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 \&e Jerry Scott


I WOULDNTEVENHA TOGETOUTOFBE


(n) YOU BARELY
DOTHAT
NOW. BUTT
FINAL
GENII
CRED BUTI'D ALT ME DNEEDISMY
COMPUTER.

1. Nonforcing. Responder has indicated at least
10 points by his two-diamond bid and does not show extra values by bidding two notrump in this
sequence. Therefore, if opener has minimum val-
mes, he may pass. It follows that if responder has ues, he may pass. It follows that if responder has
a game-going hand, he must bid three notrump,
not two.
2. Nonforcing. This is an invitational raise in notrump and has nothing to do with Blackwood.
Responder is asking partner to go on to slam if
he he has a maximum one-notrump opening, and to pass if he has a minimum. If opener is in the
middle of his notrump range (say, 16 points playing 15-17 notrumps), he can bid five notrump and eave the final decision to partner.
3. Forcing. Responder's first two bids were
forcing, and so is the three-club bid. Responder must have a game-going hand, since he failed to pass two clubs and also failed to bid three clubs
(invitational) instead of two diamonds. He is apinvitational) instead of two diamonds. He is ap-
patently looking for the best game or slam con-

$$
5
$$ 4. Forcing. Opener might be inviting partnee to bid three notrump with a club stopper, or

he might be angling for a slam in diamonds or he might be angling for a slam in diamonds or should make the most descriptive bid he can find at this point.
below the gar ch responder names a new suit forcing -- even when the opener's bid is pereemptive. This allows responder to explore for the having to make hind

Family Circus • Ail Kane

"That's it! I'm another grade older! How many more do I have to do?"

Conceptis Sudoku • Dave Green

|  |  |  | 8 |  | 2 |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 3 |  |  | 6 |  |  | 4 |  |
|  |  | 5 |  |  |  | 7 |  |  |
| 6 |  |  | 1 |  | 9 |  |  | 4 |
|  | 4 |  |  |  |  |  | 5 |  |
| 2 |  |  | 7 |  | 8 |  |  | 3 |
|  |  | 2 |  |  |  | 8 |  |  |
|  | 7 |  |  | 9 |  |  | 3 |  |
|  |  |  | 3 |  | 1 |  |  |  |

This is a logic-based n
be placement puzzle.
her placement puzzle.
The goal is to enter a
The goal is to enter a num-
her, $1-9$, ineach cell in which
each row, column and $3 \times 3$
region must contain only one
instance of each numeral.
The solution to the las
Sudoku puzzle is at right.

## Cryptoquip

FTOLKMT NJRMT MRXYM GT
LFRKN GRIN EGHXDM, WHYJN
ARK VKN NJTW KXETG NUT
OLNTYRGA RI VAV WKMHO? Yesterday's Cryptoquip: SOMEBODY SWAYING SLOWLY SMACK-DAB NEXT TO A MARX BROTHER MIGHT BE DANCING CHEEK-TOCHICO.

Today's Cryptoquip Clue: V equals P
Crossword • Eugene Sheffer




