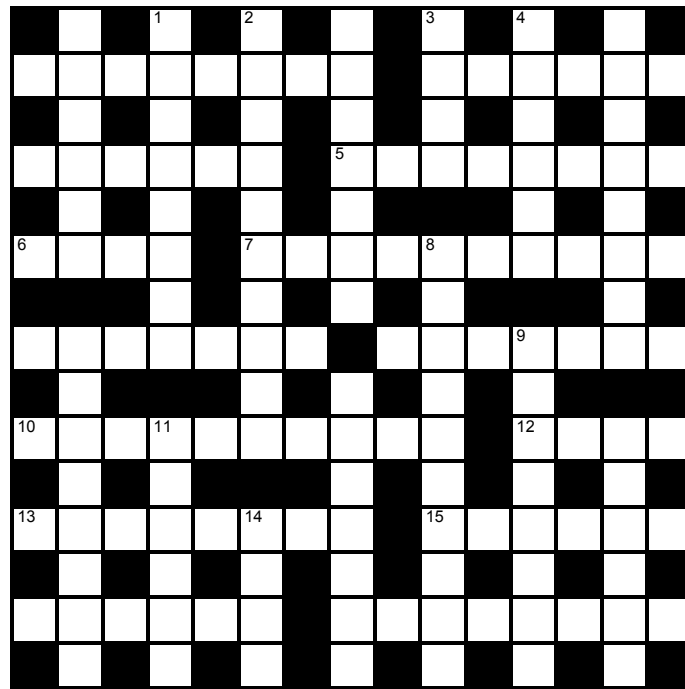


Boys And Girls

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