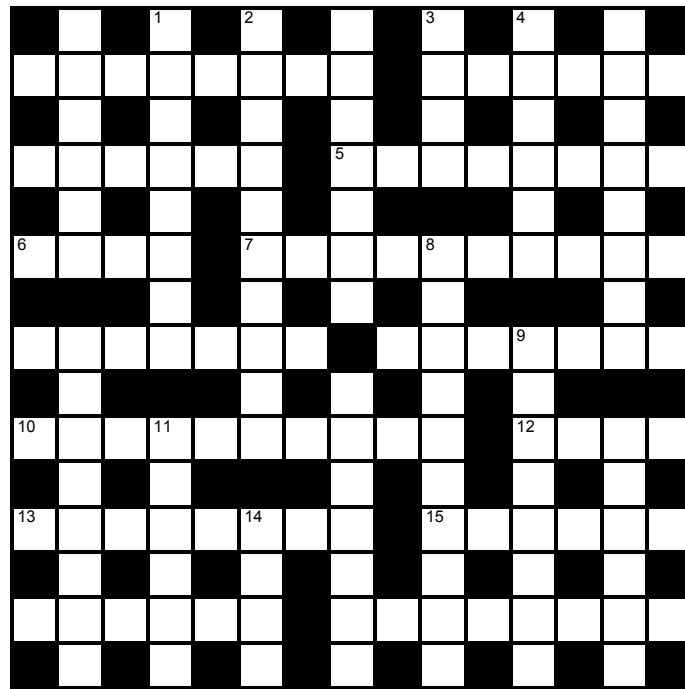


Boys And Girls

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The boys and girls have come out to play, and your task is to get them home – they are waiting for you in alphabetical order. Numbered clues are conventional.

Boys and Girls

- Boy catches cold in rising sea (8)
- Boy is one of twelve Boatmen (8)
- Girl may gamble (7)
- Girl produces sigh after dress put on back to front (7)
- Did the Devil's work in return for a boy (6)

- Find out about the girl (7)
- Boy is girl's lover (6)
- Girl's name should be written here (6)
- A girl called Drew? (8)
- Girl makes oeuf en croûte (6)
- Girl to run away after writer (8)
- Boy to join Boatmen (6)
- Boy intends to? Boatman is (7)

Across

- 5 Eccentricities aren't out of place, disorientated accidentally (8)
- 6 End of carbuncle, mole or spot (4)
- 7 Could be 3B's star to write about Boatman at 50 (4,6)
- 10 Fleeces goats, perhaps (10)
- 12 Crustacean catches fungal infection (4)
- 13 Suitable for vicar's office (8)
- 15 An empty apartment where boatman likes to be? (6)

Down

- 1 Gave away result of wager before ready to play (8)
- 2 Housebreaker found to lick goods left in disarray (10)
- 3 Dispose of another setter (4)
- 4 Small matter that core correspondence contains nonsense (6)
- 8 Packs at bottom of cupboard avoided by boatmen (5-5)
- 9 Able to keep going like a train or a steamroller or a bulldozer, say (8)
- 11 Aggravate green decay with article lodged inside (6)
- 14 Yarn heard in an empty apartment where boatman likes to be, for example (4)

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