



# Lame Duck

## What is it for?

.....  
An active game that reinforces principles of noticing, team work, planning, and strategy.

## Time & People

.....  
10 - 30 minutes  
15 - 50 people  
Ideal: around 20

## Materials

.....  
Large open space  
One chair per person

## Source

.....  
Improv theatre game

## And...

.....  
If anyone is concerned about the mis-use of ducks, you can play as zombies instead.

If people are hesitating or hedging their bets, add the instruction that if you start to leave your seat you must move, you cannot sit back down in the same seat.

## Set Up

Arrange the chairs higgledy-piggledy around the room.

Each person sits in a chair, except for the person who is 'it' - known as the 'lame duck'

The empty chair should be the one that is furthest away from the Lame Duck.

## Instructions

The game is to be played silently.

The aim is for the Lame Duck to sit in the vacant chair. Everyone else is trying to stop the Lame Duck from accessing a vacant chair, by occupying the chairs. Players can move to another chair. No-one is allowed to physically stop the Lame Duck. No-one can move the chairs.

Important: The Lame Duck is to walk slowly between the chairs, dragging one leg as if it was broken.  
The game is over when the Lame Duck successfully sits in a vacant chair. The last person to vacate a chair becomes 'it', and play can continue as long as you like. Playing a few rounds, usually reveals changes in behaviour, tactics, and skills.

## Debrief

Ask what the game was about?  
Why was it fun?  
What strategies did you use to play the game? (Interesting to discuss the strategy of staying in their chair throughout.)  
Who won? What was winning? What was success?  
What did the game demonstrate over time?