

Organizing a Duck-Duck-Goose game on a national scale would certainly be a massive undertaking bordering on the impossible. However, the best way to go about organizing a game for such a large population would be through grassroots level competitions. The premise of organizing such a game would be akin to organizing a league sport. Every state would organize multiple smaller competitions league-style to select individuals/teams that can win at the highest state level and then represent their state on a national stage.

To encourage people from varied walks of life and age groups to participate, I would partner with states and private entities to set up rewards for participants. These rewards can take the form of sponsorships, chances for scholarships, or tax incentives for individuals with children above the age of 5 who participate, and elderly under the age of 90 would get tax subsidies. Duck-Duck-Goose is also a game that most children play at a very young age. Therefore, a sense of nostalgia and the fun factor involved with playing such a game would add to the participation rate.

To keep the game fair, all participants would be divided into certain age brackets, and then a random generator would assign individuals to teams in their respective age brackets. Since events will start at the city/county level, these events can be organized at local stadiums or community places. A central website would be set up to track all the participations, scores, and promotions. As individuals and teams progress in the competition, the matchups would be held at more centralized locations to attract viewership and consolidate events to avoid any unnecessary geographical constraints.

Once the participants have made it to the state level, the games can be ticketed to alleviate the cost of organizing such an event. At a national scale, broadcasting rights can be sold to television channels, which will help alleviate timing issues as well. Moving on to the rules and regulations, alternate rules such as time limit and limitation of distance to be safe from 'It' would be enforced. Smaller and tighter circles with a limited number of people and a time restriction on the chase and get would not only make the games go faster but also make them more exciting and fun to watch.

Winners will move on to compete with other winners in their leagues and compete with other winners from leagues in different states. At the end of the competition, there will be one winner in each respective age bracket. These winners will be crowned at the finals that will be held at the state level, and each winner in their age bracket will be the national champion.

For the games to be executed successfully, the games will be held year-round, and the finals would be scheduled at the end of the year. A volunteer-based central committee will help liaise and organize these games and coordinate all the various aspects of the game. Organizing a game like this would require the use of technology to communicate and store data like player records, statistics to ensure the efficiency and effectiveness of the framework of the game and game results. This can be achieved through maintaining relational databases for storing data and the use of a messaging/interacting software such as Slack.

The game will be a challenge to organize but not impossible. The use of technology and a defined system can help organize this long and tedious process. Initial player participation and games can help fine-tune the rules and regulations of the game to become more efficient. At the conclusion of the games, the game of Duck-Duck-Goose will transform into a competitive sport and played intentionally to compete at every level.