Baby Blues - Rick Kirkman \&e Jerry Scott


Beetle Bailey • Mort Walker


## Blondie - Chic Young



## Hagar the Horrible - Chris Browne



Mother Goose and Grimm • Mike Peters


Todd the Dinosaur • Patrick Roberts


Zits • Jim Borgman \&e Jerry Scott
器OLDMEMORIES

New Realities
Bridge - Steve Becker

| You are South, and the biddinghas gone: |  |  |  |
| :---: | :---: | :---: | :---: |
| North <br> 1 | East | South | West |
|  | Pass | 24 | Pa |
| 2 Pass |  |  |  |
| What would you bid now with each of the following five hands? |  |  |  |
|  |  |  |  |
| each of the following five hands? 1. $\uparrow \mathrm{KJ}$ - 95 KJ8 $\uparrow \mathrm{AQJ} 1096$ |  |  |  |
| 2. $\uparrow$ AJ7 $\uparrow$ J73 ${ }^{\text {c }} 10 \uparrow$ KJ9643 |  |  |  |
| 3. $\mathrm{AK} 6 \bullet 854$ Q9 + AQ 872 |  |  |  |
| 4. Q8 AJ 962 + KJ8652 |  |  |  |
|  |  |  |  |
|  |  |  |  |

## Bidding Quiz

## 1. Four diamonds. There is certainly at least a

 game somewhere, as you have values well be-yond a minimum opening bid opposite partner's opening bid. Indeed, it might even be possible to make a slam despite partner's minimum rebid. Ordinarily, minor-suit games are to be avoided,
since it is usually easier to make nine tricks in notrump than 11 tricks in a minor. However, a ous than a suit contract, so a jump-raise of partner's diamonds (forcing) is therefore best. The
double raise also leaves room for partner to use double raise also leaves room for partner to use
Blackwood or make a cuebid in hearts if he is interested in a slam. If he actually does bid four
hearts next, you should take a stab at six diahearts ne
2. Pass. In view of partner's minimum rebid,
game is now unlikely. Trying to improve matters game is now unlikely. Trying to improve matters
by bidding again might easily result in making
them worse. Partner will probably make no more them worse. Partner will probably make no more
than eight or nine tricks in diamonds, so there is no good reason to bid again.
suit, but there is no better way of inducing partner to bid notrump if he has a heart stopper. If he does not bid notrump at his next
settle for game in diamonds.
4. Three diamonds. You can't very well give
up without making at least a mild up without making at least a mild game try, even He might pass three diamonds, but even so it is He might pass three diamonds, but even so it
better to offer him a shot at game in case he has
maximum (around 15 points) for his two-dia a maximum (around 15 points) for his two-dia-
mond rebid. Two notrump rather than three diamonds is an
alternative possibility, but it would be a bit more alternative p.
dangerous.
5. Three notrump. Here you have ideal notrump distribution and strength in the unbid suits, so
you have no real choice other than to bid three notrump. It would be wrong to bid only two notrump, which is not forcing in this sequence. If you did, you might find yourself left at the post.

Family Circus • Bil Keane

"I think this has too much ',mac' and not enough 'roni.',

Conceptis Sudoku • Dave Green

|  | 8 | 3 |  |  | 2 | 4 |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 2 |  |  | 6 |  | 8 |  | 5 |
|  |  |  |  |  | 8 |  | 6 |  |
|  |  | 4 |  |  |  | 5 |  |  |
|  | 9 |  | 3 |  |  |  |  |  |
| 5 |  | 8 |  | 1 |  |  | 9 |  |
|  | 1 |  | 9 |  |  | 6 | 3 |  |
|  |  | 9 |  |  |  |  |  |  |

This is a logic-based num
ber placement puzzle.
The goal is to enter a num-
ber, 1-9, ineach cell in which
each row, column and $3 \times 3$
each row, column and $3 \times 3$
region mustcontainonlyone

The solution to the la
Sudoku puzzle is at right.

## Cryptoquip

QCJQ JZQTPQ TP CJAYTR
STAATAW QCD PNDQBCTA
BXKMDQTQTXA. T QCTAN CD
BDZQJTARL QXM YZJSDZ Yesterday's Cryptoquip: 'ID SAY THAT ACTOR DESPISES THE PLAY'S SET DESIGN, THE WAY HE'S TOTALLY ESCHEWING THE SCENERY. Today's Cryptoquip Clue: Pequals S
Crossword • Eugene Sheffer


