

Beetle Bailey • Mort Walker
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## Blondie - Chic Young



Mother Goose and Grimm • Mike Peters

Sally Forth • Greg Howard


Todd the Dinosaur • Patrick Roberts


Zits • Jim Borgman \&e Jerry Scott PLEASEUSERESTRANTIN
THE SNACK FESDASLE
$\qquad$

 card points and excellent distribution, when you
might have had 13 high-card points and dess might have had 13 high-card points and less at-
tractive distribution. It could therefore be argued that a two-club bid doos not do oustice et your
hand, and that you should bid three clubs, forchand, and that you should bid three clubs, arr--
ing partner to continue bidding until a game is reached.
This argument is not sound, however. The fact
is that the real value of your hand depends priis this the real value of your hand depends pri-
marily on whether partner has good support for marily on whether partner has good support for
either diamonds or clubs. You should therefore tread gingerly rather than commit your side to a
game you might have no chance to make. . not be concerned by the possibility that partner meak
pass two clubs. If he does, indicating a very weak hand with a preference for clubs, there's
little chance that you have missed a game.
2. Two clubs. Here partner is almostcertain to
have reasonable support for clubs, since he did have reasonable support for clubs, since he did
not bid a majo or support diamonds. But because
his one-notrump response could be based on as his one-notrump response could be based on as
little as six points, you have no right to insist on game. As before, if partner passes two clubs, it is unlikely you have missed a game.
3t lestree clubs. You certainly are going to bid
at leame in diamonds, but it is also pos at least a ame in diamonds, but it is also pos-
sible that you might make a slam if partner has the right hand. Three clubs (forcing) is the beginning of an effort to reach six diamonds, and you
are hoping partner can cooperate by raising clubs are hoping partner can cooperate by raising clubs
If he has the king, or by cuebidding the ace of hearts if he has that card.
4. Four clubs. A small slam is practically cer-
tain, and all your efforts should now be devoted to reaching a grand slam. You start the ball rolling by bidding four clubs. If partner responds four
hearts, showing the ace, you bid four spades, also hearts, showing the ace, you then bids five clubs
showing the ace. If parter showing the king, you jump directly to seven diamonds, expecting partner to have at least the
$\mathrm{K}-\mathrm{x}-\mathrm{x}$ of diamonds, the ace of hearts and the king of clubs, which should give you 13 tricks on most ayouts.
Of course, partner might keep signing off regardess of how many granc-slam tries you
make, in which case youll settle for in diamonds.

Family Circus • Bil Keane


This is a logic-based num
ber placement puzzle.
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 must containonly one
region must containonly one
instance of each numeral.
The solution to the la
Sudoku puzzle is at right.

## Cryptoquip

EB HSO ITZSKT C BTG EYTZQ BISZ HSOI QTWITY QOVVNH
$E^{\prime} P \quad Q C H \quad H S O{ }^{\prime} K T \quad Z C P$ WCWRT GEYRPICGCN Yesterday's Cryptoquip: WHEN PEOPLE HAV VERY SMALL PALMS AND FINGERS, WHA
COULD YOU CALL THEM? SLIGHT OF HAND. Today's Cryptoquip Clue: H equals Y

Crossword • Eugene Sheffer

