

You can't make me

Gray

- 1 Narrow valleys
- 4 Depend (on)
- 7 Vocalizes
- 10 Cooler brand that would not allow Utah's hockey team to share their name
- 13 🎵 ____ Jacques, ____ Jacques 🎵
- 16 Pastime involving cranes
- 21 To begin with (3 words)
- 25 Wind-related
- 30 The Sun Devils of the Big 12

White

- 2 🎵 ____, gentile ____ 🎵
- 6 One of the three main disadvantages of living in Los Angeles, along with cost of living and traffic
- 8 Agency in charge of the James Webb Space Telescope
- 11 "A ____ is Born" (*Frasier* episode in which he tries to prove he's a descendant of the Romanov dynasty)
- 14 *Dave Brubeck* ____ (1956 album featuring an eight-person group)
- 17 Chain that sells Mexican street corn chowder in a bread bowl
- 20 Product first sold as "Refreshing Mint(s)" (2 words)
- 24 Best Picture winner at the 49th Academy Awards

- 27 French forcemeat
- 29 *Pardon the Interruption* network

All

- 1 Ship in an armada
- 3 One who logs in
- 5 Some tea bags
- 7 "You can't make me" (3 words)
- 9 English class assignment (2 words)
- 12 Service academy in Colorado (2 words)
- 15 Place to hang a star
- 18 Ponchos and gaiters, e.g.
- 19 Fruity drinks (2 words)
- 22 Helped take care of a kitty
- 23 Dessert made from a root vegetable (2 words)
- 26 Company that makes Go-Gurt
- 28 Hero of a Virgil poem
- 31 Did a little twirl

1	2						3		
		12			13	14			4
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10				31					
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9						18	17	16	6
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Each entry in a Two-Tone puzzle begins on its correspondingly numbered square and proceeds along the path winding clockwise and inwards, ending at the center. Some entries occupy only consecutive gray squares (skipping the white squares in between), some occupy only consecutive white squares (skipping the gray squares), and some occupy all consecutive squares without skipping any. When the grid is complete, every square will be used in exactly two entries.