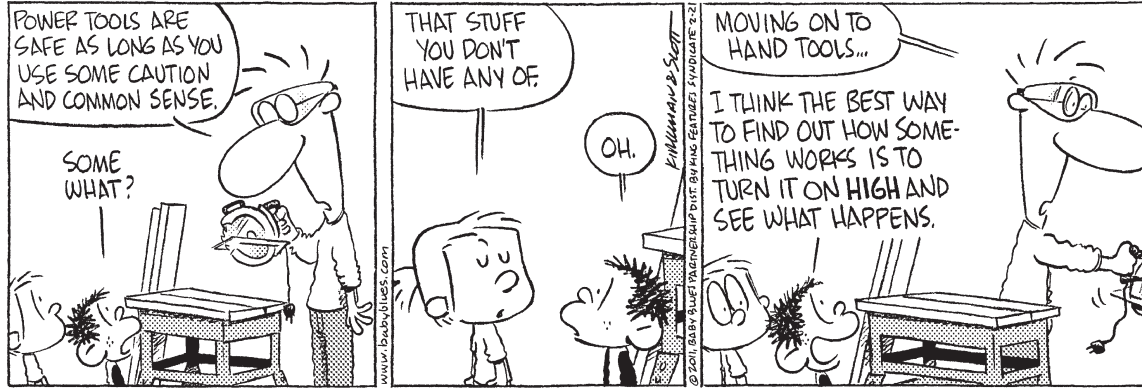


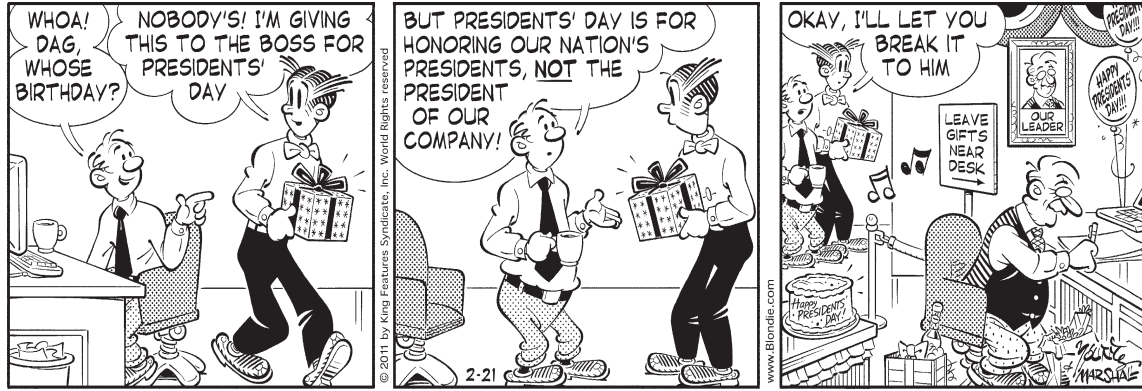
**Baby Blues** • Rick Kirkman & Jerry Scott



**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  
**Socializing keeps artist from sleep**

Dear Dr. Brothers: I'm an artist, and as part of my job I'm often out late at night. I like being up and socializing, but even so, I feel sleep-deprived and tired all day. I also have trouble getting to sleep – especially after being out late. Do my sleep problems stem from my schedule, or might there be something else going on? – K.B.

Dear K.B.: The most likely cause of your feeling tired is that you are sleep-deprived. If you're not meeting your requirement for sleep, you'll feel tired during the day, especially if your main stimuli are later at night. In fact, if you're an extroverted person, then interacting socially late at night might cause sleeping troubles. According to a study in the journal *Sleep*, extroverts are more vulnerable to sleep deprivation, especially after socializing. Social interactions – especially in a working environment – are cognitively complex, and your brain might not be able to quiet down quickly, even if it is "past your bedtime."

On the other hand, the root cause of most sleeping problems is stress. REM sleep runs in approximately 90-minute cycles, so it can be normal to wake up during the night. But if you're worried about losing sleep, it can make it harder to get back to sleep. If you take some time before bed to establish a routine and calm your mind before you try to fall asleep, you should have less trouble. And more hours slept during the night will mean fewer hours of dragging during the day.

Dear Dr. Brothers: My roommate and I have been living together for years, since graduating from college. We're close, but bicker all the time, and it's getting on my nerves. It seems like we only fight about unimportant things, too, like what to TiVo for the weekend. What can I do to stop the bickering and get back on track? – A.L.

Dear A.L.: On the bright side, it's an easier fix if you argue about unimportant things than if you had serious differences. However, when you're sniping all day, it doesn't feel like there's a bright side. The first thing is to talk to your roommate to see if there's anything more serious causing him or her to be in a bad mood around you. If not, short-circuit the fighting. This doesn't sound hard, but in the heat of the moment, it can be hard to keep a clear head and not just fight back.

Instead of continuing an argument, the best thing to do is point out that the fight is easily solved and leave it at that. If your roommate comes back with a rebuttal, or concedes that it's silly but then continues with the argument, listen, and then continue with your refrain that you don't want to argue because it's not important. After a while, he or she will get tired of arguing with no one, and it will be over. If you keep this up over time, while continuing to talk and make sure there's nothing else going on, you should be able to cut out most of the bickering.

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**Bridge** • Steve Becker

East dealer. North-South vulnerable.

**NORTH**  
♠ 4  
♥ A Q 10 2  
♦ 5 4  
♣ A K Q 9 5 4

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

**EAST**  
♠ Q 8 5  
♥ 6 4  
♦ Q 9 8 7 6 3  
♣ 6 3

**SOUTH**  
♠ A K J 7 6  
♥ K J 8 7 3  
♦ 10  
♣ 8 7

The bidding:  
East South West North  
Pass 1 ♣ Pass 2 ♠  
Pass 2 ♥ Pass 3 ♣  
Pass 4 ♥ Pass 5 ♣  
Pass 5 ♠

Opening lead — king of diamonds.

**Famous Hand**

Italy won its first world team title in 23 years at Lille, France, in 1998, but not before it had a very close call against the U.S. squad in the semifinal. The Italians' margin of victory in the 64-deal match was a narrow three international match points.

Today's deal from the semifinal resulted in one of the biggest swings of the match. At the first table, the U.S. pair of Drew Casen and Bill Pollock missed their laydown small slam in hearts on an uncontested auction. North's two-club response was game-forcing, and when he later tried for slam by cuebidding clubs, South failed to give enough weight to his singleton diamond and signed off at five hearts.

This did not augur well for the American pair, who naturally thought the Italians would bid the slam at the other table. But things took an unexpected turn when Bart Bramley of the U.S. opened three diamonds in first seat with the East hand! The auction then proceeded:

East South West North  
3 [D] 4 [D] 7 [D] 7 [H]!

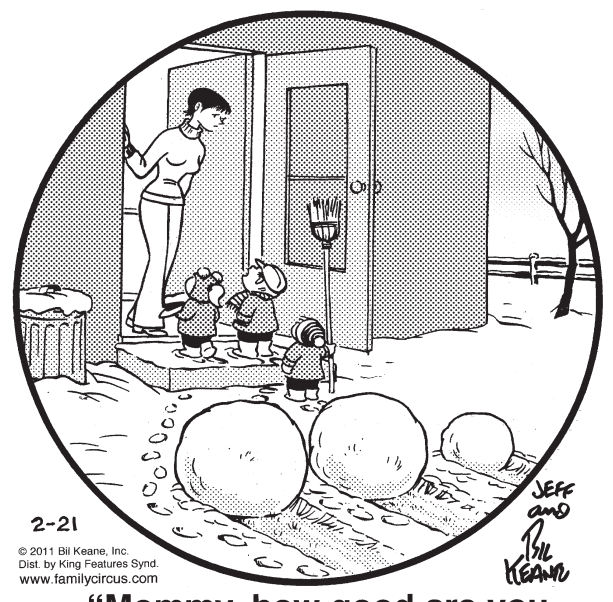
South's four-diamond bid showed both majors, prompting West (Sidney Lazard) to apply maximum pressure by leaping to seven diamonds. He was certain the opponents could make at least a small slam and wanted to make them guess at the seven level.

This brought the bidding to North, who had not yet spoken and had the best hand at the table! Given his partner's bid and the pre-emptive tactics of the opponents, he decided South was likely to be void in diamonds, so he bid the grand slam.

In a sense, North was right, since without a diamond lead, the grand slam was cold. But Bramley led a diamond, and the contract went down one. Combined with the result at the other table, this gave the U.S. a gain of 13 IMPs. Had North doubled seven diamonds, the penalty would have been 1,700 (down seven), a gain of 14 IMPs for the Italians.

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**Family Circus** • Bil Keane



"Mommy, how good are you at lifting?"

**Conceptis Sudoku** • Dave Green

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

Difficulty Level ★ 2/21

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

**Cryptoquip**

T W T I F Y I Q M Y H M  
K P H T M N K A T A M P W T F N C T P B  
N W T K P E T Q A J P C C J T F P C  
E P A F T I T K A : P A F P B C T - H M P A T .

Yesterday's Cryptoquip: SINCE THE TWO GOOD CHUMS WORK TOGETHER AT THE SWEDISH MINT, COULD ONE CALL THEM KRONA CRONIES?

Today's Cryptoquip Clue: Y equals I

**Crossword** • Eugene Sheffer

- |                                   |                             |                                       |                                  |
|-----------------------------------|-----------------------------|---------------------------------------|----------------------------------|
| <b>ACROSS</b>                     | <b>38</b> Plant sticker     | <b>DOWN</b>                           | <b>20</b> Singer                 |
| <b>1</b> Components of psyches    | <b>40</b> Gun-lobby org.    | <b>1</b> Ailing                       | <b>21</b> Face, slangly          |
| <b>4</b> Dervish                  | <b>41</b> Leave out         | <b>2</b> Sandra or Ruby               | <b>22</b> Initial chip           |
| <b>9</b> Atl. counterpart         | <b>43</b> Needle partner    | <b>3</b> Pouch                        | <b>23</b> Tennessee-see          |
| <b>12</b> Meadow                  | <b>45</b> Jaunty            | <b>4</b> Laughs derisively            | <b>29</b> Pound of poetry        |
| <b>13</b> Sierra                  | <b>47</b> Luau              | <b>5</b> Spray-can contents           | <b>30</b> Scan                   |
| <b>14</b> "Ben-"                  | <b>48</b> One's years       | <b>6</b> "Kitchy-"                    | <b>32</b> Actress Rogers         |
| <b>15</b> Lustful                 | <b>49</b> Greek historian   | <b>7</b> Occupied                     | <b>34</b> Overseas military base |
| <b>17</b> Historic period         | <b>51</b> Poolroom stick    | <b>8</b> Save                         | <b>37</b> Went after marlin      |
| <b>18</b> Oldsmobile              | <b>55</b> Obliterate        | <b>9</b> Stimulating secretion        | <b>39</b> Colossus of Yonder     |
| <b>21</b> Indiana basketball team | <b>56</b> Raw rock          | <b>10</b> Emanation                   | <b>44</b> Carnival city          |
| <b>24</b> Coin of the Continent   | <b>57</b> Affirmative       | <b>11</b> Grouch                      | <b>45</b> Risque                 |
| <b>25</b> Durham sch.             | <b>58</b> Fender benders    | <b>16</b> Charlemagne's realm (Abbr.) | <b>46</b> Chills and fever       |
| <b>26</b> Boar's mate             | <b>59</b> Stick with a kick |                                       | <b>50</b> Skedad-dled            |
| <b>28</b> Whom Bugs bugs          |                             |                                       | <b>51</b> Youngster              |
| <b>31</b> Goblet feature          |                             |                                       | <b>52</b> Coffee vessel          |
| <b>33</b> Zodiac feline           |                             |                                       | <b>53</b> Collection             |
| <b>35</b> Seep out                |                             |                                       |                                  |
| <b>36</b> Calligraphy stroke      |                             |                                       |                                  |

Solution time: 27 mins.

PAT	SIR	PASSE								
IGO	ODE	AIKEN								
POP	NEVERMIND									
ERA	SAUNA									
RAZZ	LEO	KENT								
	ELS	SALLOW								
BOMBS	GUMBO									
AVERTS	SOT									
DATA	WON	ZONE								
	DINAR	MAR								
NEVERMORE	ADO									
ADIEU	FEB	HID								
GOING	FDA	ARE								

Saturday's answer 2-21

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		
57			58					59		