

Baby Blues • Rick Kirkman & Jerry Scott



Beetle Bailey • Mort Walker



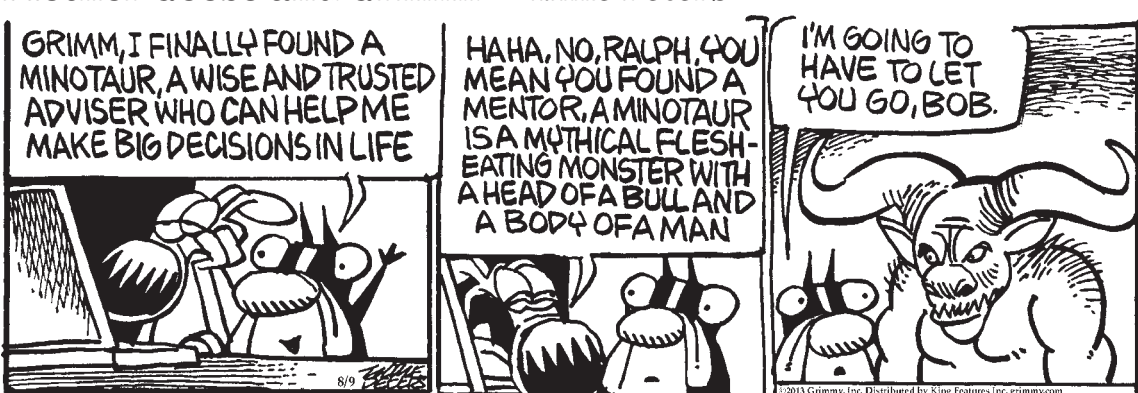
Blondie • Chic Young



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



Heloise

- Hints from Heloise

Hints reduce shocking pain

Dear Heloise: Do you or your readers have any suggestions for preventing static-electricity shock? Getting out of cars is especially painful, and is really bad during the dry winter months. I'd appreciate any help. — Julie W. in Connecticut

Happy to pass along some hints to help prevent that shock! Static electricity can be a pain, and even can be dangerous. Here are a few hints for how to reduce it:

- When getting out of a car, touch the metal part of the door. Once your feet touch the ground, then you can let go of the car door.
- Sliding in and out of a car can create static electricity, depending on what clothes you are wearing. Use a seat cover to reduce this static.
- At home, try to "ground" yourself before touching metal. Touch a wooden door frame before touching the metal doorknob, for example.
- Try to wear 100 percent cotton clothing, and avoid polyester and synthetic materials, because they cause more static electricity.
- Moisturize your skin to reduce the buildup of static charges.

Hope these hints help reduce your shocking situation! Readers, do you have any other hints to reduce static electricity? — Heloise

SEND A GREAT HINT TO:

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TRAVEL HINT

Dear Heloise: About two weeks before I leave on a trip, I place a laundry basket in my bedroom. Then, when I think of something I want to take or wear on my trip, I put that item in the basket. (I can always edit later!) When it comes time to get out the luggage, I never fear leaving important items behind. — Joan D. in Virginia

ICE FOLLOW-UP

Dear Heloise: I read your advice on putting "ICE" (In Case of Emergency) phone numbers in one's cellphone. This is very good advice, except if you have a "lock" on your phone that requires a code. (Which, by the way, is a must to keep your information secure. No one else will be able to access your contacts.) To get around this, I put my emergency contact information as part of the picture on my lock screen. I used a program to add the text to a picture of my grandchildren, saved it and selected it as my lock-screen background. — Jo Ann P., via e-mail

SPLINTER RELIEF

Dear Heloise: Like many, I'm a faithful reader. I think I have discovered a clever solution for those irritating tiny splinters from cactus that you can barely see, much less remove. I have found that an ordinary emery board rubbed over the area in the direction of the splinter can provide instant comfort. — Nanci in California

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Bridge • Steve Becker

Your right-hand opponent opens One Heart, both sides vulnerable. What would you bid with each of the following five hands?

1. ♠ KJ83 ♥ 6 ♦ AKJ762 ♣ A8
2. ♠ AQ ♥ 8643 ♦ AQ ♣ Q9832
3. ♠ AK9653 ♥ K92 ♦ 87 ♣ A5
4. ♠ QJ7 ♥ 75 ♦ AQ874 ♣ KQ2
5. ♠ KQ5 ♥ K984 ♦ QJ6 ♣ AQ9

Bidding Quiz

1. Double. There is too much danger of missing a spade fit if you overcall with two diamonds instead of doubling. Partner might have nothing but five spades to the queen, in which case a game could be lost by failing to double for takeout. If partner bids two clubs in response to the double, you plan to retreat to two diamonds; you have the sufficient extra strength necessary to justify this action.

2. Pass. Despite your 14 high-card points, it is best to pass. It would be wrong to double with inadequate support for either spades or diamonds, and it would be equally dangerous to bid two clubs on such a weak suit with four heart losers on the side. The heart opening has substantially reduced the value of your hand, and any action other than a pass would be courting disaster.

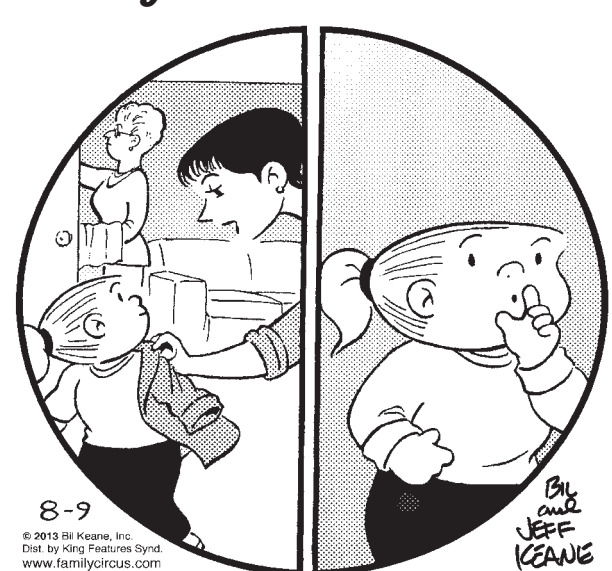
3. One spade. The choice lies between a double and a simple overcall, with the latter getting the nod. The double of a suit generally indicates support for the three remaining suits, or a very powerful hand, and this hand doesn't pass either test. An overcall on the one-level shows a good suit and about nine to 16 high-card points, and partner should respond accordingly.

4. Double. This hand is worth a competitive bid, but with reasonable support for all of the unbid suits, a double is preferred to bidding two diamonds. Most likely only a partscore is at stake, but partscore battles cannot be ignored merely because the stakes are lower than in game or slam hands. It should be kept in mind that in rubber bridge, two partscores, back to back, usually make a game and are therefore worth fighting for, while in duplicate bridge, competing for partscores is an essential part of the game.

5. One notrump. You have the high-card values for a double, but your point count and balanced distribution can be more accurately described by a notrump overcall. A double is always a highly ambiguous bid, since it may be based on anywhere from 12 to more than 20 points in high cards and may also be made with various distributions. A notrump overcall is not ambiguous; it tells a very precise story, and for that reason should be preferred here.

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Family Circus • Bil Keane



"Did Grandma have anything to say during the movie?"

"Yes. She said, 'Shhhh!'"

Conceptis Sudoku • Dave Green

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

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

Cryptoquip

N R M " R P F S O ' Z R M E P M Z "

J P I P O M I K S Z P Y I X S C Z M O N

W P E K M M L Z , C A N Z P D M C P Y X

W P A O Y N R M D H Z Z H O F L I H O L .

Yesterday's Cryptoquip: I WAS FINALLY ABOUT TO OFFER YOU A CEASE-FIRE, BUT YOU WOULDN'T BE ABLE TO HANDLE THE TRUCE.

Today's Cryptoquip Clue: Y equals D

Crossword • Eugene Sheffer

- ACROSS**
- 1 Frisbees, e.g.
 - 6 Citric beverage
 - 9 Brace insert
 - 12 Hawkeye
 - 13 Automaton, for short
 - 14 Commotion, for
 - 15 Tropical fruit used in jelly
 - 16 Mopped singer
 - 20 Start
 - 21 Burst
 - 23 Blunder
 - 24 Count
 - 25 Still unpaid
 - 27 Dogpatch lad
 - 29 Absolutely
 - 31 Texas city
 - 35 Halloween option
 - 37 Take to the pool

- DOWN**
- 11 Plays at full volume
 - 19 Profession
 - 21 Luau side dish
 - 22 Possess
 - 24 Actor
 - 25 Danson
 - 26 Hate
 - 28 Famous
 - 30 Mound stat
 - 32 Dallied
 - 33 Part of RSVP
 - 34 Electrical meas.
 - 36 Battling
 - 38 Supermarket section
 - 39 Beachgoer's item
 - 40 One in a mobile home?
 - 42 Star
 - 45 Carte
 - 46 Carry on
 - 48 Bill
 - 50 Singer
 - 51 Doctrine

Solution time: 25 mins.

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

Yesterday's answer 8-9

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			